RAGE of MAGES

the Wizard's Tome

MONOLITH
PRODUCTIONS

RAGE of MAGES

Contents

Installation

System Requirements

Windows 95/NT 4.0, DirectX five.0
Pentium 100 (Pentium 166 recommended)
16 MB RAM (32 MB recommended)
PCI SVGA 1 MB Video (640x480, 65536 colors)
Windows compatible sound card (16-bit stereo recommended)
Mouse
85 MB Hard Drive Space

Contents

- This User's Guide
- CD
- Registration Card

Installation

Insert the CD into your CD-ROM drive. The Autorun Menu consisting of the following options will appear on screen:

Install

Select this option to install the game. Further on-screen instructions will follow.

Attention! The CD-ROM Autorun may be turned off on your PC. In this case run Windows Explorer and start Autorun.exe from the root directory of your CD.

Uninstall

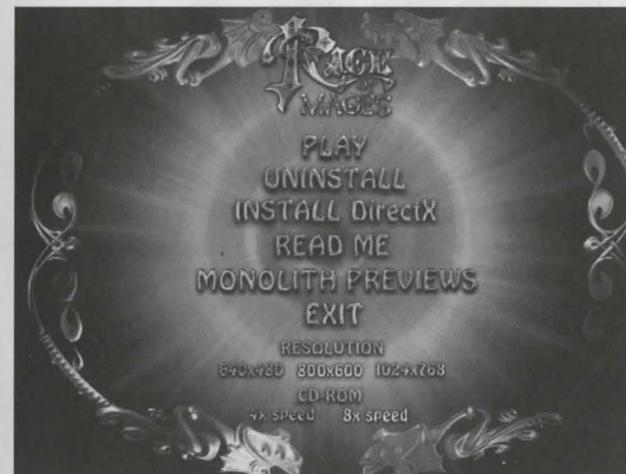This option is available only if the game has already been installed. You can uninstall the game from your Hard Drive using this option.

DirectX Installation

Install Microsoft DirectX 5.0 drivers if necessary.

Note: Installing DirectX 5.0 drivers is NOT recommended for Windows NT.

WWW

Visit the web site for Monolith Productions at http://www.lith.com. Information is available on this game, as well as the other games from Monolith.

Note: In order to access the web site you need to have TCP/IP-connection with an Internet provider.

Exit

Exit Autorun.

Video Modes

You may select one of the following video modes supported in the game:

- 640x480
- 800x600
- 1024x768

Note: High-resolution modes will require a higher performance PC. For example, to play 800x600 you will need Pentium 200, 32 MB RAM and a fast video card.

CD-ROM Speed

Choose the value that corresponds to your CD-ROM: 4-speed or 8-speed or faster.
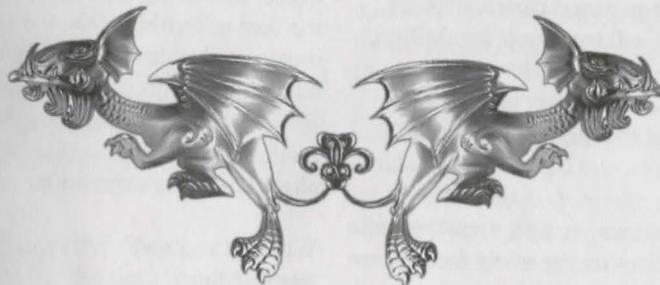
Note: The movie quality in the game will mostly depend on the CD-ROM speed.

STARTING THE GAME

After the game has been installed, it can be started either of the following ways:

- Select the «Play» button in the Autorun menu, which will have appeared instead of the «Install» button
- Start **Rage of Mages** from the Windows Start menu

Entering the Game

What does the world of Rage of Mages hold in store for you? From the beginning you will be plunged into a world of danger, excitement and dark adventure. Our prologue will teach you the chilling, unforgettable history of this world. A terrible, tragic, seemingly endless war has exhausted the once-noble Kania Empire.

Over the centuries, many a high-spirited Hero has set out on the quest for the magical weapon that will break the devastating cycle of war. But the mysterious island of Uimoir, which harbors the only hope for victory and redemption, has become a Hero's graveyard. Six hundred years have passed, and adventurer after adventurer simply disappears into the island's cold heart of darkness.

But a new generation is willing to take up the desperate challenge again, buoyed with courage and a deep belief in the quest. Moved by their commitment in the face of terrible odds, the court magician decides to equip these new adventurers with a priceless and powerful amulet. But now a new misfortune is about to enter the world along with your expedition.

Will you succeed? Will you fall prey to a horrible fate? Can you prevent the end of the world, or will you vanish like your forefathers into the dark corners of the mysterious, unforgiving island of Uimoir?

Main Menu Options

In the Main Menu you can:
- begin a new game (New Game)
- start a multiplayer game (Multi-player)
- view movies (Movies)
- view credits (Credits)
- load a previously saved game (Load Game)
- start a game server (Server)
- view best results (Hall of Fame)
- exit the game (Exit)

Load Game

This command allows you to load saved games by name from the list displayed.

Hall of Fame

This command displays the list of players who have completed the game, scored the most points and shown the best results.

Multiplayer

Games in Rage of Mages are created using Client-Server technology. The Server is the part of the program which attends to the multiplayer game as a whole. In other words, the events taking place in the game are registered and analyzed by Server. The Client is any game participant. The Client displays the events taking place and allows the player on the Client to cause events such as attacking, casting a spell, etc.

The Server and the Client may be on the same computer. Thus there are three kinds of Multiplayer games:
- Dedicated Server Multiplayer
- Server Multiplayer
- Internet Server Multiplayer

A Server is required for a multiplayer game. One Server controls one multiplayer game. Other games can be run by other Servers.

Dedicated Server Multiplayer

In this configuration, the Server is the only thing running on the computer. Thus the computer is dedicated to running the Server. Clients are run on different machines. It is recommended to use a computer with the most powerful processor as the Server. The «Server» option in the Main Menu is responsible for the Dedicated Server Multiplayer Game scheme.

Local Server Multiplayer

In this configuration, one of the computers is simultaneously running the Server and the Client. This requires a lot of resources and the game speed depends directly on the number of players.

Internet Server Multiplayer

The computer starts a Client that engages the game created by a computer functioning as the Server.

When you select a Multiplayer Game in the Main Menu, you will see a screen similar to a single game screen.

If you have created a character you like, you may choose that saved character at start-up. If your prefer to create a new character, select the «New Character» option and left-click on the «Accept» button. After that you can create a new character the usual way. (See the «Creating a Character» section).

The only difference from the single player game is that you can choose your hero's appearance from a list of portraits (you may left-click on the buttons under the portraits to choose one).

After you have created your character, left-click on the «Accept» button. You will see a dialog box where you will have to choose the network protocol (see the «Server» section) you are going to use. Next you will see a list of Servers available for play, and a list of the names of players. You may join them or create your own game. If you want to join a game which already exists, select «Join». This will start the Client on your computer and connect you to the selected Server.

The «Open» option will start a Server as well as a Client on your computer. You will create your game and the rest of the players may join you. You have to choose a map from the list of available maps and left-click on the «Accept» button.

A Multiplayer game differs from a single player game in that it does not have a predefined story goal, but it certainly has its own unique attractions. It offers the opportunity to improve your character's skills, to search for essential items, to fight exhilarating variety of enemies and monsters, and, most importantly, to interact with live opponents and allies. In a Multiplayer game, buildings play a crucial role -- the Weapon Shop, for example, can be found directly on the map, as can the Inn where you can hire mercenaries.

Server

This button lets you start the Dedicated Server. In such a case, you first have to choose the type of protocol and the type of connection which is going to be used. Rage of Mages supports 4 protocols.

- IPX , the optimal for local network
- TCP/IP, which enables Internet play (Using the TCP/IP protocol for a local network is not recommended because it will slow the network considerably.)
- Modem
- Serial

The Menu will contain those protocols, but they must also be installed on your computer under Windows.

If you have selected a protocol, left-click on the «Accept» button. You will move onto the next menu: choosing a map.

The map menu shows a list of players who have joined a given Multiplayer game on the Server. You are able to chat with them while they are connected.

There are 3 possible options in the map menu:
- «Accept» enables Server
- «Change Map» takes you back to the beginning of the menu, to map selection
- «Stop» stops Server

Video

This Main Menu option lets you view videos from the parts of the game that you have completed. Videos may be selected from the list.

Exit

This option lets you Exit to Windows.

Starting a New Expedition
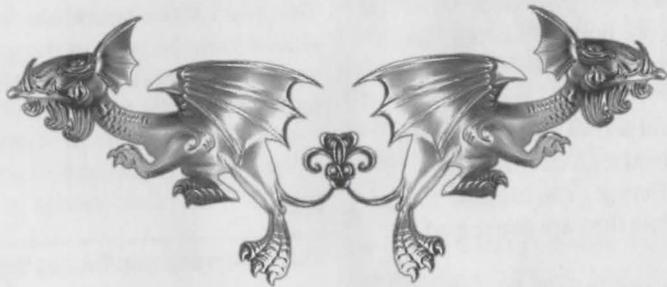
When you select the option «New Game», you will watch the final part of the introductory prologue. Then a number of magical items will appear on the screen.

Items on the screen will let you do the following:

- Select difficulty level
- Select the character you would like to play
- Enter the name of your character
- Confirm your choice and start a new game
- Go back to Main Menu

Difficulty Level

Difficulty levels differ mainly in character attributes and enemy behavior. Monsters and enemies become stronger, faster, and smarter as the difficulty level increases.

Each chess pieces on the left side of the screen corresponds to a different difficulty level in the game.

Pawn
Easy Difficulty Level

Bishop
Normal Difficulty Level

Queen
Hard Difficulty Level

In order to select a difficulty level, move the cursor to any of the pieces and click the left mouse button. The color of the piece will now change.

Choosing a Character

There are 4 amulets with character portraits. They are (from left to right): Male Fighter, Female Fighter, Female Mage and Male Mage. You will have to choose among these four, but first you have to study their personal attributes.

Gender and Class of Character

Fighters

Fighters can use any type of weapon and wear any type of armor. They cannot cast spells, but can use most of the magical items and read magic scrolls.

Mages

Mages cannot use most weapons and do not wear armor. They fight by casting spells which strike their enemies from a distance.

Mages and Fighters spend many years learning and practicing their arts. They lead dedicated lives and never turn away from their chosen paths. A Mage will never become a Fighter, and a Fighter will never become a Mage.

Character Name

Type the name of your hero at the bottom of the screen. This is your signature, the consent you give in order to set off on a long and dangerous journey full of adventures.

Moving on to the Next Screen

After you have selected the difficulty level, gender, class, and name of your character, move on to the next screen: «Character Attributes». Move the cursor to the back of the magic book, select «OK» from the book's name («MAGIC BOOK») and click the left mouse button.

Going Back to Main Menu

There is an amulet on the right side of the screen. Left-click on the Amulet to go to Main Menu.

Hints

You can get game hints in the "New Game" screen. Hint info appears if the cursor remains poised over the chosen item for a few seconds.

Defining A Character

You have moved on to the next screen where you are going to choose the attributes of your character.

Fighter Attributes Screen

If you have chosen a Fighter, you will see the following on your screen:

You will recognize the portrait of your hero in the lower right corner. The table above the portrait contains main screen controls. In the center of the screen you will see the symbols of the basic combat skills. The left part of the screen is occupied by the character attributes: the four base attributes that can be changed at the top, and base and modifiable attributes merged into a common table at the bottom. This table and the hero portrait will accompany you through the game.

