
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-01182
DARKSTONE
TAKE2interactive

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

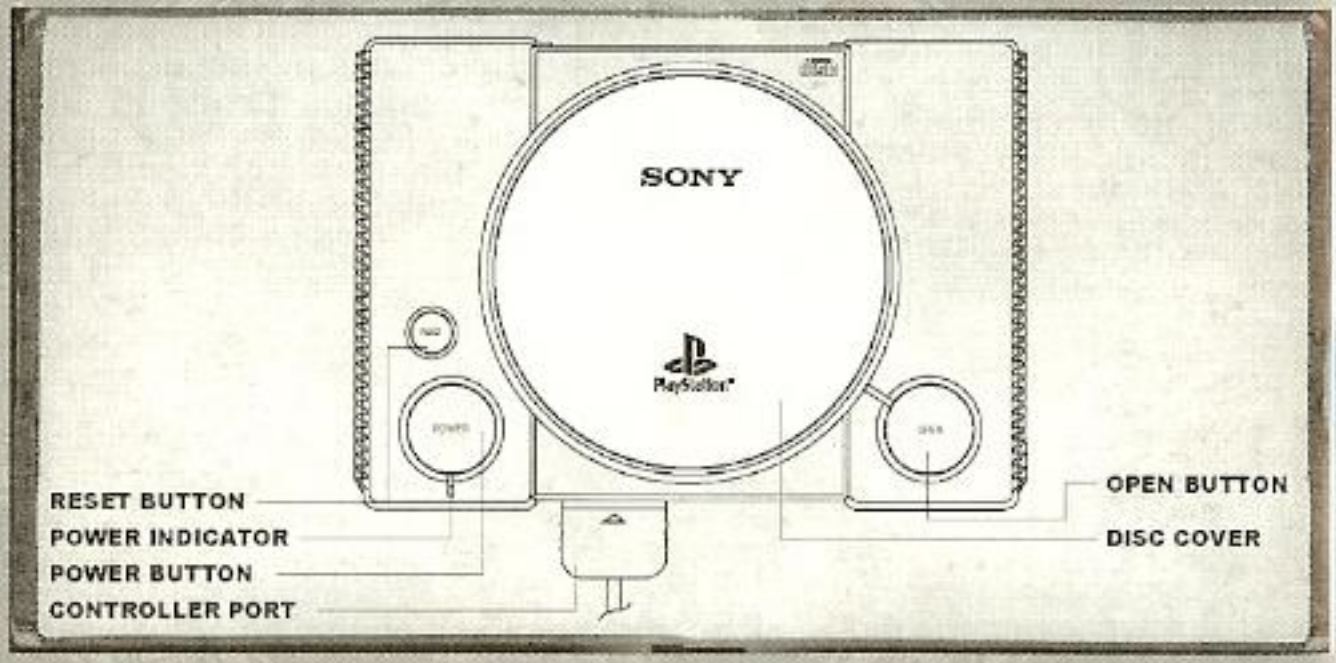
# TABLE OF CONTENTS

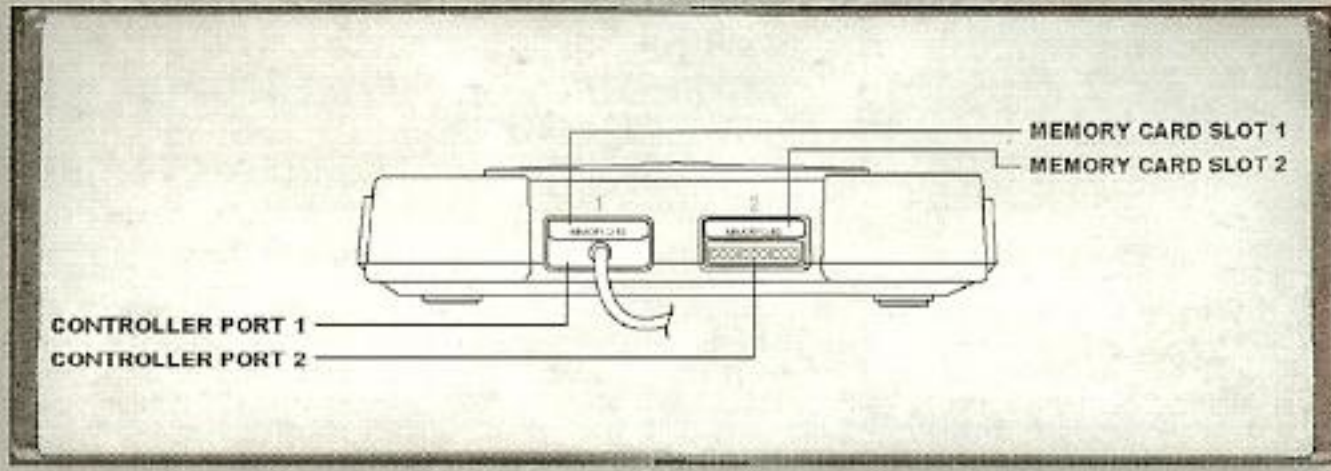

4 GETTING STARTED
4 CONSOLE
5 CONTROLS
6 HISTORY
7 OVERVIEW
7 CLASSES AND ATTRIBUTES
7 EXPERIENCE LEVEL
8 LIFE, MANA, AND FOOD
8 THE MAIN MENU
9 NEW GAME
10 WHAT'S NEXT?
10 TOWN TRADERS
11 EXPLORING
12 CONTROLLING THE CHARACTER
13 CONTROLLING THE CAMERA
14 CHARACTER INVENTORY SCREEN
14 CHARACTERISTICS WINDOW
15 EQUIPMENT WINDOW
16 DESCRIPTION BOX
16 THE USE OF THE BAG
16 THE USE OF THE SPELLBOOK
17 THE USE OF THE SKILLS
17 GAME MENU
18 MAP
18 DISTRIBUTION OF EXPERIENCE POINTS
18 HOW SPELLS WORK
19 EQUIPMENT, WEAPONS AND PROTECTION
20 ENEMIES
20 ACTIVE ITEMS AND TRAPS
22 THE HEROES OF UMA
22 SPELLS AND THEIR EFFECT
24 SKILLS
26 CREDITS

