QUICK REFERENCE

Mouse pointer	Hand..................................Waiting for you to take some action. Green arrow ....You can move, or get an object. Green cross hairs ....You can Use the first item you selected on a second item. Red arrow ....Combat mode — you can move or fight. None......................................Wait till game gives you a pointer.
Talking (green arrow)	Double-left-click on someone to begin a conversation. Left-click ....Displays any additional text or Selects your response.
Looking (green arrow)	At yourself...............................Double-left-click on yourself. At another party member............Double-left-click on member while your own Inventory Box is open. At an item ....Left-click on it. Opening an Inventory Box..........Double-left-click on character or item. Moving an Inventory Box ....Left-click-and-drag on it. Closing an Inventory Box...........Left-click on red check. Close all Inventory Boxes...........[Esc] (keyboard). (You can't move if an Inventory Box is open.) Reading something.....................Double-left-click on it. Reading further ....Left-click on it.
Taking (hand)	Left-click-and-drag the item to the character or the Inventory Box receiving it.
Using (green arrow/cross hairs)	Double-left-click on the item. (Some items can not be Used unless one of your party members is holding them in a hand.) To Use one item on another, double-left-click the first item, then left-click the green cross hairs that appear on the second item.
Moving (green arrow)	Point the green arrow in the direction desired, and right-click. Right-click-and-hold for continuous movement. Double-right-click on a specific location to move to that location.
Attacking (red arrow)	Double-left-click on someone or something to attack that person or thing. (If you are not in Manual Combat mode, your party also attacks any nearby foes.)
Inventory Display	Dove/Flaming Sword..................Non-combat/Combat modes (toggle) Disk ....Load, Save, toggle sound, exit Heart ....Statistics Display Crossed Swords ....Combat Status Display Numbers ....Current load/maximum load
Spell Book	Open book................................Double-left-click on it. Turn page................................Left-click an upper corner. Cast spell................................Double-left-click on spell. (Must have mana, reagents.) Select spell ....Left-click on spell. Cast spell in combat...................See Guide.
Combat Status Display	Click on character.......................Displays character's Inventory Box. Halo.......................................Toggles any one character into/out of Protected Mode. Strategy ....Cycles through possible modes for the character.
In All Circumstances	[T] temporarily pauses the game and the green cross hairs appear. A single left-click with the cross hairs now replaces any of the double-left-clicks listed above — you can Talk (in Non-Combat Mode), Look, Use or Attack (in Combat Mode).

To load *Ultima VII Part 2: Serpent Isle*, go to the drive that contains your game. (If it is in the C:\ drive, type C: [Enter].) Then go to the subdirectory containing your game. (If you chose our default directory, type CD\SERPENT [Enter].) Finally, type SERPENT [Enter] to begin the game.

THE MAIN MENU

After the game loads, an introductory sequence automatically begins. This may be skipped by pressing [Esc]. After the introduction, the Main Menu appears, listing four options:

- VIEW INTRODUCTION
- START NEW GAME
- JOURNEY ONWARD
- VIEW CREDITS

To select one of these options, single-click it with the mouse or use the arrow keys and press [Enter]. Press [Esc] at any point during the introduction, character creation, credits or endgame (after you have won the game, of course!) to return to the Main Menu. At the menu, press [Alt][X] to return to DOS.

VIEW INTRODUCTION

The introduction reveals how and why the Avatar travels to Serpent Isle. Information presented here is relevant to your quest. This scene is the one you see automatically the first time you run the game.

START NEW GAME

This is where character creation takes place. You must select this option the first time you play.

Click either mouse button with the pointer over the word "Name." Then type your desired name (up to 14 letters) at the flashing cursor and press [Enter]. This sets the name you will have as Avatar in *Serpent Isle* and moves you to the next option: your character's appearance.

To determine what your character looks like, make sure the word "Portrait" is highlighted. If it isn't, move the pointer over the word and click either mouse button. Press the spacebar or click on the word "Portrait" (or on the portrait itself) to cycle through the available choices. When the portrait you want is displayed, press [Enter] to select it.

