LANDS OF LORE®
GUARDIANS OF DESTINY™

GUIDE TO THE LANDS

SYSTEM REQUIREMENTS

WINDOWS® 95

IBM or 100% compatible Pentium 75 MHz, Windows 95, 16 megabytes of RAM, VGA/MCGA graphics, Hard Drive with 105 megabytes available, 4X CD-ROM Drive, MSCDEX 2.2 or higher, Microsoft compatible mouse and mouse driver.
FOR VOICE AND MUSIC SUPPORT: Win95 supported sound cards.
RECOMMENDED: Pentium P-90, 16 megabytes of RAM, 220 megabytes available on Hard Drive.

DOS

IBM or 100% compatible Pentium, MS-DOS 5.0 or higher, 16 megabytes of RAM, VGA/MCGA graphics, Hard Drive with 130 megabytes available, 4X CD-ROM Drive, MSCDEX 2.2 or higher, Microsoft compatible mouse and mouse driver.
FOR VOICE AND MUSIC SUPPORT: Digital Speech and Sound Effects: Sound Blaster or 100% compatible sound card.
Digital Music: Sound Blaster or 100% compatible sound card.
Midi Music: Yamaha XG or 100% compatible general Midi sound card.
RECOMMENDED: Pentium P-90, 16 megabytes of RAM, 220 megabytes available on Hard Drive.

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In Lands of Lore Guardians of Destiny, you will play Luther. You are the son of the late sorceress of the Dark Army, Scotia. Burdened by an ancient curse, and imprisoned for the crimes of your mother, you must free yourself and find the cure for the horrible curse.

But your troubles are not that simple. The forces of both good and evil are anxious to kill you and acquire the magic within your curse.

Table of Contents

QUICK START
WINDOWS® 95

Insert LOLG CD 1 into the CD-ROM drive.
LOLG for Windows 95 uses the "Windows 95 Autoplay" feature to present you with installation and gameplay options as appropriate. Inserting any LOLG CD into your CD-ROM drive should cause the autoplay dialog to appear. If you have not installed LOLG before, you will be presented with an "Install" option from this dialog. Click this and follow the on-screen instructions.

In the event that the "Windows 95 Autoplay" feature does not work on your system, you should install the product by clicking on the "Start" button on the Windows 95 task bar, located in the lower left-hand corner of the screen. Click "Run...", type "D:\SETUP" (where D is the letter that designates your CD-ROM drive), and then click the "OK" button. Please follow the on-screen instructions which appear.

Once Setup is complete, you will be returned to Windows. By default, Lands of Lore is installed into a directory named C:\WESTWOOD\LOLG

DOS

Insert LOLG CD 1 into the CD-ROM drive. At the C:\> prompt, type "D:" [Enter] (where D is the letter that designates your CD-ROM drive). Once you see the new prompt ("D:\>" in this case), type "SETUP" [Enter].

Please follow the on-screen instructions which appear.
By default, LOLG is installed into a directory named C:\WESTWOOD\LOLG.
Note: If you are installing the DOS version of LOLG on a system running Windows 95, please follow the Windows 95 installation instructions. This will install entries for the DOS game under the "LOLG" sub-menu under the "Westwood" program group.

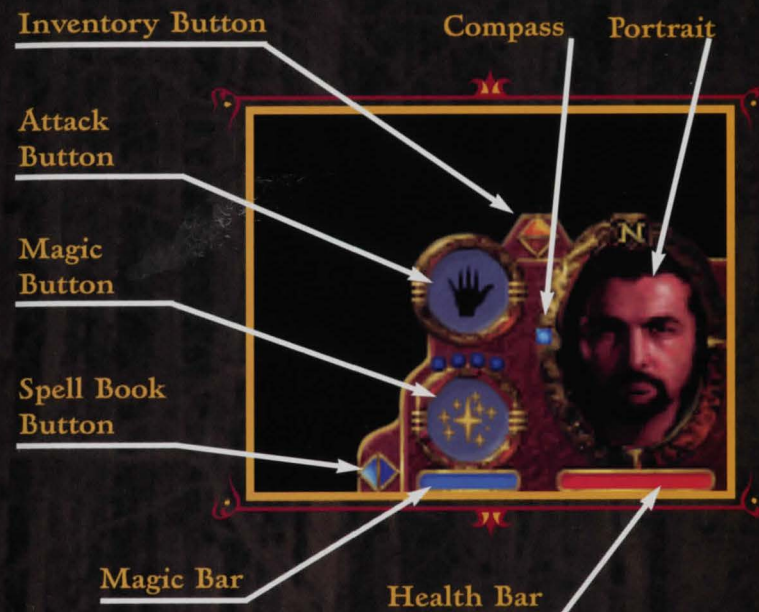## WINDOWS AND WINDOWS FOR WORKGROUPS V.3.1 & V.3.11 (DOS VERSION ONLY)

Insert LOLG CD 1 into the CD-ROM drive.
From the Windows Program Manager select the "File" menu. From this menu select "Run". In the pop-up dialog type "D:\SETUP" (where D is the letter that designates your CD-ROM drive), then click on the "OK" button. Please follow the on-screen instructions which appear.
Once SETUP is complete you will be returned to Windows where a "Westwood" program group containing icons for LOLG and the Setup program will be added to the desktop. By default, LOLG is installed into a directory named C:\WESTWOOD\LOLG.

Inventory Button   Compass   Portrait
Attack Button
Magic Button
Spell Book Button
Magic Bar   Health Bar

ATTACK BUTTON: Click the Attack Button to use Luther's physical weapons. (F key)

MAGIC BUTTON: Click, Hold, and Release the Magic Button to launch a magic spell. (S key)

INVENTORY BUTTON: Click the Inventory Button to open your Inventory. (I key)

SPELL BOOK BUTTON: Click the Spell Book Button to open the Spell Book. (M key)

MAGIC BAR: The Magic bar shows how much Magic Power you have.

HEALTH BAR: The Health Bar shows how healthy you are.

COMPASS: The blue highlight spot revolves around the Portrait to indicate Luther's current heading.

PORTRAIT: Click on your Portrait to open your inventory. (B key opens full inventory bag)

In the Beginning...

This is you.
You're a lizard now.

Whew! You just escaped from the Gladstone dungeon. (Remember the introduction? The Beast broke out, and then you ran away while in your lizard form. We'll talk more about your curse later.) The first thing that will happen when you awaken is that you will change back to your human form.

Ahh! That's better. But this does not mean your troubles are over. They're just beginning actually.

Your first problem might be the fact that you have no weapons.

The Hand icon appearing in your Attack Button means that you have no weapons in your hand.

Aha! A crystal stalagmite. Click on it with your mouse cursor to break it off.

Click the stalagmite on your Portrait or Right click it on your Attack Button to equip yourself with this fine weapon.

Excellent! At least you have something to swing. Notice how the icon within your Attack Button has changed to indicate your new weapon.

Now, let's go look for trouble...

Forget about trying to climb out of these caves.

Your best plan right now is to run North to the Draracle. He may provide brief sanctuary, and perhaps some answers concerning your curse.

The Gladstone Guards are chasing you. They think you're responsible for the crimes of your mother.

Run North? Perhaps you should first learn how to walk.

To Walk, use the keypad arrows.

Or, click the X key to switch into Mouse Controlled Movement, then move your mouse to make yourself walk.

To Run, hold the Shift key while moving. You can Jump by hitting the space bar, and Crouch by pressing the C key.

While you're at it, learn how to fight. You've got the capacity to fight with either physical or magical powers.
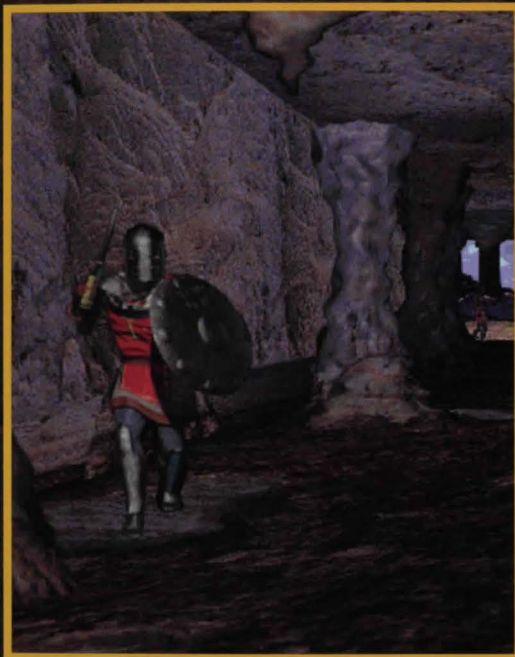
USE WEAPONS = Attack Button or F key
CAST MAGIC = Magic Button or S key

Be ready to respond to an unexpected attack at a moment's notice!

Combat

Should you be so foolish as to want to engage in combat, you have two main methods of attacking an opponent. You can hurl a magical attack, or you can attack with your physical weapons.

Using Magic Spells

To cast one of your Magic Spells, you can:

1. Click and release the Magic Button, or
2. Press and release the S key on the keyboard, or
3. Press the 1 key on the left side of the keyboard.

(Later, when you have acquired enough power to use the higher spells, you will be able to use the 1, 2, 3, 4, or 5 keys to launch the desired level of spell, but right now you only have enough power to use the first level of your spells.)

You have two Spell Groups right now: Spark and Healing. The Spark Spell Group is currently active.

To change Spells and load your Heal Spell Group, click on the Spell Book button. The Spell Book bar will slide out and you'll see the icons representing the two Spell Groups you currently have. Click on the Heal Spell Group icon (the flask), and it will replace the Spark Spell Group icon in the Magic Button. Click on the Magic button now and if you were injured, you'll be at least partially healed.

When you're walking around and exploring the caves, you'll probably want to have your Spark Spell Group loaded and ready to use as an offensive weapon. (Don't waste your magic. You only have a limited amount; and if you run out, you'll have to wait until your power returns.)

The Spark Spell Group is loaded and ready to use.

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Using Weapons

Click on the Attack Button, or use the keyboard stroke (F Key) to swing.

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Your equipment screen has six slots for specific types of equipment.

- MELEE WEAPONS: swords, knives, and other close combat weapons.

- RANGED WEAPONS: crossbows, rocks, and other distant combat weapons.

- ARMOR: shields, helmets, and other similar gear.

- PROTECTION: chain mail shirts, etc.

- MAGIC JEWELRY: amulets, rings, tokens and other protective or power-giving jewelry items.

Magic Jewelry   Magic Jewelry

Melee Weapon   Ranged Weapon
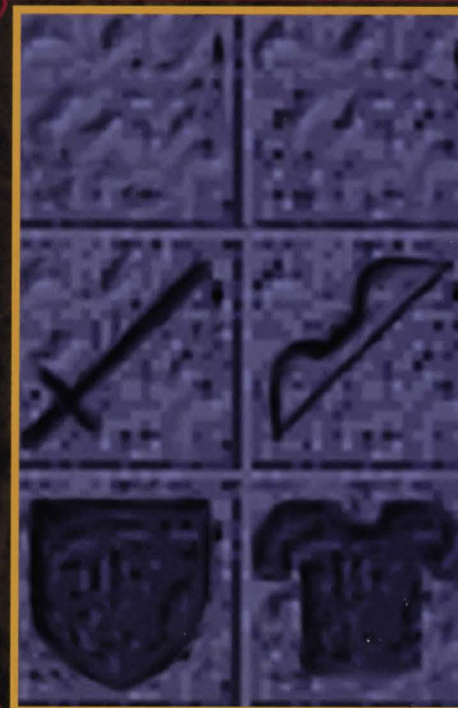
Armor   Protection

Oh Yeah, you're cursed.

