

DVD
ROM

DVD
VIDEO

Kingdom™ II

SHADOAN

Based On The Hit Arcade Game
"THAYERS QUEST"

FROM RICK DYER, THE CREATOR OF DRAGON'S LAIR



INSTRUCTION MANUAL

Also Available!

Reaches



A grand fantasy that recalls the epics of Tolkien and the far-flung Quests of Conan. The prequel to Shadoan this animated bestseller is a delight to all ages. Based on the original hit arcade Game Thayer's Quest. Lathan Kandor travels back in time to retrieve the first three relics of the amulet.

DIGITAL VERSATILE DISC, LTD.
VAN NUYS, CA 91405

www.digitalversatiledisc.com

Table of Contents

<i>DVD Movie & Game Install</i>	1
<i>The 7 Secret Strategy Tips</i>	2
<i>The Five Kingdoms</i>	3
<i>Beginning Your Quest</i>	5
<i>A Quick Tour</i>	6
<i>Your Screen</i>	7
<i>The Library</i>	8
<i>Items</i>	12
<i>Epilogue</i>	14
<i>Credits</i>	17

©1999 Nutech Digital, Inc. Digital Versatile Disc, Ltd. Created by Rick Dyer,
Programmed by Dvant Digital, Inc and Logicware, Inc. original version produced and
developed by Virtual Image Productions All rights reserved.

DVD VIDEO MOVIE and GAME INSTALL

If you have an installed DVD-Video player in your computer system or a DVD Video Console Player there is no installation necessary. Just put the disc in and play the game using a remote or mouse.

On computer systems, if your system fails to open it's installed DVD-Video player, locate the DVD-ROM drive, find the folder Video_ts, Double Select to open it. Select on Video_ts.ifo file, this should open the video and activate your player to play it. If this doesn't work or if you do not have DVD Video Player Software, consult your drive manufacturer or install the game in its Rom version as below:

Thank you for purchasing Shadoan.
We hope you enjoy the game.

Digital Versatile Disc, Ltd. TIG Publishing, LLC. Logicware

Tech Support

By phone (818) 994-3831 (extension 82), or by fax (818) 994-1575, or by email: shadoan@digitalversatiledisc.com

Digital Versatile Disc, Ltd.
15210 Keswick St.
Van Nuys, CA 91405

SHADOAN GAME PLAYING

7 Secret Strategy Tips

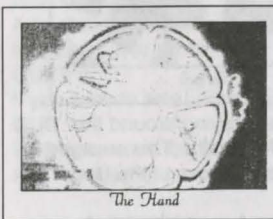
Once you have won the game, the Apprentice (Beginner) and Wizard (Advanced) levels each have different really neat game endings.

1. In the South West at Dealon's Portal you told the wizard Daelon to get working on the next set of spells @Seeing, Understanding, or Traveling) and he is still not done yet! Don't worry, the wizard simply needs more time, he will be done in a few minutes. Do other things: Get the Potion (Last Inn), win the Battle of High Pass, explore other places.
2. At the Battle of High Pass with the Plague Magician, you have used the Potion of Flying and now are floating in the air with the timer ticking. -What to select?!? Now you look in the Scrying Glass at the bottom of the screen; you see "millions" of things in there. There is no way you could get the right one. But wait, there is a bottle in Lathan's hand (from when he drank the Potion of Flying) and a globe on the screen that is holding the Plague Magician's platform up. Take the cursor and select on the lobe, it just might save your life... And remember always look to the video screen before you look to the Scrying Glass.
3. Going to Blackheath is a place to be healed
4. Find the Book Of Knowledge hidden in the Grotto of Dreams, keep using it, and take notes!
5. Rohan's Cave can only be reached by using a Traveling Spell, and only when you are in the Kingdom of Shadoan or from Skull Cliffs.
6. At the Woodcutters Hut, block the cyclone with the Shield of Falworth, then go inside.
7. To get to Fire Island's the place where you learn the order of the relics, give Lemmy his Never Empty mug. To do this you need to first get the Dagger of Arne and take it to the Last Inn. If Issenson tells you about the mug, search the Last Inn.

THE FIVE KINGDOMS

Only a generation ago the Five Kingdoms were united under the benevolent hand of Argent Kings, a race of rulers strong enough in their magic to foresee that, despite the span and age of their peaceful empire, they would soon fade from history. Luckily for their people, they were also wise enough to prepare their peoples' future by creating an order of Great Wizards to guide the lands after their fall.