Press [Enter] or click on "Return to Menu" to go back to the Main Menu; click on "Journey Onward" to go directly to the game.

JOURNEY ONWARD

After you have created a character, this option takes you to the beginning of the actual game. In future sessions, this option returns you to your last saved game.

VIEW CREDITS

This option lists the many people who worked on *Ultima VII, Part Two: Serpent Isle.*

INTRODUCTORY WALKTHROUGH

This section is designed to guide you through the beginning of your adventure on Serpent Isle. While it does not reveal any hidden clues, it does introduce you to the basic actions you will perform throughout the game. This walkthrough assumes you are using a mouse, which is highly recommended.

The stage is set as your ship arrives upon the shores of Serpent Isle, having been transported there magically. You are the Avatar and with you are your three closest companions, Iolo, Shamino and Dupré.

Conversations. When Iolo begins speaking to you, read until you have completed all of the on-screen text. Then click the left mouse button ("left-click") to display any additional text. Follow the same procedure when Dupré interjects with his own comments. Continue until Iolo has finished speaking. Shortly after Iolo's portrait disappears, members of your party will begin flashing text (called "barks") over their characters. Unlike conversations, you may move about while the barks appear, but do not forget to pay attention to what is said.

During these and all other conversations, pay careful attention to the shape of your mouse pointer. If the mouse pointer is shaped like a hand, the game is waiting for you to take some action — for example, click the left mouse button once to advance to the next screen of conversation text. If the pointer is a green arrow, you can move your character or get an object; if it is a red arrow, you are in combat mode and can move or fight. If there is no mouse pointer on-screen, don't press any mouse buttons. The absence of a pointer means a scene or event is taking place that is out of your control. These are usually important events and you don't want to miss them. If you press a mouse button during one of these scenes, you may miss something. Wait until the hand or arrow pointer reappears before you click a mouse button.

Examining Yourself. After everyone in your party says his piece, take a moment to look at what you are carrying in your inventory. Position the cursor over your character and click the left button twice ("double-left-click"). An image of your character (called your "Inventory Display") appears, letting you see all of your equipment. Move the cursor over an object you wish to look at and left-click. A description of the object appears.

If the inventory window is blocking something you wish to see on the screen, put the cursor over any portion of the window and left-click-and-hold the button. As long as you hold the button, moving the cursor will move the window on the screen. When you are satisfied with the new location, release the button.

Close the Inventory Display by left-clicking on the red check mark. Until all inventory windows are closed, your character will be unable to move.

Moving. Since your way is blocked by mountains to the north, leave the ship and head south (i.e., toward the bottom of the screen). Notice that your character is in the center of the screen. Moving your mouse moves

a green, arrow-shaped cursor. Position the cursor so that it points in the direction you wish to travel and right-click — you take a step to the south. Press and hold the right button until you wish to stop walking. The further from the center of the screen you place the cursor, the longer the arrow gets and the faster you move.

You won't get far before being engulfed in a magical storm that causes your companions to disappear, leaving behind sparkles of red light which soon fade! As you take a few more steps, the storm affects you, too. Sparkling green lights surround you. But you didn't disappear — what effect did the magical storm have upon you?

To find out, take a closer look at yourself, as you did earlier (see "Examining Yourself," above). You will notice that many of the possessions you had when you arrived on Serpent Isle are now missing, replaced by foreign ones. This is a mystery you will solve later.

Talking to People. As you continue walking south, a figure appears magically and begins speaking to you. This is a monk, Thoxa. As she completes each portion of her text, your possible responses appear in the center of the screen, to the right of your portrait. Left-click on the response you choose and then read her response. Pay close attention to the shape and/or absence of the mouse pointer, as explained in **Conversations**, above.

Thoxa gives you important information about an hourglass and a red bush. She also tells you much about why you are here and what you must do. When you no longer wish to speak with Thoxa, left-click on "bye" to end the conversation. Ending the conversation doesn't end your encounter with Thoxa, however. Before either of you can leave, another monk, Karnax, appears and soon you are witness to a great magical battle. (Again, be careful not to click a mouse button unless the mouse pointer is visible.)