## Getting Started

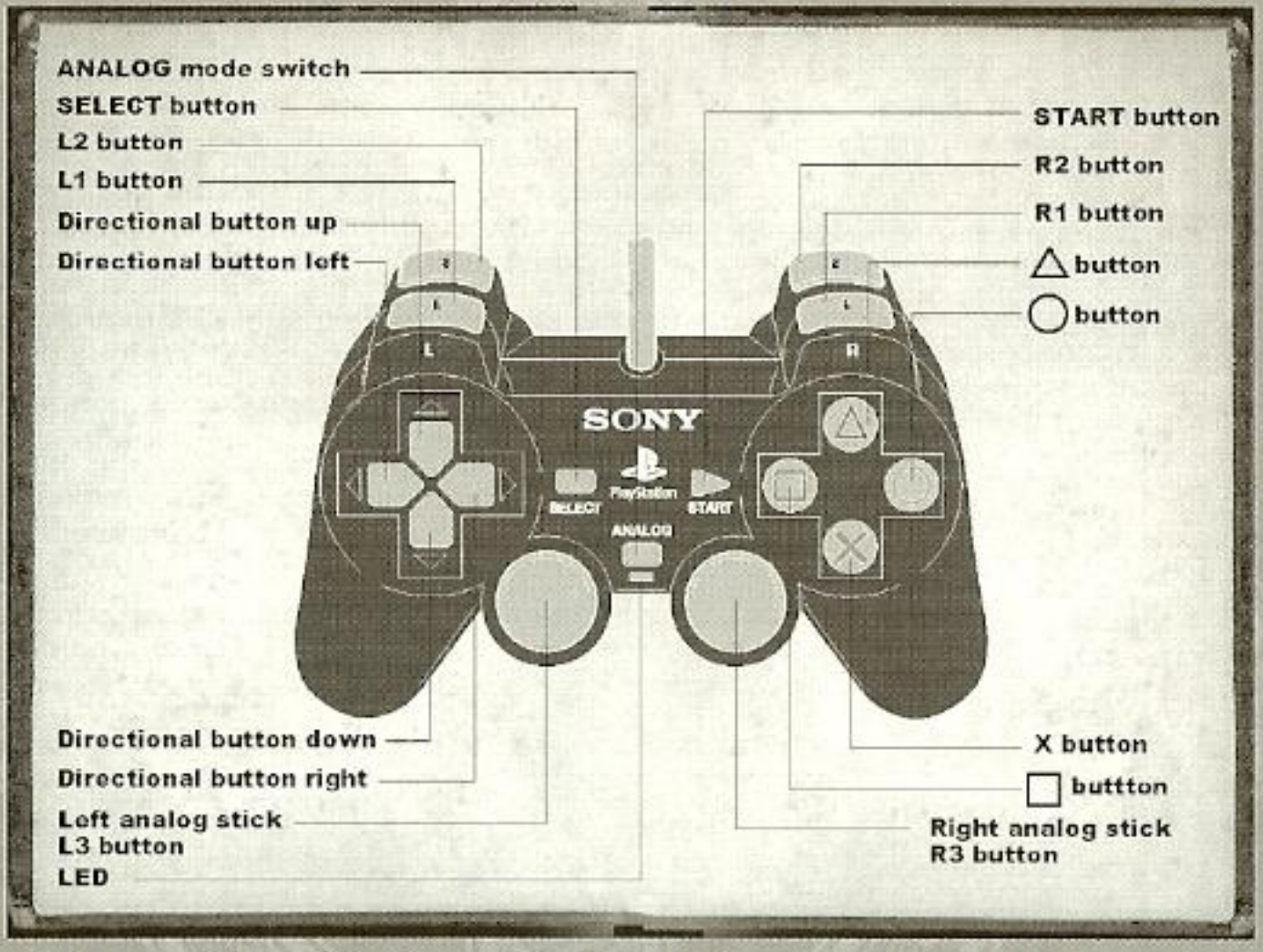
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
Insert the DARKSTONE disc and close the Disc Cover.
Insert game controllers and turn on the PlayStation game console.
Follow on-screen instructions to start a game.

## Console



## DUALSHOCK™ analog controller




| | |
|---|---|
| Directional Button/Left Analog Stick | Walk / Run |
| Right Analog Stick | Rotate Camera / Zoom In / Zoom Out |
| R1 Button | Fastspell 2 /Fastskill 2 |
| R2 Button | Belt 2 |
| L1 Button | Fastspell 1 /Fastskill 1 |
| L2 Button | Belt 1 |
| Triangle Button | Change Camera View/ Return to previous screen |
| Square Button | Character Inventory Screen |
| Circle Button | Use item/Pick up/Open/Converse |
| X Button | Attack/Confirm |
| Start Button | Game Menu or Options |
| Select Button | Map |

# History

Today, you are called upon to play a vital role in the future of our universe. Your heart burns with a fire which darkness cannot quench. For you are the pure of heart whose destiny is to fight evil. But before you engage in battle, you must learn about Uma's history and thus come to understand why the threat of darkness still hangs over the people of this planet.

Thousands of years ago a titanic struggle between Life and Death took place and mankind was on the brink of destruction. The Goddess Kaliba called upon the Druids who lived in the great forests of Uma to help in this battle. She gave unto them the gift of the Time Orb, which was fashioned from the tears that fell from her cheeks. With the power of the Time Orb behind them the Druids were able to bring this war to an end. After the war, the Druids that had survived the battle against Death decided to break up the Time Orb to prevent it from being used for evil purposes. And so it was divided into Seven Crystals and entrusted to anonymous guardians throughout the land.

A thousand years later one of Kaliba's monks, Draak, tempted by the power of Death, left the monastery, and chose a path of darkness. Death soon found a powerful ally in Draak and gave him access to the secrets of necromancy. Using his powers of necromancy he was able to resurrect a Dragon Lord and take over his body. Now wielding the power of a dragon, he plans on devastating the world, by capturing its people to allow Death to feed on their souls. Kaliba's monks tried to talk sense to Draak, but were set asunder by the flames of his dragon's breath.