What the Argent King could not foresee was that their own plans would bring about their destruction far earlier and more cruelly than they could have imagined.



In the seventh year of the season of the West Moon, the Argent Kings held a conclave in Alkatesh, the City of Magic, to designate a single wizard for the mantle of Archmage. They chose Mobus, a young man but kind and clever and much beloved by the people, and entrusted him with the sum of their earthly power; the Hand.

The entire population of Alkatesh left their posts and shops for a week of celebration and feasting and on the fourth night, a wave of evil forces swept thorough the undefended gates, slaughtering all in their path. On a heavy steed at the rear of the army stood a dark, laughing man: Torlock, brother of Mobus and the second most powerful mage in the Five Kingdoms. His jealousy and greed had turned him to seek power in the darkness and now the Argent Kings would pay for choosing Mobus over him.

The reign of the Argent Kings and the power of the Great Magicians were both over in a day. Torlock's serpent men were swift and brutal in carrying and their master's vengeance, and there were no survivors of those great races. Unfortunately for Torlock, his victory was incomplete, for there would be no story if this were not so. Even as Torlock reached out to take the Hand, Mobus had the presence of mind to magically "break" the mystical amulet into five powerful relics and consign them to

the far corners of the Five Kingdoms, thereby ruining Torlock's bid for total power.

Torlock's campaign to wipe out his mentors was also flawed. A single girl of the race of Argent Kings had been away from Alkatesh at the time of the Archmage Ascension. With the help of the sea folk, Young Cheron escaped with her life and found sanctuary far west, in Weigard. Eventually she married and bore a son, Lathan. Magic ran strong in his blood, and as a boy he fell under the tutelage of Daelon, a reclusive magician rumored to be the last of the Great Wizards.

Too soon for Daelon, it became apparent that Lathan's quest had to begin long before his magical training was complete. For the first time in twenty years, Torlocks' power was showing signs of wavering, his control over the seas was fraying around the edges and his forces were being driven from Alkatesh. This enraged Torlock causing him to resume his search for the pieces of the Hand.



Torlock

It seems that Lathan's destiny, as the last of the Argent Kings, is to recover the relics before Torlock can take them himself.



Daelon

Lathan has already hunted down and rescued three relics - the Orb of Mobus, The Black Mace, and the Hunting Horn, and made a powerful ally in the form of Princess Grace Delight the rightful ruler of Iscar, whom he helped to regain the

throne after her family was betrayed by one of Torlock's henchmen. Now, however, Lathan must recover the two remaining relics, the Dagger of Arne and the Crown of Malric, to complete the Hand and save his kingdom. The most dangerous part of his mission lies ahead of him; Shadoan, land of shadows and home of Torlock himself....

BEGINNING YOUR QUEST

The game menu you will see, guarded by a silver dragon, offers you these choices.

START APPRENTICE

This begins the game at an easy level, with some of the puzzles and perils removed for younger adventurers. In this Level, you are also allowed more time to make life or death decisions, as indicated by the slower speed of the sand trickling through the hourglass.

START WIZARD

This sends you on your way and lets you tackle every danger and riddle Shadoan has to offer-chose this path if you dare.

HISTORY

A brief animated history giving you a detailed background of the Five Kingdoms and some of the dangers that may await you.

QUEST

If you wish to see Lathan's quest so far select this button.

QUIT

Exits you out of the game. You may also hit Alt F4 on your keyboard at any time during gameplay to exit the game.

HOT KEYS

<Space> or left mouse button Aborts a movie if there is one playing, or if you are at the action screen, will replay a movie.

<Tab> or right mouse button Toggles map screen.

<Esc> Goes back to previous screen.

<Enter> Answers ok question. <Alt>-X

The following hot keys are for use in the Book of Notes and the load/save game screens:

<PgUp> Page backward. <PgDown> Page forward.

<Delete> Deletes from the text cursor.

<Backspace> Deletes from behind cursor.

<Home> Moves text cursor to front of the line.

<End> Moves text cursor to end of the line.

<Return> Moves text. <Left Arrow> Moves cursor one space to the left.

<Right Arrow> Moves cursor one space to the right.

<Up Arrow> Moves cursor up one line. <Down Arrow> Moves cursor down one line.