Examining Items. After the battle, walk south until you find Shamino. Like Thoxa, he initiates a conversation, mentioning that his inventory has been changed. He tells you he has compiled a list of the unusual items and adds your new equipment to it, giving the list to you. Double-left-click to open your Inventory Display. Double-left-click on your backpack and a window appears displaying all of its contents. Double-left-click on any container (including barrels, sacks, chests and even hollow trees) to see what's inside. To examine Shamino's inventory, double-left-click on his figure *while your own inventory window is on screen.*

Inside your pack you find a variety of items, including two scrolls. Read one by double-left-clicking on it. This brings up a window that displays what it says. Some scrolls are longer than a single page. To read further in a scroll, left-click it like you would to display further conversation text. Read the two scrolls and you will discover that both are lists of items. Compare Lord British's and Shamino's scrolls to the items you are carrying. Remember, to identify something, left-click on it and text will appear above the item, naming it.

To close your inventory window and Shamino's, click on the red check marks attached to each open window.

Continue south to the red bush. This hides the entrance to a cave. Even though you see a mountain blocking your way, move to the right of the bush and then to the north. You will pass right through an illusionary wall! Walk around the cave, letting Shamino talk about some of the items you see.

Taking Items. When Shamino alerts you to the usefulness of a bedroll, add the bedroll to your possessions by placing the cursor over the item and left-click-and-holding. While holding, move the cursor around. If the bedroll moves with the cursor, it is attached. If it does not, try again. Once you have the bedroll, keep the mouse button pressed to move it around. Do not release the button yet!

Move the cursor (and the bedroll) over your character and release the left button. The bedroll vanishes. Check your Inventory Display and you will see it there, most likely in your backpack.

Using Items. Parts of the cave are very dark. You will want to light the torch that Shamino mentions. Move the torch into your inventory (as explained above) and drop it over one of your character's hands. Place the cursor over the torch when it is in-hand and double-left-click. The room will become brighter. This same procedure opens and closes doors, opens chests, lets you eat food and so forth. If you look around and follow Shamino's instructions, you will find many useful objects here.

Note that you can only hold one item in-hand at a time. To move an item from your hand to, say, Shamino, left-click-and-drag the item from your hand to Shamino's figure and release the mouse button.

Search all of the chests in the cave. If they're locked, use lockpicks to open them or go into combat mode (see below) and bash them open.

You should also try lowering the bucket you find into the well and getting some water. To do this, double-left-click the bucket. When green cross-hairs appear, left-click on any part of the rope hanging from the well. Your character will walk to the well and get water. Using items on other items or characters is an important skill, one you will use throughout the game.

When you are through exploring the cave, head south through the illusionary wall once again.

Initiating Conversations. When you leave the cave, find the bear skeleton (and Shamino's bow) nearby. Then head east until you approach a walled city. On the far side of the city gates is a guard. Unlike your companions and Thoxa the monk, the guard doesn't initiate conversation — you have to attract his attention.

To ask him to let you in, move the cursor over him and double-left-click. His portrait appears and he begins talking. You can also speak to your companions at any time in this way. However, remember that double-left-clicking on a companion *while an Inventory Display is visible* (usually, but not always, the Avatar's display) will make that character's inventory window appear, instead of beginning a conversation.

By now you have noticed that moving around is accomplished by *right-clicking*, and all other actions, such as talking and examining, are accomplished by *left-clicking*. This simple rule will guide you through most situations you encounter during the game.

Once you are inside the gates, you want to find Lord Marsten, as well as begin investigating the city. Remember that you always walk in the direction that the cursor is pointing. Good luck as you continue your adventure!

COMMANDS

Serpent Isle is an entirely mouse-driven game — all action commands can be controlled by the two mouse buttons. However, for those who do not have a mouse, all commands may also be performed from the keyboard.

USING THE MOUSE

The key point to using the mouse is knowing that the left button is used to perform actions involving the hands or eyes, and the right button is used to perform actions involving the feet. The mouse generally appears in one of two forms: a green, straight arrow for normal activity or a red, jagged arrow for combat.