To regain the balance of the land of Uma you must embark on a quest marked with death and destruction. Upon this trek you will learn skills and spells that will help you defeat Draak and his minions, thus bringing an end to his dark, demented dream of total annihilation.

## Overview

The aim of DARKSTONE is to complete a number of quests. You must recover the seven crystals to re-create the Time Orb, which is the only means of being able to defeat the infamous Draak.
In order to achieve this objective, you have to destroy all your enemies and learn to survive in hostile regions, and in the depths of dark mazes. But, there is more than meets the eye. It isn't simply a matter of making your way through these places, brutally exterminating anything that moves en route.

## Classes and Attributes

To play the game you have to choose from one of several characters belonging to four different classes: Warriors, Wizards, Thieves and Priests.
The class your character belongs to determines their strengths and weaknesses. For example, the Warrior's main asset is physical strength, whereas the Wizard relies more on extensive knowledge of magic. Therefore, the Warrior would overwhelm his opponent best with direct combat, while the Wizard would rather keep their distance and cast spells.
The various attributes that determine a character's class are integrated into the game by defining, at the start of the game, a set of four characteristics: strength, vitality, dexterity, and magic. Each of these characteristics is allotted a number of points, which varies depending on the class. The higher the number of points allotted to the characteristic, the greater the influence this characteristic will have on the character's actions.
Thus, the game begins with the members of each class possessing the following four characteristics: strength, vitality, dexterity, and magic, which are particular to them.

## Experience level

Your character also has another very important attribute: experience level. Your hero starts the game with very little experience. He or she has been well trained, but is a complete beginner in the field. So, your experience level starts

at the lowest level: 1. As your character takes on opponents, and engages in battle, your experience level will rise. In fact, points accumulate every time you engage in combat and, when you have achieved a set amount of points, your experience level rises. Every time your experience level rises, you are awarded six level points. You then distribute these points to your character's characteristics (Strength, Magic, Dexterity, and Life) so that you can improve your attributes as you see fit.

## Life, mana, and food

Your character needs to be looked after, and there are three attributes which have to be closely monitored during the game. These are for the character's life level (vital energy), Mana level (magic power used for casting spells), and food level (physical energy).
Your character's life level is reduced in combat, whenever struck by an enemy. If your life level reaches zero, your character will die.
Your Mana level determines how many spells you can cast at any given time, and every time you cast a spell, your Mana level decreases, depending on how powerful the particular spell you're using.

The food level constantly reduces as you play the game, so you must keep feeding your character. If your character runs out of food, your life level will start to reduce and your character will eventually die. Fortunately, while going through the mazes, you will be able to find vital supplies to restore your Character's life, Mana and food levels. Furthermore, every time you are awarded level points, your life and Mana levels will be replenished.



## The Main Menu

The Main Menu is where you choose to start a new game, load a saved game, look at and change the in-game options, and see the credits. The selection will be done using the up and down directional buttons. Press the ⊗ button to select the highlighted option you want and press the △ button to cancel a selection. The options you have to choose from are :

Begin new quest- After enrolling a hero you can begin your adventure by selecting this option.

Continue quest- This allows you to continue a saved game.

Heroes- To set up a new game or enroll more heroes you must select this option.

Save- You can save the characters you have created by choosing this option. you may also save your quests in the middle of a game by pressing start and choosing the save option. Darkstone takes up 6 memory blocks.

Load- Allows you to load a previously saved game. after loading is complete choose continue quest.

Configuration- Change the controller configurations and adjust the sound from here.

credits- View the list of people who help make this game.

other options include;

Delete Character- Allows you to delete an enrolled character.

Dismiss Character- This removes a character and their quest from a saved game slot.

## New Game

In order to start a new game you must first recruit a hero using the Recruit Heroes selection. You will have your choice from 8 different characters on the Character Selection screen. Using the left and right directional buttons, scroll through the characters until your choice is highlighted, and than push the ⊗ Button to confirm your selection. Pressing the △ Button will cancel and take you back to the main menu.