As you will find out, Luther bears an onerous curse. Without warning, Luther may turn into either a Beast or a Lizard.

The Lizard form is unable to use weapons, and is weak in direct combat.

The Beast form cannot use weapons or Magic, and is unlikely to get a date.

But that's not all bad.

Your Lizard form is a fine magic spell caster, quick on his feet, and able to squeeze into small cracks and tunnels that Luther's larger form would find impassible.

The greater brute force of the Beast form does come in handy when there are large objects to be moved or smashed, and the Beast is rather good at close combat.

NOTE: Another benefit of your curse is the fact that every time you undergo a morphing transformation, your health is completely restored.

This first guard is preoccupied. Your best chance to kill him is to sneak up and shoot him in the back with your Spark Spell.

Don't worry about the morality. He'd do the same to you.

Oops, he heard you. Now is probably a good time to run.

Watch out for the Guards. While you're swatting at the ones in front of you, somebody' may try to smack you from behind.

Didn't we tell you that your best plan was to run away?

Well, here it goes again. You're changing into a Lizard. Unless you're extremely macho, you're probably going to want to find a small crack or tunnel to hide from the guard coming around the corner.

Who knows? Maybe in the excitement you changed into a Beast instead. It can be fun being a Beast to those nasty Guards. Who needs weapons when your paws are so deadly? And who cares if there's a big rock in your way? Shove it aside, and be on your way.

Your Spark Spell is one of your best offensive weapons at this time. It is a close ranged (Melee) magical spell, so you'll have to get very close to be effective.
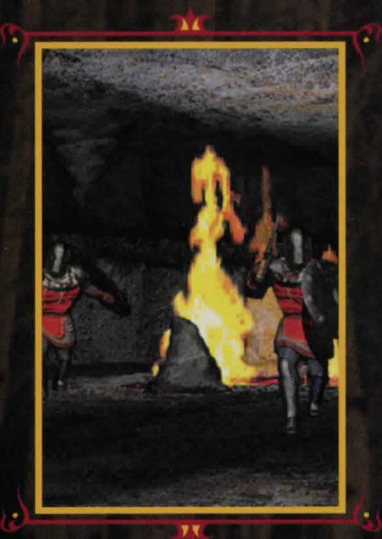
You'll find a few things that you can ignite with your Spark Spell. Flaming oil pools may become a crafty part of your combat strategy.

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Uh oh! Sure, you got in a lucky shot and managed to kill one of the Guards. But you're in bad shape yourself. Now would be a good time to load up your Heal Spell Group and minister to your wounds.

Ah! I'll bet you feel better now. You certainly feel better than the guard. Don't forget to Left click on the corpse. Perhaps he has a weapon you can use.

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HEALING HERBS

You can probably find some Cave Aloe in these caves. To use it to heal yourself, pick up the Aloe and then Right click it on your portrait. (If you Left click Items on your portrait, you'll put them into your inventory. If the Item is a weapon of a type you have an empty equipment slot for, it will be placed into that empty equipment slot.)

Right click to "use" or consume items.

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You can forget about running out of the cave entrance. These guards are too tough.

These caves aren't that difficult to navigate, but if you're ever in doubt as to where you should go, click on these fireflies and they will guide you to the Draracle.

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You'll have to GRAB these pillars to push them out of the way. Left click on one and hold, then move the mouse.

Excellent! Have you considered a career as a stevedore?

Uh oh! These pesky guards are everywhere!
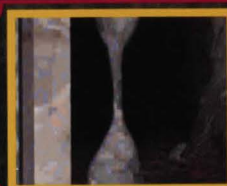
Hmm, maybe if you could find a weak spot among these pillars, you could drop some stonework on this guy.

If you're the least bit adventurous, you can find the deserted remains of an old Dark Army secret camp. Hidden frightfully close to Gladstone, this base was used for attacks directly on the Keep.

Aha! There's an old Orc in here too! But don't worry. Eating you for lunch is not on his agenda. You're a celebrity in some circles.

You can click on this character to prompt a conversation with him.

While you're talking, you could take a swing at him if you're feeling nasty. But beware! Some characters will die from one blow, others will surprise you with their combat skills.

In general, if you're looking for favors or information from the characters you meet, attacking them might not be the best strategy.

Some characters are pretty annoying though, so feel free to do whatever you must.

Wonderful! The bridge to the Draracle is just ahead. You've made it past the obstacles in these musty caves. Your troubles may soon be behind you.
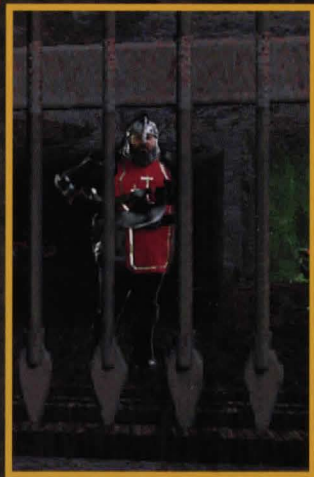
Uh oh! Kenneth here seems extra unhappy about your escape from the Gladstone dungeon.

Running away doesn't seem to work with Kenneth. He devotes more thought to his pride than his combat skills though, so you should be able to knock him off this bridge.

Wonderful!
Kenneth does indeed make a satisfying noise as he falls into the water. And congratulations are in order. You've made it through the caves alive!

The Draracle's Lair
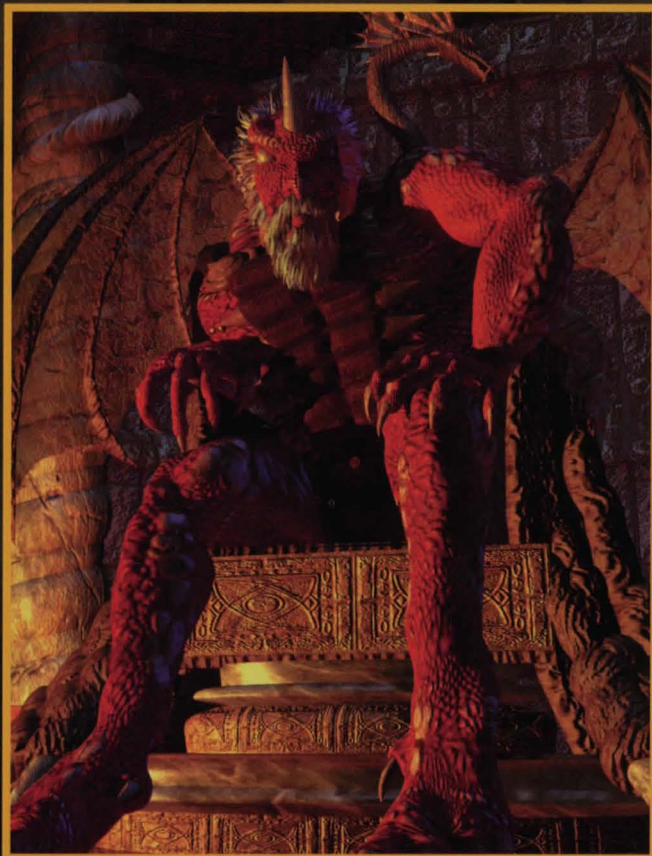
The "Dragon" Oracle.
Thought to be the last of a race of ancient gods, the Draracle now gives weather predictions to area farmers and helps the mortals with cryptic answers to their problems. As grumpy as he appears, the Draracle _is_ interested in your case.

Because of the Draracle's generosity, you will be able to find a sword, some chain mail, and two Champion Stones on the table. This is a good time to ask the question: HOW STRONG AM I?

The area above your equipment slots displays information about your strength and skill levels. Clicking on these displays will toggle between them.

This bar represents your physical protection such as helmets and shields.

This bar represents your raw physical strength.

This bar represents your melee fighting strength. Different weapons will give you various powers here.

This bar represents your ranged fighting strength. Different weapons will give you various powers here.
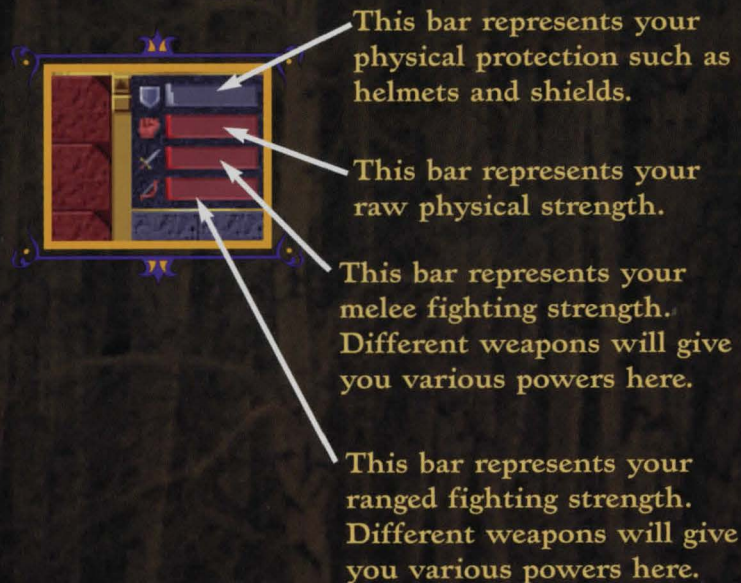
Your physical combat and magical skill levels are displayed here. Your progress towards the next level will also be indicated on the bar.

The Huline Jungle

The Huline Jungle can be a very dangerous place.

When you finally reach the Southern Continent, you'll find there are a number of additional skills you'll need to survive. The next few pages illustrate some of the areas you'll need to explore, and some of the gameplay nuances you'll need to master.

Pushing, Pulling, and Stacking

You'll find that there are a few things that you can push and pull around, and even some crates that you can stack up.

To GRAB an Item, Left click the cursor on the object, then move the mouse while keeping your finger pressed down.

To STACK objects, move one until it collides with another like object. If the Item is stackable, it will do so automatically.

The Old Caves

You may need to cause a rock slide to open up a path.

Targeting

When you attack an opponent, there are two ways that your attack can be targeted.

Unless you specify otherwise, targeting will be automatic. If your opponent is visible, your attack will be targeted on your opponent. If you are battling two or more opponents simultaneously, the automatic targeting system will target the closest opponent.

The automatic targeting system is not perfect however, and you may find yourself breaking lamps or other nearby items instead of hitting your intended target.

If you wish more control of the targeting system, you can enable the Manual Targeting Override. You can turn it on and off using the N key. When Manual Targeting is enabled, a crosshair will appear in place of your cursor. You can now move the crosshairs to direct your attacks. You can launch attacks with the mouse buttons. The Left button will cause you to attack with your physical weapons, and the Right button will cause you to attack with your currently-loaded magic spell. If you are casting magic, holding down the right button will cycle through the various levels of magic spells the same way normal Right clicking on the Magic Button does.

