

The background is a dark, textured surface with a fiery orange and red glow. It is covered in various occult symbols, including pentagrams, circles with crosses, and other esoteric markings. Faint, illegible text is scattered throughout the background, appearing as if written in a dark ink or paint.

LANDS OF LORE III

MANUAL

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QUICKSTART

Windows®: Insert LANDS OF LORE III CD 1 into the CD-ROM drive. LANDS OF LORE III for Windows uses the “Windows AutoPlay” feature, which presents you with game play and installation options. If you have not installed LANDS OF LORE III before, you will be presented with the **INSTALL OPTION** dialog. Click on it and follow the instructions.

If the **WINDOWS AUTOPLAY** feature does not work on your system, you can install the product by clicking the “Start” button of the Windows 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 return to Windows. The LANDS OF LORE III default directory is C:\WESTWOOD\L0L3.

During Setup you will be offered a choice of movement modes: move with keyboard and look with mouse, or move and look with mouse. This choice will set the default movement for LANDS OF LORE III. If you are unsure which mode to initially select, use the move and look with mouse mode. You may change your movement mode in the options screen at any time once LANDS OF LORE III has been installed.

BASIC CONTROLS

USE the arrow keys on the numeric keypad or extended keyboard to move. The up and down arrows move you forward and back. The left and right arrows slide you sideways. The “7” and “9” keys on the numeric keypad turn you left and right. See the hot key diagram on pages 60-61 for more information.

Move the cursor around the screen with the mouse. The cursor changes depending on where you position it on the screen. For example, move it over a door and if the cursor changes to an open hand, you can open the door.

Pressing the left mouse button when the cursor is over an object moves you towards it. Move the mouse to “track” an object and go forward. Player movement stops when you’re close enough to manipulate it.

GETTING STARTED: THE SPIDER CAVE

IN LANDS OF LORE III, you are Copper LeGré, the half-breed son of the late Eric LeGré, brother to King Richard and leader of the White Army. Burdened by public mistrust and blamed for the murder of your father and brothers, you must train yourself, and then find a solution to the horrible problem threatening Gladstone.

But your troubles are just beginning. Rift Hounds from between the dimensions have ripped your soul from your body, and you must explore the neighboring dimensions and retrieve your soul before Gladstone is lost forever!



How do you move? Click and drag the left mouse button to turn and move around the game. Release the button to stop moving. Or you can use the arrow keys on the numeric keypad or extended keyboard. The up and down arrows move you forward and back. The left and right arrows slide you sideways. The “7” and “9” keys on the numeric keypad turn you left and right.

Notice the interface bar at the bottom of the screen. This is your Game Belt. Status bars, items, and spells are shown here. The blue bar on the left shows how much mana you have. The red bar on the right shows your health. The number in the center shows how many Silver Crowns you are carrying.



Hold the cursor over the gargoyle. It turns into an eye. Hold left mouse button and drag the mouse to look around all directions.



Now you have your Knapsack. Open it by left clicking on the Knapsack icon. You can also open it by pressing the “I” (Inventory) key.



Let's move forward. Aha! There's something on the ground. Pick it up by moving the cursor over it and clicking the left mouse button. The cursor turns into an open

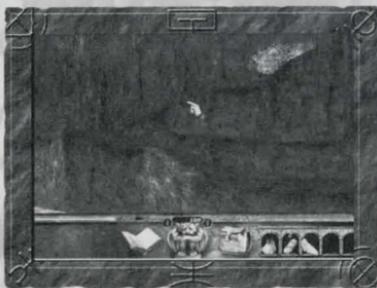
hand. Now you can pick up the object.

What do all these icons mean? The arm symbolizes your Might, the shield your Protection, the bow your Missile Might, and the sword your Melee Might. The loaf of bread indicates hunger. You will also see eight slots for equipping yourself with different items. Each symbol indicates the type of item which can be equipped. The star symbols are for miscellaneous things you might find.

As you move about and interact with the world, sparkles will briefly appear over the Knapsack, indicating new information or game play options. Press the left mouse button over the sparkles to see the information or options.



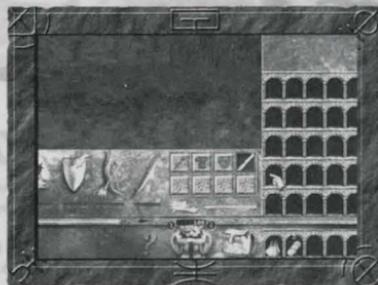
You'll see a small sword appear beside the hand cursor. This indicates that you can attack the corpse. Right click or press the "F" (Fight) key. Now you know how to attack something, even with your bare hands.



Let's get out of here! Press the "SPACE BAR" or double click the left mouse button to jump. Move forward and jump to land on the ledge.



Climbing out of the cave, you'll find a rusty knife, which will come in handy later. Left click to pick it up. If you're not sure what an object is, move the hand cursor over it and wait a moment. The object's name will appear beside the cursor.



Let's use the rusty knife. Left click to open the Knapsack. You'll see the melee weapon slot is glowing. Move the knife over it and left click. Now you have equipped the knife and will use it whenever you attack.

You can also automatically equip items by right clicking over the Knapsack.



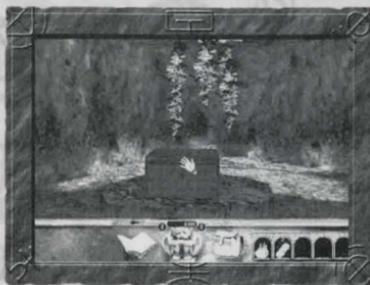
Hmm, there's a book laying here. It must be your Journal. Pick up the Journal by left clicking on it. Open the Journal by left clicking on the book icon in your belt.



Let's explore a bit further. Left click on the Journal to close it and return to the game. Turn right and look. See that small cave opening? Press the "C" key to crouch so you can enter the cave.



Clicking on one of the small tabs at the top of the page takes you to that part of the Journal. For example, clicking on the sextant brings up the Automap. Very handy indeed!



Hmm, there's a box hidden here. Open it up and see what's inside. You'll notice that the cursor changes to an open hand. This means you can open it.

The Automap contains plenty of little features to help you move around the world.

Sparkles will appear on the Journal's tabs when new information is available. They disappear after you've viewed the information.



A Fire Crystal! Excellent. You could use it now, or save it for later. To use the crystal, hold it in your hand and move over a target. Just for fun, aim it at a hanging

corpse and right click with the mouse to use it.

You can use other items by right clicking on them, or pressing “6”, “7”, “8”, “9” or “0” on the main keyboard. Each key corresponds to the item slot in your Game Belt.



Eww! A giant spider's web! The rusty knife will come in handy! Right click to cut through the web.



Yikes! That's one big, bad spider! Right click and attack it before you become spider food. You can also press the “F” (Fight) key.

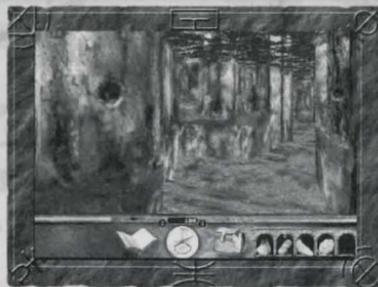
If you're injured during battle, heal yourself by pressing “7” to eat an aloe biscuit. You can also left click to pick up the aloe biscuit, and right click on the game screen to use it.

The red splatter on the screen indicates the direction from which an unseen monster is attacking. The arrows within the splatter point to the direction of the attack. If the splatter has a down arrow, the monster is below your field of vision. Look down to attack it.



Well done! You've slain a spider! Let's see if it was carrying anything. Move the cursor over the corpse; it changes to a magnifying glass, which means you can

search it. Left click to poke around.



Excellent! A Compass is most useful.



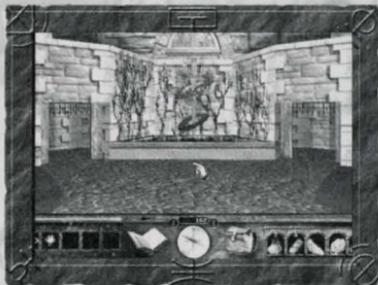
Aha, some spider's silk! Put it in your Inventory, and then check the item section of your Journal to learn more about it.

Hmm, do you think there's anything in this knothole? Move your cursor over the hole and left click when the magnifying glass appears. Be careful! Sticking your fingers in holes can sometimes sting.



Let's move on and explore this world.