A QUICK TOUR

Shadoan is the perfect game to "learn by doing." Just start playing and you will probably have it down in no time. Just in case, though, read this section for a quick overview of gameplay. Throughout the game, you will be guiding Lathan on his magical adventure through Shadoan. When the action freezes, you will need to make a decision about what to do next. You can either choose to travel to a new location, or use an item.

Selecting the Scrying Glass brings up the active items inventory so the player can see what items are available that can be used in the situation presented. The Scrying Glass itself hints at what objects may be used whether the player has them or not.

Be careful! One wrong choice and you could lose a life, which is represented by the three roses at the lower right of your screen.

To travel to a new location, select on the scroll at the bottom left. Doing so will bring up a map (right-selecting at any time will also bring up the map). When you find a location, the cursor will change to display the location's name.

You may also travel to new locations by selecting certain items on the frozen action screen. Sometimes a door or a gate will take you to a new location.

In order to escape danger, sometimes Lathan will need to travel or use an item quickly. When this happens, watch the hourglass on screen. If the sands start to fall, you have a precious few moments to make a decision! Fail to make a decision before the sand runs out and things will not go well for your quest. That's all there is to it! Use your mouse or remote and its ever present ability to select to find new locations in the game.



Lathan

Princess Grace

YOUR SCREEN

As Lathan Kandor you will travel throughout the Far Reaches and then trek north into Shadoan, the heart of your enemy's domain, in order to find and reunite the Hand of Mobus. Lathan has already recovered three of the relics; now, it is up to you to complete his quest and free the Five Kingdoms from Torlock's icy grasp.

Your adventure will take place in the center of your monitor, through the Farsight Window, in the form of animated scenes. Sometimes you can move the mouse or remote cursor to "reach" through the window to choose a path or pick up an item. If you suspect that there is something interesting in Lathan's world that you want to draw his attention to, like a relic or a mysterious locked door, move your mouse or remote over it. If the cursor changes to a labeled scroll, you have found something worth selecting on!

NOTE: Any time and anywhere in the game, the cursor will become either a purple gem or a labeled scroll when it is touching something which can be used, selected, or taken; you can then select the mouse or remote button to take action.

Arranged around the Farsight Window are a handful of useful objects and magical artifacts that you will need to succeed in your mission. You've already noticed the Farsight Window, of course, but a quick overview of the rest of your workspace might be a good idea.

THE LIBRARY

Perhaps three books do not seem like much of a library, but it is all the information you will need to know. Select on the spine of any of these books to read their secrets. To flip pages within a book, select the brown arrow-shaped tabs to either side of the road "Celtic knot" on the hand page. If a tab does not light up or respond, you have reached the last of the pages. To close a book and put it away for the time being, select the round knot on any page. Pressing the down arrow on the remote will also put the book away.

BOOK OF HISTORY

This tall green-and-gold tome, farthest to the left, was a little singed around the edges when it was snatched safely away from the destruction of Alkatesh. It was definitely worth the trouble. The book is up-to-date on the important facts Lathan will need to know to find his way around the Far Reaches and beyond. Select the colored bookmarks marked "People", "Places" or "Manual" to see if what you need to know is recorded within.

LATHAN'S JOURNAL

If you don't write that clue down, you might forget it ... what was that about swans again ... ? This reddish-brown "notebook," center of the three, is a much tidier method of keeping track of your important notes than scribbling on the nearest torn envelope. To write, select anywhere on the right page to set the quill pen on the paper. Start typing. Your word will be preserved for later use.

THE DRAGON'S-EYE RUBY

This red gem "button" to the left of the Scrying Glass can control time itself ... in a manner of speaking. This button replays the video. Use the remote skip forward button to bypass the current sequence. If you want to view a sequence again, select the ruby after the sequence has ended.

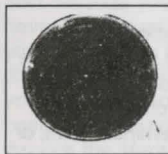


THE MAP OF JOURNEY



An ordinary-looking piece of parchment which has been magically treated to hold an amazingly large image of the Five Kingdoms. The map can only show places within Lathan's line of sight and allows you to choose Lathan's next location to travel to. You may select on the map scroll or right-select anywhere on-screen to activate it.

