

The ~~Wizardry~~ Adventure

# NEMESIS

## Manual



**SIATECH**

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*Nemesis: The Wizardry Adventure* application software  
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# Installing Nemesis — Windows 95

*Nemesis is not a Windows 95 native program, but will run in DOS mode.* It gives you a choice of minimal, medium or maximum installations. Generally, the more you install to your hard drive, the faster *Nemesis* will run.

1. Place CD #1 in your CD drive
2. Installation will begin automatically if Windows is configured to do so. Otherwise, begin the installation manually by starting the SETUP program.
3. Specify a folder for *Nemesis*.

## Troubleshooting

Since *Nemesis* is not native to Windows 95, you are likely to achieve better performance when running in DOS mode. If you should experience difficulties or for improved performance, please try these remedies:

1. Shut down and Restart Win 95 in DOS mode, and run through DOS.
2. Make certain all your drivers for your sound card, CD-ROM drive and mouse are loaded. Win 95 automatically configures them for you, but in DOS mode, *you must have them in your AUTOEXEC.BAT file and/or your CONFIG.SYS file.* What's written below isn't gospel, but will work for many computers.

Identify which driver isn't working: your CD-ROM drive, your mouse or your sound. Work on one at a time.

Mouse:	The mouse driver is generally MS MOUSE.EXE, but may also be MOUSE.EXE, MSCMOUSE.EXE etc. depending on your machine.
Sound:	Locate the directory of your sound drivers. If you have a Sound Blaster system, generally, your directory will begin with SB. If you have no lines in your CONFIG.SYS or AUTOEXEC.BAT for your sound drivers, install them from your original sound card diskettes.
CD-ROM:	CD-ROM drives on different machines vary greatly, and drivers will be located in both your CONFIG.SYS and AUTOEXEC.BAT files. Please see your computer's manual for more detailed information.

# Installing Nemesis — DOS

*Nemesis* gives you a choice of minimal, medium or maximum installations. Generally, the more you install to your hard drive, the faster *Nemesis* will run.

1. Place CD #1 in your CD drive
2. Log on to your CD drive, usually D:
3. Type **INSTALL** and press enter.
4. Follow the on-screen prompts.

## Starting Nemesis — Win 95 & DOS

After installation has finished, you'll be in the game's directory. To play *Nemesis*, type **NEMESIS** and press Enter. Make sure to start the game from the DOS prompt.

## Sound Setup

When you begin *Nemesis*, the Sound Setup program will run automatically. To change the settings later, type **SetSound** from the MS-DOS prompt. Follow the on-screen prompts to select a card for effects and for music. When you're finished, save the settings and exit into *Nemesis*.

# Welcome to World of Wizardry

Since 1981, the Wizardry series has set the standard for excellence in computer gaming. *Nemesis* holds true to this spirit, immersing you in an incredible storyline wrapped with stunning art and animation, a world that welcomes you to a new series of Wizardry Adventures.

As with every past Wizardry, its story remains the key to its feel and its longevity. Expecting only to take a journey to a nearby town, you instead find yourself in the midst of a magic, a power and a time you neither know nor understand. What has led you into the grasp of this ancient and sinister prophecy? Why must you find the talismans? They are your only chance of survival, but in their age-old magic, they hold the promise of your death... just as they have killed others before you.

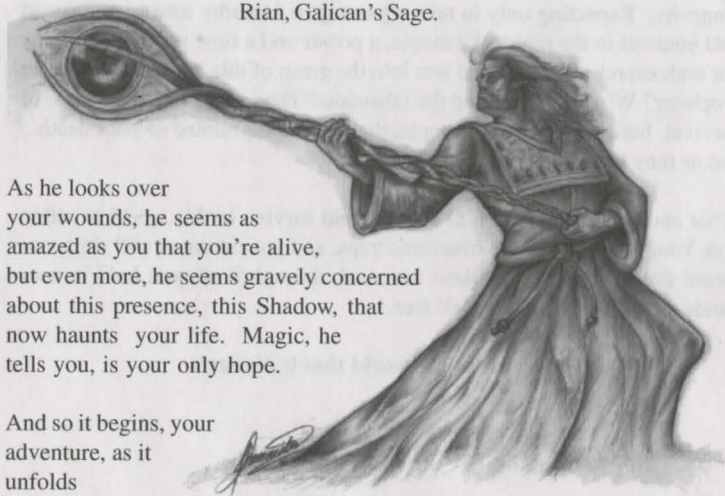
What courage you summon to succeed and survive in this world is within you. Your intelligence will overcome traps, and your strength will sink your sword deep within your darkest foe. And, through it all, you hold in your hands the power to set yourself free.