THE INTERFACE



THE INTERFACE: MOVEMENT

The up and down arrow keys move you forward and back. The “7” and “9” keys on the keypad turn you left and right. The right and left arrow keys slide you left and right. You can also move by holding the left mouse button down while moving the mouse. Holding down the “SHIFT” key while moving makes you run. The “SPACE BAR” lets you jump. Left clicking twice also makes you jump. The “C” key is used for crouching and kneeling. For example, if you find an altar, kneel to pray and gain the favors

of the deity. Press the “Q” and “Z” keys to look up and down. The “A” key centers your view. In mouse movement mode, you can look around by holding down the left mouse button while the cursor is over the center of the belt. You can use the **OPTIONS MENU** to change the keyboard settings if you wish.

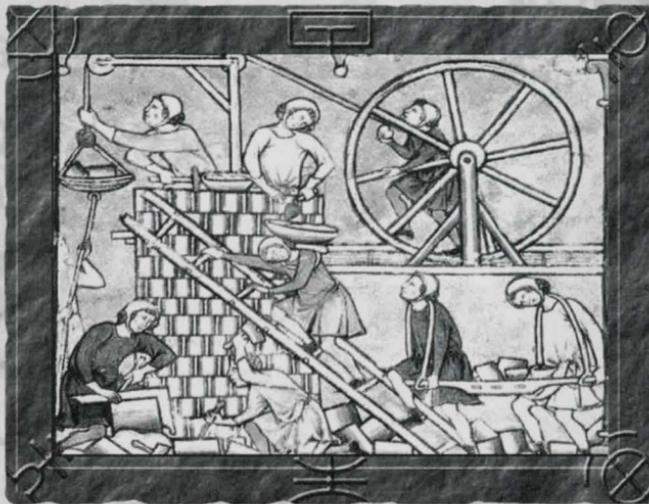
THE INTERFACE: MODES

Use the “X” key to switch between Mouse Move and Mouse Look modes. You can change the control settings in the **OPTIONS MENU**. Mouse Look mode uses the mouse to look up, down, left & right. Auto-pickup and auto-equip are engaged in Mouse Look mode. Opening the Inventory or Journal takes you out of Mouse Look mode until you are finished.

Mouse Move mode uses the mouse to pickup, drag and drop items in the world and in the interface. Holding down the left mouse button and moving the cursor moves and turns the player during gameplay.

Auto-pickup means that an item automatically goes into your Inventory when it's picked up by the cursor, or when you move on top of it. Auto-equip means that an

item is automatically equipped into the first free equipment slot when using auto-pickup or right clicking an item over the Knapsack.



THE INTERFACE: CURSOR

During the game, the cursor will change depending on where you move it, or what skills you've gained.

	CURSOR	MEANING	APPLICABLE OBJECTS
	Hand	Movement	Walls and floors.
	Any with weapon	Melee Range Target	Characters, creatures, objects.
	Any with missile	Missile Range Target	Characters, creatures, objects.
	Open hand	Open	Doors, locks, chests, panels, and objects.
	Megaphone	Talk	Characters, creatures.
	Hourglass	Please wait	Characters, conversations, etc.
	Downward reaching hand	Pickup/Drop	Items.

	CURSOR	MEANING	APPLICABLE OBJECTS
	Closed hand with Item	Holding	Characters, creatures, objects.
	Hand with magnifying glass	Search	Items, doors, objects, monsters, characters.
	Fist	Mighty blow	Doors, chests, creatures, and walls.
	Lockpick	Pick lock	Locked doors or chests.
	Stealing hand	Steal	Objects, items.
	Forward reaching hand	Push/Pull	Objects.
	Silver crown	Buy / Sell	Characters.

MANIPULATE [LEFT CLICK] The standard icon for the world always shows up as a hand, unless it's over an object you can interact with. Holding down the left mouse button moves towards the cursor's location on the game screen until you can interact with a nearby object.

In mouse movement mode, you can move backwards by moving the cursor to the bottom of the game screen and holding down the left mouse button.

USE [RIGHT CLICK] Several things may happen when you right click, depending on what the player is holding. The default action for right clicking is to attack. If you have a usable item in the cursor, right clicking will use that item (i.e. an aloe biscuit is consumed, an acid sac is thrown, a key is used, a Fire Crystal launches a fireball, a spell is cast, etc). Be careful not to right click during a conversation with a character or you'll attack them.

An item can't be thrown unless that's what it's intended to do. For example, when dropping a suit of plate mail to the ground, move the cursor to the

ground while holding the plate mail. You can drop the plate mail when the drop icon appears.

THE INTERFACE: COMBAT

Right click or press the "F" key to attack. Ranged weapons will fire even if there's no visible target. Some weapons, like daggers, let you attack many times in a short period of time. Others, like heavy axes, cannot be used as frantically. The red splatter on the screen indicates from which direction an unseen monster is attacking. The arrows in the splatter point to the direction of the attack. If the blood splat has a down arrow, the monster is below your field of vision. You may need to look down to attack it.

THE INTERFACE: MAGIC

Right click on the spell icon in the Spell Belt, or left click on the spell to pick it up, then right click on the target. You may also use keys "1", "2", "3", "4", and "5" on the main keyboard, which

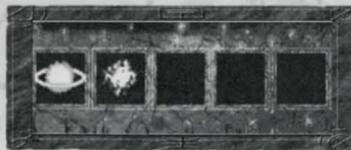
correspond to the five slots in the Spell Belt. Using these keys will cast the spell in the belt.

A spell will work only if you have enough mana. Some spells will fire only when a target is in range. Others require Ancient Magic. You need to find and use Ancient Magic stones to store the power to cast the Ancient Magic spells. Move the cursor over the Ancient Magic symbol to see how many charges you have. The Ancient Magic symbol is the teardrop shape to the right of the blue mana bar.

THE INTERFACE: CONVERSATIONS

When your cursor changes into a megaphone this means the character or creature has something to say. Left click the megaphone to trigger the conversation. You can walk away but that will end the conversation. All conversations are automatically recorded in your Journal.

THE INTERFACE: THE BELT



SPELL BELT

The Spell Belt is in the lower left corner of the main game screen if you have a spell book. It displays five different customizable spells that can be cast with a single key press or mouse click. Picking them up from the Spell Belt can also use them. Spells that require more mana than the player currently possesses are colored gray.



MANA AND HEALTH BARS

They appear directly above the Spell and Item Belts and reflects your current spell points, (blue color) and hit points, (red color). Holding the cursor over a bar will show you exactly how many points you have. When an Ancient Magic stone is used, the small teardrop to the right of the mana bar will glow bright red. When a Mana Cluster is used, the small symbol to the immediate right of the mana bar will glow.



PURSE

The amount of Silver Crowns that you have appears in the center of the Game Belt.



COMPASS

The Compass appears in the center of the belt. The Compass shows your heading, useful in twisting, winding passages. Also, when you move the cursor over the Compass it becomes an eye. Left click and hold down the mouse button to look around the world.



INVENTORY ACCESS

A Knapsack icon to the right of the Compass accesses the Inventory screen. Left click on the Knapsack or press the "I" key to open the Inventory.



JOURNAL ACCESS

The Journal icon is to the left of the Compass. Click on the Journal to view your notes, Automap, pharmacopoeia recipes, spells, item descriptions, skill list, and other useful

information. Exit the Journal by pressing the “ESC” key or by left clicking the icon. Pressing “TAB” during the game brings up the Automap feature.

STATUS ICONS

Different icons may appear in the lower left-hand corner of the game screen. They represent your health, condition, and any spell effects cast on you.

THE INTERFACE: PLAYER STATES

During the game, you may find yourself afflicted by several possible conditions. Each one has a specific cure and effect.

LESSER POISON—The effects of this weak poison lasts for less than a minute. While it remains in your system, you will suffer a moderate amount of damage.

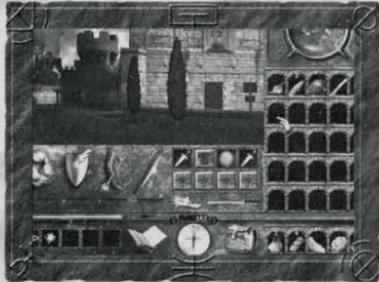
GREATER POISON—The pain caused by this deadly venom lasts until healed. While in its grip, you will suffer large amounts of damage. If left untreated for longer than a few minutes, you will die.

HUNGER—Eating is important. When you are hungry your health and mana do not regenerate.