So, the Fighter attributes screen contains:

- Base Attributes Panel
- Attributes Table
- Basic Combat Skills Panel
- Control Panel
- Character Portrait

Base Attributes (Primary)

Your Hero's behavior and consequently his interaction with the world depends on what attributes your Hero has. Of most importance are the base attributes, i.e. inborn attributes. They determine the basic physical, magical, intellectual qualities of the character.

Base attributes do not change in the course of the game, except for those rare instances when magical items are used. The base attributes contain the Body, Agility, Mind and Spirit. They are also used to calculate and modify the rest of the attributes.
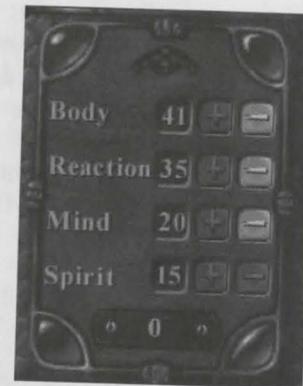
Body

This attribute controls build and muscle power. The higher the body value is, the stronger the character is, the better his Health is, the more Damage that can be sustained and the more that can be inflicted.

Reaction

This attribute controls dexterity, agility level, and hand-eye coordination. Better reflexes of the character result in faster movement, better ability to avoid blows, the ability to carry out precise attacks, and a wider Sight Range. The interval between the attacks of the character also depends on Reaction.

Mind

The ability of logical thinking and decision-making. Mind power affects the learning ability of the character, the rate of new skills acquirement, and the power of magical spells.

Spirit

Magic ability and magic resistance. The higher the spirit of the character is, the larger amount of Mana the Mage can accumulate, and the more elaborate spells he can cast. But taking into account the fact that Spirit determines magic resistance, this attribute is of importance for the Fighter as well.

Changing Attributes

On the Attributes screen you will see certain pre-set attribute figures. These are the attributes normal for your character in the world of Rage of Mages. You can accept them as well as modify them.

You can modify base attributes by point redistribution. The starting point supply equals to 0 (this figure is on the same panel as the base attributes). This means that all the points have been allocated.

Next to base attributes figures there are buttons [+] and [-]. In order to start point distribution, you need to create point supply. Select an attribute whose points you want to decrease and do it using [-]. Point supply will increase and you will be able to distribute points among other attributes.

The higher the attribute figure, the more points you will need to have in order to increase it by 1 point. For example, in order to increase a given attribute from 26 to 27, you will need 2 points, and in order to increase it from 42 to 43, you will need 16 points.

In order to find out how many supply points you will spend by increasing the chosen attribute by one, position the mouse over the [+] button and let it stay for a few seconds. A hint will appear. The [-] button can be checked in the same way. The minimum base attribute figure is 15, the maximum figure is 43.

No matter what you have decided to do, either to accept the attributes or to modify those, you will still be using the Control Panel.

If you start the game, and there are still supply points left over, they are automatically transformed into experience points for your character.

Control Panel

There are only 3 buttons on the Control Panel for the Character Attributes Screen

Accept

If you are positive that the attributes suit you and you want to move on to the next screen, click the «Accept» button.

Discard

If you click the «Discard» button, the base attribute figures will equal 25, and the point supply will be 100. This will allow you to create your character completely from scratch.

Back

If you feel that the chosen character does not suit you and you want to change his/her class, gender, or name, click the «Back» button. You will return to the previous screen to create another character.

Character Status/ Picture

In the lower right corner of the screen your character's portrait is displayed, including all items of clothing, armor and weaponry. You can adjust all of these factors according to your personal preference and the amount of money you possess.

Any item worn by your Hero will be shown in the picture as well, so you will see if it looks all right or not.

_____

Note: in a Multiplayer game while creating a character you will be able to choose another appearance for your Hero if you click the arrows below the portrait of your character.

_____

Table of Attributes (Fighter)

Apart from the base attributes of Body, Agility, Mind and Spirit, the character has a number of modifiable attributes which are originally calculated from the base attributes. As Experience is gained, these attributes will increase. All the base and modifiable attributes of the character are merged into one table which is placed at the bottom of the screen. You may use this table in order to learn your attribute values during the game.

Base Attributes are:
- Body
- Reaction
- Mind
- Spirit

Modifiable Attributes are:
- Health
- Damage
- Defense
- Absorb
- Weight
- Speed
- Mana
- Attack
- Absorb
- Resistance
- Sight
- Experience

Modifiable Attributes

The Fighter's attributes are discussed below. There are a few peculiarities, or differences, for the Mage that are described in the "Mage Attribute Screen" section.

Health (HP)

Health points (HP) are the vitality level of a character. The higher the vitality level is, the more substantial damage the character may sustain.

If Health is equal to 0, the character becomes unconscious. If Health is less than 0, the character slowly dies, gradually losing his/her Health. When Health becomes less than –10, the character is irrevocably lost. As long as some life remains, a dying character can be resurrected by the healing powers of a Mage.

The starting Health value is in proportion to the Body value. When there is a large Body value, the starting Health value additionally increases. Throughout the game the Health value increases with the total Experience points received.

Mana

Mana is the amount of magical energy available to the character. Powerful magics require larger amounts of Mana to be cast. The Mana value of Fighter is always 0. The starting and current Mana values of Mage are discussed in the "Mage Attributes Screen" section.

Damage

Damage is the amount of injury which the character can inflict upon the enemy with one blow. This attribute depends upon the Body of the character and the weapons used.

The minimum Damage value is in proportion to the Body value. It does not depend on the selected type of weapon. During the game the Damage value is calculated with the Character's magical items and weapon taken into account.

The minimum Damage Value corresponds to the amount of injury that can be inflicted by an unarmed character.

Attack

Attack is the precision of the character. The higher it is, the higher the probability of a successful attack by the character. The probability of hitting unprotected body parts increases as well. The base Attack Attribute depends on the Body and Agility values. Throughout the game the Attack value increases in proportion to Skills. It can also be increased by means of weapon and magical items.

Defense

Defense value shows how difficult this character is to hit. Defense includes ability of armor (natural or not) to reflect incoming blows, the ability of the character to dodge attacks, and the distraction effects of magical spells. The higher defense is, the harder the character is to hit with blows, swings and other non-magical attacks.

The starting Defense value is in proportion to the Agility value. This Defense value increases in the game tremendously by means of armor and other items.

Absorb

Absorb shows how much incoming non-magical damage can be absorbed by the character's armor and defensive spells. All damage that passes through the character's Defense is reduced by the Absorb value. It is possible that even a successful blow to an armored knight can do him no harm.

Humans have no natural Absorbtion and must use spells and armor to acquire it. Some monsters, however, have tough hides which provide them with a degree of natural Absorption.

Weight

Weight is the total weight of the items worn and carried by the character. If the character is overloaded, the speed decreases. When the weight value becomes equal to the Body value, the Speed value is decreased by 1. If the Weight value is twice as much as the Body value, the Speed value is decreased by 2. When in the Backpack, items weigh less than when they are worn or used by the character. It is important to distribute Weight wisely among all the necessary equipment, armor, weapon and other items.

Sight

Sight is the distance within which the character is able to see the terrain, locations and, most importantly, other characters (see section "Mission"). This attribute depends on Mind, Agility, and magical items worn by the character. The resulting sight distance directly depends on the terrain's profile. If the character is standing on a hill, he/she can see farther than when he/she is down in the valley. Radial type of Sight Range is used in the game.

Speed

Speed is the movement of the character through the terrain. Speed is in proportion to Agility. It is useful to notice that Speed also depends on the terrain's profile. The Character will walk slower up the hill than down the hill or along a well-trodden road.

Skills

Unlike attributes, a character can develop his skills only by using them. Although all characters possess certain skills, only Heroes can improve them.

Fighters can increase their skills by wielding various types of weapons (see the "Basic Combat Skills" section). When creating a character, you can choose one type of weapon; the one that your hero wields best. The chosen Weapon Skill will be set to 10, and the rest of the skill attributes will become 0. Skills increase in proportion to frequency and efficiency of their usage. The higher the skill, the more difficult it will be to increase it.

Resistance

Resistance reflects the character's susceptibility to magic from the various spheres (see the "Magic" section). Resistance to a magic sphere shows the percentage by which the damage inflicted by a particular Magic Sphere will be reduced.

For example, if your resistance to the Sphere of Fire were 60% and you were hit by a Fireball spell (25 points Damage), you would receive 10 points of Damage $(25*(100-60\%)=10)$. If you had Fire Resistance of 0, then you would sustain 25 points of Damage.

The base Resistance is calculated as half the Spirit value and is equal for any sphere. In the course of the game resistance can be increased by means of spells and magical items.

Experience

Experience is the total of all the knowledge, abilities and skills that the character has acquired during the expedition. Experience increases mainly through victories over enemies and monsters.

Basic Combat Skills

There are five symbols of basic combat skills on the Column in the center of the screen:

The choice of one of these symbols will determine what kind of weapon your character will wield best. Weapon-wielding skills will change throughout the course the quest. Heroes perfect their art from battle to battle.

The initial weapon preference does not remain the same throughout the whole expedition. If you have chosen Shooting as a basic skill, and then have given the character an axe, he/she will fight well, and, in time, will have better Axe skills than the initial Bow skills.

The choice of weapon will determine combat tactics of your character, since one type of weapon is more effective against some and less effective against other types of enemies or monsters. It is important to know your strengths and weaknesses in combat.

Blade

To this class belong daggers and all types of swords: short swords, long swords, bastard swords, two-handed swords. The advantage of swords is to be found in the high precision of the attack compared to other weapon types and a short interval between attacks.

Axe

You will encounter one-handed and two-handed axes in the world. The interval between axe attacks is quite a long one and the heavier the axe the longer the interval. Of all of the weapon types, the axe inflicts the most damage.

Bludgeon

To this class belong plain clubs, spiked clubs, maces, cudgels, and morning stars. Clubs are considerably cheaper to buy than other weapons, and do an average amount of damage.

Pike

To this class belong spears and halberds. They possess good attack attributes, and also provide an advantage in defense by keeping enemy at a distance.

Shooting

Long-range weapons bows and cross-bows enable distant attacks. While they generally do less damage than any other weapon, they keep the user out of harm's way.

Mage Attributes Screen

You should read the Fighter Attributes section first. The general structure of the screens is the same, but there are a few things special to the Mage only.

These differences (not to mention the Mage's portrait) are to be found in the following items:
- Attributes Table
- Basic Combat Skills are replaced by Skills of Wielding Magic Spheres

Table of Attributes (Mage)

Base Attributes are the same for Fighter and Mage, but several of the modifiable ones are calculated in a different way. These are:
- Health
- Mana
- Skills

Health

Health is very important -- it represents the vitality of the Mage. The higher the vitality level is the more substantial damage the character may sustain.

If Health is equal to 0, the character becomes unconscious. If Health is less than 0, the character slowly dies, gradually losing Health. When the Health value decreases to less than –10, the character is irrevocably lost.

The starting Health value is in proportion to the Body value (about twice as much). When there is a high Body value, the proportion changes and the starting Health value additionally increases.

Throughout the game the Health value increases in proportion to the total of Experience points received.

Mana

Mana is the amount of magical energy that the character has. The larger the amount of Mana the character has accumulated, the more powerful spells he/she can cast.

The starting Mana value is about. twice the starting Spirit value. When there is a large Spirit value, the proportion changes and the starting Mana value increases.

Throughout the game the Mana value increases in proportion to the total of Experience points received.

Magical Skills

For Mage a skill is the ability to wield one of the Spheres of Magic. When you select a Sphere, your hero will receive an advantage in casting spells of that Sphere. That Sphere will receive a skill of 10, and the rest of the skills will become 0.