Action	Left Button	Right Button
Click	Look	Take one step
Double-click	Use/Talk/Attack	Find a path
Click-&-hold	Move items	Walk continuously

MOVING YOUR CHARACTER (RIGHT-CLICKING)

To make yourself walk, point the arrow in the direction you wish to travel and right-click-and-hold. The farther the arrow is from you, the longer it gets and the faster you travel. To stop moving, release the right button.

When danger is near, your speed is limited by your dexterity and your encumbrance.

As a shortcut, double-right-clicking on a point on the screen makes you walk to that point, providing no obstacles bar the way (e.g., a wall).

MANIPULATING OBJECTS (LEFT-CLICKING)

The left mouse button is used to **Look**, **Move** (other objects), **Use** or **Attack**.

Look. To bring up a short description of an object, left-click on it.

Move. Many objects can be moved from one location to another. To Move something, left-click-and-hold on the object. The cursor changes to a hand to indicate that you are holding something. Move the cursor over the desired destination and release the button.

Releasing the item over a character places the item somewhere inside that character's inventory. If your inventory (see **Inventory Display**) is open, dropping the item on a container within the display places the item inside that container.

If a container is not in anyone's inventory, it must be open (its display visible) to drop an item into it.

If an object is too heavy or too large to fit inside a container, or if you are unable to reach the object, a message saying so appears in red above the object.

Use. To Use an object, double-left-click on it.

Each type of item functions uniquely when Used. For example, Using an unlit lamp lights it; Using a lit lamp extinguishes it.

Some objects can be Used on other objects (for example, a bucket on a well or food on a hungry character). Double-left-clicking on such an item turns the cursor into green cross hairs. Moving the cross hairs to the target item and left-clicking causes the first item to be Used on the second.

Double-left-clicking on a usable object may bring up a display that provides more information about that object. For example, double-left-clicking on a chest brings up a display that reveals the contents of the chest. The contents can then be moved and manipulated like any other object within the world. The bodies of fallen foes are treated like chests for these purposes.

The displays themselves can be moved in the same way you would move an object — click, drag, release. Single-clicking on the red check at the left side of the display closes that display. You can close all open displays at once by pressing [Esc].

"Using" a person has several meanings. Double-clicking on a person while not in combat initiates a conversation with that person. (For more information on how conversations work, see **Screen Display**.) However, doing so while in combat mode indicates that you wish to attack that person. If you click on a member of your party while in combat mode or while your inventory display is up, that member's inventory display will appear.

"Using" your character, the Avatar, brings up your inventory (see **Inventory Display**).

To Use the boat, double-click on a chair. To Use the barge, double-click on the engine. To Use the ice raft, double-click directly on the raft surface. Once all characters are in place, move the barge or raft as if you were moving your character. To stop Using either the barge or the ice raft, double-click in the same place a second time. (The boat moves and stops automatically.)

Attack. While in any attack mode, the arrow cursor turns red. Double-left-clicking the red cursor on another person *who is not in your party* or on an object initiates an attack on that person or object. If you are in any attack mode other than Manual mode (see Combat), you automatically enter into battle with any nearby hostile foes.

USING THE KEYBOARD

Though using a mouse is highly recommended, the keyboard may be used as a substitute if you have no mouse installed.

Walking. The arrow keys may be pressed to walk one step in the desired direction. If you hold [Shift] down while pressing an arrow key, you will take three steps instead of one. If [Num Lock] is on during play, every step will be a triple one.

Manipulating Objects. Press [Spacebar] to make the hand cursor visible. Now the arrow keys will move not the Avatar, but the cursor. Again, holding down [Shift] will increase the rate at which the cursor travels.

Treat [Ctrl] as if it were the left mouse button. For example, a single "click" will identify an object, while a "double-click" will Use it.

If you are in combat mode, you can also use [Ctrl] to initiate an attack. Do this by pressing x and using the arrow keys to move the hand pointer over the target. Then, "double-click" the [Ctrl] key.