STARVING—Starvation causes your body to become weak. The amount of damage you do during attacks is greatly decreased. The protection from your body is reduced. Also, your mana will decrease.

RADIATION POISONING—When suffering from radiation poisoning, your maximum hit points will be converted to maximum spell points. In addition, your base Might and Protection will slowly be reduced to 25% of normal. When your maximum health falls to zero, you will die.

INVENTORY



The Inventory is a repository for the items you find during your adventures. Open it by left clicking on the Knapsack or pressing the “I” key.

If an item is placed in your cursor, right clicking on the Knapsack places it in your Inventory. Pressing the “[” and “]” keys cycles your item belts up and down. If you have items in your belt, the “6”, “7”, “8”, “9”, and “0” keys on the main keyboard will use the corresponding item. If you have an item placed in your cursor, a right click will also use it. For example, using a sword will swing it and using a bag of rations will eat it. You can swap an item in your cursor with one in your belt by pressing the

“CONTROL” key and the key that corresponds to your Item Belt. You can equip an item from your Item Belt by pressing the “ALT” key and the key that corresponds to the slot in your Item Belt.

Game play continues even when the Inventory screen is displayed. Thirty open slots are available. Each row represents a belt that can be accessed through the main game screen by clicking above or below the item slots in your belt. You can cycle through each row of the Inventory.

Your base Might, Protection, Range Might and Melee Might appear on the Inventory screen. They represent the combined strength of all armor and weaponry that you’re equipped with. Next to them are eight slots where weapons, armor and jewelry are placed.

INVENTORY: MIGHT LEVELS



The bars below each of these symbols represent your current Might and /or Protection.

MIGHT

Might is the measure of your strength. Your ranking, skill level, and abilities influence this.

PROTECTION VALUE

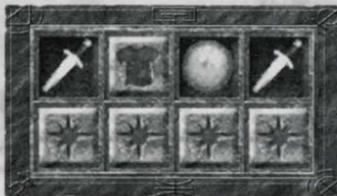
Armor that you are wearing and any additional Protection modifiers (items, pharmacopoeia, etc) influence Protection.

MISSILE MIGHT

Missile Might is the accuracy and strength of your bow or crossbow. Any additional Might modifiers (items, pharmacopoeia, etc) also influence this.

MELEE MIGHT

Melee Might is the strength of your current melee weapon, combined with your Might and any additional Might modifiers (items, pharmacopoeia, etc).

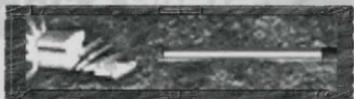


INVENTORY: EQUIPPING

These eight icons represent your body. Items like armor and weapons must be placed

in one of these slots to be active. A glowing slot means you currently have an item, which can be placed there. Some items increase or decrease your Might and/or Protection.

INVENTORY: HUNGER



Eating is important! A green Hunger Bar means your stomach is satisfied. A yellow Hunger Bar means you're hungry. When the Hunger Bar turns red, it means you're starving, causing your body to weaken. How hungry you are affects health and mana regeneration, damage inflicted during combat, and your level of Protection.

INVENTORY: FAMILIARS



Familiars are acquired from guilds. Once chosen, no others can be selected. The familiar is bound to you. Each one possesses

skills and talent reflecting the nature of its guild. When a familiar dies, it can be resurrected by the Clerics Guild.

When the Inventory is open, a crystal ball shows the familiar's every move. Four buttons are located around the crystal ball. A lit button indicates what the familiar is doing. Holding your mouse cursor over each of the buttons will tell you its function.

To instruct a familiar, click on one of the four buttons. The red vertical bar indicates the familiar's health. The blue vertical bar indicates the familiar's mana level. When a familiar's health drops, you can click healing items on the crystal ball. Spells for healing and protecting your familiar are also available.

JOURNAL



Your Journal keeps track of items, spells, maps, conversations, monsters, skills, notes and your progress through the guilds. Click on the book or press the "J" key to

open the Journal. Clicking on one of the Journal tabs will flip to the desired section. You can left click on the icons in the Spell and Item sections for more detailed information.



JOURNAL: MAGIC

The spell page in the Journal keeps track of which spells you have learned and what they do. Right click the spell to place in your cursor. Left clicking on an empty Spell

Belt places it there for future use. Use the "-" and "=" keys to scroll your Spell Belts. When not using the Journal, use keys "1", "2", "3", "4", and "5" on the main keyboard to cast spells from the bottom Spell Belt. Right clicking a spell icon in a Spell Belt while using the Journal removes the icon from the slot. Otherwise, a right click on a spell icon will cast the spell.



JOURNAL: ITEMS

This section lists all of your items, and their known uses. There are three stages of information for each item: basic, used and identified.



JOURNAL: CREATURES

This section lists all the creatures you encounter, as well as information about them. The more exposure you have with a given creature, the more detailed the information becomes.



JOURNAL: PHARMACOPOEIA

Pharmacopoeia items can be combined to create a new, unique item. When you receive a specific recipe, it will appear in your Journal. The leftmost item is the result of combining the ingredients to the right. If the ingredients are not gray, you can select the leftmost item to mix the ingredients. The new item will automatically appear in your cursor.



JOURNAL: ESSENTIAL ITEMS

These are items or information that are essential to completing the game. As these items are used and are no longer needed, they are automatically removed from this list.



JOURNAL: QUESTS

This list contains your goals and quests. It automatically records important information about conversations, directions, and any other

useful facts. A completed quest is automatically crossed off.



JOURNAL: AUTOMAP

The Automap shows where you are and where you've been. The large arrow indicates your position. The left and right arrows at the bottom right corner of the screen moves the map between locations. The up and down arrows move you through the layers of your current location. For example, if you are in a three-story building, the up and down arrows will show you the floors you have visited. The colored spikes let you color code your comments on the map. Click on the spike and then click on the map to place your comment. After typing your comment, press the "ENTER" key. The "T" button toggles the first line of your comments on and off. The button with a down arrow centers the map on your current location. A left click on the

magnifying glass zooms the map in and a right click zooms the map out. The “-” and “=” keys also zoom the map in and out. If you click in the map area, it centers the view at that location.



JOURNAL: GUILDS

This section shows your guild affiliation and current rank.



JOURNAL: SKILLS

This section lists your skills and describes each one.



JOURNAL: CONVERSATIONS

This section is a log of all your conversations with characters in Gladstone and the surrounding lands.



JOURNAL: OPTIONS

This section takes you to the **OPTIONS MENU**. For additional information, see the section on Options.



JOURNAL: NOTES

The Notebook lets you write your own comments and notes. Use the cursor keys to move around. The “ENTER” key starts a new section. To move up and down sections, use the “PAGE UP” and “PAGE DOWN” keys. To go to the start of a section, press the “HOME” key. The “END” key takes you to the end of a section.



JOURNAL: COMMENTS

This section is for all of Copper’s observations about the world around him. This section is automatically updated as you play the game.

OPTIONS

With this menu, you can adjust the features such as the sound levels, adjusting the way your world looks, specify when AutoSave happens, change any keyboard settings, and enable or disable hardware acceleration.



OPTIONS: MENU SCREEN

Hit the “ESC” key to stop the game and bring up the main option menu screen. From here you can quit the game, save games, load a new or saved game, and access the game settings.

NEW GAME

Allows the player to start a new game.

SAVE GAME

Allows the player to save a game at anytime.

LOAD GAME

Allows the player to load a game at anytime.

LOAD AUTOSAVE

Loads the last game the AutoSave made.

DELETE GAME

Allows you to delete a game from the list of saved games.

OPTIONS

Displays the menus for adjusting the video controls, audio controls, AutoSave controls, keyboard settings and miscellaneous controls.

EXTRAS

Previews of upcoming Westwood products, game credits, and to replay introduction.

HELP

Provides online help throughout your travels in the Lands.

QUIT

Now why would you ever want to use this option?