The Huline Village

Shouldn't the Chief of the famous Huline nation be able to assist you?

Combining Items

Some of the Items that you can find can be combined with each other to make new Items. Most of these possible combinations are of a biological or pharmacological nature. Combining Items is only possible within your inventory screen.

To see if two Items will combine, pick one up and click it on the other in the inventory screen. If these are two Items that can be combined, a small screen with both Items and a red button at the bottom will appear. Clicking on the red button will combine the two Items, and the resultant new Item will appear in your cursor.

Combining Ironwood Sap and Amber will produce a Champion Stone.

Most Items cannot be combined with others. A rock will not combine with anything, for instance. You'll have to experiment to see what Items will combine, and then experiment more to see what you can make. But beware: most combinations will yield only the useless Item known as Arrant Prac, and destroy your Items in the process.

The Monastery

This is the library in the Monastery. Surely someone here can guide you towards a solution to your problems.

Character Selection

"Character Selection" in this game is made through actions, not a selection process. Your selection occurs naturally, as you make your game play choices. If you use your magic abilities often, you will naturally acquire more proficiency at magic use. If you favor your sword in combat, your weapons use skills will rise accordingly.

One note: You will not receive much "experience" for beating up on opponents that are weaker than you are. Even if you kill all the Cockroaches in the first caves, you may not acquire enough experience to advance up to the next skill level. If you're really anxious to improve your skill level rating, go pick on somebody bigger than you. The Ancient Gods are very favorably impressed by displays of machismo.

Beyond the Jungle

Perhaps your answer lies beyond?

Automapper

The Automapper system automatically creates a map of the areas that you have explored. Press the Tab key to bring up the Automapper screen. Once you learn how to use the system, the Automapper can guide you towards hidden areas and unexplored sections. You can print the map on the screen to a file by hitting ctrl-print screen.

Options

Press the Esc key to bring up the Options menu. Exiting the game, adjusting controls, viewing credits, finding help, and loading and saving games can all be done within the Options system. Familiarizing yourself with all of your options is highly recommended. See page 68 for more on OPTIONS.

The 8 key will move you forward.
The 2 key will back you up.
The 7 key will turn you left.
The 9 key will turn you right.
The 4 key will slide you to the left.
The 6 key will slide you to the right.

The alternate keyboard arrows will also provide the basic four directions of movement.

The game can also be run using the mouse controlled movement.

Movement

There are a variety of movement methods possible for this game.

The default settings, and generally preferred method is to use the directional keypad.
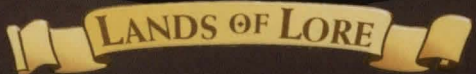
The other arrow keys work too, and of course, you can configure alternate key controls to suit your tastes. (see Options)

There is also a mouse-controlled movement system.

You can enable Mouse Movement by clicking the Right Mouse button.

Running

To run, hold down the Shift key.
To always run, press the Home key.
To walk while in always run mode, hold down the Shift key.

Fix Facing System

There is a system in the game which automatically bumps the player away from walls and decorations while moving through the world. Some players find this style of movement more fluid. To enable the Fix Facing system the Player must go into the Options system.

Jumping

To jump, press the space bar or the keypad enter key. The distance you jump will be increased if you are running at the time you jump. The direction of your jump will match the direction in which you are moving at the beginning of the jump. There is also a certain ability to change directions in the middle of a jump by altering direction in mid-flight. The Lizard form can jump much further than the human form, and the Beast form can barely jump at all.

Crouching

To crouch, press the C key or the keypad + key. Some running is possible while crouched.

In some instances, the crouching move is construed to be the equivalent to kneeling. Kneeling is occasionally beneficial in religious areas.

Water and Drowning

Luther cannot swim. He can wade through sections of water that are not too deep, but if he wades into deep water, or even if he crouches in shallow water, he can drown himself.

There are also a variety of other deadly liquids that he may encounter that may cause damage, death or poisoning if he wades into them. Lava and acid pools are two good examples of liquids around which Luther should be careful.

In some situations there may be planks or other materials nearby that Luther can use as flotation devices to navigate liquids safely.

Compass

The blue dot that revolves around the portrait serves as a compass. As Luther's heading changes, the blue dot moves to reflect his new facing direction. The "N" above Luther's portrait signifies North, in that when the blue dot is just under the "N," Luther is facing due north.

Look Up/Look Down

To Look Up, press the Q key. To Look Down, press the Z key. To return to a centered view, press the A key.

In Mouse Movement mode, press the L key to stand in one place and look around you. With the L key pressed, you can use the keyboard arrows to move.

Pharmacopia

There are a number of unusual minerals, herbs, and other natural products that Luther can find in the world. Many of these have valuable or dangerous properties. Poison Sacs, for instance, could be dangerous if Luther was to inadvertently eat one. On the other hand, Poison Sacs could be valuable if Luther was to put the poison on one of his edged weapons prior to combat.

Most of these natural items can also be combined with other ingredients to produce a useful combination. Unfortunately, most combinations do not produce anything useful. It is only the rare, occasional combination that yields a valuable blend. Once discovered, the recipe can be used whenever desired.

A few people may divulge recipes to Luther, and Luther may find scrolls or other writings that mention other combinations, but for the most part, Luther will have to become an adventuresome pharmacist to discover all the benefits of the pharmacopia of the Lands.

Click Items on each other in the Inventory slots to combine them.

Pharmacological Combination Box

Using Items

To "use" Items, right click them on the portrait. Do this to "consume" Items, to make use of power and strength enhancers, and to activate some magical Items like fireball crystals.

Poisons being applied to an edged weapon are an exception to this rule. Just Right click the poison on your Attack button.

You will notice the numbering system for duplicate Items stored in the same inventory slot. This allows you to store up to nine duplicate or similar Items in a single slot. This group can be moved as a group by dragging while the Right Mouse button is depressed.

You may also notice the automatic stash feature. In this system, left clicking an Item on your portrait will place that Item into your Inventory without you having to open up your Inventory Screen and manually placing the Item in there yourself. Left clicking a weapon on the portrait will result in that Item being placed in the appropriate empty Equipment slot if one exists, otherwise the Item will be placed in the regular inventory.

(During some Special Events, you may find you have a temporary extra inventory slot to receive Items for which there is no normal inventory slot available.)

Flammability

Although our visit occurs during a period of nice weather, the Lands in general are a very rainy place. This accounts for the limited number of flammable items that Luther can encounter.

The two most prominent flammable items are torches and oil. Even this flammability is restricted. A well aimed Spark Spell will ignite any flammable torch or pool of oil, but a Fireball, although reasonably expected to cause ignition, will not, due to its large percussive effect.

Breakability

The Lands are also a sturdy place. Many items which might appear to be breakable are not. Delicate geological formations, decrepit ruins, a few vases, and occasional precipitous overhangs of crumbly rock are the only areas whose breakability is exploitable.

If you suspect an object to be breakable, hitting it with any weighty weapon, or employing a spell with some physical power might do the trick.

Conversations

When you encounter some characters, conversations will start automatically. Other characters will require prompting. If conversation stalls, you can click on characters to see if they have more to say.

In Options/Keyboard you can turn the conversation skipping system on and off. This feature allows you to skip through conversations by pressing the "K" key.

This is a convenient feature because some characters are quite long winded. You should be careful though, because some of what the characters can say to you may be quite valuable.

Unless they have requested a specific Item from you, most characters don't want your stuff. You can click Items on characters to see how they respond, but don't get your hopes up too high.

When the hourglass appears in your cursor, you'll notice that you cannot move. Just pretend Luther is adjusting his underwear. Game controls will be temporarily halted and then restored when the hourglass disappears.

Throughout the Lands, you'll find a number of Special Events, usually encounters with a character in a single room. To exit a Special Event, move the cursor down to the bottom of the screen until it turns into a gold arrow. Click the gold arrow to Exit.

Combat

Weapons, Spells, Protection, Recuperation, and Magical Items are all important parts of combat. There is no one button that can carry you through all your combat encounters, and your success will require a good working knowledge of all the features at your command.

Healthy Luther   Injured Luther   Poisoned Luther

Your portrait will change to reflect your general status. Being poisoned, being injured, or being in an altered state will be reflected in the appearance of your portrait.

Your Opponents

You'll notice right away that your opponents will not just stand toe to toe with you until you kill them. Most creatures in the Lands are smart enough to run away if they're being hurt. If they recover quickly enough, they may come back to find you, and they may bring their friends with them.

Creatures have many ways to detect your presence. Of course, if they see you, they'll know you're there, but they can also get clues about you through noises you might be making, and even your odor. You may be able to use this knowledge by walking through creeks and other bodies of water to destroy your scent trail.

The opponents you encounter will all have different susceptibilities in combat. Some creatures are immune to magical damage, while others cannot be harmed by edged weapons. You'll have to experiment to see which tactics will work with which opponents.

Most opponents will let you know if your attacks are hurting them. Your interface will also give a visual signal with each successful blow you strike.

Skill Levels

As you progress through the world, your experiences in successfully overcoming obstacles will increase your power. This increase in power is reflected numerically in your skill level graph.

When you do accumulate enough experience to rise to the next skill level, a translucent shield and sword (Fighter Skill) or a ghostly book (Magic Skill) will appear briefly over your portrait.

As your skill level rises, the rate of regeneration of your Magic and Health also increases.

When you start the game, you will be a level one fighter, and a level one magic user. A normal amount of successful combat and exploration will result in your being raised to at least a level two fighter and magic user by the end of the first caves. Over the course of the game, there are many skill levels attainable in each category.

Direct combat is not the only activity that provides valuable experience. Cleverness and some puzzle solving also contribute to your accumulated experience.

Being a bully, and fighting opponents of lesser skill and power will not earn you experience.

When, during the course of your travels, you encounter opponents that are too strong for you to beat, you probably want to go gain experience elsewhere in order to increase your own power before combatting the opponent again.

There are three difficulty levels available for the Player to select. The default setting is on Medium, but if you would like to try combat against easier or more difficult monsters, the adjustment of the difficulty level can be made in the Options/Game controls system.

Targeting

The game starts with Automatic Targeting turned on. In this state, when you launch an attack, your attack will be targeted towards the nearest opponent or breakable object. If there is not a targetable object within range, no attack will be made.

This system will target multiple opponents if your weapon or spell permits.

By clicking the N key, you can enable the Manual Targeting system, wherein a Targeting Cursor appears in the world and can be positioned by moving the mouse. You can also press the T key for temporary enablement.

When the Manual Targeting system is on, clicking the Left Mouse button will launch a weapons attack, and clicking the Right Mouse button will launch a magical attack.

Ranged and Melee Combat

Combat is divided into two distinct categories: Melee, or close-up, and Ranged, or far away. Melee combat is analogous to hand-to-hand combat. Ranged combat is fighting at a distance. When you click on your Attack button, the system will automatically determine the appropriate action, depending on the distance between you and any targetable opponents or objects. If a monster is within six feet, your Melee weapon will be employed. If the opponent is beyond six feet, your Ranged weapon will be used.