You will then be able to enter the name of your character by using the directional buttons to highlight the desired letters and then pressing the ⊗ Button to confirm your selection. After entering your name you will be brought to the Enroll

Character screen. If you are sure that you would like to enroll the character press the ⊗button. Don't worry, if you later decide that you would like to get rid of this hero you can do so by using the Drop Renegade feature. You are allowed to enroll up to 9 heroes.
After enrolling your hero you will be brought back to the Main Menu. To start your adventure highlight the Begin New Quest option and press the ⊗ button. You will then proceed to the Difficulty Select Screen. For beginners without any saved characters you will be defaulted to the Novice selection. If you have saved characters you may begin new adventures with them (retaining the experience levels and attributes from their saved quest) and choose which difficulty you would like to play at depending on your character's experience level.
After selecting the Difficulty level, you will choose which game slot you would like to play in. You are allowed to save up to two quests at a time. After this you will start at the entrance of the town ready to begin your quest to rid the land of Draak.

## What's next?

After selecting and enrolling your character, you will begin the game in The Town, a safe, populated area, harboring no enemies. You will meet various people in the town who will help you in your quest to find the seven crystals. You can buy and sell weapons and armor, as well as magic spell books, scrolls, potions and food. You will have to be quite crafty in managing and spending your money to ensure that you are fully prepared for the lands outside of the town. Now lets go into more detail about the different townspeople whom you can trade with.

## Town Traders

Madame Irma
Madame Irma offers her medical services free of charge, healing your wounds and detoxifying you when you have been poisoned. She can also identify magic objects as well as remove spells from objects, but these tasks she will only perform for a price.

Perry the Publican
The publican can provide you with food that will feed your starving hero. You may also sell artifacts that you have procured throughout your travels.

Gunther the Blacksmith
Gunther the Blacksmith can provide you with any equipment you need. At his premises you can buy, sell, upgrade, or repair every type of weapon, armor, helmet, and shields you come across during the game. As you progress through the game, and your experience and attributes increase, the type of weapons on offer will become more powerful and expensive. If an item is in RED, this means that it is unavailable to you at that moment. You will need to have a higher characteristic, (Strength, Dexterity, etc,) before you can access the weapon, or you may need more gold. An accompanying text will alert you to which characteristic is not high enough for the particular item in question.

Master Dalsin
Master Dalsin takes sheer delight in teaching you, for a fee, certain skills which may prove to be very useful later on in the game, e.g. Medicine, Repairs, Identification, etc. Each character has access to different skills.

Master Elmeric
Master Elmeric can provide you with all the spell books and scrolls available in the game, as well as various magic objects. He has something for every size of purse. He can also recharge magic weapons for a few gold pieces. If you have any magic spell books or scrolls you no longer require, you can sell them to him. Again, if a spell book is in red, then you do not have a high enough characteristic required to use that item.

The Townsfolk
There are many other people in the town with whom you can converse with. Some of them will offer helpful clues for solving the various quests that you will encounter along your travels.

Sabastian
Sabastian is an ancient wizard who will appear from time to time and instruct you to seek him out once you have retrieved all seven Crystals. He will then use his powers to fuse the Crystals together and reconstruct the Time Orb, the only weapon that can defeat Draak.

## Exploring

Once you have been around the town, and have stocked up on all the necessary

equipment, you will be ready to engage in battle. To leave the town and enter the land of Ardyl, exit the town, walk into the gap in the woods and press the ⊗ button. This will load the land of Ardyl. When you enter the land of Ardyl, you should explore and discover the entrances to various shady places (dungeons, holes in the ground, etc.). It is in this land that you will find the entrance to the first dungeon.
You should speak to any local people who you find in this land, as they may tell you important clues. You will know if it's safe to talk to them, as they will have a blue highlight around them, and you will not be able to attack them.
You will come across various monsters in this land, and as such you will find that this is a good place to gain experience in combat, and collect money, weapons, and equipment, before you enter the dungeons.
Be on the lookout for small gaps in the forests... some of these will lead you to other lands to explore. Try going into a gap and pressing the ⊗ button. Be warned. Do not go here unless you have gained enough experience. These lands are very dangerous.

## Controlling the Character

You can control your character using the directional buttons or the left analog stick. Use the directional buttons if you want your character to walk, and use the left analog stick if you want your character to run.