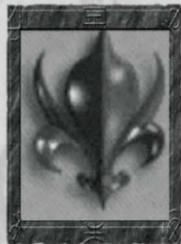
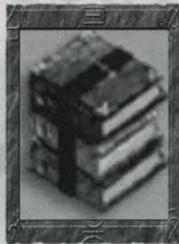
OPTIONS: HOT KEYS

Manipulate Item	Left Mouse or T
Use Item	Right Mouse or U
Move forward	Numeric Keypad or Extended Keyboard Up Arrow
Move Backward	Numeric Keypad or Extended Keyboard Down Arrow
Move Sideways Left	Numeric Keypad Left Arrow
Move Sideways Right	Numeric Keypad Right Arrow
Turn Left	Numeric Keypad 7 or Extended Keyboard Left Arrow
Turn Right	Numeric Keypad 9 or Extended Keyboard Left Arrow
Look Up	Q

Look Down	Z
Center View	A
Speed	Shift Keys
Speed Toggle	Extended Keyboard Home
Strafe	/
Jump	Numeric Keypad Enter or Spacebar
Crouch	Numeric Keypad Delete or C
Turn 180 degrees	Extended Keyboard Page Down
Enable Mouse Movement	M
Toggle Mouse Movement	X
Mouse Look	O
Toggle Mouse Look	L
Open Inventory	I or Numeric Keypad -
Open Journal	J
Open Spell Journal Page	S
Use Weapon	F or Numeric Keypad +

Sniper Mode	Extended Keyboard Page Up	Help Menu	H
Cast Spell in first slot	Main Keyboard 1	Spell Book	
Cast Spell in second slot	Main Keyboard 2	Scroll up	Main Keyboard Minus (—)
Cast Spell in third slot	Main Keyboard 3	Spell Book	
Cast Spell in fourth slot	Main Keyboard 4	Scroll down	Main Keyboard Equal (=)
Cast Spell in fifth slot	Main Keyboard 5	Inventory scroll up	Left Bracket ([)
Open Automap Journal Page	Tab	Inventory scroll down	Right Bracket (])
Quick Save	F10	Skip conversation sentence	K
Use Item in first Inventory slot	Main Keyboard 6	Equip Item in Cursor	E
Use Item in second Inventory slot	Main Keyboard 7	Swap Item in Cursor with Equipped Item	Alt Keys
Use Item in third Inventory slot	Main Keyboard 8	Swap Item in Cursor	Control Keys
Use Item in fourth Inventory slot	Main Keyboard 9	Familiar Command: Find	F1
Use Item in fifth Inventory slot	Main Keyboard 0	Familiar Command: Follow	F2
		Familiar Command: Special	F3
		Familiar Command: Attack	F4
		Drop Item in Cursor into Knapsack	B

EXPLORING GLADSTONE

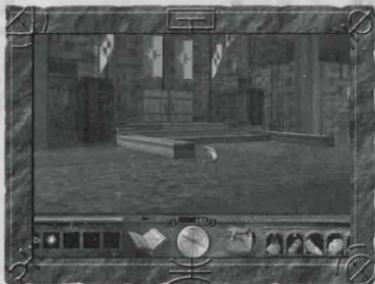
*Warriors Guild**Mages Guild**Clerics Guild**Thieves Guild*

EXPLORING GLADSTONE: GUILDS

Guilds are the learning centers of Gladstone. Each guild teaches certain skills that will benefit you in your quests. They also have shops. You will have the opportunity to join the four guilds in Gladstone. Each guild has its own initial membership requirements; some are more difficult than others are. Guilds also have different layers of membership, each layer granting additional skills and options, but requiring additional tasks.

You can join as many guilds as you like; however, as you gain experience it will be split among them. If you decide to join only one guild, you will receive an experience bonus. Also, since most of the skills become more effective with experience, your skill levels will increase more rapidly if you only join a single guild. After joining a guild, a page in the Journal will track your progress. As you gain skills, another Journal page will have detailed descriptions of these new skills and how to use them.

WARRIORS GUILD – THE IRON RING



The Iron Ring is responsible for maintaining the Gladstone Guard. It is the primary source for armor and weapons in Gladstone. It has also been able to keep a

strong hold on the distribution of weapons in the kingdom by requiring Guild membership from potential buyers. The Warriors Guild is clearly the organization with the largest body of membership in Gladstone. Most members are either guards, members of the army or mercenaries.

The Warriors Guild members are the strongest weapon users in Gladstone.

GUILD RANKINGS—FIGHTER

Crown Servant
Aide de Camp
Grand Blade

GUILD SKILLS

Crown Servant Rank: Mighty Blow— Allows the warrior to smash down doors or break open chests and other objects. Also doubles the amount of damage done by openhanded strikes.

Aide de Camp Rank: Marksmanship— Allows the warrior to create a moving targeting window on the screen showing a zoomed in view of the cursor location.

Grand Blade Rank: Rapid Strike— Decreases weapon recovery time.

GUILD FAMILIAR

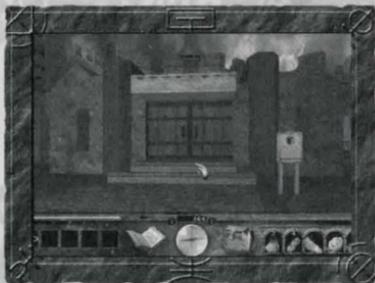
Iron Golem—(scouts, attacks enemies, bashes doors, and hunts for food).

GUILD FEATURES

Sparring/Training (non-lethal combat trainer)

The Gauntlet (non-lethal obstacle course/trainer)

MAGES GUILD - THE TALAMARI



Although possessing the least number of members, the Talamari is by far the most powerful and influential guild in Gladstone. Headed by the mystic Dawn, the

Talamari was the first guild established after the Dark Army wars. The Mages Guild is the primary source for Grimores and scrolls in Gladstone.

Members of the Mages Guild are without dispute the best spell casters in Gladstone.

GUILD RANKINGS—WIZARD

Court Apprentice

Court Wizard

Crown Wizard

GUILD SKILLS

Court Apprentice Rank: Arcane Lore—Reduces the cost of all offensive magic spells. As you continue to gain experience as a Mage, your offensive spell costs will continue to decrease.

Court Wizard Rank: Identify—This knowledge based skill gives the Mage additional useful information about items.

Crown Wizard Rank: Mana Tap—Drawing power from the environment around him, the Mage's mana recovers at an increased rate.

GUILD FAMILIAR

Homunculus—(gathers pharmacopoeia, identifies items, casts a Firespark and shield spell).

GUILD FEATURES

Recharging stations (for Fire Crystals, Lightning Crystals, and Storm Crystals)

CLERICS GUILD—ORDER OF THE FINCH



The Order of the Finch has existed as a monastic order in the Lands for centuries. Some suspect that they, in fact, founded the monarchy of Gladstone itself.

Their tenants focus on freedom of thought and responsibility of action. Their healing and restorative talents are unmatched in the Lands.

The Clerics Guild members are excellent healers, and although they are not as strong as the others are in either weaponry or spell casting, the Clerics Guild is considered to be the most well rounded.

GUILD RANKINGS—CLERIC

Acolyte

Seeker

Finch

GUILD SKILLS

Acolyte Rank: Spirit Lore—Reduces the cost of all protection and healing spells. As you continue to gain experience as a Cleric, your defensive spell costs will continue to decrease.

Acolyte Rank: Herb Lore—This skill represents the Cleric ability to readily identify pharmacopoeia items

Seeker Rank: Holy Strike—Attacks against all undead creatures inflict double normal damage.

Finch Rank: Restore Familiar—A spiritual wellspring gives the Cleric the power of resurrection over his familiar.

GUILD FAMILIAR

Glitterfay—(magically shields the player, heals, and finds food).

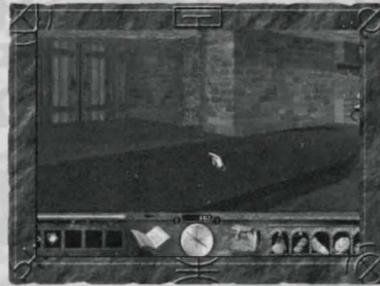
GUILD FEATURES

Altar of Strength—Adds 20% to base hit points and base Might for an extended period of time.

Altar of Spirit—Adds 20% to base spell points and base Protection for an extended period of time.

Note: Altars are not cumulative in their effects. Once the player dies, the blessing is removed.

Resurrection Altar—Used to resurrect familiars.

**THIEVES GUILD -
THE BACCHANAL**

Located in lower Gladstone, the Thieves Guild is not really a Guild at all. A band of thieves and assassins,

this motley crew has structured itself as a mockery of their Upper Gladstone counterparts. The idea of membership is shaky at best, and advancement is often found through shady and covert means. Invaluable to the socially entrepreneurial, this guild is the only source in Gladstone for poisons, recipes, and other questionable materials. They also run the only shop in town that will deal with any sort of trade.