There are Ranged and Melee Magic spells as well as weapons.

Some weapons and spells are capable of acting as either Ranged or Melee.

In your equipment slots there are places for only one Melee weapon and one Ranged weapon. Equipping yourself with two weapons of the same type (two Melee weapons for instance) is not possible.

SKILL LEVELS

Luther's Spell Book starts the game with two Spell Groups. As the game progresses, Luther may be able to acquire four other Spell Groups, including one specifically made for controlling his curse.

Each Spell Group has four increasingly stronger Mortal Magic levels and finally one Ancient Magic level.

To change Spell Groups, click on the blue Spell Book Button next to the Magic button. When the Spell Bar slides out, all available Spell Groups will be represented. Click on a Spell Group icon to load that Spell Group.

Right clicking on the Magic Button will also cycle through the icons of the available Spell Groups and allow changing of the Spell Groups.

A third method of changing Spell Groups is to use the F1 through F6 keys to move directly to the desired Spell Group.

Magic Use

To control your Magical attacks, either hold down the S key, or click and hold down on the Magic button on the interface. The blue dots on the interface will cycle through the spells available in the prepared Spell Group. The more experience and Magic Power you have the, more spells will be available to cast.

To launch a magical attack, release the key or mouse at the desired level.

Spells can also be launched by using the 1, 2, 3, 4, and 5 keys of the regular keyboard.

Start	First Level	Second Level
Third Level	Fourth Level	Ancient Magic Level

The blue dots above your Magic button will show which level spell you are casting.

Heal

Spell Group:
Lesser Heal
Greater Heal
Poison Cure
Damage Shield
Regenerate

Spark

Spell Group:
Lesser Spark
Greater Spark
Chain Spark
Lightning
Lightning Storm

Summon

Spell Group:
Lesser Imp
Medium Imp
Ancient Imp
Imp Lord
Banish

Prism

Spell Group:
Blind
Invisibility
Hologram
Photon Blade
Trinity

Mists of Doom

Spell Group:
Lesser Apparition
Greater Apparition
Ghost
Spectral Phantoms
Lich

Note: Application of a Pyra Pod Item, which is a pharmacological combination, will convert the Spark Spell Group into a Fire Spell Group for a short time.

Ancient Magic Use

Almost all of your magic is the normal magic of mortals. Ancient magic is rare, and more powerful than mortal magic. Although your curse is of Ancient Magic, you have no way to access it and use it for your own benefit. (Of course, if you're lucky, you'll find a way to use it later in the game.)

There are however, bits of raw Ancient Magic called Ancient Magic Stones that can be found in the Lands.

You can access the fifth level spells (Ancient Magic) in the Spell Groups. You have Ancient Magic spells by finding an Ancient Magic Stone and charging yourself with its power. Right click an Ancient Stone on your spell button to charge yourself.

Invisibility Spell note:

Luther is no Peeping Tom, and feels awkward about using his Invisibility Spell around other people. If you have the Invisibility Spell activated as you enter a situation where there might be people present, the spell will fade automatically so that Luther may have a civil conversation.

Controlling Your Curse

At first, your morphings are random, and you will change from your human form into either an enormous deformed Beast, or a small Lizard. After a period of time, you will revert back to your human form. Morphing can be quite annoying at times, and helpful at others. While the Beast is very powerful, and can swat Cerebus Tigers aside like mere ants, he can hold no weapons and can use no magic. The Lizard is quick, a good jumper, and quite capable of using magic spells, but he cannot use weapons. Another good feature about this curse is the fact that your full health is restored each time you morph.

As you progress in your adventures, you may have the opportunity to acquire a Spell Group that allows some control of your morphings. Each level of this Spell Group is only accessible when you acquire that specific spell.

The first curse control spell available is generally the Dampen Spell. If you feel a morphing starting to happen, you can use your Dampen Spell to stop the morph.

The second level is the Human Spell, which allows you to morph into the Lizard form should you so desire.

The third level spell is the Lizard Spell, which allows you to revert to your human form.

The fourth level spell is the Beast Spell, which allows you to morph into the Beast when you desire.

Magical Items

In addition to his own magical spells, Luther can find a number of different Items that have magical properties of their own, or in combination with his own magic.

Some Items may require Luther to consume them. Ancient Magic Stones, for instance, give Luther an extra level of "Ancient" magic to use within his own magic spell groups. Luther must use an Ancient Magic Stone to acquire this extra ability. (Right click an Ancient Magic Stone on the Magic Button to activate it.)

Other Items can be clicked into the world, on Luther's portrait, or thrown, and some may require clicking on certain equipment. Poison Sacs, for instance, must be right clicked on an attack button to cause that weapon to inflict poisoning blows during its next use in combat.

Fireball crystals must be right clicked on the Portrait to activate them. (or, see Item Quick Use on next page).

Magical rings, amulets and other jewelry can be worn by placing the Item in one of the two jewelry slots in the Equipment screen. These magical items often provide protection and other magical enhancements.

The top two slots in the Equipment Screen are for magical jewelry.

Some combat opponents will drain both magic and health from you. When this happens, you will be able to see the small colored balls of light as they flow from you to your opponent.

With certain weapons (most notably the sword Darkstorm), you can drain magic and health from your opponents. The magic and strength you acquire in this fashion will only fill up any empty portion of your Health and Magic bars, and will not actually increase your strength or magical capacity.

Item Quick Use

The first five inventory slots, those that show when the bag is partially closed, can be "used" quickly by pressing the 6, 7, 8, 9, or 0 keys on the regular keyboard. This function is extremely useful during the panic of combat.

Multiple Chargings

You will notice that there are several instances in which you can "charge" yourself prior to combat. Right clicking a poison on your Attack Button "charges" your edged weapon with the power to inflict additional poisoning damage to your opponent the next time you swing your weapon. Another example would be in the use of Ancient Magic Stones. Clicking an Ancient Magic Stone on your portrait or Magic Button will "charge" you with the ability to cast the Ancient Magic fifth levels of the Spell Groups you have.

You may find it more convenient to charge your edged weapon with poison multiple times to avoid the need to pause during combat to refresh your poisoning capacity. To see a numerical indication of your multiple chargings, hold the mouse over the Magic or Attack button for a moment.

Your Attack and Magic Buttons will glow when charged.

Protection

You have at your disposal a number of different pieces of equipment and other items that can protect you.

Obviously, Helmets, Chain Mail, Gauntlets and the like will offer you protection from injury during combat. You can check the relative protection value of any piece of armor by viewing the Status bar while trying on your various choices.

The Protection Graph actually includes your raw protection capacity as well as any physical or magical equipment you may be wearing.

There are Poison Shield and Damage Shield Spells which provide protection but who's effects are not reflected in the Status bar.

There are some weapons which provide protection as well as offensive ability. Equipping these weapons will affect the Status bar.

PROTECTION

Strength

When your inventory screen is up, you can access the Equipment Window by pressing the O key. The Status bar box above the equipment slots toggles between a display of your Skill levels, and a display of the four categories:

Protection
Might
Melee Weapon Strength
Ranged Weapon Strength

Might is the personal strength that you bring to bear in any encounter. You can find some Items, like Champion Stones, that you can consume to increase your strength.

Melee Weapon Strength represents your relative power and skill during melee (Hand to Hand) combat. You can check the relative value of any Melee weapon by viewing the Status bar while trying on your various choices.

Ranged Weapon Strength represents your relative power and skill during Ranged combat. You can check the relative value of any Ranged weapon by viewing the Status bar while trying on your various choices.

There are a number of weapons which function potentially as both Ranged and Melee weapons, and therefore may contribute to both your Melee and Ranged Weapons Strength.

(There are some instances in which a weapon may be better than indicated by the status bar. Most notably this is the case when an edged weapon is prepared with poison.)

PROTECTION

Ranged Weapons

Ammunition is presumed to be always available for your ranged weapons. You need not concern yourself with hunting around the world for more bolts for your crossbow. If you have the bow equipped, you have sufficient ammunition for any battle.

Ranged weapons that fire multiple projectiles simultaneously can be used to "strafe" opponents.

Some ranged weapons have the capacity to function as both a Ranged and a Melee weapon. To utilize this capability, you must equip these dual function weapons in your Melee equipment slot, and leave your Ranged slot empty. A ghostly image of the weapon will appear in the Ranged slot, indicating the dual capacity of the weapon.

Some throwable Items, like Daggers and Rocks, can be equipped in the Ranged weapon slot.
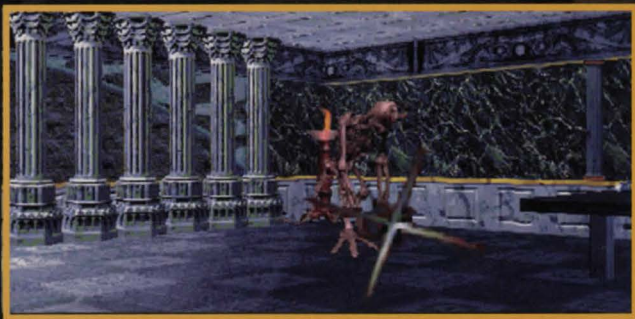
Melee Weapons

Melee weapons have two potential characteristics that affect their use. Some Melee weapons have Heft, and some are Edged. Some weapons, like Halberds, have heft and edge.

Objects in the world and combat opponents may react differently to these characteristics. The Ironwood trees in the Huline Jungle, for instance, can only be cut with an edged weapon. On the other hand, the Hive Warrior creatures are essentially immune to damage from edged weapons, and must be attacked with hefty or other non-edged weapons.

Some Melee weapons may be dangerous to use unless you are wearing the appropriate specific companion equipment.

There are a number of particular Melee weapons called Longswords which can be repaired and or improved.

RECOVERY

All weapons have a cycle time that controls how rapidly you can repeat attacks with the same weapon. You will notice in combat that you must repeat a keyboard stroke or mouse click each time you wish to "swing" your weapon.

POISONS

There are several poisons you can acquire that can be applied to your edged weapon. When you click a poison item on your Attack Button, the edged weapon you currently have in your equipment slot will become charged with the poison, and your Attack Button will glow to indicate the poisoned status of the weapon. When you swing at an opponent with a poisoned weapon, if you hit successfully, the damage to your opponent will be not only that from a regular weapon blow, but also impart a poisoning effect as well.

WEAPONS USE

THROWING

When you have an Item in your cursor, it is essentially like having that Item in your hand. You can put an Item back into the world in two ways (aside from giving it to somebody). You can place Items on the ground, or you can throw them.

Clicking an Item into the close scenery will result in that Item being placed on the floor or on another flat surface.

Clicking an Item "far away" will result in the Item being "Thrown". The Item will leave your cursor and travel through the air until it hits something, whether that something is an opponent of yours or merely a wall or tree. Some thrown Items, like Rocks, can cause small amounts of damage to objects or opponents.

(Fireballs are not "thrown", they are "activated", by Right clicking a Fireball Crystal on your portrait.)

One weapon, a returning axe, is particularly effective when held in the cursor and "thrown" at opponents.