The value of the skill in a certain Sphere has a crucial influence on spellcasting. With a higher skill the spells become effective, have a longer range, have longer duration, inflict more damage, etc.

Spheres of Magic

There are five symbols of magic spheres on the Column in the center of the screen.

See the "Magic" section for a full description of the Spells in each Sphere.

By choosing one of the Spheres, the Mage enables himself to cast known spells of this sphere and learn new ones.

This does not mean that he/she cannot use spells of other spheres. Just like the Fighter can get other "qualifications" and learn to wield any type of weapon, Mages can train in another magic sphere and strive to master it.

Fire

The Sphere of Fire contains mostly damage spells operating with heat and fire: Fire Arrow, Fire Ball, Fire Wall, Fire Sacrifice, and the spell of Protection from Fire.

Air

The Magic of Air is used to transform the very essence of ether, creating optical (Light, Invisibility) and other effects: Light, Lightning, Prismatic Spray. Invisibility, and Protection from Air.

Water

Chemical transformations prevail in the Magic of Water: Healing, Freezing Cloud, Poison Cloud, Acid Stream and the spell of Protection from Water.

Earth

Magic of Earth uses its inherent powers of creation and metamorphosis: Its spells are Shield, Stone Wall, Stone Curse, Meteor Storm and Protection from Earth.

Astral

Magic of Astral is the most complicated and least studied. It contains spells what operate with inner (metabolism) and outer (extraplanar) space. Because of the very nature of Astral Magic, there is no protection spell against it. Astral manifestations can be very diverse. Its spells are: Bless, Haste, Raise Spirit, and Teleport.

Next Screen

If you like all the character attributes and you are ready to start the game, it's time to move on to the next screen. In order to do that, press the "Accept" button on the Control Panel.

Quests
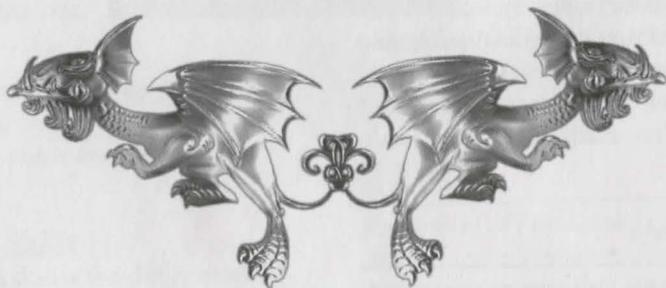
Quests are one of the basic beliefs of the expedition. The adventure that your hero is involved in is divided into quests, and each of these quests has its own significance, its own beginning and its own end.

Primary Quests

Primary quests succeed one another in a strict order. To unravel the mystery of the enchanted island, to reach the goal of the game, all the primary quests must be completed.

The hero travels around the island, completes quests and gathers information. The map and conditions of every quest are given beforehand and the difficulty level increases from quest to quest, from tutorials to the extremely difficult.

In order to move on to the next quest, the hero must complete the current one. The most important quest objective is to obtain information. The hero collects pieces of information and at the end of the adventure will be able to see the whole picture clearly.

You can choose any quest in the given list of current quests. Because there is only one primary quest, the hero won't be given another primary quest until the previous one is completed. Therefore, the primary quest will HAVE to be completed when there are no more secondary quests to complete.

Secondary Quests

Separate from primary quests there are also secondary quests. While completing them, you can meet friends, find a treasure, etc. Secondary quests are extremely useful, not to mention exciting -- never allow your hero to neglect them.

Where to Get a Quest

Once you successfully complete your first two quests, you will arrive at Plagat, the capital of Uimoir Island (see the "Town" section.) From this point on, you will be able to visit Plagat upon successful completion of any other quest. Here you will find the Shop, the Inn, and the Training School; you will also have the opportunity to meet characters who may provide you with additional quests and information. More detailed information about this is available in the "Town" section.

How to Start a Quest

To start a quest, leave the Town by the main gates. You will be presented with a map of the island and a list of the available quests. Choose a quest to start the journey. See The Island Map section for more information.

How to Complete a Quest

During the quest, all the events take place on the main screen. You must complete the objectives for the quest. These are given in the briefing for the quest. When the objectives have been met, you will be allowed to end the quest in Victory.

Main Screen
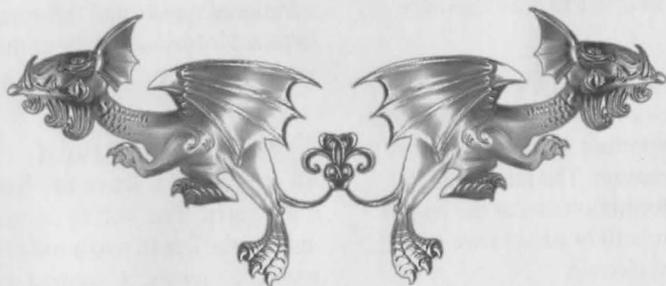
The Main Screen consists of the following important parts: the Battle Screen and the Magic Staff. You can see the Staff on the right side of the screen (from top to bottom): the green crystal (minimap), the toolbar, and the info window.

Battle Screen

The Battle Screen is where the action is shown. You can see the landscape, vegetation, roads and bridges, locations and characters on it. Movement and Combat actions take place here. This is also where you will give orders to those under your command.

Battle Screen View

There are three types of terrain visualization:

- Visible terrain (normal view area)
- Previously Explored terrain (covered by the fog of war)
- Unexplored terrain (black empty area)

Visible Terrain

Visible terrain is the landscape area seen by your characters at the present moment. The area of visible terrain depends on the present landscape type and the Sight of the character. If the character is high up on a hill, the visible terrain increases. If the character is down in a valley, the visible terrain decreases.

When the character is in the open, the visible terrain has a round shape. When hills and mountains block the view and the vista, the visible terrain takes on complicated outlines. When your units are in a group, the visible area is made up of the group's common visible terrain.

Bowmen cannot shoot and Mages cannot cast spells beyond their visible terrain, even if their maximum range is considerably longer. But your characters can still attack within the common visible terrain range.

Explored Terrain

Explored terrain is the area that has once been explored by one of your characters, but which, at the present moment, is beyond their Sight range.

Note: enemy units are not seen on the previously explored terrain, even if they are there.

Unexplored Terrain

Unexplored Terrain is the area that has not yet been visited by your characters.

Cursor

Depending on which object it is pointing toward, the cursor will change its shape as it moves across the Battle Screen. When the left mouse button is pressed, the action corresponding to its image is carried out.

The main commands are:
- Go (the cursor is pointing at a vacant terrain point)
- Attack (the cursor is pointing at the target)
- Pick up (the cursor is pointing at an item)
- Use (the cursor is pointing at an item to be picked up or a building to be entered)

These commands are activated by left-click of the mouse. More complicated commands have to be selected from the Toolbar (see the «Toolbar» section).

Standard Cursor Type

This type of cursor appears on the Battle Screen when neither character nor item is selected.

Selecting a Character

If you point at a character or an item with the standard cursor type, its form will change for the type as shown on the picture. If you left-click on the character/item, it will become "selected": its image on the Battle Screen will stand out more, the portrait and attributes will appear in the info window, and the Health scale (and Mana scale for Mage) will either appear or become highlighted above the selected character. See the "Health and Mana Indicators on the Map" section.

Attack

If you select one of the units or a group, and point the cursor at an enemy unit or an enemy object, the cursor will automatically change its form to the Attack type. The Attack will start after you have left-clicked on the enemy.

Go

The Character will start moving to the selected point. If the point is not attainable, he/she will move as close as they can to the point and then wait there for further instructions.

Pick up

The selected character will approach the item and pick it up. The item will appear in the Backpack of the character. Only Heroes may pick up items.

The cursor on the Battle Screen may vary. The form of the cursor shows what command may be carried out in the given moment at the given object.

Scrolling Screen

Screen scrolling may be:
- Normal
- Fast

To use the normal-scroll, move the cursor to the edge of the screen and continue moving it in the desired direction.

To use the fast-scroll, keep the left mouse button pressed and move the cursor to the edge of the screen and continue moving it in the desired direction.

Terrain

Strategically, there is passable and impassable terrain. Water and Mountains are impassable. If a character or a building occupies terrain, it is considered impassable. The Terrain type affects speed of the character (see the "Speed" subsection in the "Modifiable Attributes" section), for example a character will walk up a hill at a slower pace than walking down a hill.

Locations

Some of the locations can be used during the mission: for example there are certain wells that increase Health and Mana. In order to use them, you have to select a character, point the cursor at the desired location (the cursor form will change), and left-click.

Note: in a Multiplayer game your characters may encounter the Shop on the mission map.

Characters

Selecting Characters on the Map

Point the cursor at the character you want to select. The cursor form will change to , and the character will stand out on the map. Now left-click and the character will become selected.

Selecting a Group of Characters on the Map

Selecting a group of characters is possible when the cursor is of standard type. Left-click once, do not release it and move it to form a rectangle over the desired characters. After you have released the mouse button, every character within the rectangle will become selected. This way you can select either a character or a group of characters. If enemy characters or NPCs are also within the rectangle selection, they are not selected.

You can save a selected group and give it a number. While a desired group is selected, press "CTRL" and any number from 1 to 9 together. For example, if you press "CTRL+1", the group will be saved under "1" and a "1" will appear next to each character in that group. Any time you press "1", the group will become selected. Characters may be in only one group.

It is convenient sometimes to center the selected group. To do that, press and hold «Alt», then press the number of the chosen group. Commanding a group is the same as commanding one unit.

Removing a Character from a Group

Here is one way of removing a character from a group: cancel group selection, move the character a little way from the group, then select the characters you want to be in the group, then assign them to the group.

It is more convenient to select the group, press and hold «Shift», point the cursor at the desired character and left-click, then assign the selected characters to the group. In both cases, the unselected character will no longer be a part of the group.

Health and Mana Indicators on the Map

If the "Show Health" option in the «Game Options» of the Battle Screen menu is switched off, the green bar above the selected characters will become highlighted. It shows the Health of the character. A Mage also has a blue one showing Mana level. All characters and monsters have bars: heroes as well as mercenaries.

If the "Show Health" option in «Game Options» of the Battle Screen menu is switched on, the bars are automatically present above all the units (including monsters and locations), but they are less bright and transparent. The bars of the selected characters are very bright and non-transparent.

Toolbar
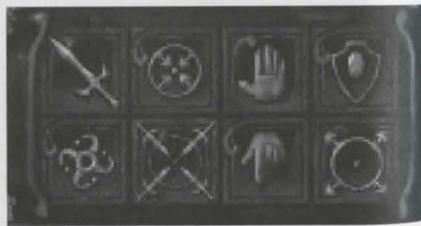
The Toolbar has 8 buttons From Top, Left to Right, they are:
- Attack
- Move
- Guard (Stop)
- Defend
- Cast Spell
- Swarm (Attack Move)
- Stand Ground
- Retreat

These are the commands that your characters are able to carry out in a mission.

Attack

A character or a group of characters issued this order will start attacking the specified enemy. All other enemies will be ignored while moving towards the enemy.

Move

A character or a group of characters issued this order will quickly move to the specified location. All enemies will be ignored while moving towards the specified location.

Guard

A character or group of characters issued this command will attack any enemy within their Sight Range.

Defend

If the character spots an enemy attacking an object he or she is assigned to defend, he or she will counter-attack. If the defending object is not under immediate attack, the character will stay in close proximity to it, alert for any ambush.