**Welcome to the world that is *Nemesis*.**



## Entering Galican

You wander out for peaceful look about Galican, your new home. Just you, the trees, the warm summer air... and then... that strange sound in the distance. It grows closer until its source is upon you, and, before you can react, your bright, sunny afternoon grows painfully dark, very dark indeed. The fact that you live through the ordeal is a miracle in itself, a saving grace you owe to this man before you, Rian, Galican's Sage.

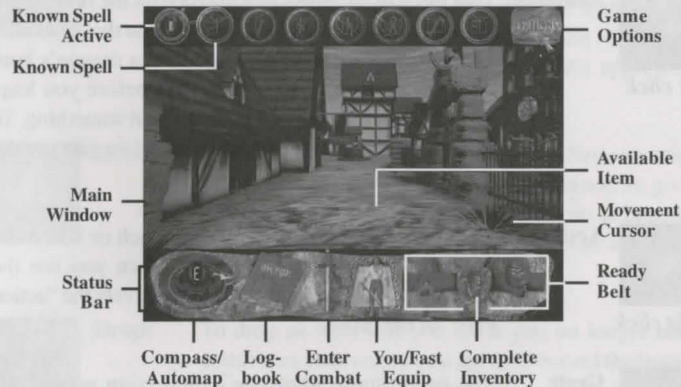


As he looks over your wounds, he seems as amazed as you that you're alive, but even more, he seems gravely concerned about this presence, this Shadow, that now haunts your life. Magic, he tells you, is your only hope.

And so it begins, your adventure, as it unfolds before you on the Adventure Screen . . .

## Adventure Screen

The Adventure Screen is where all the action in *Nemesis* takes place. From fierce attacks, to devious traps, to conversations with those seeking the same answers as you, everything is here. When you first begin adventuring in your game, you'll see a screen similar to the one below.



## Moving Around

In *Nemesis*, the action doesn't come to you (unless it's carrying a sword with your name on it, of course), you go to it. To move around, just point the movement cursor in any available direction and click. Holding down the CTRL key while using the side arrow keys allows you to sidestep.

## Exploring Your Surroundings

The world of *Nemesis* is an interactive world that allows you to explore and examine almost anything you'd like. Depending on the particular situation, you might want to examine something, pick it up, use it or give it to another person.



left click

**Examine:** That piece of harmless looking rope on the floor might just be the first piece of a chain reaction that ends with you being squished like a bug under a dragon's butt. That's why it's a good idea to look before you leap. You might get some good insight about something. To investigate anything, just left click when you see the pointing hand.



right click

**Action:** If you want to take, read, talk to, touch or otherwise act upon something, right click when you see the pointing hand. The right click is effectively the "action verb" of the game.



right click

**Grab:** You never know what you'll find lying around the world of *Nemesis*... and how it might help you. Whenever there's an item you can pick up, you'll see a grabbing hand. Right click to grab the item and place it in your inventory (the belt buckle on the bottom of your screen) or your ready belt.

When you click on an item and move it into the main window, it becomes your cursor. From here, you can use it, give it away, drop it or hurl it down the hall. **Left click to toggle through the different options, and right click to put them into action.**



**Use:** Whenever you have an item in your hand, the default "Use" cursor appears. It turns yellow over *any* hotspots. When you see the yellow "Use" cursor, just right click to try to put it into action. Of course, you'll usually want to try this when it's appropriate (like a key on a door for instance).