WEAPONS USE
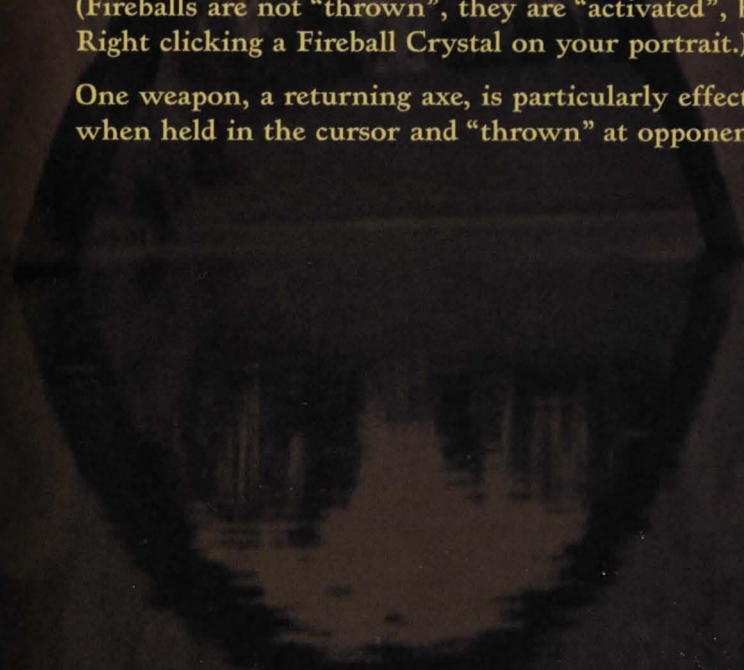
Automapper

The Automapper system automatically draws a map of the areas that you have explored. The automapper can be used to find your way through confusing terrain, and may provide evidence of hidden passages that you might have overlooked.

Note Spikes: Click and place to leave notes.
Centering Circle: Click to center view on player.
Magnifying Glass: Use to zoom in and out.
X Button: Use to exit Automapper.

Layer Arrows: Use to see other layers of this area

Level Arrows: Use to visit maps of other areas

Press the Tab Key to bring up the Automapper Screen.

In addition to mapping walls, bodies of water and other liquids, the Automapper also indicates rough topography by use of light colored bars across the pathways to indicate a change in elevation. Both stairways and chasms may be marked in this manner. Different floors within buildings are marked on different screens which can be viewed by using the Layer Arrows.

The automapper is just a map, and you cannot move your character around while viewing it. Viewing the Automapper screen causes a time out in the real game world: your enemies cannot attack you while you are busy reading maps.

Your position in the Automapper will be marked with a flashing red arrow. Click on the gold Centering Circle to center the map view on your position.

Click the Left Mouse button on the magnifying glass to zoom in, and use the Right Mouse button to zoom out.

Sometimes hidden passages are indicated on the map. Here, an unexplored tunnel, probably accessible only to the Lizard, is visible as a break in the wall.

Click on the Scroll/Spike to get a Spike in your cursor. Click the Spike on the map in a spot you wish to mark. A Scroll screen will appear which allows you to type a message to yourself. Press enter, and your message scroll will be placed in the map, marked by a Spike. Click on the Spike to read the message.

Options

The main Options menu, which can be raised by hitting the ESC key, lists these main categories: New Game, Save Game, Load Game, Load Autosave, Options, Extras, Help, Quit, Resume Game, New Game.

New Game

New Game will allow you to start fresh from the beginning of the game. The Introduction will play, and the game will begin at the start. This is where you can make difficulty selection.

Save Game

Save Game will allow you to save the game you are currently playing. A screen will appear which permits you to type in a name for the saved game. In theory, you may create up to 250 saved games, but in practice, the potential number of saved games will be limited by the availability of space on your hard drive.

Saved Games can be deleted by pressing the "Delete" key while games are highlighted either in the Save Game or Load Game screens.

Load Game

Load Game will allow you to load a previously saved game. A screen will appear which lists all the previously saved games in a scrollable column.

Load Autosave

Load Autosave will allow you to load one of the Saved Games that has been created by the Autosave system. The Autosave system is active unless it has been turned off through the Options Autosave.

Options

The Options menu lists these categories: Audio Control, Video Control, Autosave Control, Keyboard Settings, Miscellaneous Settings, ← Back.

Audio Control

The Audio Control menu lists Sound Effect Volume, Music Volume, and Speech Volume with slider bars that let you adjust the relative sound volume levels for those three categories.

Channels allows you to adjust the number of channels (4 to 16) available for sound use. More channels will give more simultaneous sounds and a richer environment, but will likely cause the game to run slower.

Reverse allows you to specify which side of your speakers is right or left. This function allows for corrections of a common sound card reversing problem.

Music Type lets you specify either Digital, Midi music, or Off.

Video Control

The Video Control section allows you to adjust how movies play by adjusting screen size and other factors.

Game Resolution allows you to specify the resolution (either High or Low) of the screen images. Low resolution will generally run faster than High resolution.

Movie Resolution allows you to specify the resolution (either High or Low) of the movies within the game. Low resolution movies will generally run faster than High resolution, although High resolution movies will show more detail.

Viewport Size allows you to adjust the size of the game screen. A smaller game screen will generally allow the game to run faster.

Texture Resolution allows you to specify the resolution (either High or Low) of the textures that make up the game environment. Again, Low resolution textures will generally allow the game to run more quickly than High resolution textures.

Texture Cache allows you to adjust the amount of space on your Hard Drive that is devoted to the task of caching textures used in the game. A larger Texture Cache allows more rapid caching and retrieving of textures which in turn allows the game to run more quickly.

Gamma Correction allows you to adjust the brightness of the game screen.

Autosave Control

Autosave Control allows you to determine whether the Autosave system is enabled and how. If autosave is "off", autosave save games are not created. If autosave is "on always", autosaves are created at timed intervals, at each level load, and at other pre-determined critical junctures during the game. If autosave is "smart", autosaves are created at timed intervals, at each level load, and at other pre-determined critical junctures during the game, EXCEPT during combat or conversations.

Timer Adjustment allows you to specify intervals for automatic saves from between 5 and 60 minutes. Please note that there are no autosaves created if the player is currently drowning. There is only one autosave slot, and each subsequent autosave overwrites the previous version. There is an autosave hot key (Quick Save) which allows you to save a game instantly into the autosave slot. The default hot key for this purpose is F8.

Keyboard Settings allows you to customize the functionality of the keyboard controls. You may specify up to two different keys to perform the same task. This feature presumes it may be convenient to use different keystrokes at different times during gameplay.

Miscellaneous Settings

Miscellaneous Settings allows you to adjust the Difficulty Level, Mouse Sensitivity, and Bobbing.

Difficulty Levels offers three choices; Easy, Moderate, and Hard.

Mouse Sensitivity offers a slider bar to increase or decrease mouse sensitivity.

Bobbing allows you to turn off or on the camera bobbing that approximates the view of a walking person.

Extras

The Extras Menu includes: Introduction, Game Teaser, Dedication, Blade Runner, Credits, and ← Back.

Introduction allows you to play the LOL-G Introduction movie again.

Game Teaser allows you to play a LOL-G game teaser movie.

Dedication plays a Rick Parks artwork movie.

Blade Runner allows you to play a Blade Runner game teaser movie.

Credits allows you to play the LOL-G team credits movie. This movie also plays at the end of the game in LOL-G. You can skip to the next page of the credits by pressing the space bar.

Note: The Introduction, teasers, and credits movies will require insertion of the first CD to be able to play.

Help

The Help options section allows you to read short specific hints concerning your goals and solutions within the game. The hints given may appear cryptic, but have been carefully crafted to give the requisite information without taking the challenge out of the game.

Quit

The Quit feature allows you to leave the LOL-G program and return to DOS or Windows.

MOVEMENT:

Forward . . . . ↑
Back . . . . ↓
Left . . . . ←
Right . . . . →
Left turn Home/7
Right turn PgUp/9
Look up . . . . .Q
Look down . . . . .Z
Look ahead . . . . .A
Fix Facing . . . . .U
Speed (Run) . . . . .Shift
Strafe . . . . .Alt
Jump . . . . .Space bar or keypad Enter
Crouch C
Speed Toggle . . . . .Home

COMBAT:

Weapons Attack . . . . .F
Target . . . . .T
Toggle Target . . . . .N

INVENTORY HOT KEYS:

Open/Close Inventory I
Open Inventory Bag . . . . .B
Open Equipment Screen (body) . . . . .O
Scroll Inventory Bag . . . . .Bracket keys ([,])
Might Gauge . . . . .G

QUICK ITEM USE:

Use First Item in Inventory Bag 6
Use Second Item in Inventory Bag 7
Use Third Item in Inventory Bag 8
Use Fourth Item in Inventory Bag 9
Use Fifth Item in Inventory Bag 0

MOUSE MOVEMENT:

Mouse Movement Look Around L
Look Toggle . . . .>
Mouse Movement X
Movement Toggle V

MAGIC:

Cast Magic . . . . .S
Open/Close Spell Book . . . . .M
Load Heal Spell Group F1
Load Spark Spell Group F2
Load Third Spell Group F3
Load Fourth Spell Group F4
Load Fifth Spell Group F5
Load Sixth Spell Group F6
Cast First level of loaded Spell Group 1
Cast Second level of loaded Spell Group 2
Cast Third level of loaded Spell Group 3
Cast Fourth level of loaded Spell Group 4
Cast Fifth level of loaded Spell Group 5

MISCELLANEOUS CONTROLS:

Quick Save F8
Help Menu . . . . .H
Skip Conversations . . . . .K
Expand Viewport . . . .=
Shrink Viewport . . . .'

AUTOMAPPER:

Exit Automapper . . . . .Esc, Backspace, or Tab
Pan up . . . .↑
Pan down . . . .↓
Pan left . . . .←
Pan right . . . . →
Pan fast . . . . .Pan + Shift
Next area . . . . .Insert
Previous area . . . . .Delete
Next layer . . . . .Page up
Previous layer .Page down
Zoom in . . . . .End, Z, or keypad +
Zoom out . . . . .Home, A, or keypad -
Zoom fast . . . . .Zoom + Shift
Center Map view C
Center view on Player .P

You can reconfigure most keystrokes in the options system.

TROUBLESHOOTING

Important: For last minute changes and notes , please examine the readme file: under DOS go to the installed directory (normally C:\WESTWOOD\LOLG) and type README [ENTER]), under Windows 95 use the "Programs/Westwood/Lands of Lore-Guardians of Destiny/Lands of Lore-Guardians Readme" shortcut on the "Start" menu to view the readme file. Alternatively, the readme file exists as a plain text file (readme.txt) and a Windows .WRI file (readme.wri) in the root of the CD.