KEYBOARD "HOT KEYS" & MOUSE EQUIVALENTS

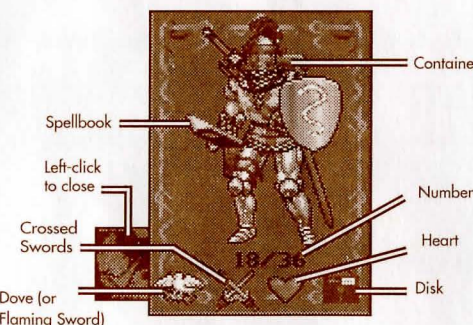| Key	Function	Mouse Equivalent
[A]	Turns all audio effects on and off.	Left-click on, sound effects, music and speech in the Save/Load Window.
[B]	Brings up spell book display, if Avatar has spell book in inventory.	Double-left-click on spell book.
[C]	Turns combat mode on and off.	Left-click on the dove/sword icon in the Avatar's Inventory Window.
[H]	Changes the "handedness" of the mouse by swapping the functions of the left and right mouse buttons. The left button is now used to move around, and the right button to manipulate objects. This H toggle affects only the mouse, not the keyboard commands.	(None)
[I]	Opens up the Inventory Display of each party member, beginning with the Avatar.	Double-left-click on each party member.
[J]	Brings up Serpent Jawbone display if Jawbone is in Avatar's inventory.	Double-left-click Serpent Jawbone.
[L]	Brings up the Combat Status Display, revealing the vital statistics of the entire party and permitting you to change each party member's attack strategy (see **Combat**).	Left-click on the crossed-swords icon in the Inventory Display of any party member.
[S]	Opens up the Save/Load Window.	Left-click on the disk icon in the Avatar's Inventory Display.
[T]	Brings up a targeting cursor and pauses the game so you can talk to a fast-moving character, use any object or attack.	(None, but roughly equivalent to double-left-click functions.)
[V]	Displays a scroll showing the version number of your copy of Serpent Isle.	(None)
[Z]	Opens up the Statistics Display for each party member, beginning with the Avatar.	Left-click on the heart icon within the Inventory Display of each party member.
[Alt][X]	Exits Serpent Isle and returns to DOS.	Left-click on the quit button in the Save/Load Window.
[Alt][8]	Toggles the frame limiter on and off. The game runs slower with the frame limiter on.	(None)
[M]	Brings up map of Serpent Isle if in inventory.	Double-left-click on map.

DISPLAYS

SCREEN DISPLAY
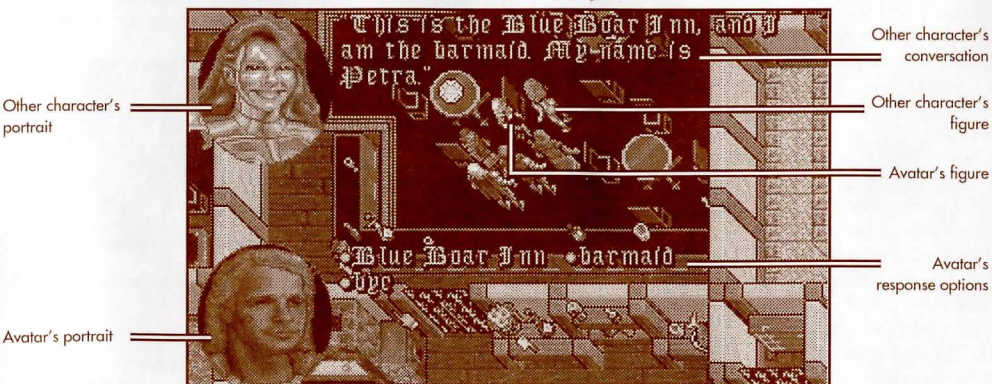
In *Serpent Isle*, the entire screen is devoted to displaying your location. Any other messages or relevant information appear over this display, in various places.

Other character's portrait

Avatar's portrait

Other character's conversation

Other character's figure

Avatar's figure

Avatar's response options

During conversations, a portrait of the character you are speaking to appears in the upper left corner of the screen, with all of the speaker's text appearing to the right of the portrait. If any other characters interject, their portraits appear in the lower left corner of the screen with *their* text just to the right of *their* portrait. When it's appropriate for you to respond, your portrait appears in the lower left of the screen, with your conversational options appearing to the right of your portrait. Left-clicking on a word or phrase from your options elicits a response from the character you're talking to.