**Give:** The people you meet in the world of *Nemesis* might be inclined to accept an item of importance. To give a person something, click on the item so it becomes your cursor, move the item over the person, and toggle through to "Give."



**Drop:** To drop an item that you think you no longer need, select it as your cursor and move it toward the bottom of the screen until you see Drop.



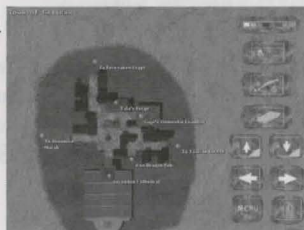
**Throw:** To throw anything, select it as your cursor, move it toward the top of the screen and toggle through to "Throw." Of course, you need to be somewhere where you *can* throw an item. Hurling a giant sword directly into a wall is likely to result in accidental surgery.

# The Status Bar

Along the bottom of the Adventure Screen, *Nemesis* gives you loads of information that will help you in your adventure. You can track your journey through this world and the items and friends you collect within it.



**Automap/Compass:** As you move through Galican, the forest, and the world that is *Nemesis*, the compass shows you your direction with every step. Click on the compass to bring up the Automap.



- Text Color Bar
- Toggles View Mode
- Scribe Text onto Map
- Erase Entry
- Next/Previous Map
- Move Map Side to Side
- Hide Menu and Exit

You can edit and customize the *Nemesis* automap to keep track of puzzles left unsolved, particularly monster-heavy encampments or people you'd like to visit again. Each entry can hold up to four lines. To make an entry:

1. Click on the **Scribe** icon. You may color-code entries, too, by selecting different colors in the Text Color Bar.
2. Click the entry's location on map, and begin typing.
3. Press **<Enter>** on a blank line to end and save the entry.



**Logbook:** Like any curious adventurer, your character is careful to make observations about things that don't seem quite right or things which might offer hope for his situation. As you make progress, he'll add to the book as he uncovers puzzles and clues.



**Combat Mode:** Should you find yourself in the midst of someone who clearly wants to make you their dinner (tip: they have a sword), hit the **spacebar** or click on the sword to enter combat mode. The left and right mouse buttons work as your left and right hands. For more information on the art of hack slashin', turn to page 15.



**You/Quick Equip:** The picture of your character on the Status Bar gives you a quick once-over of his current state of dress and weaponry. You may also Quick Equip your character here by clicking on him while holding a desired piece of armor or weaponry. You'll need to use the full inventory screen to remove items, however.



**Ready Belt/Inventory:** The Ready Belt gives you quick, easy access to four items. It also allows you to enter your character's complete inventory and review, covered on page 10.



## Options Menu

The *Nemesis* Options Menu contains everything you need to customize the game to your liking and also allows you to save and load games.

### Saving/Loading

If you want to save your game, click on, ah, Save Game. *Nemesis* saves up to eight different games and allows you to give each one a specific name. To restore a game, select Load Game and pick the savegame you want to load. You can also Quick Save by hitting F1, and restore your Quick Saves from the "Continue Next Game?" prompt.

### Quick Saves/Continue Game

*Nemesis* allows you to Quick Save your game by hitting F1. This gives you a degree of insurance against a sudden, tragic pummeling. Should your character die, *Nemesis* will ask you if you wish to continue the game. Just select "Yes" to resume the game from your last Quick Save.

**Important Note:** When you QUIT *Nemesis*, it also makes a Quick Save for you. This Quick Save will write over the previous one. So, it's recommended that you use the full, "Save Game" method, too. When you run *Nemesis*, it will ask you if you want to "Continue Game" if you have a Quick Save.

## Game Settings

Game Settings let you toggle a number of different settings on or off like Sound, Music, Subtitles, and the Status Bar. Step Scale and Slide Turn alter the way your movements are displayed on the screen, and may give you a more realistic feel for movement when on. With Step Scale, Slide Turn and the Status Bar off, however, *Nemesis* generally runs faster.