Lands of Lore has been tested on hundreds of computers. If you're having a problem, it is likely to be something to do with the way your system is set up and you should check the following:

1. Read the troubleshooting section of this manual.
If it seems to be a common problem that people are having, chances are you will find it answered in this section.
2. Check our web site (www.westwood.com).
Check out our web site (or your favorite online service) for up-to-date notes concerning LOLG. You may also want to check the message areas to see if anyone else has had trouble similar to yours, and has already found a solution.
3. Write or call us.
You can reach Virgin Interactive Entertainment Customer Support by dialing 1-714-833-1999. Be sure to have your computer up and running, and get ready to spill your guts about the type of system you're running LOLG on. This includes listings of your AUTOEXEC.BAT and CONFIG.SYS files. You can write to us via email at the services mentioned later in this document. Be sure to send all the same information mentioned above in your email.

Windows 95 System Agent with LOLG
The System Agent software, that is available for Windows 95 (Plus! pack), can cause peculiar behavior with the LOLG setup process. If the setup program, when run from the hard drive, proceeds with a complete reinstall, then stop the System Agent software.

Why doesn't LOLG install onto my hard disk?
Windows 95 & DOS: Make sure you have enough free hard disk space. For Windows 95, LOLG requires 105MB (110,100,480 bytes) to install, for DOS it requires 130MB. If you're using a disk compression system (such as DriveSpace) you must double the amount of space needed during installation (i.e. 220,200,960 bytes) because not every file will compress at 2:1. In general, we recommend against using disk compression systems with LOLG.

Why doesn't LOLG load?
Windows 95: Make sure you have enough free memory (see below). If you are very low on RAM (for example, on an 16MB system), Windows 95 will try to create a temporary swap file on your hard drive. If Windows can't create the swap file, LOLG will either run very slowly or not at all.
DOS: Make sure you have enough free hard drive space. LOLG requires 25MB (26,214,400 bytes) to run.

Does LOLG require a specific type of memory configuration such as EMS or XMS?
Windows 95: No special settings are needed.
DOS: LOLG is designed to be very tolerant of memory configuration. From the C:\> prompt, make sure you have enough memory by typing MEM/C [Enter]. You need at least 14MB (14,680,064 bytes) of free XMS or EMS memory to run LOLG.

Why do I get a black screen when I click on the LOLG game icon?

Windows 95: Certain video cards do not support the 640x400 video mode that LOLG defaults to (although they claim to). To find out whether this applies to you, you can use the LOLG for Windows 95 Setup utility (use the "Programs/Westwood/Lands of Lore-Guardians of Destiny/Lands of Lore-Guardians Windows 95 Edition Setup" shortcut on the "Start" menu) to change the default resolution from 640x400 to 640x480, which seems to work well on all video cards. Graphics may appear a little squashed in this mode. If all else fails, contact your video card manufacturer to check whether there are new drivers available for your video card.

Why doesn't the sound work?

Windows 95: Make sure your speakers are powered on and connected to your PC. Make sure that your speaker volume controls are adjusted correctly. If your sound card is not supported in its native mode by Microsoft Direct Sound the sound quality may suffer. If all else fails, try contacting your sound card manufacturer to see if there are new drivers available for your sound card.

DOS: Make sure your speakers are powered on and connected to your PC. Run SETUP.EXE from the installed game directory (e.g. C:\WESTWOOD\LOLG) and make sure the right sound card is selected. If the sound still doesn't work, it's possible the auto-detection code has failed to detect your settings. In this case you can manually enter your sound card's IRQ, DMA and PORT settings through the SETUP program. Refer to the documentation that came with your sound card for the correct settings.

What if my sound card is not on the setup options?

DOS: Your sound card must be 100% compatible with one of the supported sound cards.

Why doesn't the MIDI sound work?

Windows 95 & DOS: If you get an "Unable to initialize the MIDI Sound Driver. Error 7" when you select the MIDI setup, try using the SB16 selection instead. Some versions of the AWE32 MIDI drivers have problems with LOLG.

Why can't I move the mouse pointer within LOLG?

DOS: Make sure you have a mouse driver loaded. The way to do this varies depending on what brand you have. If you are not sure what the correct driver is called or how to install it, consult the documentation that came with your system. If the mouse is behaving erratically, contact the manufacturer for an updated driver.

Why doesn't my mouse work correctly?

DOS: If you encounter any problems with the mouse, such as erratic movement, etc., the first thing you should do is update your mouse driver. Problems with the mouse, although rare, are almost always caused by older mouse drivers. Contact your computer manufacturer or local software retailer for information on obtaining the latest mouse drivers for your computer.

Why does the installer freeze?

DOS: If you find that the install program is not compatible with your mouse driver, try installing LOLG without loading your mouse driver, then exit and load your mouse normally before playing the game.

The game runs slowly on my system. What can I do?

Windows 95: Use the LOLG for Windows 95 Setup utility (via the "Programs/Westwood/Lands of Lore-Guardians of

Destiny/Lands of Lore-Guardians Windows 95 Edition Setup" shortcut on the "Start" menu) and un-checking the "Back buffer in video memory" box. Normally this box should be checked and severe performance degradation can occur with an incorrect setting. Check game performance with and without this option checked to see what is right for your system. If you are unsure, leave the option on.

Why do the movies stutter?
Windows 95 & DOS: LOLG requires at least a 600KB per second ("quad-speed" or "4X") CD-ROM drive. You can improve movie playback performance by following these step-by-step instructions.
a. Go to the START/SETTINGS/CONTROL PANEL menu.
b. Double-click on the SYSTEM icon.
c. Click the PERFORMANCE tab, then click the FILE SYSTEM button.
d. Click the CD-ROM tab.
e. You will see a slider labeled SUPPLEMENTAL CACHE SIZE. Slide the slider all the way to the right. Remember however that increasing your cache size reduces the memory available to the rest of the system while in Windows.
f. Next, look for a window labeled OPTIMIZE ACCESS PATTERN FOR: In the window, choose the one that best describes your CD drive (quad and higher speed drive).
g. Click the APPLY button. You will get a window asking you to restart your machine. Do so.
h. Once you have restarted, run the game normally. This should also increase the performance of any other CD title you have.

Will LOLG for DOS run from Windows 3.X?
DOS: Yes. The DOS version of LOLG uses a special mode (which we call TrueDOS) to launch the game in a Windows 3.X environment. TrueDOS requires that all other Windows 3.X applications be closed down in order to give the full power of your computer to LOLG. You will not be able to access other Windows applications (e.g. by ALT-tabing) while LOLG is running.

Will LOLG for DOS run from Windows 95?
DOS: Yes. Please refer to the Getting Started section at the beginning of this manual for details about running the DOS version of LOLG under Windows 95.

How do I choose my soundcard if I want to run the DOS version under Win95?
Windows 95 DOS box: A Windows 95 DOS box is really just emulating DOS (Windows continues to run in the background) and this interferes with soundcard autodetection logic. If you run the DOS version of LOLG in a Win95 DOS box, you must pick your soundcard manually and then enter the correct PORT, DMA and IRQ settings, (see Known Sound Card Issues) when prompted during the install procedure.
Windows 95 DOS mode: If you have Win95 installed on your machine and you would like to run the DOS version of LOLG, you may get better performance if you reboot your machine into DOS mode. If you are able to choose REBOOT AS MSDOS from the START/SHUTDOWN menu and then still access your CD-ROM drive in that mode, you can try running LOLG this way. Whether you can do this or not largely depends on having the correct drivers loaded in the DOS environment.

I'm having problems with my soundcard in DOS, do you have any pointers?

DOS: Because of the vast number of machine configurations possible on PC's, LOLG may not autodetect your sound card or it might misidentify the card. For this reason you should treat the detected card as a suggestion only. If you know that the detected card is definitely wrong you can override the selection and pick the correct card from the setup program; however, if you select the wrong soundcard, your machine may lock-up, or the sound card may stop responding. Either of these situations may be corrected by simply turning off the computer, waiting 15 seconds and then turning it back on. Here are some specific soundcard notes:

Creative Labs: Soundblaster 1.0/1.5 card. These early Soundblaster cards do not support some of the features which are built into later versions of the card. This may result in lower audio quality on these cards.

Soundblaster Compatible Cards: The Soundblaster code in LOLG is written for 100% Soundblaster compatible sound cards made by Creative Labs. If you have a Soundblaster compatible sound card from another manufacturer you may experience stuttering or popping in the sound, or even no sound at all.

If you are unsure of the correct Port, IRQ and DMA settings for your Soundblaster compatible card, try typing SET from the DOS prompt. If your machine has been configured with a BLASTER environment variable in your AUTOEXEC.BAT file you should see a line similar to:

        SET BLASTER=A220 I5 D1 H5 T4

The number after the A (i.e., 220 in this case) is your port address; the number after the I (5 in this case) is your IRQ and the number after the D (1 in this case) is your DMA channel setting. Armed with these numbers you can go ahead and manually select your soundcard from the SETUP program and enter the Port, IRQ and DMA in the boxes when prompted. If you have a Soundblaster 16 or AWE32 soundcard and you are having difficulty with autodetection, these same comments apply except that you may have to enter the number after the H as your DMA setting, depending on your configuration.

Compaq Computers: Some Compaq machines may not autodetect the installed sound card. If this occurs, try selecting Sound Blaster Pro/Pro2 from the SETUP program.

Sound Galaxy Basic 16: This Soundblaster compatible card can sometimes be incorrectly autodetected as a Soundblaster Pro or Soundblaster 16, causing unpredictable results. We recommend that you manually select Soundblaster and enter the Port, IRQ and DMA values that correspond to your card. See the comments under Soundblaster compatible cards above.

ESS AudioDrive: Under certain circumstances the autodetect code can incorrectly identify this card as a Soundblaster 16. If this occurs you will need to override this driver by selecting ESS AudioDrive with the correct values for your system.

Adlib Gold: Under certain circumstances the autodetect code can return incorrect Port, IRQ and DMA settings. If you are having difficulty obtaining sounds on this sound card try manually selecting the card in the SETUP program and entering the correct Port, IRQ and DMA settings.

Golden Sound Pro 16: We have found that better results may be obtained on this sound card by reducing the game volume from the in-game sound control menu.

Volume levels should be set to about half way.
Gravis Ultrasound: Some Gravis Ultrasound owners may experience audio clipping and/or reduced game performance. We recommend that you turn the volume for musical scores all the way down (off) to see if this helps.

Why can't I access other Windows programs when running LOLG from Windows 3.X?
DOS: LOLG uses special code to launch itself from the Windows icon and will attempt to close any active Windows applications prior to running. You will not be able to access other Windows programs when LOLG is active.

TECHNICAL SUPPORT
BEFORE YOU CONTACT TECHNICAL SUPPORT:
If you are having problems, please consult the "Troubleshooting" section of this book before contacting technical support. We receive many inquiries every day, so in order to serve you more efficiently, please have the following information available:

1. The correct name of the game.
2. The type of computer you are running the game on.
3. The information listed when right clicking on the Windows 95 desktop icon corresponding to your computer and selecting properties. This includes information about the Windows 95 version number, amount of memory & type of CPU.
4. Exact error message reported (if any).
5. The contents of your AUTOEXEC.BAT and CONFIG.SYS files.