Cast Spell

The cursor will acquire this form if you have selected a Mage and a Spell (see the «Spellbook» section) and if you are going to cast it on the object or the area of your choosing.

Swarm (Attack Move)

The selected character will move towards a certain point on the map and attack all the enemies within his Sight range. If there are no enemies or all the enemies are killed, the character will stop and await further commands.

Stand Ground

The selected character will stop and stand ground. The character will attack enemies only if they approach within a shot or a blow.

Retreat

Retreat causes the movement of a character (a group of characters) in the direction of least enemy concentration.

Minimap

The Minimap is a map which covers all the mission area. It is a less detailed map with a larger scale than the Battle Screen.
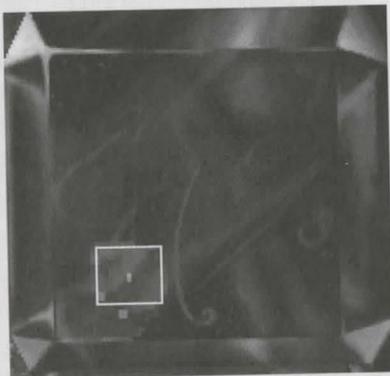
The terrain that corresponds to the Battle Screen is outlined by the white contour. Friendly and enemy characters and locations are marked with different colors on the Minimap (large and small color squares).

Info Window

The Information panel displays the information about a selected unit (see the "Selecting a Character: Character Portrait, Character Attributes" section).

To toggle between the character's picture and the character's attributes, press the button in the upper right corner of the Info Window or the «Tab» button on the keyboard.

The attributes of a selected character will remain in the Info Window until the cursor is pointed at another object. The attributes of a character who has not been selected will remain in the Info Window until the cursor is moved to away from the character.

If a group of characters has been selected, but the cursor is not pointing at any of them, a message will appear in the Info Window, saying how many characters there are in the group.

If no unit is selected and the cursor is not pointing at any object or character, the Info Window will display the "No units selected" message.

The Info Window will display useful data about friendly as well as enemy characters and objects. For example, in a situation when you are about to attack the enemy, it is best to see if you can handle them. Likewise, if you want to improve a character's attributes, the Info Window will allow you to see the changes in the attributes when new the character uses new equipment.

Note: if your screen resolution is set to 1024x768 and the portrait and attributes of the hero are shown on the screen simultaneously, you can't switch between them.

There are 4 control buttons in the 4 corners of the Info Window:

- In the upper right corner is the button that allows you to switch between the portrait of the character and the character's attributes.
- In the upper left corner is the button for the Spellbook
- In the lower left corner is the button for the Backpack
- In the lower right corner is the button for The Battle Screen Menu

Extra panels

You can open 2 extra panels in the Info Window:

- Spellbook
- Backpack

Spellbook

You may open the Spellbook by pressing the button in the left upper corner or by pressing «B» or «Q» on the keyboard. The Spellbook contains all the spells available for a Mage.

If a group of Mages is selected, there will appear in the Spellbook only those spells that every Mage in your party is familiar with. When the Spellbook is open, the process of spellcasting is very simple and it is done in two steps: first - select a spell, second - choose the target on the map.

If you have selected a spell from the Spellbook and you want to move your Mage instead of casting the spell, press «Alt» and hold it down. While you are holding it down, left-click on the map to move your Mage.

To make it easy to cast spells, you can use shortcuts on the keyboard. To do that, open the Spellbook of a Mage, select a spell in the Book - the corresponding spell will become highlighted. Press and hold down the «CTRL» key, press any key from F5 to F8. If you press "CTRL+F5", F5 will be directly connected with the selected spell, and a «F5» mark will appear in the upper left corner of the cell.

Thus you can make 4 spells available for instant casting. In order to use them, you won't have to open the Spellbook any more. You can choose a Mage and press the spell's assigned key. The cursor will change its form to enable spellcasting . You need only choose the target and attack it. Instant spellcasting is very handy in combat when time is of the essence.

Backpack

You can open the Backpack extra panel by pressing the button in the lower left corner of the Info Window or by pressing «I» (Inventory) or «~».

Only your Hero characters have Back-packs. They may contain most anything: weapon, armor, scrolls, potions, amulets, etc. Your money is kept by your primary hero in his Backpack.

Items of the same kind are kept in a single cell. Information about these items is shown in the lower left corner of the cell.

The quantity of cells in the Backpack is practically unlimited. You can view the contents of the cells by pressing the arrows on each of the sides of the Backpack.

You can do the following things to the stuff in your Backpack:
- Wear or pick up
- Use
- Drop

Wear or Pick up an Item in the Backpack

After selecting an item in the Backpack, left-click on it and do not release the mouse button until you drag and drop the item into the Info Window. If the hero can wear the item, it will automatically stay on the hero, if not, the item will return to the Backpack.

You can drop items in the Info Window even when the portrait is not displayed. You will see the attributes change as the item is now in use.

Use an Item in the Backpack

You may use potions, scrolls, books, and other items in the Backpack in the quest by double-clicking on them.
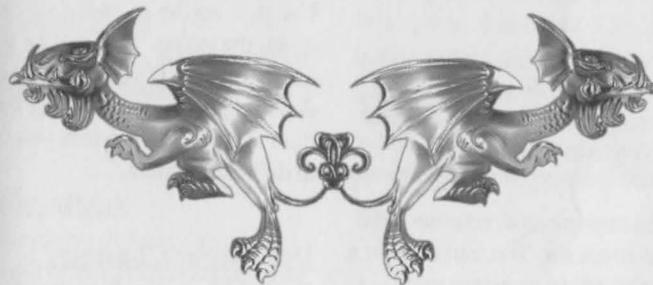
For example, you want to use a magic scroll. Double-clicking will activate the scroll, and its symbol will appear on the map. Now, just select and click on the target to cast the spell. The items are even easier to use. To use a potion, just double-click to drink!

Drop an Item in the Backpack

You may drop items out on the map. To do so, choose an item by left-clicking on it, then drag and drop it onto the map where you want to leave it. When the cursor is over the map, its form will correspond to the selected item. The range within which you can drop an item is limited and takes up three spaces around the character. If you have tried to drop the item beyond this range, it will appear right under the character's feet.
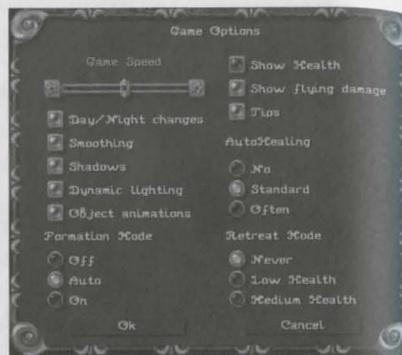
You can drop several items at the same time by pressing and holding down «Shift». Your hero can drop a sum of money on the map. Double-clicking on the money cell in the Backpack will open a dialog box where you will be prompted to enter how much money you need to drop. Enter the amount and confirm it («Accept»). The money will be dropped under the character's feet. By dropping and picking up items, heroes may exchange them during the mission.

In-Game Menu

You can bring up the in-game menu by clicking on the button located in the lower right hand corner of the Information screen or by pressing Esc on the keyboard.

Note: The multiplayer in-game menu is different. Please see the section labeled Multiplayer in-game menu

Save game: In any mission you can save a given game situation. You can choose a new saved game name or select an existing name from the list, overwriting the previously saved version.

Load game: Load any game from the saved game list.

Note: In the multiplayer menu, this selection is missing.

Game Options

Game Speed

Use this option to speed up or slow down the game. This can be a very useful option. If you need to walk a large distance, you can speed up the game, then slow it down when you are engaged in difficult combat.

Day/Night Changes

During the game, day changes into night and night into day. Changing this option would disable or enable the visual effects of passing time.

Note: Behavior of certain creatures and characters changes depending on whether its day or night. If you turn off the visual effects of passing time, their behaviors will not change.

Smoothing

You can turn the smoothing effect on and off. If your computer is not particularly fast or powerful, disabling smoothing may increase performance somewhat. Picture quality, however, will be slightly reduced.

Shadows

This option controls the display of shadows in the game. This options is on by default. You can turn it off to get better performance from your machine.

Dynamic Lighting

This option controls the dynamic lighting of the terrain and objects in the game. The lighting can be caused by magic, or by buildings, fire, etc. This options is on by default. You can turn it off to get better performance from your machine.

Object Animations

This option is on by default. You can turn it off to get better performance from your machine.

Formation Mode

If you have created and arranged your characters a certain way on the screen, and want them to keep this formation when they travel, you can select this option. Your characters will keep formation whenever possible.

If this option is turned off, the fastest walking characters will make it impossible to keep the same battle formation. If you have selected "auto," your party will keep formation only when they are located close together.

Show All Hit Points

This option will allow you to see the health meter for everyone and everything (including monsters and buildings) on the screen. For Mages, besides the health meter, the spirit energy will also be shown.

Show Flying HP

Hit points will be shown as a number floating from the character on screen if this option is selected. The number will be the same color as the character.

Tips

When this option is on, tips will be given about playing the game. The default is on.

Auto Healing

Select "No" to have the Mages in your party not automatically heal the party members. "Standard" will allow the Mages to heal the members after combat. "Often" means that the Mages will heal the characters during combat.

Retreat

If this option is disabled, your characters will fight until either victory or death. If you want your party to retreat in certain situations, select this function. If you select "low" for this option, your character will retreat only when his or her life is at a critical level. If you select "medium" for this option, your character will retreat when he or she loses 2/3 of life.

Sound Options
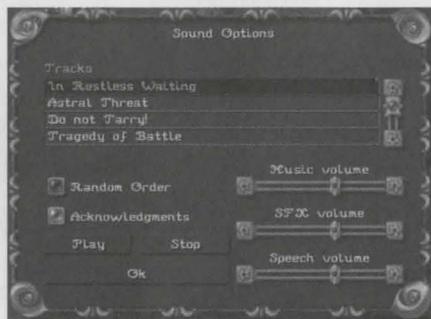
In this menu you can make your music option selections such as the volume of music, sound effects and dialogue.

Quest Objectives

This option will display your quest objectives as well as crucial advice about how to achieve them

End Quest

Victory!

The "Victory" option is available only when you have completed the quest and would like to continue further in the game.

Exit into the main menu

This option brings up the main menu – the magic amulet.

Exit to windows

This choice will take you out of the game into Windows.

Continue game

Return to the game

Multiplayer in-game Menu

This menu differs from the regular in-game menu in two ways:
The diplomacy option in the Multiplayer game replaces the "Load Game" option
The option to change the levels replaces the "Victory" option.

Diplomacy

The diplomacy option setting is for determining relations with other players in a multiplayer game. You can select the following options:
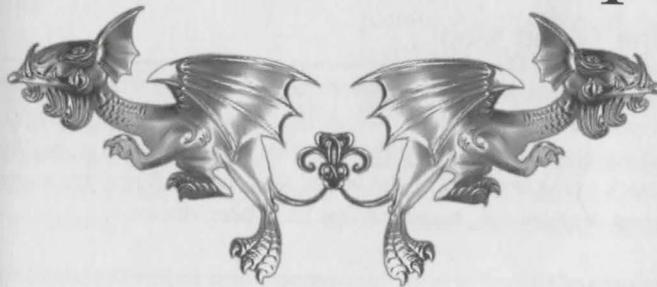
Enemy

Enemies attack at every possibility

Alliance

Alliances determine friendly relations. For example, you can heal other players that are allied with you. You can only force-attack your allies.