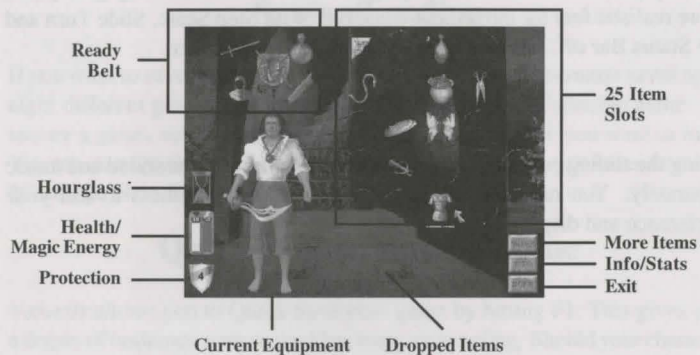
### Game Preferences

Using the sliding controls, you can adjust the volume of the sound and music separately. You may also adjust the contrast and brightness to suit your preference and display.



# Inventory & Review Screen

Everything you ever wanted to know about your character and his possessions, you'll find in the Inventory & Review Screen.



## Ready Belt



The Ready Belt follows you from Adventure Screen to your character's inventory so you can easily swap items, get items or empty the belt into his inventory. It's often a good idea to place things here you might need in a hurry: your magical amulet, a spare sword or a quick healing potion.

## Time, Health, Magic & Protection

When your character performs a certain action, like equipping a new piece of armor or swapping weapons, *Nemesis* tracks how it affects time, your health or magic ability or your overall level of protection.



**Hourglass:** The time it takes to change an item during combat, thus the amount of time that you're wide open for a hit.



**Health & Energy:** The health bar (white) reflects your character's current state of health, while the energy power bar (not the exercise edible kind, but the blue kind) reflects your character's current magical energy reserve. See the Magic & Combat sections for more detail.



**Protection:** The protection number indicates how well your character is protected against a hit by magic or a physical blow. The higher the number, the less likely he is to sustain damage from a hit.

## Items



As your character explores the world, he'll come across books, long lost keys, pieces of well-hidden armor and other items that will likely come in useful during his journey. You can hold up to 54 items, 4 in the Ready Belt and 25 each within each inventory panel. Of course, you can also leave "pools" of items lying around in the world if you think you've found some place reasonably secure.

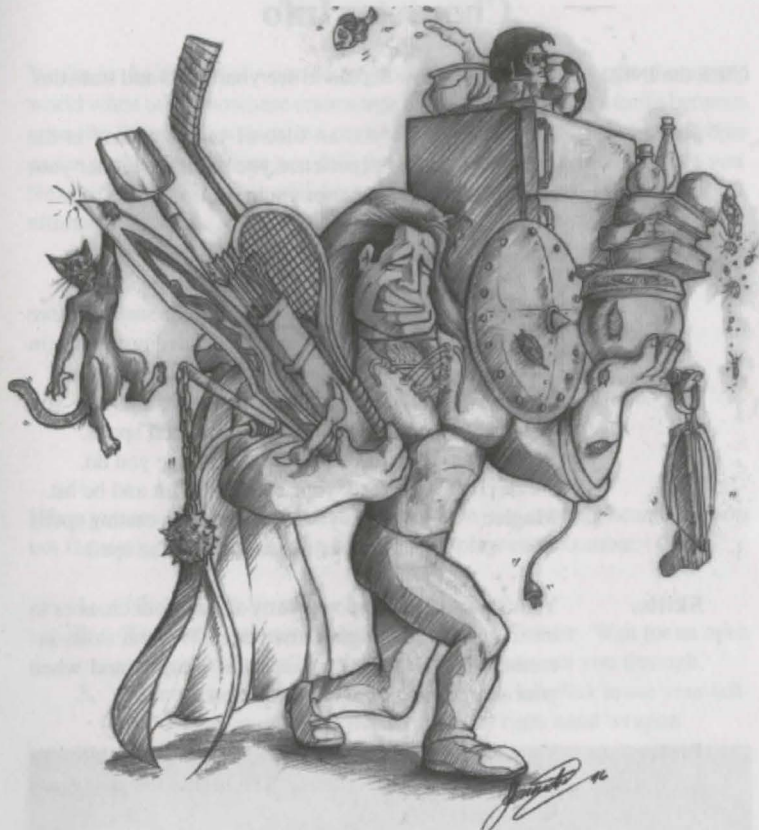
**Equipping:** Right click on the item to pick it up, and then click on your character. Voila. As you equip items, notice that your character's protection level goes up. The higher the protection, the better.