GUILD RANKINGS—THIEF

Tinker
Bobbin
Locksmith

GUILD SKILLS

Tinker Rank: Steal— Allows stealing from shops and the occasional character. If your victim is not looking at you while you're robbing him, your chances are better. Be careful! If a shopkeeper finds you stealing, he could close his doors to you forever!

Tinker Rank: Backstab— The thief gains bonuses when striking creatures from behind. Effectively cuts target protection in half. Unless the thief possesses the sniper skill, he will be unable to use this skill at range.

Tinker Rank: Pick Lock — Open a lock without destroying the device or making noise. Each lock in the game has a level. If the thief's level is lower than the lock's level, he can't pick it. If his pick lock level is equal to or greater than the lock, he can.

Bobbin Rank: Sniper — Allows the thief to create a moving targeting window on the screen showing a zoomed in view of the cursor's location. If a target is hit through this window, the strike does additional damage. The Sniper skill allows for a ranged backstab attack as well.

Locksmith Rank: Death Strike— This skill represents the thief's innate knowledge of the living form, and how best to damage it. When striking in close combat, there is a small percentage chance that the thief will kill the target with a single strike.

GUILD FAMILIAR

Shadow— (searches, listens, picks locks, adds poison to player weapons and steals)

GUILD FEATURES

Thieves Gauntlet (train in thief skills and tactics)

Pawnshop (will buy anything, but for so-so prices)

EXPLORING GLADSTONE: FAMILIARS

WHAT'S A FAMILIAR?

The familiar is bound to you, and assists you in your travels throughout the world. The familiar might know things you don't, or might discover things that you have missed. Some familiars are more powerful or desirable than others are, but generally they all contribute their skills to aid you.

ACQUIRING A FAMILIAR

Each guild will offer you a familiar (provided you are without a familiar at that point). If you accept the familiar, it will then join you. The familiar moves around and reacts in its own way, independent of your actions. Some familiars might not enter certain environments, or might be more or less useful in a given situation. Each familiar has its own personality and speech. They can be injured or even killed. It's desirable to obtain a familiar from a guild you have not joined so that its skills and abilities will compliment yours.

FAMILIAR STATISTICS

All familiars can die, and can be resurrected by taking them to the Clerics Guild, casting a resurrection spell on them, or using the Cleric resurrection skill.

**IRON GOLEM-LIG**

A massive floating shell of armor, Lig is a taciturn construct of few words.

SKILLS

Identify Weapons and Armor
 Look for Food
 Identify Creatures
 Shield Player
 Pickup Items in Front of Player
 Mighty Blow Doors and such



HOMUNCULUS- GRISELDA

Griselda, the small, sexy, winged gargoyle, is very intelligent, and capable of a biting wit and sarcasm.

SKILLS

Look for Pharmacopoeia Items

Transfer Mana to Player

Identify Items

Cast one of the Spell Shields

Pickup Items in Front of Player

Cast Firespark



GLITTERFAY- GOLDY

Goldy is innocent, childlike and naive, and chatters away incessantly about unimportant things.

SKILLS

Look for Healing Items

Heal Player

Cast Light Spells

Cast Poison Shield on Player

Cast Damage Shield on Player

Identify Pharmacopoeia Items

Pickup Items in Front of Player



SHADOW-SYRUSS

Shadow is a slippery, whispery creature that always seems to know what's going on in the society around him. He is witty and

sly, and believes nothing in this world is free.

SKILLS

Look for Melee Weapons

Cast Poison Shield on Player

Poison Player's Weapons

Cast Invisibility on Player

Pick Locks

Pickup Items in Front of Player

EXPLORING GLADSTONE: SHOPS

To acquire supplies for your journeys, Gladstone has many shops to peruse. Most of them specialize in certain types of items, so be sure to look around. When you enter a shop, the total amount of your purchases is shown on the screen. As you pick up shop items, the total increases. Place your cursor over the items in the shop to determine their cost. All shop items in your Inventory have a Silver Crown symbol to denote that they do not belong to you. If you decide that you do not want to buy a shop item in your Inventory, take it out and place it anywhere in the shop. The total will decrease. When you are ready to make a purchase, left click the cursor on the shopkeeper. If you have insufficient funds, the shopkeeper will tell you. If you think that you are a good thief, try walking out of a shop without paying. If you are caught, the consequences are dire. Shops will also buy from you. You'll get a better deal from the shops that specialize in the type of item you are selling.

Place the item over the shopkeeper to find out how much he is willing to give you for it. A left click of the item on the shopkeeper will sell it. If you keep selling the same item to the same shop, the demand drops for the item as well as the price.

BUYING ITEMS

- Collect the items you wish to purchase and place them in your Inventory. Unsold items in your Inventory will have a Silver Crown symbol in the upper right corner.
- Holding the cursor over an item for one second displays the name and price of the item.
- Holding the empty mouse cursor over the shopkeeper shows the total price of all the items you have put in your Inventory to buy.
- Clicking the Silver Crown icon on the shopkeeper completes the transaction and automatically deducts the Silver Crowns from your purse.

- Holding your cursor over the shopkeeper with a single shop item in your cursor shows the price of that item.
- Clicking the item on the shopkeeper will automatically buy it and deduct the Silver Crowns from your purse.

SELLING ITEMS

- Items the shopkeeper is interested in buying will have a Gold Crown symbol next to the items in your Inventory.
- Placing an owned item over the shopkeeper displays the amount he will pay for it.
- Clicking the sellable item on the shopkeeper completes the transaction.

STEALING ITEMS

- After picking up an item, you may attempt to leave the shop without paying.

- After leaving the shop, if you have not been caught, then the Silver Crown symbol disappears from the shop items in your Inventory (although they will become hot items), but you escaped discovery and the items are yours.
- The shopkeeper's trust in you decreases a little each time you successfully steal from his shop.
- If you're caught, the shopkeeper calls out to you, and all of the items that you tried to steal return back to the shop. You will lose a great deal of the shopkeeper's trust.
- The shopkeeper increases prices of items he sells to you based on how much he trusts you. The more he distrusts you, the higher the price the items are sold at. You can get back into the shopkeeper's favor by going off and adventuring. Time helps the shopkeeper forget past indiscretions.

EXPLORING GLADSTONE: GUILD LIBRARIES

There are spell libraries in the Clerics Guild and the Mages Guild. These libraries are where you

can learn about and purchase spells. The shelves of the library are filled with clear prisms; each one contains a trapped spell. When you hold your cursor over a Spell Prism, you will see the name and cost of the spell. You can pick up and place the spells in your Inventory. The Spell Prism has the Crown symbol next to it indicating that it hasn't been purchased yet. Since the spell is in your Inventory, its description appears in your Journal so you can read about it. If you return the spell to the shelf, the Journal entry for the spell is removed. You buy the spells by depositing the proper amount of crowns into the "donation" bowl. The total cost of the spells in your Inventory appears above your belt. Once you purchase a spell, the Spell Prism is removed from your Inventory and the spell is permanently scribed into your Journal. If you do not have enough Silver Crowns, the exit to the room remains closed. Putting Spell Prisms back onto the shelves lowers the amount due.

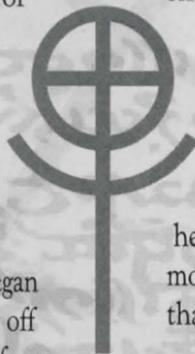
LORE OF THE LANDS

IMMORTAL HISTORY: THE DRARACLE AND JAKEL

ANU was standing by himself on the shores of the Huline Jungle when the great city finally submerged. The closing of the City of Ancients had come in a rush. He heard a large splash and then it was gone, and he was alone. To be sure, there were other creatures crawling about, but there were no others of Anu's kind—no other Ancients, no other gods, only him.

“It will be a long wait,” he told himself as he began formulating the transportation spell he would ride off this island continent. He was going somewhere, of that he was sure. He wasn't going to camp in the smoldering ruins of the two civilizations destroyed by his enemy Belial's treachery.

“I will wait in a new place,” he murmured.



None of the gods would have chosen this assignment deliberately. Nobody wanted to wait for Belial, but inasmuch as it was Anu who had soiled his hands and actually killed the condemned ancient Belial, it was now he who would have to wait. He would wait, and he would be ready if Belial's threats of resurrection should come to pass.

Harboring no doubt in his mind, Anu knew that the malevolence that was the Ancient evil god Belial would fester forth again. And though he had foresworn personal participation in the coming event, he knew he would have to be there to give the inevitable mortal hero his own cryptic guidance; guidance that danced finely on the thin line of propriety.