The Island Map

Origin of the Island Map

Before setting off on your journey to mysterious Uimoir, you were presented with a parcel of precious documents. These include the map of the ancient island presented to you by your commanders. Never forget that this map, useful as it may be in some places, dates back to the time before the island was cursed. Since this sinister hex took effect seven decades ago, no new maps have been drawn.

Every existing map of Uimoir is from this innocent time before the island was cast into deadly isolation. Since then, some objects — mountains, rivers, the tower of the Great Mage Skrakan, the capital city of Plagat — have held their position. Other objects — roads, houses, military buildings — have only recently entered the landscape. These new landmarks appear on the map as you explore Uimoir.

The island is preserved by the power emitted by the tower of the Great Mage, which sits near the very center of Uimoir. The island is not perfectly round, despite appearances, because some kinds of terrain have deteriorated faster than others.

Island Map Options

The whole island of Uimoir is drawn on the map of the island, but not directly to scale.

An ancient cartographer drew all the large settlements, rivers, forests and mountains. But the Island Map also contains some extra information that you can read with the help of the cursor.

By using the Island Map, you can:
- Learn your geographical location on the island
- Get hints (for example, you can learn the name of a village)
- Get the geographical location and a brief outline of the present quests
- Move to any of the available island localities

Location of the Hero

The location of your hero is marked on the Island Map with a banner. This means that the hero's party is staying in this part of the island.

Hints

If you hold the cursor still for a few seconds over any of the objects on the map, a hint will appear next to the object. For example, if you hold the cursor over a village, the name of the settlement will appear.

Available Quests

You may choose any of the available quests. These look like scrolls and contain a brief outline. If you move the cursor over a scroll, you will read the quest outline, see the location on the map, and see the amount of payment. To choose a quest, left-click on it once and let your heroes embark on another journey. A path will mark the way [image], and the final destination will be X-marked [image].

When you reach your destination, the Island Map will automatically close, and your hero will be involved in a new quest.

The Town
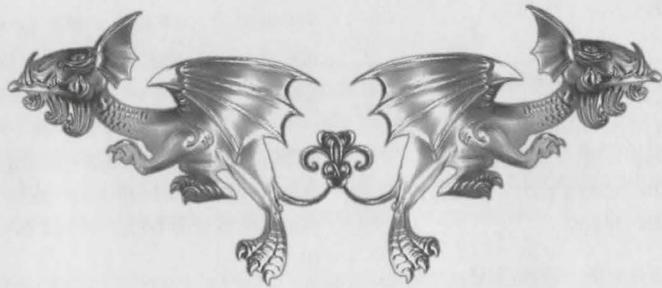
The Town is a very important Uimoir location: All the latest news arrives here; travelers visit from the far corners of the globe; trade booms. You will find welcome rest behind the sturdy Town walls, which will allow you to prepare in comfort for the adventures ahead.

Plagat was once the capital of the prosperous Uimoir kingdom. But seventy years ago a chain of extraordinary events terrified the whole population. Lightning blazed in the sky, clouds swirled demonically, supernatural noises disturbed the peace of the island, hurricanes destroyed the countryside. Many of the people yearned to leave Uimoir, but found no means of escape. Trapped on the island, they fled their village homes to seek safety within the sheltering walls of Plagat.

Overpopulation in the Town soon led to desperate shortages of food and shelter. Before long the populace whispered complaints against the Great Mage Skrakan, whom many blamed for their dire predicament. Ill will also fermented against the king, who was seen as a coconspirator with the powerful Mage.

Driven by necessity, the king was obliged to leave the capital, and died soon after when he and his men were attacked by bandits. The kingdom of Uimoir fell, and splintered into dangerous factions over the years. Feudal lords controlled some regions, while bandits ruled others. In yet other remote locales, monsters terrorized the countryside. Islanders fled and villagers abandoned their homes. Chaos reigned supreme.

Only in Plagat, still governed by a Burgomaster (Mayor), was there a semblance of safety and civilization.

Any newly arrived traveler will be shown 3 of the major sights of the town: The most famous Inn of Uimoir, the best Weapon Shop on the island and the School of Mages and Fighters.

All of them are to be found in the Central Square of Plagat, whose real attraction is the Gilded Statue of the Great Mage, the World Rescuer.

It is easy to enter the town: you simply have to simply select it on the Island Map, but in order to find your bearings, you have to know a few things.

Cursor

When you move the cursor in town, note that in some places the picture changes.

This means that this place may be entered. There are five such places in town:
- Inn
- Weapon Shop
- School of Mages and Fighters
- Mage's Statue
- Town Gate

Inn

Wise men stop by here not only to have a drink and relax but also to have a conversation or two with interesting people. They come to learn the latest rumors and to meet reckless adventurers ready to engage in the most incredible enterprise for a decent day's pay.

All the citizens of Plagat know very well that the Inn is the center of merry making and much more, especially for adventurers. The innkeeper, a fountain of valuable information, is the life and soul of the place. Despite the fact that he has never left Plagat, he knows all of the latest news. The world revolves around him and his Inn. He is a fellow to seek out and an important friend to cultivate -- many secrets are in his grasp, as well as hidden keys to valuable quests.

Inn Display

The important Inn parts:
- The interior of the Inn, as well as the Innkeeper, are in the center of the screen.
- Characters and Mercenaries are in the middle of the bottom.
- The commander of the current mercenary party is displayed in the lower left corner.
- The attributes of the mercenary party are in the upper left corner.
- The Portrait of one of your heroes is in the lower right corner.
- Control Panel is in the upper right corner.

Characters and Mercenaries

All of the mercenaries available for hire and all of the characters with whom you have the chance to speak are shown at the bottom of the screen under the Innkeeper's picture. Their types are distinguishable by the colored frames: a character will have a purple frame, while a mercenary will have a blue frame.

Mercenaries

Every portrait is accompanied with 3 numbers: the price of the mercenary type is at the top of the portrait, the number of people available is in the lower left corner, and the total number of mercenaries of this kind is in the lower right corner. The price corresponds to the quantity and quality of the mercenaries.

When one type of mercenaries is selected, their portrait is shown moving and the left side of the screen shows their attributes.

Commander of the Mercenary Party

You may view the attributes of the mercenary party that you have selected in the lower left corner of the screen. Usually the commander will offer a description of himself or of the entire party.

Under the portrait of the party there are two arrows, by pressing which you can return to the previous party (left arrow) or move on to the next one (right arrow) and view all the mercenaries offering their services.

Attributes of the Mercenary Party

Above the Commander of the party there is an Attribute Display of the party's attributes. The Display describes each of the mercenaries, who share the same attributes. This Display is organized in the same way as the Attribute Display of the hero.

Mercenaries may be Mages as well as Fighters and their attributes may be different (see the «Character Attributes» section).

Control Panel

You may converse with mercenaries and characters by using the panel in the upper right corner. There are 3 buttons on it:
- Hire
- Talk
- Exit

Hire

When you consider one type of mercenary, the «Hire» button shows the final sum of money which you will have to pay to hire the entire group. Press this button and the mercenaries will be yours and the sum will be deducted from your account.

Talk

If you press this button you will listen to what the character has to say.

Exit

By pressing «Exit» you may exit back into the Central Square of town.

Weapon Shop

The Weapon Shop is the best and only real Weapon Shop on Uimoir. Heaps of different weapons and armors have been collected here, from simple and cheap to unique and legendary.

Adventurers from all the islands gathered here in order to trade the best weapons, the toughest armors, and the most elaborate amulets - everything they could find in the outer world. But no one ever came back and these treasures accumulated on Uimoir. They have changed hands many times, serving both good and evil masters.

The Weapon Shop can be an excellent place to procure new arms, but you may also use it as a place to sell anything your hero is wearing or carrying.

Weapon Shop Screen

The Weapon Shop Screen is divided into six parts:

- The center part is the Shop entrance and the shopkeeper.
- In the upper right corner is the control panel, where you can choose to buy and sell items.
- In the lower right corner is the information window, which gives information about your heroes and allows you the select a hero.
- In the upper left corner is the shelf showing contents of each of the shelves in the Shop.
- Under the shelf and the center is the table where you lay items to sell and to buy
- In the lower left corner is the current hero's Backpack.
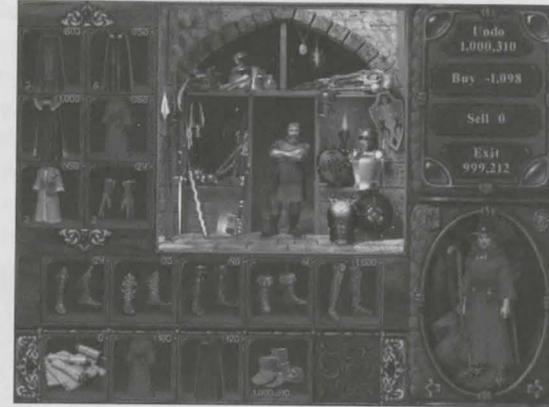
Shop and Shopkeeper

The shopkeeper greets you at the entrance of his Shop. The Shop is divided into 4 departments where the following things are on sale:

- Weapon
- Armor
- Magical Items
- Scrolls, potions, magic books

The picture makes the type of department clear, but you can obtain hints as well by moving the cursor to the selected department, leaving it for a few seconds and reading what you can buy in this department.

Weapon Department

Here you can find any ordinary weapon used on the island: daggers and swords (short, long, large and heavy and two-handed), battle axes (one-handed and two-handed), bludgeons (plain clubs, spiked clubs, maces, cudgels and morning stars), pikes and halberds, bows and crossbows (see the «Base Combat Skills» section), and battle staffs of Mages.

With weapons, quality of workmanship and materials are just as important as the class of weapon. Items may be absolutely the same, but made of different material, therefore the quality and consequently the price differ greatly.

Apart from Damage that it is capable of inflicting, the weapon may have other interesting qualities. For example, swords are typically precise in their attack, while pikes may increase the owner's Absorb value.

Armor Department

In the second department of the Weapon Shop you can find any ordinary non-magic armor: helms, armor, bracers, gauntlets and boots.

Helms may be made of soft leather, or thick iron. There is armor to suit every style and budget, from soft leather to scale to heavy chain mail and iron. Bracers to protect the elbows and shoulders also run the gamut in material and price, as do gauntlets and boots.

Magical Items Department

Any item, whether it be a weapon, a suite of armor, an amulet or some other object, may possess magic qualities. For example, a magic sword can add a few points to the skill of the person wielding a Sword. You might say a magic sword fights its own battle.

Magical items will have varying attributes. Hold the cursor over the item to determine its capabilities. These kinds of items are placed on the third shelf.

Note: any piece of Fighter equipment is for Fighters only, and any piece of Mage equipment is for Mages only even if the item is magical. Mages cannot use Fighters' attributes and vice versa.

Scrolls, Books and Potions

In the fourth and last department of the Weapon Shop, you can buy special magical items: Scrolls, Books and Potions.

Every scroll contains one spell which can be read by a Mage as well as a Fighter. The spell may belong to any sphere, but can be used only once.

A magic book contains one spell of a magic sphere and can only be read by a Mage. After reading the book, the Mage learns its spell and the magic bound into the book disintegrates. The book can be read by double-clicking on it.

Potions hold medicine that restores Health or Mana. There are also potions restoring Health and Mana simultaneously.

All the Scrolls, Books and Potions can be used whenever actions with the Backpack are enabled.

If you select a department by left-clicking, a torch lights up in it and the department goods are placed on the Shelf.

Shelf

In the upper left corner there are six windows named «Shelf». Here you can:
- View the department's items
- View the price of each item
- Find out how many identical items are available
- Get information about the item
- Move an item onto the table

Viewing Items

The contents of the selected Shop department are automatically placed on the shelf. There are two arrows (at the top and at the bottom of the shelf), using which you can view all the items on the shelf.