In the lower left hand corner of the screen is a picture of your character's face within the Character Status icon. Directly below this, you will see your character's Life Bar.

Life bar (red): This bar indicates your character's current life level. If the bar displays 0, your character will die.

For combat, each time you press the ⊗ button you will fight the enemy using your hands or a weapon, if equipped with one. According to the direction and the distance of your character, they will automatically target the closest enemy.
On either side of your character's face, the display shows two items, which are stored in their belt (Belt 1 and Belt 2). These items are readily available to the character by using the L2 and R2 buttons.

You can determine which items or scrolls you would like to place here in the Character Inventory screen. Simply choose an item or scroll and select which button you would like to attribute it to, from the options provided. See further details on how to use the Character Inventory screen.

To the right of your character's face, the display shows two spells or skills that can be accessed quickly by using the L1 and R1 buttons. To set up the quick spells or skills, go to the Character Inventory screen and choose which ones you want. The spells (circle) or skills (triangle) you select will be displayed on the lower left hand corner, to the right of your characters face, and above your Mana bar.

Mana bar (blue): This bar indicates your character's current Mana level. If the bar displays 0, your character will not be able to use his or her magic powers.



On the bottom right hand corner of the screen you will see the Interaction Menu. This alerts the player to objects on the ground (which can be picked up), as well as approaching enemies and townspeople. The ⊗ button is used to pick up items on the ground, open chests, and engage in conversation with the townspeople (once the Interaction menu recognizes them).



In the upper left hand corner a display will appear to inform you of the condition of your weapons or armor. This alert screen will only appear when one or more of your weapons and/or armor is in danger of breaking or wearing out.

## Controlling the Camera

You can control the camera a full 360 degrees around the character using the Right

Analog Stick. You may also Zoom in or out by moving the Right Analog Stick up (zoom in) or down (zoom out). You may also change to three different camera angles by pressing the △ button while in play.



## Character Inventory Screen

The inventory screen will be displayed when you press the □ button. The game will be paused until you exit back out into game-play. From here you have full access to all of the inner workings of your character. Along the left hand side of the inventory is the Characteristics window. This displays the current status of your hero.

## Characteristics window

- Experience level: This along with AGE will give you a general idea of how far into the game the player is. The levels/years increase as you progress.
- Gold: During your adventure you will find gold in chests, or at the feet of defeated enemies. This is the currency used by your character and the traders.
- Victories: This indicates the number of enemies killed in battle.
- Experience bar: This represents your character's experience level. Your character accumulates points every time he engages in com bat. The experience bar indicates where your points total stands. When the bar is completely filled you will be alerted by an "XP" flashing on the Character Status icon, and you will move up an experience level, and be awarded experience points which you can distribute amongst your attributes.
- Strength: This represents your character's physical strength. As you increase its value your character will be able to inflict greater damage on your enemies. You will also be able to wear heavier armor and use heavier and more powerful weapons.
- Magic: This represents your ability to manipulate nature's energy. As you increase its value you will improve your ability to stock up Mana.
- Dexterity: This represents your character's degree of accuracy when hitting an enemy, and his agility in dodging enemy blows. This influences your chance

of hitting the enemy and the amount of damage inflicted.

- Vitality: This represents your character's life level. The higher the value, the tougher your hero is.

- Life (Red): The first figure indicates your character's life level, the second, total level of his or her life bar. This level increases when XP points are added to vitality.

- Mana (Blue): The first figure indicates your character's Mana level, the second, total level of his or her Mana bar. This level increases when XP points are added to magic.

- Food: This indicates the amount of food energy that your character has left. If your character uses up a lot of energy running or fighting, the level drops much quicker than usual. Your character replenishes his stocks by using food in the inventory.

## Equipment window

- Armor Class (AC): This indicates how well equipped your character is with items of protection (armor, shield, etc.). The higher the armor class, the better protected your character is against attacks.

- Hit %: This indicates the chance your character has of hitting an opponent.

- Damage: These are the points your character receives for inflicting an injury on an opponent, determined by the type of weapons used and when he or she hits the enemy. As a result, the latter's points total will decrease by the same amount.