It was going to be a long wait. So, after a brief tour of the Lands, Anu selected some limestone caverns on a continent far to the north of the cursed Huline-Dracoid jungle. “I will wait here,” he said, as he began to build himself a new home.

Building a new home for a personage as mighty as Anu was not a casual process. First, the workers, Skeletal Guardians, recruited from the local nether realms, had to be housed, organized, and trained for both construction and domestic tasks. What may have seemed bizarre helpmates were actually quite satisfactory for Anu. He was on the part of his servants, and the Skeletal Guardians were in no danger of manifesting either chitchat or revolution.

Along with the extensive excavations and exotic material imported, the new habitat also boasted something this part of the universe had never seen before: an architectural familiar. Created as part and parcel of the structure of Anu's new home, Jakel, as he came to be known, served as major domo for the mighty god's household.

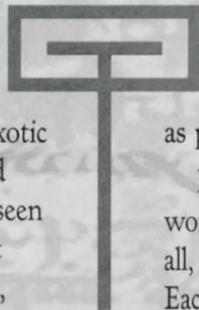
From the first moment, Jakel's duties included the supervision of the entire staff. He managed the daily affairs of the servants, prepared what few menus there were, adjusted the cleaning schedules,

and even arranged a bit of infrequent entertainment for the occasional mortal visitor Anu allowed to discover his subterranean chambers.

In the early years though, the construction occupied most of the energies of the household, and Jakel bent to his task eagerly. He built great soaring chambers, twisting labyrinthine passages, museums, opulent receiving rooms, and all the other architectural accoutrements one can imagine appropriate for a personage as powerful as Anu, last of the Ancient Gods.

Never in the history of the mortals had such a wondrous construct appeared, and Jakel was part of it all, and not just in directing the day to day activities. Each added brick and each additional bucket of mortar contributed to a communal architectural consciousness of which Jakel formed the center. Should the great structure ever collapse, so would Jakel.

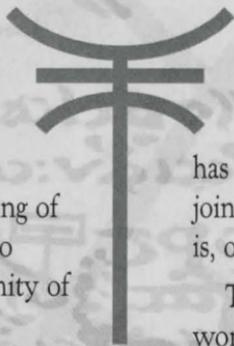
Should Jakel collapse, the mighty structure would likewise fall.



As the mortal centuries rolled by, word of the existence of a powerful oracle in the caves spread among the innocent mortals, and it was not long before the first timid humans dared approach the oracle specifically to ask for advice. It was in these early years that Anu acquired his mortal name as "The Draracle", a not so obscure reference to the fact that he was an oracle, and he looked like a dragon. Forever after then, the wonders of the Draracle were talked of among mortals. Humans, Orcs, Thomgogs, Ghorka and many other races streamed to his chambers.

Some historians even suggest that the founding of the kingdom of Gladstone itself be encouraged to occur where it did by virtue of the close proximity of the all-knowing god.

Jakel oversaw the entire parade, made sure that each and every supplicant provided the Draracle with an appropriate gift, and otherwise enforced the required protocols for mortals wishing to consult with the cryptic god. And as important as he was during his tenure, equally important was the part he would play in the final act of this drama.



As told in the story Guardians of Destiny, Belial did finally muster the power to have him resurrected. As expected, a mortal champion, Luther, son of Scotia, the psychotic sorceress of the Dark Army, needed critical guidance from the Draracle to complete his vanquishment of the Ancient Evil God.

And now, now that Belial no longer threatens, Anu has fulfilled his destiny here on this mortal plane. As we approach our current situation, Anu has made preparations to at last leave this realm and join his compatriots. The continuing strife in our world is, of course, no dissuading factor in Anu's decision.

The arrangements have proceeded, and soon the wondrous chambers will disappear. As his final act, the faithful familiar Jakel is to wait until Anu steps out of the caves, and then place the Seal on the Shining Path. The Chambers, the Draracle, and Jakel will then cease to be anything more than memories and legends in these lands.

MORTAL HISTORY: THE DRACOIDS

MANY branches of the river of History run along the surface, disappear underground for awhile, and then come back up to the surface again later.

In a deathbed change of heart, the last Emperor of the Dracoid nation repudiated his own involvement with the evil god Belial, and took extreme measures to erase all record of the Dracoid nation's guilt. The written records were burned, the pictographs were obliterated, and scores of governmental employees (and even a few Grand Ministers) were executed. Finally the great capital city was undermined, causing it to sink under the Bane River.

When the Dracoid nation collapsed, the few who remained behind in the submerged remnants began to mutate, eventually becoming the race known as the Ssar, the multi-tailed lizard beasts.

Most of the Dracoid citizens fled to other continents however, and became wanderers, hermits, and menial laborers. As a scattered group, they behaved as if they were embarrassed to be Dracoid. The disintegration of Dracoid society was so complete that it was many mortal centuries before anything resembling a Dracoid political unit appeared again.

When a new Dracoid nation did at last form, it was along strict egalitarian lines, and democratic notions dominated all thought. Although none in polite circles would have had the bad taste to mention the debacle of the last Dracoid emperor, none could forget it, and the new community occupied lands far away from the dreaded Southern Continent.

Throughout this period, those families, which had comprised the Dracoid aristocracy, kept their blue-blood ancestry a careful secret, fearful of reprisals. (The extremes to which these families

went to disguise their once elevated status might have seemed obvious if anyone had been paying attention.) The lowest members of the new Dracoid society; the dung haulers, the rag pickers, the tavern dancing girls; these were the hidden Dracoid aristocracy of the modern era.

At first, after the collapse, the gentle Dracoid managed to keep many of their habits and routines, in spite of their wide dispersion and other seemingly insurmountable difficulties. Two hundred years after the collapse, there were still occasional balls for young Dracoid socialites, even though they were held in secret places and their gowns were fashioned from the tattered remnants of their great-great-grandmother's trousseaus.

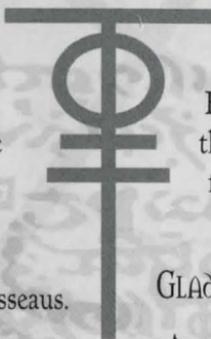
But gradually, the flame began to die out. Secret gatherings became a thing of the past, remaining valuables were sold to foreign collectors, and only a very few individuals survived who had memories of having ancestors who had once belonged to the ruling class of a mighty nation.

These once haughty families, from among whom the emperors of the Dracoid people had been selected for all known time, dwindled to a handful despite intermarriage with humans. Stuck in their habits, and numbed by centuries of self-flagellation, they did not notice when no purebred Dracoid children at all were born to their remaining group for twenty years. Among them all, only one young half-breed female was still fertile.

Her name was Vernilla, and she was a dancer in the tavern frequented by Eric LeGré during the first siege of Cimmeria.

GLADSTONE HISTORY: THE THRONE AND THE ARTIFACTS

THE kingdom of Gladstone began life as a remote fishing camp on the banks of Lake Dread. Schools of freshwater cod, drawn by their annual breeding instinct to the mouths of the rivers feeding into the lake, were harvested with huge seine nets pulled ashore by teams of donkeys and oxen.



The business of preparing and selling dried cod proved quite profitable. Farmers, merchants and other adventurers traveled for many miles to gather together at the lake each fall. Gradually, several families began arriving at the lake a few weeks earlier, and then others stayed on for months after the harvest, until, after a few decades, there was a year round settlement established.

Soon other families found reasons to locate their homesteads near the lake. The soil was good and deep in the neighboring valleys, the climate was regular, and farmers moved into the area by the hundreds. After a few more generations even the ancient caravan route of the traders began to loop north a bit to include passage through this thriving new area. Great profits were made buying and selling the dried fish and other produce of the region.

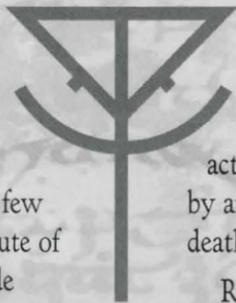
The kingdom of Memlar, five days ride to the south, was not ignorant of the activities at the lake, and it was not long before an official attempt was

made to tax the transactions involving dried fish from Lake Dread. It is not surprising that many of the most active and vocal fish harvesters were opposed to this taxation, and pointing out that the territory around the lake did not technically belong to any particular country, and certainly not Memlar, they therefore asserted that Memlar had no right to impose taxes on commerce in this area.