THE SCRYING GLASS



A dark globe below the Farsight Window. moments of decision or crisis, it will allow you a glimpse into Lathan's pouch ... showing you the items which might be useful at that moment, and saving seconds that could spell the difference between life and death. Select the Glass to see the inventory items that can be used.

THE STORMLIGHT SAPPHIRE

Selecting this blue gem "button" to the right of the Scrying Glass calls up the Options Menu.

If you toggle music and/or sound effects off, this will turn off the extraneous music and sound effects to the game, not any part within a movie sequence.



Subtitles are OFF by default. If you toggle them ON, the words you hear during a scene will also be displayed at the bottom of the video.

*Transitions are ON by default. If you toggle them OFF, selecting on items in the pouch will take you straight to their descriptions without the flight through Daelon's Lab. Also, transition fades between functions (i.e. from the Window to the Options screen) will be removed.

* You can adjust your mouse sensitivity by selecting Low, Medium, or High. The higher the setting, the faster the cursor will slide in response to a move of the mouse.

* To exit the options screen, select Return To Game, or select the sapphire again.

THE POUCH

Although it looks like nothing more than a colorful bag, the pouch is actually a tiny piece of the Abyss Of Time, bound firmly in magicwards. It



Screen.

can hold anything and everything that Lathan puts inside it without adding the slightest amount of weight to his belt. To examine an item within the Pouch, select the Pouch to open it. Selecting an item returns the player to the Farsight

THE SANDS OF TIME

Sometimes when Lathan is in battle or in danger he must make split-second decisions. When the Sands of Time swirl up and begin to trickle down, you have only moments to select a course of action; if time runs out on this timer, it also runs out for Lathan. Think fast - check the Scrying Glass and choose an item to save Lathan from eminent peril, or search the window with your cursor for a quick course of action. Sometimes, if all else fails, you can pop the map out of its scroll and escape to another location.

LIFEROSES

Set in a blue vase to the right of your screen, these represent Lathan's "lives." He gets three chances to fulfill his destiny; if he dies a third time, his journey is over, the relics are lost, and the Five Kingdoms fall to Torlock. Every time Lathan loses a life, one of the liferoses turns black. Sometimes Lathan is merely injured by an encounter, in which case, one rose wilts and turns a sickly color; if he is injured a second time, he will die. There is, perhaps, one place within the realms where he can seek healing, but the Alkateshans swear that its powers died with the Argent Kings who created it.

NAVIGATING

Sometimes you can find your next path through the Window. Generally, however, if you're ready to move on, you must select the rolled-up parchment Map scroll at the bottom of the screen, below the ruby button. This will open an overview of your area. Select where you want to go.

The name of that place appears as a scroll beside the cursor. You can only travel to places that Lathan can immediately reach on foot - in other words, you can't jump straight from the foothills to Alkatesh, or cut across the ocean to pick up that spare pair of socks you forgot back in Weigard.

If you have changed your mind and don't want to travel anywhere else, select the boxed "X" in the lower right corner to exit the Map.

For a wider view of the Kingdoms, you can zoom in or out on the Map by selecting the +/- markings on the lower left corner of the map. You usually won't need to zoom in or out because most if not all the places you can reach are right next to where Lathan is already standing. However, this function may come in handy when Daelon finally finishes those scrolls of traveling for you.

Just because you've already visited a place once doesn't mean that you never have to go there again - time goes on and situations change as you draw nearer to your goal. Often, when you return to a location a different scene will appear to give you different clues. In other places, you might not receive a new scene until you find a certain object or complete a part of your quest. So if you're stuck, try taking a stroll back through the Map; there may be new hints and action waiting for you!



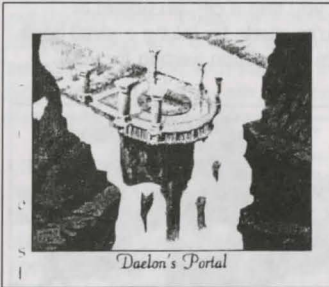
ITEMS

There are many artifacts and surprises awaiting Lathan's discovery in the strange eastern reaches of the Five Kingdoms.

Lathan begins the adventure with a handful of valuable treasures still safely stored in the bottomless pouch given to him by Daelon. These items are the Bloodsword of the Argent Kings, pentacle coins, the Crystal of Kaldar, and the Great Onyx Seal, Hunting Horn, Black Mace, Orb of Mobus and a Scroll of Seeing.