**Grouping:** Some similar items can be stored together in the same slot. To select all the items in a single slot, hold down the **shift key** when you right click.

**Merging:** Some items can be merged together. To try to merge the items, move them to the same item slot.

**Reading/  
Drinking:** To read, eat or drink items, right click to pick the item up, and then click the item before your character's face.

**Dropping:** To drop items you no longer wish to carry around, right click to pick them up, and place them on the floor. Items you place on the floor remain where you dropped them.



## Character Info

Click the INFO button in the Review Screen to see your skills and statistics.

**Rank:** Your Rank gives you an idea of your standing in the world. The more experience you gain, the higher your rank climbs and the better you perform.

**Attributes:** Your physical and mental state at the time.

**Health:** How much damage you can sustain before you head off to the big adventure game in the sky.

**Energy:** Reflects how much magical energy you possess to weave elemental spells.

**Strength:** Affects how much damage you do.

**Dexterity:** Affects your chances to hit and be hit.

**Magic:** Affects your success when casting spells as well as the strength of the spell.

**Skills:** Your skill with a weapon greatly affects your chances to hit in combat, the higher, the better. Weapon skills increase with the use of a particular weapon and when your character gains overall experience.

**Protection:** Your character's protection level reflects his ability to withstand a creature's strike. The higher the protection level, the better.

## Combat

You're in the middle of a perfectly good adventure in this magic-threatened world when out of nowhere comes a growl at your back and a knife between your ribs. You begin to turn, but each movement only drives the knife deeper and in the seconds before you fall, you see the creature grinning above you. Next time, you think, it will be your blade striking out in search of the ultimate revenge . . .



### Entering Combat

When you see the creature or hear its distinctive roar drawing near, combat is not far away. If you're up to a bit of sword play, enter combat:

1. Click on the **Sword** or hit the **spacebar**.
2. Target the monster with the **Crosshairs Cursor**. Wait for an open spot or strike the creature as it prepares to run you through.
3. When you see that moment of weakness, left click to use your left-hand weapon or right click to use your right hand weapon.

**Tip:** Fighting may not always be required. Many times, you can avoid combat entirely by running away or dodging the creature.



## Different Attacks

Depending on the weapons in your hands, *Nemesis* offers different forms of attack. You can swing, thrust, parry or send a smashing skull crunch with an overhead blow.

- Swing:** Click and drag your mouse in the direction you'd like to swing. The sword will follow your cursor across the screen.
- Overhead:** Click and drag down to deliver an overhead blow.
- Thrust:** To deliver a direct strike, click the mouse.
- Parry:** Click and drag up. *Start* your move/defense with the cursor over the monster.

## The Hit

The wonderful sound of sword connecting with creature allows you to continue another day in the world of *Nemesis*. When you hit a creature, you'll see it will **flash white** to indicate a successful **aim**. After *Nemesis* determines the aim, it then determines if you actually caused damage or merely inflicted a glancing blow. When you cause damage, you'll see the creature's lifeforce drain away, and it will often reel back in agony. A single white flash, on the other hand, means your aim was okay, but your strike did not connect solidly enough to cause damage.

**Carefully timing your strikes will give you much better results than frantically clicking the mouse buttons.**

## The Art of War

Fighting the many creatures in *Nemesis* requires both strategy and timing to be successful. Watch for openings in their defenses. A good time to attack is when they are preparing to attack you. Typically, they leave themselves open to a good sword thrust. Where you aim your strike can greatly affect your success. In general, try to aim for the large, soft midsections.