HOW TO CONTACT TECHNICAL SUPPORT:
INTERNET: WORLD WIDE WEB
To find Westwood's home page on the world wide web, you will need a browser. Our address is http://www.westwood.com.
Our web site consists of all current Frequently Asked Questions along with Quick Solutions. This is updated on a weekly basis, and can be accessed at any time.
INTERNET: FTP
If you're looking for our latest support files for any of our products, you'll be able to get them from our ftp site at ftp.westwood.com.
INTERNET: E-MAIL
For those questions for which you are unable to find an answer on our website, send e-mail to support@westwood.com with any specific queries you have.

PHONE SUPPORT

Our technical support number is 1-714-833-1999, and is available during normal PST business hours. Have a pen and paper handy when you call, and be near your computer if at all possible. No game playing hints will be given through this number.

LIVE ON-LINE WCHAT SUPPORT

Check the Westwood web site monthly calendar for dates and times of live Westwood WCHAT sessions. (see WCHAT section for more information regarding WCHAT.)

AMERICA ONLINE

Select the GO TO menu at the top of the screen and highlight "Keyword". Enter Westwood Studios and then click on "GO". You can write public mail in any of the conference areas, or write private mail to Westwood by addressing it "WESTWOOD S".

COMPUSERVE

Sign on normally, then select click on the traffic light icon at the top of your screen. When the prompt appears, enter "GAMBPUB" for Game Publishers forum "B". Messages and files pertaining to Westwood Studios products are located in the Westwood Studios section. Westwood's email address for Compuserve is 71333,2405.

PRODIGY

After the main menu appears, press Control-J (for Jumping) and then type "WESTWOOD SUPPORT". You can leave mail, or read through the Westwood bulletin boards all from the main menu.

GENIE

Use the Keyword "Scorpia", then select message area 33 from the menu. You can leave mail about any of our games, or download our support files from the library.

ADDITIONAL SUPPORT SERVICES

Westwood Studios regularly publishes Westwood Studios News & Notes, providing the same information in a four-color, digest format. To get on the mailing list, send your name and address to Westwood Studios News & Notes, 3540 W. Sahara #323, Las Vegas, NV 89102.

HINT GUIDE

Look for the Official Lands of Lore-Guardians of Destiny Strategy Guide by Brady Publishing, available at your local bookstores and software retailers.

HINT LINE

Virgin Interactive Entertainment charges 95¢ a minute to help all would-be adventurers. For our automated hint line: Call 1-900-288-4744 on your touch tone phone, and if you're under 18, check with your parents to make sure you won't get grounded when this call shows up on the phone bill. If you're in Canada, dial 1-900-451-4422; the cost is 50¢ for the first minute, and $1.25 each additional minute.

Hints and tips can also be found on the on-line services listed above.

WESTWOOD CHAT

1) What is Westwood Chat?

Westwood Chat is an online gaming service hosted by Westwood Studios for people of all interests and ages. On Westwood Chat, people can talk with others, play Internet-ready games like Command & Conquer, Red Alert and the Monopoly CD-ROM game. Westwood Chat includes direct support for only those games released by Westwood Studios. But, since there is an IP address button, you can arrange any Internet-ready computer game that requires an IP address to connect.

Because Westwood Chat is available worldwide, you'll often see people speaking many different languages online. Regardless of where people are connecting from, all Internet compatible games can be played across several languages, and over different platforms. (i.e. A Macintosh user in France can play a PC user in the UK).

Whether you're online to play a game against a friend, or just meeting others from around the world. Westwood Chat is intended to be a fun place, courtesy of Westwood Studios.

(Note: Westwood Chat is not an Internet service provider. You cannot "surf the web" with Westwood Chat, nor can you send email. However there are no additional costs or long distance fees to pay, other than what you are already paying to your Internet service provider.)

2) How much does it cost?

The Westwood Chat service, software, and login account are all free. There is no cost to connect to Westwood Chat. However, you will need to have service provided by an Internet provider. Because you connect to Westwood Chat through the Internet, there are no direct long-distance fees or additional costs.

3) What do I need to connect to Westwood Chat?

* A Computer:
 – PC Owners : Windows 95
15MB free disk space
* A SLIP or PPP connection to the Internet.
* A copy of the Westwood Chat software for either the
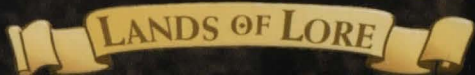 PC or MAC.
* A login account.

4) So how do I get the software and a login account?

The Westwood Chat software is available for downloading at the Westwood Studios web site: http://www.westwood.com. You can also find Westwood Chat distributed with many of Westwood's software titles available in stores. Getting a free account usually doesn't take more than 3 or 4 minutes.

The Guardians of Destiny

There can be little doubt, even among the skeptics, that ancient Gods once visited our earthly plane. Records are rare or non-existent (after all, this was a very long time ago), but the persistence and urgency of the various legends keeps the memories alive. The creation mythos of virtually every known civilization credits immortal beings in some form for laying the foundation upon which our mortal existence is based.

So, we can be fairly certain that something special did happen, but just who were these Gods, and why are they no longer here? The answers are to be found in the story of the Guardians of Destiny.

Most theologians propose that the great immortals either came to or fabricated our world as a means for them to create the one experience unavailable to omnipotent beings: Not Being In Charge.

The life of an Ancient God is, unfortunately, horribly boring. There are no surprises for an Ancient God, no mysteries. Everything that happens is caused by them.

Our mortal world is then perhaps like a vacation spa for the gods, created in order that these all-powerful creatures could find a seam that allowed them to leave their powers behind and experience the feeling of Not Being In Charge. (This phenomena is also known as being At Effect, in counterpoint to being At Cause.) Being At Effect is certainly a delirious good time to an individual who has had to slog through the monotony of endless eons of being At Cause. Pleasure itself is, as an emotion, impossible for an All Powerful Being to
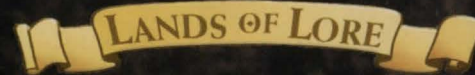
experience. And therefore, our world, a dude ranch for the Ancients, was created.

Although divine intention was required for the creation of our universe, at some point in time it became common knowledge that such an arrangement, such a mixing of mortal and immortal, could only function if left alone by the Immortals. Effect cannot work if constantly interrupted by Cause.

And so, by agreement among the Immortals, our world, the world of Effect, was not to be interfered with by the all powerful Gods. Effect could be watched as it slithered over the surface of our new planet. Effect could even be experienced by those individuals who chose to leave their immortality behind and join with the mortals, but no God was allowed to reach into the fishbowl and bring his powers to bear on the mortal plane.

After additional untold eons, the novelty began to wear thin, and certain individuals among the Gods, indifferent to the delicate balance between mortal and immortal life, began to think of making the toy even more exciting.

Proscriptions, prohibitions, and the heavy weight of moral concerns notwithstanding, the unthinkable did occur: One particularly evil Ancient God was the first to break the sacred rule of non-interference. His name was Belial.

Belial, in an effort to add sport to his jaded existence, looked down and selected the Dracoid race as those mortals who would be favored with his attentions. A sickly sweet smile on his face as he strolled among the awestruck Dracoids, the horned Ancient

dispensed fabulous new weapons and bits of Ancient magic as if they were lumps of candy thrown to mobs of adoring children.

Heretofore, the mortals had been content to settle what national disputes there were with the equipment at hand; bows and clubs were fashioned from the wood that could be harvested from the forests, spearpoints and swords were forged from the metals dug from the earth, and even the mundane natural magics were summoned for the efforts of defense.

But now the new weapons and awesomely powerful Ancient Magics fanned the dormant flames of militarism among the peaceful Dracoid, and they became a people possessed. War ruled their thoughts and conquests filled their dreams.

Ancient Gods are not in the habit of criticizing each other, and so Belial's first ventures with the Dracoid drew little notice among the other Immortals. But as the favored Dracoid race began to lay waste to the other nearby civilizations, certain Gods politely requested that Belial desist, and stop his interference among the mortals.

As so often happens, courtesy has a strange reversing effect on malevolent souls, and the more politely his fellow Gods requested that he mend his ways, the more savagely Belial equipped and encouraged the now warlike Dracoids.

Even the official censure from the revered Council of Ancients drew nothing more than a contemptuous chuckle from Belial, and his visits and gifts to the Dracoids did nothing but increase.

The closest neighbors to the Dracoid were the Hulines, and they bore the brunt of the fierce storm that swept out of the Dracoid lands. Valiant though their warriors were, the mundane Huline weapons were no match for the awful and wondrous new magics the Dracoids threw at them. Wave after wave of courageous Huline troops fell in a futile attempt to protect their homeland. But their struggles were to no avail, and soon what had been a glorious countryside smoldered like the last embers of a dying campfire.

The pathos of the Huline cause did arouse sympathy among the Ancients, but the credo of non-interference still held firm, and no immortal could stoop to lend a hand.

Several generations passed, and still the heavy weight of the Dracoids and their powerful Ancient Magic weapons ground the remnants of the once-proud Huline race into the bloody mud of the battlefields.

Finally, when the Hulines were reduced to a meager few individuals, and the possibility of total extinction became a probability, another of the Ancient Gods could stand by no longer. Anu, known later to his mortal acquaintances as the Draracle, determined to save the Huline race from annihilation. Ancient magics now found their way to the Huline camps as well, and the fighting lost its lopsided character.

As right and just as this action may have been, it was still a violation of the immortal code of non-interference, and the Draracle paid a heavy price for his assistance to the Huline, for now his hands were stained as well, and in the eyes of the Ancient law, both Belial and the Draracle were equally guilty of the crime of interference.
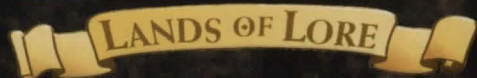
As equal as their crimes were in theory, the Ancients did understand the good intentions of the Draracle. But Belial's crimes could not be rationalized, and his actions embarrassed the entire community of Ancients Indignant that their official censure had been so rudely ignored, the Council of Ancients met again, and determined to take whatever steps necessary to end Belial's mortal interference forever.

No Ancient had ever taken the life of another, but nonetheless a resolution was passed which sentenced Belial to death.

To wrap up their solution in a tidy package, the Draracle was chosen to carry out the execution. After all, his hands were already dirty, and what more efficient means could be found? The Council of Ancients would use one criminal to erase another, and leave the rest of their community unsullied.

Knowing that his execution was imminent and unavoidable, Belial developed a plan that would allow him to be resurrected after his death. In his chambers beneath the magnificent City of Ancients he created a huge magical Mother Beast.

This Mother Beast was intended as an enormous antennae which would accumulate the radiations from the magic of the Ancients. When sufficient Ancient Magic was acquired, the Mother Beast would focus this power towards the creation of a new god, and Belial would be reborn.

The problem in Belial's plan became apparent when, after his execution, the Immortals decided to leave the City of Ancients, and the mortal plane, entirely.

Without Ancients nearby, radiations of Ancient
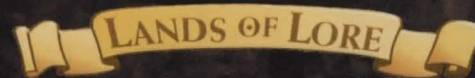
magic became extremely scarce. When no sufficient amount of Ancient magic was available, the Mother Beast lapsed into a state of dormancy, and waited. All of the Ancients departed, and the City of Ancients sank beneath the waves.

One Ancient however, did stay behind. The Draracle, convinced that someone should watch over the mortal plane to insure that Belial would be unable to fulfill his ressurection plans, took it upon himself to be that watcher.