SCROLLS

Spells bound in parchment and enchanted ink, crafted by Daelon to aide



his apprentice in his quest. Lathan starts out with a single Scroll of Seeing left over from his previous voyages; if he can find Daelon's Portal, the aging wizard will gladly create more scrolls to speed him on his way. You can ONLY obtain new scrolls at Daelon's Portal, and you will receive three scrolls of each spell, except for the Scroll of Traveling of which you will receive three. In order to complete your

quest you must use your scrolls wisely.

SEEING

Brings sight to the blind and brings the invisible to light.

RELEASE

Disarms traps, breaks bonds, and frees that which is held.

UNDERSTANDING

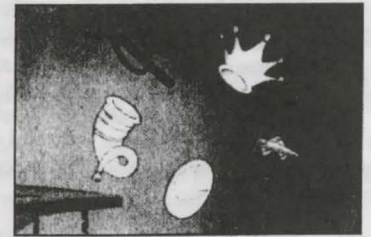
Deciphers runes of foreign languages and can some- times smooth relations with hostile humans.

TRAVELING

Scrolls of Traveling can carry Lathan to distant lands,

RELICS

There are five relics that make up the Hand of Mobus. You begin your adventure with three of the five relics: the Black Mace, the Hunting Horn and the Orb of Mobus. Lathan has gathered these relics on his previous journeys and needs to find the Dagger of Arne and the Crown of Malric in order to assemble the Hand and defeat Torlock the Twisted.



The Five Pieces Of The Hand

EPILOGUE

Daelon stood before his window, absently stroking his beard as he stared into the swirling mists. There was no one else in the lab, unless you counted the disgruntled water elemental as it shifted endlessly around its prison of runes.

And the red imp itself, of course, who had escaped from its own bottle weeks before but found itself unable to slip past the magic wards which enfolded the tower.

"Did I warn him about High Pass? I don't think I did. So much has happened - I can't remember. Did I?"

Neither the imp or the elemental were inclined to answer the wizard. High above in the shadows of the rafters, the imp leaned forward for a better view and then snickered to itself behind its talons. The old sorcerer was talking to himself again.

Daelon made a worried sound under his breath, and his brow furrowed. *"I meant to tell him, of course. But everything's moving too fast, Torlok is too close to succeeding. This isn't how the prophecy was foretold, not at all... I thought I had more time. I thought perhaps one of Lathan's children would be the one."*

He turned away from the window and wandered over to the cauldron, which was bubbling ominously in the gloom. For a moment the imp leaned forward in curiosity, wondering what magic was brewing, but then it settled back with a grumble as the scent of cooking meat and potatoes assaulted its nose. *Human food. Long dead. Disgusting.*

The scrolls were ready, hanging neatly on their racks above the chest which held the ingredients for the spellscribing ink...rare components which would soon run out. Daelon was waiting for Lathan to find the Portal, far to the southwest of his arrival point in Alkatesh of the Far Reaches. But hours had passed and there was no sign of the boy. What if he'd been waylaid? Reluctantly, the wizard returned to his vigil before the window, knowing that it was pointless. For the first time since the fall of the Argent Kings, the slim thread of hope for the Five Kingdoms was out of his hands.

It's all over if he heads north or west from Alkatesh, he thought. He can't face Torlok yet... and he'll only have one chance to join the armies and reach the High Pass, a chance he MUST save until he finds some way to face the Plague Magician in the Air. If only I hadn't let that potion of flying out of my sight... Blast that boy! Of course he'll want to charge right into battle!

Daelon's hands clenched and he swore a mild oath under his breath. Then his gaze snapped over at the blank window in its elaborate carved frame, as if overhearing a silent retort. *"Yes, yes, well, I hoped to catch Lathan before he left Tscar."*

"Too late now, old friend." The twinned voices hissed through Daelon's mind, a sinuous echo shaded with lazy good humor. *"You know what he's like. Rather like you as a youngling, if we recall."*

Daelon scowled fiercely at the blank Window. The imp shifted in boredom and then froze as a rafter creaked underfoot, but the wizard paid no attention.

"He has enough sense to stay away from Shadoan for now," he snapped. Suddenly he did not seem quite like the muddle old hedgemedge the Glendoe villagers took him for. *"All he has to do is head as far south as he can and then turn west, towards the chasm. That's not too difficult, is it? He knows better than to trust a boat on a strange river and he certainly wouldn't be foolhardy enough to try and infiltrate the Norsemen Camp. He should know how to handle the trolls... or would he?"*

"If he doesn't forget their taste for gold."