## Effects of Skills

Your ability to strike for damage will generally improve as your skill with a particular weapon improves. By reviewing your character, you can take a gander at his various levels of weaponry skill. By sticking to a weapon you know well, you might do better in a really sticky situation. Other times, when you're in an area you feel confident you can handle, try improving your skill with other weapons. You'll find a great variety to experiment with.

## Changing Armor & Weapons

The time it takes to change armor and weapons is reflected by the hourglass symbol. When you exit the inventory screen, you will be unable to attack until the hourglass empties. You can still move, however.

## Ending, Retreating & Moving in Combat

To move while *in* combat, use the keyboard arrow keys. The CTRL key/Sideways Arrows allow you to sidestep. You may also choose to end combat mode by pressing the spacebar or clicking on the sword in the status bar.



# Magic

In *Nemesis*, magic is two-fold art: first, you learn the power of the elements themselves, and then you learn the spells to use and channel those powers. These elements and their spells can be called upon to wield both offensive and defensive magic, to hinder your enemies and to help yourself.

## Learning Spells

As you move through your adventure in *Nemesis*, you'll meet many magical people and creatures, some of which might just share their magic with you. They may hand you a scroll, an age-old artifact passed from magician to magician. Within the scroll is the knowledge to channel the elements that you have come to understand. Once the words are said, the seal broken and the spell learned, you will know the spell forever.

## Casting Spells

In *Nemesis*, there are eight possible spells. Each one can be used either offensively or defensively for a total of 16 different effects.



## Step-by-Step Spells

1. To cast a spell, your amulet (the necklace you begin the game with) must be in one of your hands.
2. Click on a Known Spell icon, or use keys 1 through 8. This spell will remain selected as the default spell until you pick another.
3. Enter Combat Mode (click on the **Sword** or press the **Spacebar**)
4. **Channel the spell.** Click the left or right mouse button (depending on which hand you are holding your amulet in) to *begin* channeling your magic power into the amulet. You'll see your energy bar begin to drop. The more energy used, the more powerful the spell cast. A spell will release automatically when it reaches the maximum amount of useable energy. You can spend less energy by clicking the *same* mouse button you used to start the spell to immediately release the spell. To abort a spell, click the opposite mouse button (the hand *not* holding the amulet).
5. **Release the spell.** Click on the Adventure screen to send the spell out into the world or click on the small icon of your character in the status bar to target yourself. This is useful for healing spells.

## Ranged Attacks

Some spells offer ranged attacks and are a good way to hurt creatures before they hurt you. Sending a ranged spell out to the world works the same as a regular spell, but offers the added benefit of injuring them before you meet them face to face in combat.

## Magical Deliverance

You can create anything from a small fireball to a smoking, screaming blaze of fury. Make sure you tailor the amount of magical energy you use to the creature you're facing. A fire-breathing creature is not likely to be impressed by your small fireworks spectacle ("Nice. Very nice. Turn the steaks, please.") while a raging inferno might be just a wee bit too much for that little spider. (Ah, you suppose the people of Galican really wanted that forest, anyway?)

Use your magic energy wisely. Don't tire yourself out if you don't need to and take advantage of potions to restore health and energy.

## Contacting Us

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For Technical Support, call **(315) 393-6644**, Monday–Friday, 9 am to 5 pm Eastern. Or, you may write to us at: **Technical Support, Sirtech Software Inc., P.O. Box 245, Ogdensburg, NY 13669.**

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- Original master compact discs
- Letter explaining problem and computer configuration
- For free replacements within 30 days, original and dated sales receipt (it will be returned to you)
- For replacements after 30 days, \$10.00 repair charge plus \$2.50 shipping handling fee and tax if applicable

For game hints, call **(315) 393-6633**, Monday–Friday, 4 pm to 8 pm Eastern, Weekends and Holidays, 12 pm to 4 pm Eastern. Or, you may write us at: **Hints Hotline, Sirtech Software Inc., P.O. Box 245, Ogdensburg, NY 13669.**

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Phil Lewis, Joan McKeown, Charles Miles  
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Kathy Shaw, Dan "Still is One" Sherry  
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