Text that identifies an object appears just above that object. Text that appears in quotations just above a character icon means that that particular character has spoken.

INVENTORY DISPLAY

When you double-left-click on yourself, your Inventory Display appears. To bring up the Inventory Display of another party member, you must first bring up *your own* Inventory Display. With your Inventory Display visible, double-left-click on other characters on the screen to view their inventories. You can examine and move items into or out of any party member's inventory, as you wish.

Container
Spellbook
Left-click to close
Numbers
Crossed Swords
Heart
18/36
Dove (or Flaming Sword)
Disk

Dove/Flaming Sword. At the lower left corner of the Inventory Display is either a dove (non-combat mode) or a flaming sword (combat mode) icon. Left-click on this icon to switch into or out of combat mode. During play, the color of the cursor arrow indicates whether you are in non-combat mode (green) or combat mode (red).

Containers. Double-left-clicking on any container in your inventory reveals the contents of that container.

Disk. On the right side of the Inventory Display is a floppy disk icon. Left-clicking on this brings up a window that permits you to load or save a game, turn sound and music on and off, or exit the game.

To *save a game*, left-click in one of the rectangles in this window. When a dark triangle appears on the left-hand side, type a name that will remind you where you were in the game when you saved. Click on the save button to save the current game position to your hard disk. If all saved game slots are full, click on an already existing one (type a new name or not, as you

wish) and click on save to replace the old saved game with your current position. Click on "Yes" or "No" or press Y or N, as appropriate, when asked if you want to save over an existing game.

To *load a game*, click on any named saved game slot. When the dark triangle appears, click on the load button to restore the game position represented by the saved game slot you selected. Click on "Yes" or "No" or press Y or N, as appropriate, when asked if you want to load an existing saved game over your current game position.

To *turn music or sound on or off*, click on the appropriate button or press A.

To *exit the game*, click on the quit button. You will be asked if you really want to quit to DOS. Click on the yes box to exit or the no box to continue playing. (You can also press Y or N.)

Heart. To the left of the disk is a heart. Left-clicking on this icon or pressing Z reveals the Statistics Display.

Crossed Swords. At the bottom of the display, near the center, is a pair of crossed swords. Click on this or press L to bring up the Combat Status Display. This display reveals the vital combat statistics of your entire party at once, and permits you to change each party member's attack strategy (see Combat).

Numbers. At the bottom of the Inventory Display are two numbers separated by a slash (e.g., "18/36"). The number on the left is the weight the character is carrying expressed in units called "stones." The number on the right is the maximum number of stones the character can carry. When buying items from shopkeepers, an item that is too heavy for your character to carry is placed in the inventory of other party members or at the feet of the purchaser.

In addition to weight, items also have volume. Sometimes you are told that you cannot carry an item because your hands (or packs) are full. By rearranging your equipment (e.g., putting a weapon in your pack or buying another backpack), you may be able to able to carry the new item.

SPELL BOOK

When you acquire a spell book, you will be able to use powerful magic. Double-left-clicking on the spell book in your Inventory Display brings up its display.

Left-click here to close
Buckle marks selected spell
Sixth Circle spells
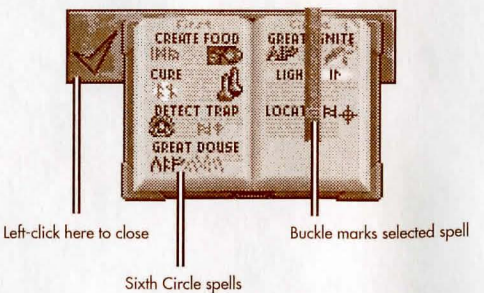
To turn the pages of your spell book, left-click on one of the dog-eared upper corners of the book until the spell you wish to cast is visible on the page.

To cast a spell, you must have enough spell points (*mana*) and the proper ingredients (*reagents*). Then double-left-click on the icon in your spell book that represents the spell.