If you move the cursor to the arrows, their crystal ornaments will start to glow. By left-clicking you may gradually view items: the upper arrow scrolls backward, the lower arrow scrolls forward. By holding the left mouse button down you may quickly view all the contents of the shelf.

Price and Quantity of Items

Every item pictured is accompanied with two figures: the price of the item is written at the top, and the number of available identical items is written at the bottom.

Information about Items

You can get a hint the usual way (by moving and holding the cursor over an item). It will contain the name of the item, the material it is made of, and its many attributes. The weapon attributes are Damage and Attack. The Armor attributes are Absorb and Defense.

The hint for a magic item is about the magic the item contains. Hints for Books and Scrolls name the spells they contain, potion hints state the potions contents, and amulet hints reveal the name and properties of the amulet.

Moving Items onto the Table

If you like the item and you want to buy it, you need to left-click on it, drag it and drop it on the Table. If there are many such items and you would like to lay them all on the table, hold down the «Shift» button while performing the actions described above.

Table

The panel situated under the shelf is called the «Table».

In contrast to the Shelf, which consists of an infinite number of cells, the Table contains five cells only. Lay the items onto the Table if you want to:
- Let your heroes exchange their items
- Select items to buy or to sell

Exchanging Items

The Shop is the best place for item exchange and it is also a fitting-room. There is only one hero in the Shop at one time. You can move items from his Backpack onto the table and call another hero. Now you may let the new hero wear the items from the table or put them in his Backpack.

Item exchange may take place either between 2 fighters or between 2 Mages, because every item may be used by one class only, and cannot be used by the other class.

Any class can 'hold' any kind of items in his or her Backpack.

Buying and Selling Items

You can move items to buy and sell to the Table. In order to differentiate, pay attention to the tag color of an item. If it is red, then the item was moved from the Shop; if it is green then it was moved from the Backpack.

You can not try items on before you buy them. If you change your mind after purchasing an item, you can return it, but you will be refunded only half the original price.

When you have the items on the table that you want to sell or buy, use the Control Panel to tell the Shopkeeper.

Control Panel

The Control Panel is situated in the upper right corner of the Weapon Shop Screen and contains 4 buttons:

Undo
1,000,310

Buy -1,098

Sell 0

Exit
999,212
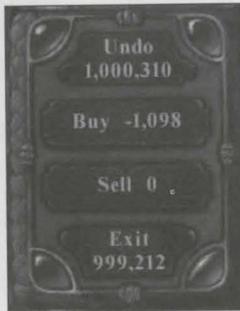
Cancel

The «Cancel» button removes all the items from the Table completely. If the items were taken from the Shelf, they will be returned there. If they were removed from a hero's Backpack, they will be put back in place. If an armor or weapon item was removed from the hero's person, it will be placed into the Backpack.

The figure on the «Cancel» button shows how much money is at your disposal at the given moment. Pressing the «Cancel» button before your transaction occurs will preserve your existing balance.

Buy

If Shop items are on the Table and you press the «Buy» button, you will buy these items. They will move to your hero's Backpack, and the cost will be deducted from your account

The «Buy» button has a figure on it. This is the combined price of the items that have been prepared for sale. It is marked with «-», because this sum will be deducted from your account.

Sell

If your items are on the Table and you press the «Sell» button, you will sell these items to the shopkeeper. Your items will be moved to the Shop Departments.

The «Sell» button has a figure on it. This is the combined price of the items that you have prepared for sale. It is marked with «+», because this sum will be added to your bankroll.

Exit

The «Exit» button will let you exit the Weapon Shop and enter the Center Square. Be careful when pressing the «Exit» button when items are on the Table. You will not only exit the Shop, you will automatically buy and sell these items!

Since the figure on the «Exit» button is changed every time an item has been purchased or sold, it represents the sum of money you will have after completing the trade.

Info Window

You know the Info Window from the "Main Quest Screen". You can see one of your heroes, and only this hero is allowed to walk into the Shop. The hero is armed and dressed as in the previous mission.

There are 4 standard buttons in the corners of the Info Window.

By pressing the two lower arrows you can view all the heroes in consecutive order. By pressing the button in the upper right corner of Info Window you make the hero's Attribute Display appear.

When you look at the Attribute Display, you will see the hero's weaknesses and strengths immediately. By keeping a close eye on the Attribute Display, you can quickly monitor changes in the hero's attributes as he dons various armors and weapons.

Every item your hero is wearing will be visible in the Info Window. More detailed information about the attributes of these items is also available. (see the "Shelf. Information About an Item" section).

Spellbook

The symbol of magic will be displayed in the upper left corner for a Mage. Pressing this magic symbol will open the Mage's Spellbook, allowing you to view the Mage's available spells. Remember that, of course, you cannot cast spells in town. The Spellbook panel opens above the Backpack panel and covers the Table.

Backpack

The lower panel is the Backpack of the current hero whose portrait is shown in the Info Window (see the «Quest» section).
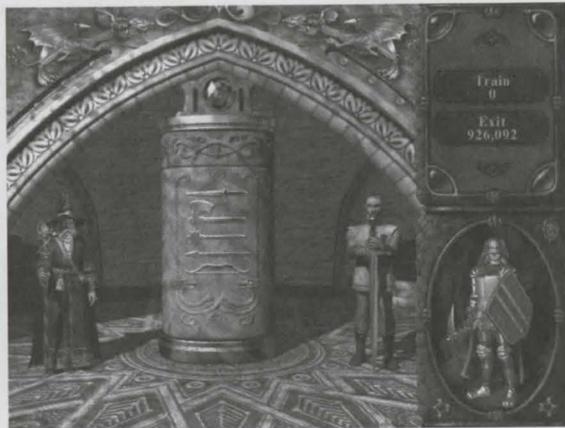
If you have opened the hero's Backpack in the Shop, every item in it will be displayed with a price. This is the price you would get if you sold it.

Money

The main hero holds the money; no other characters are able to hold it. Money is always in the last cell of the Backpack. You cannot place it in the other cell.

When you purchase an item, the cost will be automatically deducted from your hero's total available money, whether or not your hero's Backpack is open.

School of Mages and Fighters

The School of Mages and Fighters is a training center where characters improve their knowledge and skills. The skills normally only acquired through long, tiring battle experience can be learned very quickly here, but the cost in gold is great.

There are two master instructors at the school: the Mage and the Fighter. Both will greet you at the entrance, standing next to the Column of Skills. Select one of the instructors and move your cursor to him. He will address you and then gesture toward the Column.

The gesture of the Mage-instructor will summon five symbols of magic spheres to appear on the Column: Fire, Water, Air, Earth, and Astral.

The Fighter-instructor will make the five base combat skills appear: Swords, Bludgeons, Axes, Pikes and Shooting Weapon.

The School Screen consists of these three parts:
- Info Window
- Control Panel
- Column of Skills

Info Window

Info Window contains the hero's portrait, as usual. By clicking on the symbol in the upper right corner of the Info Window you can look at the attributes table. You may estimate your hero's attributes and choose which skill to improve. Two arrows at the bottom let you view all your characters.

Control Panel

There are 3 buttons on the control panel:
- Practice
- Talk (when needed)
- Exit

Practice

You should left-click on the «Practice» button if you agree to the price of instruction indicated on it. Then the violet crystal will flash, your hero's skill will improve, and the cost of the lesson will be deducted from your bankroll.

Talk

If the instructors need to talk with you, this button will be available. If you want to talk to the instructors, left-click on the «Talk» button.

Exit

The «Exit» button will return you to the Central Square. The figure on this button will indicate your remaining money.

Column of Skills

Two instructors await your arrival at the School. They are standing on either side of the Column of Skills. You know about the Column of Skills from the «Character Attributes» section.

If the learner is a Fighter, the Column will show the five base combat skills. If the pupil is a Mage, the five symbols of the magic spheres will appear (see section «Character Attributes. Base Combat Skills, Skills of Wielding Magic Spheres»).

When you view your characters, the Column will turn to either its Fighter or its Mage side, depending on what character approaches the Column.

The choice of the skill to improve is made on the Column by left-clicking on the corresponding symbol, and the level of instruction is determined automatically for each character.

Price of Instruction

Among the symbols on the Column, you may choose the skill to be instructed in (a Combat Skill or a Magic Sphere). Depending on the character attributes the instruction course will be more or less comprehensive. If the given skill of the character is not developed yet, the instruction will be simple and cheap.

Every completed course improves the corresponding skill by one. Every subsequent course and improvement will be more expensive. The cost of which you selected for your hero is indicated on the «Practice» button.

In the center of the Town Square is the statue of the Great Mage, the World Rescuer. In memory of the terrible cataclysms and noble deeds of the Great Mages, this statue was erected. So were many other statues all over the islands.

This statue is far more than a landmark, however. You can activate the Town Menu by clicking on the statue or by hitting «ESC».
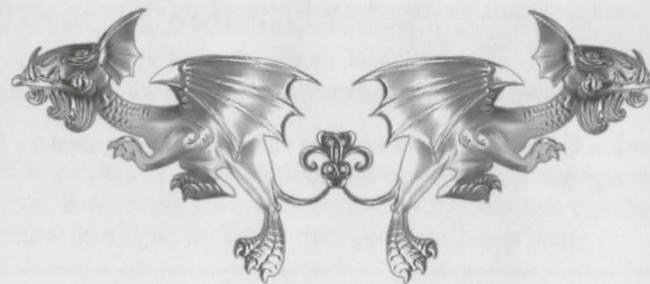
The Town Menu offers the following options:
- Load Game
- Save Game
- Sound Options
- End Game
- Return to Game

(See Battle Screen Menu).

Characters and Monsters

NPCs (Non-Player Characters)

Not every character in the game is a fighting unit; you should not attack everyone. From time to time you will run into local people and travelers who may be able to assist you with valuable information.

Mercenaries

If you feel that the enemy forces will be superior to your forces, you can hire mercenaries whose attributes have already been set. You can only hire them in the Inn by paying for their services for one mission.

Mercenaries will accompany you through your next mission. After that mission is complete, you will have to renegotiate your contracts with them.

Unlike heroes, mercenaries are divided into classes (bowmen, swordsmen, pikemen, etc.), and do not change their attributes. Higher class mercenaries will demand higher pay.

You cannot change the armor and weapon of mercenaries. During the time they are at your disposal they fight with the weapon and armor they had when they were hired. As your expedition continues, mercenaries will progress on their own, improving their skills and equipment with experience.

Some unit types, including horsemen and catapults, are only available as mercenaries.

Mage Mercenaries, like all Mages, distrust and compete with one another. They will never appear in a group; they always work alone.

Heroes

In contrast to mercenaries, heroes possess unique skills. Every character comes equipped with weapon and armor, but you can always buy them new equipment and sell their belongings before a mission.

During the game heroes can be trained and their skills can be developed. Heroes may be a Fighter or a Mage. Fighters use any weapon and wear any armor. They can't cast spells, but they can use most of the magical items and read magic scrolls. Mages do not use weaponry and do not wear armor. Mages fight by casting spells, mostly attacking the enemy from a distance.

Creatures

So far no one truly knows what happened in the tower of Great Mage Skrakan, but rumors have been spreading around Uimoir. They say that some horrible Demon has made himself at home in Rakh-Uimoir. The threat is not just in his strength and his cruelty, but in his attempt to forcefully introduce new order to meet his terrible needs. In ancient times, when life was flourishing, a careless traveler could get into trouble encountering wild animals or hostile nonhumans face to face. The Demon chooses these creatures for his own vile purposes.