"he'll remember. I taught him everything he needs to know."

"Myths and Fairytales?"

"I taught him everything he needs to know," Daelon repeated firmly. *"With the bloodsword at his command he should not have any trouble with bandits. If he has any sense he will come to me for Scrolls of Release. — How many times have I mentioned how useful those are? Too many times, that's how many. And if he gets hurt, well, he knows where The Blackheath is."*

"Oh? Really. How could he? He's never been there."

Daelon broke into a triumphant smile and clapped his hands together, looking quite pleased with himself. *"He will figure it out all right. His mother was raised in Alkatesh. She MUST have sung him a lullaby- you remember, the one about Springtime on The Blackheath?"*

"Ah, yesss, the sssickly sssweet thing about the 'birdsss and happy happy little bunniesss in the flowersss over the river to the wessst of Alkatesssh' We can't sssay that we misss the Argent Kingsss' musssic. They may have been legendary in many thingsss. But their sssinging alwaysss reminded me of deranged sssquirrelsss..."

The wizard sighed, for once refusing to rise to the bait in what was obviously an old, old point of contention. He glanced up at the Dendreon mask which hung above the Great Guide as if searching for a more solemn opinion, but the magical carving was nothing but a chunk of wood without its twin...which had been smashed and burned during the sacking of Alkatesh.

So much lost...

"Trust the child," the voice whispered. "You have to, there is nothing else to do."

"You're right. Of course."

Daelon turned away, deep in thought. The imp's idly curious gaze followed the wizard back to the now steaming cauldron. Therefore, it did not see the rustle of movement on the work shelf as the twin wooden dragons to either side of the Farsight Window shifted and curved back to regard each other solemnly across the mists. As their gazes locked their eyes flared to life, pulsing with a brittle red light.

"We will find other ways for you to advise your student, Daleon. It is about time that Light drove the Dark from the Kingdoms."

Credits

Virtual Image Productions

Created, Conceived and Produced by
Animation Director
Project Manager
Game Documentation
Lead Tester
Music Score

Voice Recording
Animation

Photography
Storyboards
Storyboard Direction
Voice Actors

Original Song, "Where do we go from here?"
Created by
Lyrics

Vocals by

RICK DYER
KEVIN RYNIKER
NICCO WARGON
BRUCE THOMAS
DUSTIN GANNON
BRIAN BESTERMAN
DOUG BESTERMAN
MARTIN ERSKINE
ANDY BRICK
MARTIN LOPEZ
WORLDWIDE SPORTS
ENTERTAINMENT, INC
KEN LAMBERT
GRAZ ENTERTAINMENT
MICHAEL HACK
JIM STAYLOR
RON JONES
MICHAEL JAMAL
BARB WIRE
D.J. DEMITRY
JOHN CLARK
PETER BOND
PHIL GANYON

BRIAN BESTERMAN
BO DONOVAN
BRIAN BESTERMAN
JULIE EISENHOWER
LEONARD TUCKER
DEANNA HURST

Digital Versatile Disc, Ltd.

Producer	LEE KASPER
Production Supervisor	ADVANCED MEDIA POST, LLC
DVD Video Production	DVANT DIGITAL
DVD Video Lead Programmer	MARK JOHNSON
Lead Artist	BOB WYNNE ADVERTISING
Lead Tester	INTELLIKEY LABS

Limited Warranty

Digital Versatile Disc, Ltd. Limited 90-Day Warranty

Digital Versatile Disc, Ltd. warrants to the original purchaser of this product that the DVD Disc on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. Digital Versatile Disc, Ltd. will replace this Disc free of charge, if the disc is found defective within 90 days of such period. upon receipt at its factory service center, postage paid, with proof of the date of purchase. Digital Versatile Disc, Ltd. disclaims all responsibility for incidental or consequential damages.

Notice: Digital Versatile Disc, Ltd. reserves the right to make modifications or improvements to the product described in this manual at any time without notice.

“It’s a cross between the best of Walt Disney,
George Lucas and J.R.R. Tolkien’s *Lord of the Rings*”

• Cinescape Magazine



DVD, LTD.