Determined that our world should enjoy its own fate, unmolested by the further machinations of an Evil God, the Draracle appointed himself the Guardian of our destiny.

The hibernation of the Mother Beast and the vigilance of the Draracle continued uneventfully for several thousand mortal years. The Draracle left the Southern Continent and took up residence near the human kingdom of Gladstone, and spent his time dispensing cryptic agricultural advice and weather predictions to the local farmers. Over the years all mortal knowledge of the Ancients was forgotten.

The story might have continued into nothingness forever, but was revived again due to the greed of Scotia, late sorceress of the Dark Army.

Spurned as a lover during her youth by the then Prince Richard of Gladstone, Margarithe Fiston nursed a natural grudge against the royal house. She eventually married a prominent local landowner, and bore him a son named Luther.

After years of peace, the war between the evil Dark Army and the opposing White Army of Gladstone

flared anew. One of the first victims was Luther's father, slain by a raiding party as he accompanied the wagons to market along Gladstone's main road.

Margarithe was enraged. Blaming the lax security of Gladstone for the loss of her husband, she combined this hate with her previous grudge to form a psychosis that deprived her of all normal reason. Turning enthusiastically to the dark side, she took the name Scotia, and buried herself in studies of the dark and magical arts.

Poor Luther, then but halfway through his teens, kicked casually at the weeds for a year or so, but then left the farm and the unpleasantness of Gladstone to seek his fortune elsewhere.
His mother Scotia proved a good student, and soon her magical skills and unswerving hatred for Gladstone earned her the respect of all the Dark Army. She reigned supreme as the most powerful sorceress of her time. Still, her success brought her little solace, and she was determined to use her new talents to bring about the death of King Richard.

Richard was no fool however, and access to his person was guarded jealously, lest a traitorous Dark Army agent should poison his food or engineer some such treachery. Scotia's attempts to get close enough to do him harm were all in vain.

Acting on rumors mentioned in several of her magic tomes, Scotia began hunting for the legendary Ancient Magic artifact known as the Nether Mask. Surely the powerful Shape changing properties reputedly bestowed upon the possessor would finally allow her the disguise she required to kill Richard.

Unbeknownst to Scotia, the Nether Mask was one of the last major sources of Ancient Magic left in the world. When she finally unearthed the mask from the deep mud where it had lain safely for centuries, the Ancient Magic radiations emanating from its activation awakened the long dormant Mother Beast.

Just on the verge of complete success, Scotia saw her evil plans fail, and she was herself slain by one of the heroes of Gladstone. In her dying moments she attempted to send her most valuable possession to her son Luther. But the transmission became garbled in the ether, and Luther received a mangled version of the Shape changing magic.

Luther would indeed change shapes, but he had no control. At a moment's notice, and without warning, he would leave his human form behind and manifest as a lizard, or a hideous beast.

Struggling back to Gladstone to seek a cure for his affliction, Luther was captured by soldiers of the White Army, and thrown into the Gladstone dungeon. Confused, and in great pain, Luther lay stunned in his cell, imprisoned for the crimes of his mother.

As we come to present times, the Mother Beast is still eager to accumulate enough Ancient magic to resurrect Belial. Awakened from her slumber, she has begun to spawn her lesser children as a prelude to her final maternity. Grotesque spider-like creatures drop from her womb and tunnel to the surface to search for any remaining bits of Ancient magic.

Aided by a timely change into a powerful beast,

Luther has escaped the dungeon, and made his way to the Draracle, hopeful that this strange oracle can guide him towards a cure. Still conscious of his pledge of non-interference in mortal affairs, the Draracle has directed Luther to the Southern Continent.

The Gladstone mystic Dawn, alarmed by reports of the strange new creatures plaguing the Southern Continent, has come to the Draracle as well. Unsatisfied by his cryptic mumblings, she too has traveled south to forestall this danger before it threatens Gladstone directly.

Both Good and Evil need the ancient magic of Luther's curse. Belial's mignons are anxious to kill Luther and acquire the Ancient Magic within his curse in order that Belial can complete his resurrection. Dawn and her allies are equally anxious to acquire the Ancient Magic in order that they may use it to prevent Belial's resurrection.

While Luther will be the key to this puzzle, he is yet to learn his part. He may never get the chance.

Lands of Lore Guardians of Destiny is lovingly dedicated to the memory of our friend
Robert Richter Parks.

Rick, we never cease learning more about ourselves from the example you set. You put the bar up higher than most of us can reach, but it was an amazing privilege to watch you go over it so easily and so frequently.

— *THE LANDS OF LORE TEAM*

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Kenneth ......Andrew Craig
Kit'yara........Julie Neumar
Mauri..Christopher Neiman
Julian ....Vincent Schiavelli
Morgan........Gary Marshal

Kelsrick ....Charlie Thomas
Ra'Shar.......Gary Colombo
Rix.................Greg Zumiga
Anyar...........Tyde Kierney
Confidante ......Troy Tinker
Barmaid.....................Fritzi
Drunk ....Gary Marshal
Shalla................Claire Jaget
Villager .....Scott Stevensen
Searchers 1, 3..Amie Austin
Searcher 2, 4 ...Susan Lowe
Slave 1 ....Shelley Lyden
Slave 2.........Andrew Craig
Slave 3.............Claire Jaget
Guard ....Wren Thorne
Guard 2.............Billy Wade
Drunk Guard .Kenny Dunne
Officer........Bruce Johnson
Corporal .Edward Del Castillo
Scotia...........Barbara Costa
Luncher........Glenn Sperry
Ja Kel.......Issac Bickerstaff
Huline Girl ..Jamie Woodard

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Luther.......Sean Masterson
Bacatta ......Warren Burton
Belial......Sherman Howard
The Draracle ..Clancy Brown
Daniel ....Daniel Kucan
JaKel ....Marcelo Tubert
Game Guide ..Milton James
Museum Guide ....Mary
    Scheer
Guard 3.....Jesse M. Clemit
Guard 4. ....Christopher
    Rubyor

Guard 5 .....Jeff S. Filhaber
Guard 6 .Mark Benninghofen
Guard 7 .....Marcelo Tubert
Guard 8 ....Alan Mandel
Guard 9 .Mark Benninghofen
Guard 10 ....Alan Mandel
Officer ...Mark Benninghofen
Shaman ......Marcelo Tubert
Herbalist ....Mary Scheer
Wild One ....Mark
   Benninghofen
Goofball A .Marcelo Tubert
Goofball B ....Mark
   Benninghofen
Caretaker ......Alan Mandel
Viewer A ....Mark
   Benninghofen
Viewer B ..Warren Burton
Emperor ....Alan Mandel
Priest ....Milton James
Filmmaker 1 ....Sherman
   Howard
Filmmaker 2 ..Alan Mandel
Dracoid A ..Warren Burton
Dracoid B ....Clancy Brown
Midwife ....Karen Gloyd
Mother .....Regina Filhaber
Baby ....Michael B. Legg
Aide ...Mark Benninghofen
General ....Milton James
Ssar Priest .Sherman Howard
Small Imp ......Mary Scheer
Med. Imp ....Mark
   Benninghofen

Large Imp ....Clancy Brown
Ancient Imp ..Alan Mandel
Belial's Imp ...Alan Mandel
Orc ....Frank Klepacki
Friend ....Marcelo Tubert
Assasin ....Gary Colombo

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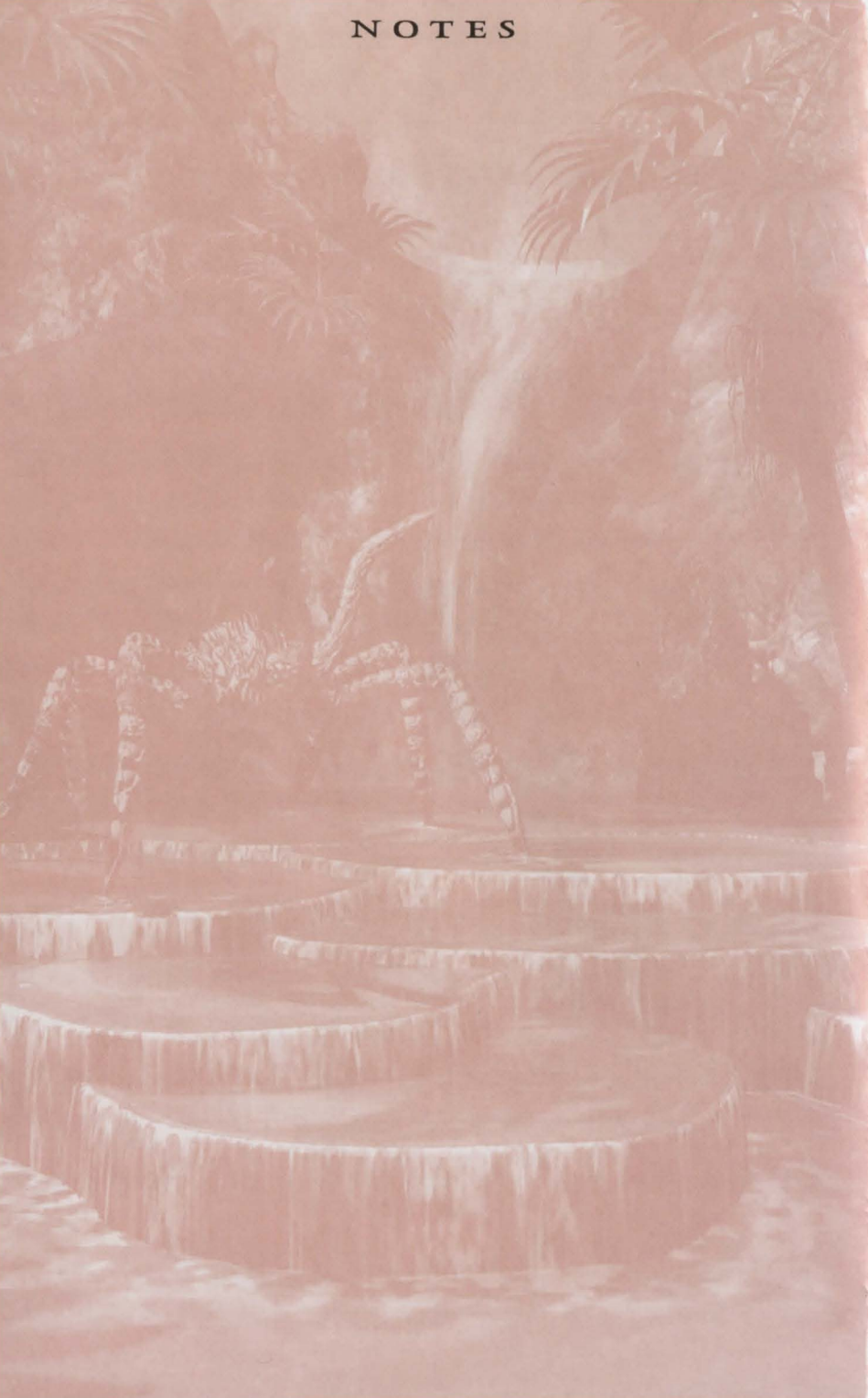Rolf Busch

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