Nonhumans

Since the times of yore, nonhumans have dwelled in the darkest and deadliest corners of Uimoir in thick forests and impassable mountains.

It was a rare occasion, but humans did run into nonhumans (Man-eating Ogres, Goblins, Orcs, and Trolls) on the island from time to time. Legends told of the wicked creature's once magnificent kingdoms, but these stories faded into distant memory. The nonhumans slunk about only in remote places, living their miserable lives away from human eyes.

Until recently, that is. Since Uimoir became isolated, nonhumans have flourished. They now openly oppose humans. These days, the bold and filthy creatures go where they please and await their hour. Some of them even proclaim proudly that they serve the Demon!

Ogres, goblins and orcs have a limited intelligence (from the human point of view). For this reason, they are not always aggressive: it is sometimes possible to negotiate with them rather than fight. In combat they use clubs, bows, pikes.

Goblins

Attack	Low
Weapon	Pikes, Slings
Absorb	Low
Speed	High
Magic	No
Magic-Resist	No
Peculiarities	No

Orc

Attack	Medium
Weapon	Swords, Bows
Absorb	Medium
Speed	Medium
Magic	No
Magic-Resist	No
Peculiarities	No

Ogre

Attack	High
Weapon	Bludgeon
Absorb	Medium
Speed	Medium
Magic	No
Magic-Protect	Low
Peculiarities	Weapon Resistant

Troll

Attack	High
Weapon	None
Absorb	High
Speed	Low
Magic	No
Magic-Protect	Medium
Peculiarities	Weapon Resistant

Undead

Souls and bodies of the fallen under an evil spell can be used for evil purposes. They are summoned by magic and serve whoever summoned them.

Spirit

Attack	High
Weapon	Unknown
Absorb	High
Speed	Low
Magic	No
Magic-Protect	Medium
Peculiarities	Levitation

Animals

This group of creatures has mutated from ordinary animals. Previously harmless squirrels, turtles, bats, bees and even snakes have turned into ugly monsters of huge size. The animals fight using their natural weapons: claws, fangs, bites and stings. They are not organized very well, but are very aggressive.

Bees

Attack	High
Weapon	None
Absorb	Low
Speed	High
Magic	No
Magic-Protect	No
Peculiarities	Flying, Poisonous bites

Squirrels

Attack	Low
Weapon	None
Absorb	Low
Speed	High
Magic	No
Magic-Protect	No
Peculiarities	No

Bone Snakes

Attack	Low
Weapon	None
Absorb	Low
Speed	Medium
Magic	No
Magic-Protect	High
Peculiarities	No

Bats

Attack	Medium
Weapon	Sound Waves
Absorb	Low
Speed	Very High
Magic	No
Magic-Protect	No
Peculiarities	Flying, Distant Attacks

Turtles

Attack	Medium
Weapon	None
Absorb	Medium
Speed	Low
Magic	No
Magic-Protect	No
Peculiarities	Poisonous Bites

Dragons

In the times of yore, dragons lived in the mountains. Many centuries have passed since when they were seen last. The dragon eggs left behind hardened in the stone and remained so for centuries. The day finally came when evil spells reached the caves and the baby dragons hatched. But they resemble their noble parents by appearance only. They have taken in all the evil will and now personify evil. It is very important to remember that Dragons can use magic.

Dragons

Attack	Medium
Weapon	Breathes Fire
Absorb	High
Speed	High
Magic	High
Magic-Protect	High
Peculiarities	Flying

Demon

Nobody knows anything about the Demon; the very fact of his existence has not yet been proven. But in such cases it is best to be wary of the unknown evil.

Demon

Attack	Unknown
Weapon	Unknown
Absorb	Unknown
Speed	Unknown
Magic	Unknown
Magic-Protect	Unknown
Peculiarities	Unknown

Note: Many times there may be creators of the same type of monsters that may differ substantially in Body, Agility and Mind. Some of them can even cast magic spells. A more dangerous type of the same monster differs from a weaker type by its color.

Magic
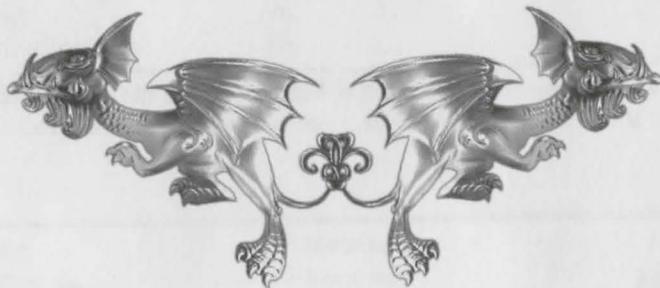
The Magic of Rage of Mages draws energy from the five Spheres. When conjuring a spell, the Mage uses energy of a certain sphere and the success of using magic directly depends upon the Mage's Skill. In order to reflect the differences between the spheres, each was given the name of the five base elements: Fire, Air, Water, Earth and Astral.

Sphere of Fire

The Magic of the Fire Sphere contains mostly destructive spells, creating all types of heat and flame: Firebolts and Fire obstructions.

Sphere of Water

The Magic of the Water Sphere also contains mostly combat spells. These do not cause immediate damage, but take time to be activated. The spell Poison Cloud, for example creates a poisonous fog. This fog will only damage units which are in the cloud. Water in any state can be controlled by magic of the Sphere of Water.

Sphere of Air

Air spells affect ethereal and light fluxes. When using them, the Mage not only exercises direct power but also resorts to ruses and indirect tactics. With the Sphere of Air, Light and Lightning, illusionary and visual effects are at the Mage's disposal.

Sphere of Earth

The Magic of the Earth Sphere may turn an enemy unit into a stone statue and send it a meteor storm. It is also able to decrease damage caused by non-magical attacks.

Sphere of Astral

Since the beginning of the Island era, the Mages knew about the existence of Astral Sphere but could hardly use it. But every cloud has a silver lining' the great cataclysm that fractured the world into islands had many tragic consequences, but it also brought the mysterious Astral Magic with it.

So far the Sphere of Astral has remained unexplored, even though it is the most powerful magic on the islands. Its spells not only have a powerful external effect, they also change the inner essence of things, allowing incredible transformations. Astral Magic can enable Mages to teleport their physical bodies, to change their attributes, and much more.

It is very difficult to protect against such spells. It is also very difficult to learn Astral spells -- the training is so dangerous that it can even cause death to the pupil. That is why there are very few Mages who have mastered this Sphere.

Spells

The number of spells is practically infinite, limited only by the ability and the imagination of the Mage. Rage of Mages contains a limited number of spells that are used most frequently in the Islands.

Sphere of Fire

Fire Arrow

A firebolt resembling an arrow in shape. It reaches the target very quickly and inflicts a little damage.

Fireball

Fire charge, round in shape. Just like a Fire Arrow, a Fireball flies to the target, and explodes when it hits it. The Fireball inflicts damage not only to the target it hits, but also to everything within a certain radius.

Fire Wall

A Fire Wall is instantly created along the line perpendicular to the line between the Mage and the point of the cast spell and is not moving. Characters may walk through it only at their peril.

A Fire Wall has more significance as a defensive weapon. Upon retreating, you may use Fire Wall to impede your pursuer's progress.

In time the Fire Wall goes out by itself.

Fire Sacrifice

A Fire Sacrifice can inflict a lot of damage to all characters and objects within a certain range, but the Mage also pays a high price: self-inflicted critical damage.

Protection from Fire

Increases target's resistance to spells of the Fire Sphere. Such a spell may be cast by a Mage or may be an attribute of an item.

Sphere of Water

Heal

This spell increases the Health level using the Sphere of Water. A Mage's comrades will be very grateful when this spell is used.

Freezing Cloud

This low temperature area operates as a kind of magic cloud. A character who enters the Freezing Cloud will lose Speed according to the potency of the spell. As the character returns to normal Speed, he or shell will begin to freeze and damage will occur. This can happen even after the character leaves the Freezing Cloud. Once the spell has run its course, Health will be restored unless the character reenters the Freezing Cloud. A character who re-enters the Freezing Cloud will incur additional damage until the spell is over.

Poison Cloud

A magic cloud of poisonous fumes. A character in the Poison Cloud is poisoned. As with the Freezing Cloud, a character cannot escape of the effects of the spell just by leaving the area of the Poison Cloud. Once the poison has run its course, health will be slowly restored, unless the character re-enters the Poison Cloud. A character who re-enters the Poison Cloud will incur additional damage until the spell dissipates.

Acid Stream

The area of an Acid Stream is cone-shaped; every character within this conical area receives substantial acid damage.

Protection from Water

Increases a target's resistance to Water spells. Such a spell may be cast by a Mage or may be an attribute of an item.

Sphere of Air

Light

The Light spell increases light level within a limited area. A more potent spellcaster will be able to achieve increased brightness for a longer time.

All the creatures of darkness within the range of the spell slow down and their Sight range is diminished.

Lightning

A Lightning bolt will hit the target at a Mage's bidding. As the lightning hits its victim, it will cause damage by a high-voltage electrical charge.

Prismatic Spray

Prismatic Spray is not a single lightning bolt but a group of up to five multi-colored bolts, fired by the Mage. It can hit several enemy units within Sight range.

Invisibility

This is a spell that may be cast on a single character only. An optical effect is created, which makes the character invisible. The character ceases to be invisible when he or she does something besides simply moving (attacking, for example).

Protection from Air

Increases resistance to the spells of Air. Such a spell may be cast by a Mage or may be an attribute of an item.

Sphere of Earth

Shield

The spell spawns an egg-shaped shell which can reduce the power of incoming physical blows as armors do. When damage is inflicted, the shield absorbs a part of it. In time, the shield gradually disappears. Mages can cast this spell on themselves only.

Stone Wall

A Stone Wall is instantly created along the line perpendicular to the line between the Mage and the point of the cast spell. A Stone Wall is absolutely impassable. It can block a passage, create an obstruction or provide protection. In time, the Stone Wall disappears by itself.

Stone Curse

The victim of the stone curse temporarily turns into stone. Simultaneously, the character's Defense attribute is decreased and its Absorb attribute is substantially increased.

Meteor Storm

This spell causes a meteor storm in a wide area. Stones fall randomly to earth, inflicting substantial damage.
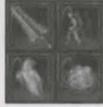
Protection from Earth

Decreases the power of Earth spells that have been cast on protected creatures. Such a spell may be cast by a Mage or may be an attribute of an item.

Sphere of Astral

Bless

The Bless spell may be cast in combat. It increases chances of inflicting the most damage on the enemy.

Haste

The spell increases the speed of movement of the target character.

Raise Spirit

This spell summons the spirits out of human and nonhuman corpses. It has to be cast on a decaying body. It is impossible to summon a spirit out of fresh meat or a heap of bones. The spirit joins the command of the Mage-character who summoned it.