To select a spell without casting it, left-click on its icon in the spell book. This places a bookmark in the appropriate place in the spell book and keeps the spell ready, should you ever need it. Only one spell can be readied in this way at a time.

Six spells (*Fire Blast, Paralyze, Lightning, Explosion, Death Bolt* and *Sword Strike*) may be cast in combat by double-left-clicking on a target as if you were attacking the target normally. If the spell book is in your hand *and* the spell book was closed while that spell was selected (the bookmark was on that spell), using the mouse to attack causes you to cast that specific spell (as long as you have the spell points and reagents necessary). Also, if your character is not in Manual Mode and you have your spell book ready (in hand), you cast spells automatically.
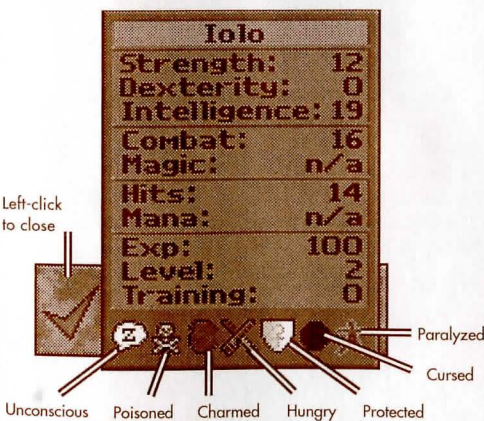
During the course of your adventure, you may acquire magical scrolls. These one-time-use objects allow you to cast spells even if you lack mana or reagents. To use a spell scroll, double-left-click on the scroll to open it. Then, double-left-click over the icon that identifies the spell on the scroll to cast it.

If you know how to cast the *Transcribe* spell, you can copy spells from a scroll into your spell book. When you cast *Transcribe*, targeting cross hairs appear. Target the scroll holding the spell you wish to copy, left-click on it, and it will be transferred, automatically, into your spell book. The scroll then vanishes.

There are, of course, magical secrets you will uncover as the game goes on, but their nature and use must be learned through experimentation.

STATISTICS DISPLAY

The Statistics Display lists a character's current primary and secondary attributes. It also shows whether that character is unconscious, poisoned, charmed, hungry, protected, cursed or paralyzed.

Iolo
Strength: 12
Dexterity: 0
Intelligence: 19
Combat: 16
Magic: n/a
Hits: 14
Mana: n/a
Exp: 100
Level: 2
Training: 0

Left-click to close
Unconscious
Poisoned
Charmed
Hungry
Protected
Paralyzed
Cursed

The color of the Statistics Display indicates how cold the character is. If the background of the display is brown, the weather in the vicinity is warm and the

character is comfortable. If the background is blue, the character is cold and the potential for frostbite is great — dress accordingly. The darker the blue of the background, the colder the individual is. Give him or her warm clothing as soon as possible.

PRIMARY ATTRIBUTES

Strength, dexterity and intelligence are a character's primary attributes, with values ranging from 1 to 30. The higher an attribute is, the better.

Strength determines several things, including how much you can carry, how much (if any) damage you do with a hand-to-hand weapon, and how many *hits* you can take before dying.

Dexterity affects such things as how fast you are and how well you pick locks. Dexterity determines your *combat* skill.

Intelligence determines several things, including your *magic* skill and how well you cast certain spells.

The remaining numbers describe secondary attributes.

SECONDARY ATTRIBUTES

Combat skill determines how likely you are to hit an opponent in combat with normal weapons.

Magic skill, derived directly from your intelligence, determines the maximum number of mana points you can have.

Hits are derived directly from your strength. They are reduced by damage, poison and hunger. When your hits score reaches 0, you are unconscious.