Tensions came to a head when two Melmarian tax collectors (Disguised as farmers in order to spy on the fishing activities) were exposed and subsequently killed by an enraged mob. (Actually, they were beaten to death with stiff dried cods used as clubs.)

Response from Memlar was quick, and a company of Memlarian mounted soldiers began the long journey northward to the lake with instructions to disperse the settlers and burn the encampment to the ground.

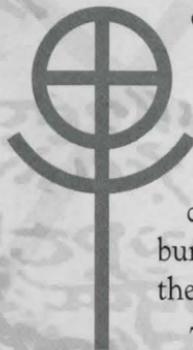
Word of their mission was discovered however, and hundreds of the lake area patriots rallied



around a local farmer named Jakob Gladoch. The stone promontory near his camp served as the defensive stronghold from which the besieging Memlarian forces eventually were repelled. The charismatic Jacob was acclaimed leader of the new independent nation, and several generations later his descendants were using the name King to describe themselves.

The structure of Gladstone Keep began to grow on and around the stone promontory, and the nation eventually grew strong enough to survive the drastic declination of the cod fisheries and inevitable disappearance of any commercial fishing activities on the lake.

Even during this early history of Gladstone, frequent battles with the Dark Army threatened national security. Memlar, Corlerre, Farallon, and most of the neighboring countries fought occasionally against organized creatures from the



other side, but the offspring of Jakob seemed to attract particular enmity from these troops. The name Gladstone soon became synonymous with the struggle against the forces of Evil.

During this time there lived Varsno, a great wizard from the southern continent, possessor of the last remaining Ancient Magic artifact, the powerful Nether Mask. The Ancient gods to mimic mortal experiences originally used this device. Varsno realized that the magic inside was too potentially dangerous for mortal use, and therefore buried the Mask twelve thousand feet deep in the mudflats surrounding the Western Islands.

To further ensure that the Mask could never be used for evil purposes, he then traveled to Gladstone, and gave to Larkin Gladoch, the fifth King of Gladstone, the powerful mortal magical items known as the Truth, which

together formed the only known mortal antidote effective against the Nether Mask. (The Truth has two pieces: the Ruby of Truth, and the Shard.)

Entrusted with the care of these devices, the Gladstonian monarchs were cautioned to hold the artifacts ready should they be needed in the unlikely case that someone ever unearthed the Mask. (Which, of course, the evil sorceress Scotia did, as told in *The Throne of Chaos*.)

Seventeen Gladochs into their dynasty, the seed of the family withered and no further heirs sprung from this line. The next Gladstonian monarch, elected from among the councilors, was Hieronymus Couchon, an empty-headed sot about whom the kindest thing that can be said is that he was in the right place at the right time. He was in turn succeeded by Jongleur Chevres, a reformed

pickpocket, who had the enormous good fortune of being selected as the next king during a three day mead binge in the Keep.

The next three hundred years saw an unusual co-operative dynasty shared between descendants of the two houses, as all the Gladstonian rulers of this period came from either one or the other of the two families.

About 100 years ago the current King Richard's great grandfather Blaise, who had been the Royal Gamekeeper, took control of Gladstone away from the three insane Chevres brothers who were co-ruling the country at that time. Blaise unified the country under his own rule, and founded the LeGré dynasty, which has ruled Gladstone to this day.

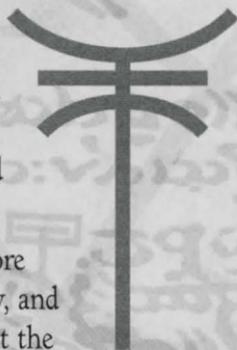
Not much more than a decade ago, in a distant campaign near the new Dracoid nation, the Dark Army was again hard upon the forces of Eric LeGré, brother to King Richard. Eric

believed his situation hopeless, and was in the process of bargaining for the safety of his men.

While the negotiations dragged on, he performed a kindness for a local half Dracoid dancer named Vernilla. Their relationship blossomed in that strange soil, and the boy named Copper was the result of this wartime alliance. Left behind when the White Army finally freed itself, he was raised by his mother.

As this latest story in the Lands of Lore begins, Copper's mother has passed away, and he has now traveled to Gladstone to meet the

other half of his heritage. Dynastical tensions still simmer near Lake Dread though, and not everyone in Gladstone will be pleased to meet this youngest LeGré. In particular, neither his stepmother, whose maiden name was Carmen Chevres, nor the current Royal Councilor, Jeron Couchon, can be expected to open their arms in welcome.



TROUBLESHOOTING

WHY DOESN'T LANDS OF LORE III INSTALL ONTO MY HARD DISK?

Make sure you have enough free hard disk space. LANDS OF LORE III requires 450 MB to install. We highly recommend against using disk compression software with this game. If you are using disk compression, try installing LANDS OF LORE III to an uncompressed partition. Also, make sure that there are no background tasks running during the LANDS OF LORE III installation process.

WHY DOESN'T LANDS OF LORE III LOAD?

Make sure you have enough free memory. If you are low on RAM (32MB), Windows® 95 will try to create a temporary swap file on your hard drive. If Windows

can't create the swap file, LANDS OF LORE III will either run very slowly, or not at all. You should have at least 450MB of free space on your hard drive prior to running LANDS OF LORE III.

You must also be running DirectX™ 6.0 (included on the LANDS OF LORE III CD). Make sure that your video card and sound card drivers are certified or at least fully compatible with DirectX 6.0. If you are unsure, contact your hardware manufacturers, and see if there are newer drivers available for your cards.

In some cases, DOS-based CD-ROM drivers can cause the game to lock up on a black screen when loading. Most CD-ROM drives made within the last few years are ATAPI compatible, and as such do not require DOS drivers to run in Windows 95 or Windows 98. If you are having a black screen problem, check your CONFIG.SYS

and AUTOEXEC.BAT files and REM out the following lines:

CONFIG.SYS:

```
DEVICE = C:\CDROM\IDE—CD.SYS  
/D:MSCD001
```

(Note that your line may not be the same as this one, but it should look similar. Look for CDxx.SYS somewhere in the line)

AUTOEXEC.BAT:

```
C:\WINDOWS\ MSCDEX.EXE /  
D:MSCD001 /M:12
```

(Again, your line may not be the same, but it should look similar)

If after REMing out these lines, you find that your CD-ROM drive is not found in Windows, it means that your drive is probably not Plug and Play compatible. Contact your CD-ROM manufacturer and see if there are current Windows drivers available for your drive.

WHY DOESN'T THE SOUND WORK?

Make sure your speakers are powered on and connected to your PC. Make sure that your speaker volume controls are adjusted correctly. If Microsoft DirectSound™ does not support your sound card in its native mode, 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.

THE GAME RUNS SLOWLY ON MY SYSTEM. WHAT CAN I DO?

LANDS OF LORE III requires a Pentium® 166 processor or higher. If you are running the game on a slower system, you will experience severe slowdown during play, or the game may not run at all.

Do not run other applications while running LANDS OF LORE III. This will cause the game to run slower.

Running LANDS OF LORE III while connected to a network can also cause the game to run slower. Try running the game without connecting to your network when you start Windows.

WHY DO THE MOVIES STUTTER?

LANDS OF LORE III 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 it all the way to the left.
- f. Next, look for a window labeled OPTIMIZE ACCESS PATTERN FOR: In the window, set this to “No Read Ahead.”
- 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.

LANDS OF LORE III STILL DOESN'T RUN. WHAT CAN I DO?

First, see the README.TXT or README.WRI file. You will find a shortcut to it in the LANDS OF LORE III program group, or look for it in the root directory of the LANDS OF LORE III CD or in the installed game directory on your hard drive. If this doesn't help, see the technical support on the following page.



TECHNICAL SUPPORT

BEFORE YOU CONTACT TECHNICAL SUPPORT:

If you are having problems, please consult the "Troubleshooting" section of this manual. 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 selection properties. This includes information about the Windows 95 or Windows 98 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 our site on the World Wide Web, point your browser to: <http://www.westwood.com>

From the front page, click the SUPPORT button for technical information and tips.

This site consists of an extensive Quick Solutions guide in an easy question and answer format. It is updated on a weekly basis, and can be accessed at any time. The site also contains a section with the latest update and FAQ (Frequently Asked Questions) files, as well as driver update links for most of the popular hardware manufacturers. If the guide does not have an answer for you, it will email your problem directly to our technical support staff.