Teleport

The instant transfer of the spellcaster from one point in space to another. The maximum range of the transfer depends on the skills of the caster.
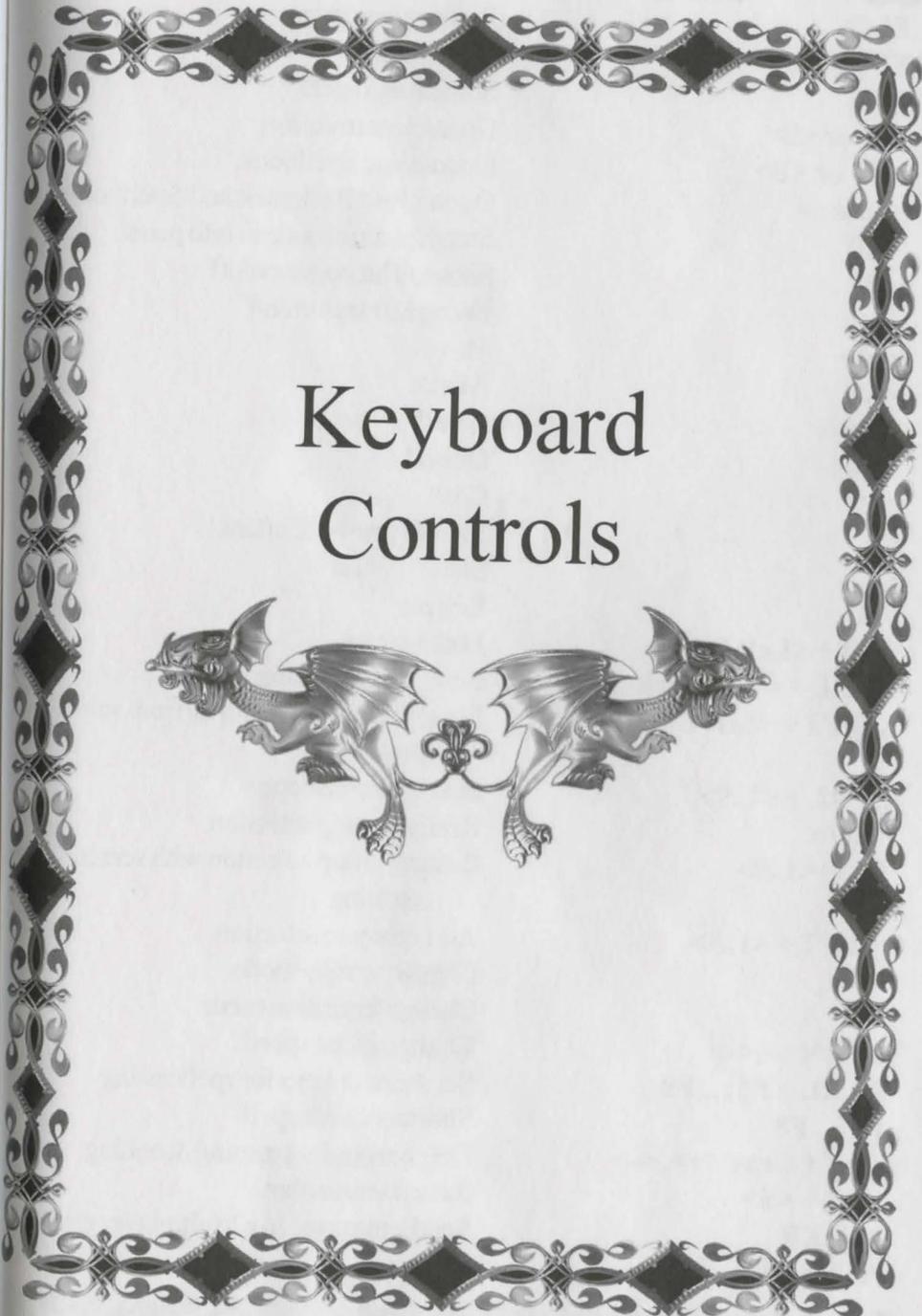
Keyboard Controls
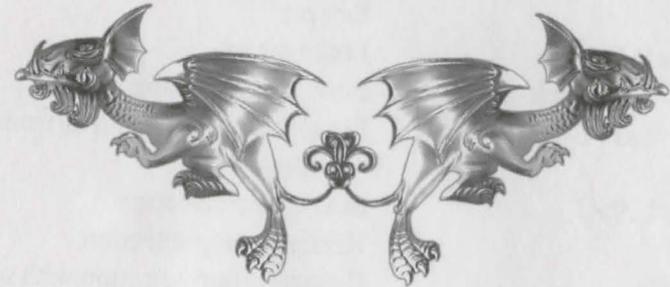
ESC	Battle screen menu
F1	Controls help
F11	Smoothing on/off
<~> or <I>	Open/close inventory
<Q> or <B>	Open/close Spellbook
<Space>	Open/close Backpack and Spellbook
TAB	Status/picture mode in info panel
<H>	Show all hit points on/off
<L>	Flying Damage on/off
<M>	Move
<A>	Attack
<G>	Guard
<D>	Defend
<C>	Cast
<S>	Swarm (move & attack)
<T>	Stand ground
<R>	Retreat
ALT + <Left Click>	Force move
CTRL + <Left Click>	Force attack/swarm
SHIFT + <Left Click>	Force add/remove unit to/from selection
CTRL + <1..9>	Save group selection
<1..9>	Restore group selection
ALT+<1..9>	Restore group selection with screen centering
SHIFT + <1..9>	Add group to selection
<W>	Change wimpy mode
<F>	Change formation mode
Gray <+>,<->	Change game speed
CTRL + F5 … F8	Set shortcut keys for spellcasting
F5 … F8	Shortcut cast a spell
ALT + Gray <+>, <->	Demo recording starting & ending
ALT + <S>	Save a screenshot
ENTER	Send a message in a Multiplayer game
ALT + F4	Exit game

Credits
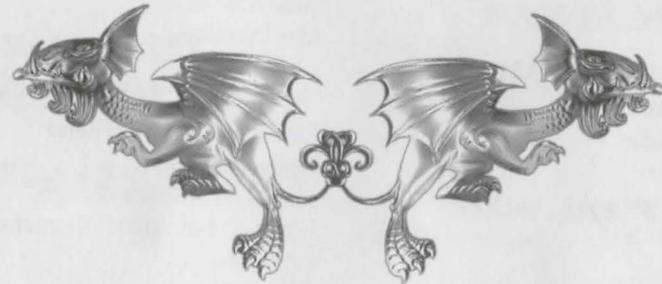
Nival Entertainment

GAME DESIGN
Serge Orlovsky
Sergey Pavlenko
Nick A. Skokov
Dmitry Devishev
Peter Vysotin
George Ossipov

EXECUTIVE PRODUCER
Serge Orlovsky

ASSOCIATE PRODUCER
Sergey Pavlenko

LEAD PROGRAMMER
Peter Vysotin

PROGRAMMERS
Nick A. Skokov
Dmitry Devishev
Roman Kozlov
Kolya Kopylov
Yuri Blazhevich

LEAD ARTIST
Helen Richkova

ARTISTS
Oleg Glazunov
Nickolay Kozlov
Alexey Borzykh
Alexander Corabielnikov

WRITER
Anna Klimenkova

MUSIC
Igor Krasilnikov

SOUND
Andrew Drazhnikov
Mike Matveev
Alex Dmitriev

SPECIAL THANKS
AmiCom Computer House
Denis Bystrouev
Alexander Valensia-Kampo
Tatyana "Babushka" Kuznetsova
Raj Naidu
Alexey Sviridov
Alexander Dmitrevsky

Buka

ASSOCIATE PRODUCERS
Dmitry Zakharov
Oleg Beloborodov
Igor Oustinov

SPECIAL THANKS
Angelika Klimova
Marina Ravun
Konstantin Mironovich

Monolith Productions

PRODUCER
Matt Saettler

TRANSLATION
Nival
Daniel Bernstein

GAME TEXT
Benny Kee
Matt Saettler

MANUAL
Matt Saettler

MANUAL TEXT
Matt Saettler
Benny Kee

MATERIALS PRODUCTION
Patti Kail

Featuring the Voice Talent of
Dave White
Jock Blaney
Kate Meyer
Kate Fleming
John Anderson

Audio Cutting and Editing
James Ackley

Recorded at
Steve Mitchell Productions, Seattle, WA

MARKETING
Jenni Gant
Camille Ball
Paul Butterfield
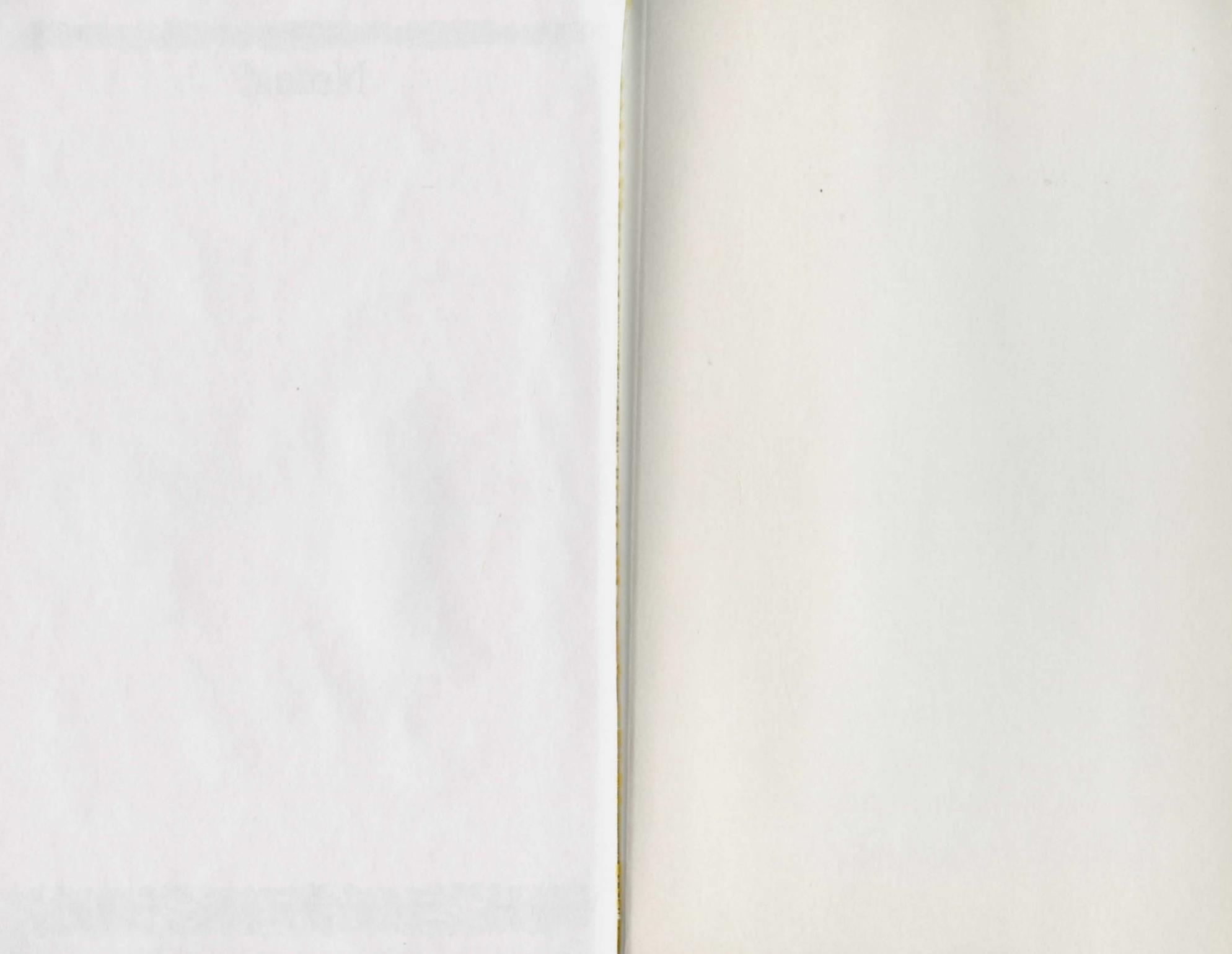Joel Reiff

Product Acquisitions
Daniel Bernstein

Notes

MONOLITH
PRODUCTIONS