Mana records the current number of magic points you have. The less active you are, the greater the rate at which mana points return.
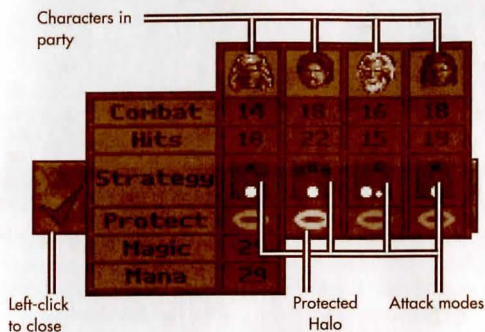
Experience points (EXP) are a measure of your accomplishments. As the game goes on, each member of your party gains experience points. After earning a predetermined number of points, a character's level increases.

Training points are accrued with experience points. To increase strength, dexterity or combat, you must find a trainer who teaches expertise in that specific attribute, on the training fields at Monitor. (Your intelligence and magic are already at their maximum possible values.) If you pay the trainer's fee and "trade in" training points (representing your study and practice with the trainer), the attribute you are concentrating on increases.

Level indicates your overall prowess. As you gain experience (see below), your level increases. As your level increases, you have the opportunity to raise one or more of your primary attributes.

COMBAT STATUS DISPLAY

This display shows the vital combat statistics of all party members at once. Below each portrait are listed that character's *combat skill,* number of *hits* remaining, *attack strategy* and *protected mode* toggle (see **Protected "Mode"** and **Protect Mode**). If applicable to the character, *magic skill* and *mana* will also appear.

Characters in party

Combat | 14 | 18 | 16 | 18
Hits | 18 | 22 | 15 | 19
Strategy
Protect
Magic | 2
Mana | 29

Left-click to close | Protected Halo | Attack modes

It is possible to change the attack strategy and protected mode status from this display. It is also possible to call up a character's inventory window by clicking on the portrait at the top of that character's Combat Status Display.

COMBAT

In the center row of the Combat Status Display is an icon representing the attack mode for that character when in combat. The following attack modes are available:

Icon	Available to Avatar	Available to Other Party Members	Attack Mode	Description
	Yes	No	**Manual**	You may direct *each* combat action.
	Yes	Yes	**Attack weakest**	The character will attack the weakest opponent.
	Yes	Yes	**Attack strongest**	The character will attack the strongest opponent.
	Yes	Yes	**Defend**	The character will be less effective at hitting and more effective at dodging blows.
	Yes	Yes	**Attack nearest**	The character will attack the nearest opponent.
	No	Yes	**Berserk**	The character will never flee, regardless of wounds.
	No	Yes	**Flee**	The character will retreat from any opponents in an orderly fashion.
	No	Yes	**Random**	The character will attack a random foe.
	No	Yes	**Flank**	The character will attempt to attack enemies from the side, as opposed to a frontal assault.
	No	Yes	**Protect**	The character will attempt to protect the party member in **Protected Mode**.

If the Avatar's attack mode is anything but Manual Mode, the character selects targets intelligently and fights those opponents without any further input from you (according to the rules of the attack mode you chose). You can override your character's decision at any time (by double-left-clicking on a specific target to attack it, right-click-and-holding to lead the Avatar in a certain direction, etc.).

When not in Manual Mode, the Avatar will not select targets that are fleeing or disabled (sleeping, paralyzed or unconscious), and will break off an attack once any of these conditions are met. To make the Avatar pursue an enemy to the death, double-left-click on the opponent after it has already fled or been disabled.

FLEE MODE

If a party member (but not the Avatar) is seriously injured, he may flee. However, party members will never flee if they are in Berserk Mode. Fleeing characters may drop some of their possessions to enable them to run faster. Party members who have been set to Flee Mode will make an orderly retreat and will not drop any of their possessions.

PROTECTED STATUS AND PROTECT MODE

You may designate a party member to be protected by clicking on the "halo" just below that character's attack mode icon. When the halo turns gold, this party member is protected. Only one person in the party may be protected at any one time.

Note that if if you have not designated any party member to be protected (in other words, you haven't "turned anyone's halo on"), an injured party member may go into Protected Mode automatically and call out to other party members for protection. Any party members that are in Protect Mode will follow this injured character around and attempt to keep him or her safe. Effectively, any protecting characters' main concern is for the welfare of the protected individual, and they will fight anyone who attacks the protected character until there is no longer a threat.