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](ftp://ftp.westwood.com)

ADDITIONAL SUPPORT

If you are unable to find the information you need on our website, please feel free to contact Technical Support via e-mail, phone, fax or letter. *All messages are responded to in kind*—if you send in a request by fax, response will also come by fax. If you need to talk to someone immediately, call us at **(650) 628-4319** Monday through Friday between 8:30-11:45 AM or 1:00-4:00 PM, Pacific Standard Time.

Westwood Studios/EA Tech Support Fax:

(650) 628-5999

Westwood Studios/Electronic Arts Technical Support

P. O. Box 9025

Redwood City, CA 94063-9025

LIVE ON-LINE SUPPORT

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

HINT GUIDES

Look for the official LANDS OF LORE III Strategy Guide, available at your local bookstores and software retailers.

HINT LINE

Need a hint? Call the Westwood Studios automated hint line at 1-900-288-4744 for up-to-date hints and tips on all Westwood Studios games, including Lands of Lore III. The charge is 95 cents a minute on your touch-tone phone. If you're under 18, get your parent's permission to call. If you're in Canada, dial 1-900-451-4422; the cost \$1.25 a minute (Canadian dollars).

The per minute hint line charges are subject to change.

Basic hints and tips can also be found on the Westwood website, in the Support/Hints & Tips section.

WESTWOOD ONLINE

1) WHAT IS WESTWOOD ONLINE?

Westwood Online™ is an online gaming service hosted by Westwood Studios for people of all interests and ages. On Westwood Online, people can talk with others, play Internet-ready games like *Command & Conquer™*, *Red Alert™* and *Dune 2000™*. Westwood Online 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 Online 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 Online is intended to be a fun place, courtesy of Westwood Studios.

(Note: Westwood Online is not an Internet service provider. You cannot "surf the web" with Westwood Online, 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 Online service, software, and login account are all free. There is no cost to connect to Westwood Online. However, you will need to have service provided by an Internet provider. Because you connect to Westwood Online through the Internet, there are no direct long-distance fees or additional costs.

3) WHAT DO I NEED TO CONNECT TO WESTWOOD ONLINE?

A Computer:

PC Owners : Windows 95

15MB free disk space

A SLIP or PPP connection to the Internet.

A copy of the Westwood Online software for either the PC or MAC.

A login account.

4) SO HOW DO I GET THE SOFTWARE AND A LOGIN ACCOUNT?

The Westwood Online software is available for downloading at the Westwood Studios web site: <http://www.westwood.com>. You can also find Westwood Online 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 registration process first asks for name and address information, plus a valid e-mail address. Next, you'll be prompted to pick a user name. The registration program will tell you if the name you picked has already been taken, and offer you the chance to select a different name. Once you have picked a suitable name, your password will be e-mailed to you at the e-mail address you gave during the registration process—for this reason it is important that your e-mail address information is valid and accurate.

You can also run the registration program manually from the Windows 95/Windows NT Start menu under "Programs/Westwood/LOL3/Internet Registration" or by clicking on the "Internet Registration" button on the Lands of Lore III AutoPlay screen.

If you already have a Westwood Online user name and password, you do not have to sign up for a new account. If you already have an account but have forgotten your password, you can have your password information e-mailed to you at the e-mail address we have on file for you by going to the <http://www.westwood.com/westwoodonline/memberservices/> web page. You'll find other related information here too.

For last minute changes and notes, please examine the README.TXT file on the CD, or visit our website (<http://www.westwood.com>) for up-to-the-minute LANDS OF LORE III information.

System Agent software available for Windows 95 (Plus! Pack), can cause peculiar behavior during the LANDS OF LORE III install process. We recommend against running System Agent software while installing or playing the game.

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MorrisonFred Coffin

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Punktchen the

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SionedJenna Von Oy

Solan—Cabal

WarriorGreg Zuniga

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SyrussMark Rolston

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The MainframeMilton James

The NobleStuart Pankin

Trang Darleen Carr
Victoria Kate Donahue
Viscosa Jon Polito
Young Male
Captive Jack Carter

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Kill The Messenger - Las Vegas
The Sound Patrol - New York
Westwood Studios - Las Vegas

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Wave Group Sound

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Marie Craddock
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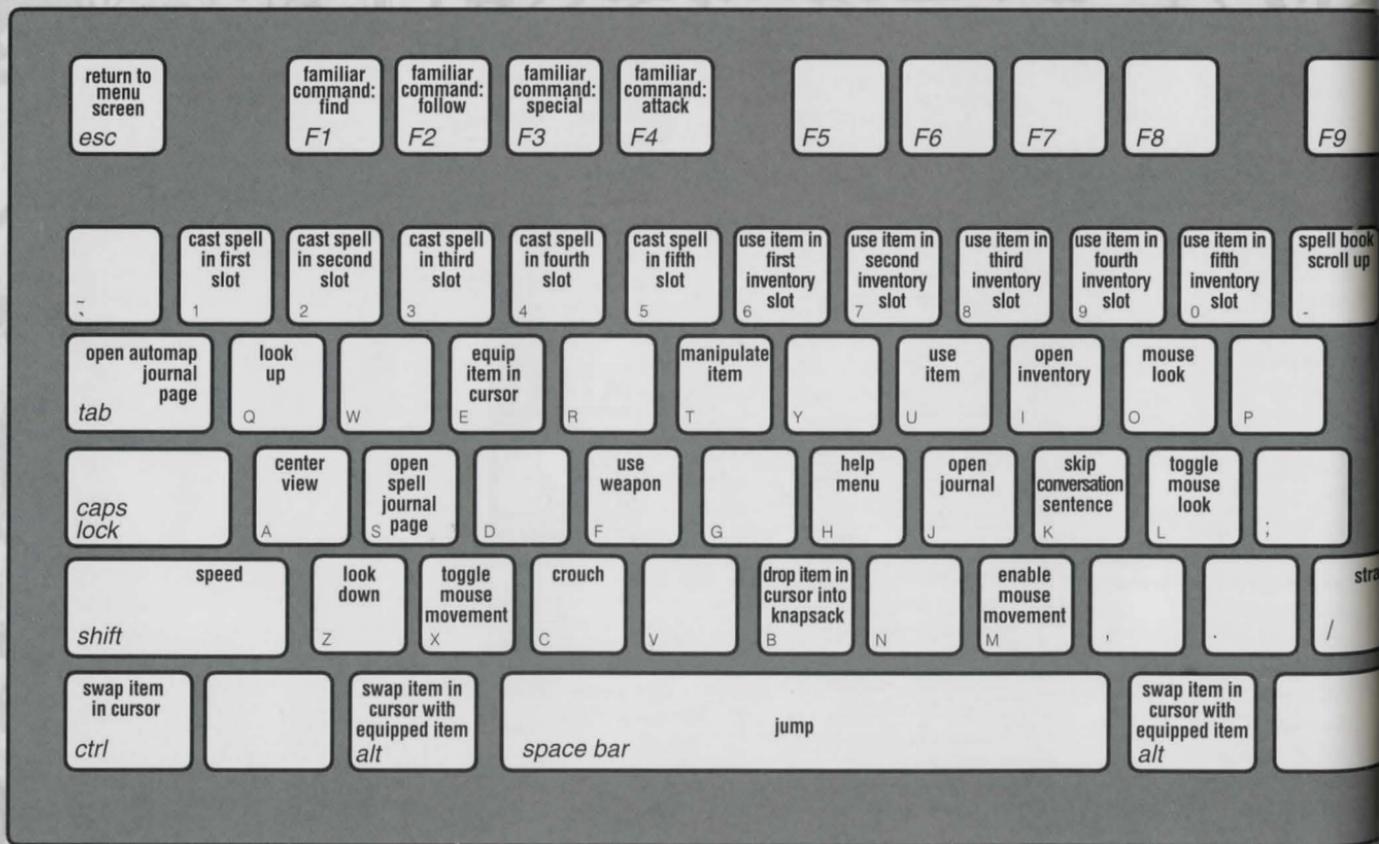
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Sound System.
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quick
save
F10

F11

F12

print
screenscroll
lock

pause

spell book
scroll down+
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space

insert

speed
toggle
homesniper
mode
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open
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back-
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end

turn 180°
page
downturn left
7 homemove
forward
8 ↑turn right
9 PgUpuse
weapon

enter

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4 ←

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sideways
right
6 →

+

speed

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forward
↑

1 end

move
backward
2 ↓

3 PgDn

jump

shift

swap item
in cursor

ctrl

turn left
←move
backward
↓turn right
→

0 ins

crouch

del

enter





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