- Magic resistance: This indicates your character's resistance to attacks based on pure magic.

- Fire resistance: This indicates your character's resistance to fire, when used in certain attacks.

- Poison resistance: This indicates your character's resistance to poison (Note: You can find and use objects that will increase your character's resistance to magic, fire & poison).

## Description box

This box in the Character Inventory Screen shows the player what the status is of each item they highlight. It will tell them the level of protection or durability for armor or the strength needed to wield a sword. This area will come in handy later on in the game when you have several items to choose, from and you want to know which one is the best.



## The use of the bag

You can select any item using the directional buttons, and pressing the ⊗ button to highlight it. Once highlighted you will be given certain options to choose from, depending on the item. From here you can equip and un-equip weapons, armor, helmets, shields, rings, and amulets. You can use, read, or give items away. You may also drop a selected item if you feel you do not need it, or you want to make room for items that you will eventually pick up along the way. There is a limited amount of items your hero can carry. When your bag is full and you try to pick up another item your character will simply drop it. You can scroll through your bag's contents by using the directional buttons. You can also use some of the items here for immediate use after coming back into the game, or setting them up for future quick use under the L2 and R2 buttons.



## The use of spell book

If you select the book in the inventory menu you will display the spell book in the Description Box. Now, the window displays all the spells available for the player. You can select the spell using the left and right directional buttons. The spells are grouped by what we call a "Circle of Spells," which is in fact some group of spells available to a cast of characters. The characters will have additional circles of spells available. The player can change the circle (that is if they have learned

enough spells) by using the L1 and R1 buttons. This will bring about a new circle displaying eight new spells.

Like in the bag, you can choose to use the spell (immediately after coming back in the game), or equip it (attribute to L1 and R1 buttons).



## The use of skills

If you select the skill box, you will display all the skills available to you. You can learn skills from Master Dalsin in town, for a price of course. Each class of hero has a different set of skills that adhere to their character traits. Some skills are hidden. Once your character has acquired them you don't have to actively apply them as they are controlled automatically. When a skill displayed in the list is hidden you cannot select it. Skills do not use up Mana. To use a certain skill you must first place it on either Fastskill1 or Fastskill2. By doing this you will be able to instantly use this skill by pressing L1 or R1, depending on which Fastskill you placed it on.



## Game Menu

This screen is accessed by pressing the START button. From here you will find additional options for the game.

- Rest: This icon allows you to rest. If you rest, you can recover all your life and Mana points. But you should beware; if any of your opponents are about, you can't have a nap. Also, while you are resting you will grow hungry, so be sure to feed your hero after using this option.
- List of places visited: This icon enables you to access the places visited menu during the game. Click on the name of the place you want, and your character will go straight there. This is ideal for when you have gotten lost or moved away from an area you want to get back to.
- Recorded Messages: This icon allows you to display the record of any dialog

your character has had with the characters you have met during the game.
- Save Game: Access to the load and save menu.
- Configuration: Access to the audio configuration menu.
- Quit: Exit from this game and return to the main menu.

## Map

This is accessed through pressing the SELECT button. It shows an overhead view of the areas that you have already explored. When in dungeons, unopened doors are mark RED, and stairs are marked GREEN.

## Distributing Experience points

When your character raises levels they are awarded 6 experience or XP points each time. You are free to increase any of your character's levels of strength, magic, dexterity and vitality. To do this you must go to the Character Inventory screen and press the L1 button. From here you are given the option to add your points to whichever attribute you like. The screen will inform the player to press L1 for Strength, L2 for Dexterity, R1 for Magic and R2 for Vitality. You should think carefully beforehand about how you would like your character to develop.
At the start of the game, each class has two of the four basic attributes that are dominant:
- Strength and Vitality for Warriors
- Magic and Dexterity for Wizards
- Dexterity and Strength for Thieves
- Vitality and Magic for Priests

Adding points to these dominant attributes will reinforce your character's strong points. If you would rather try to strengthen their weaknesses, add points to the other two. It all depends on the strategy you choose to follow. In any case, all the attributes have an influence on your character's other features, and consequently on their performance.

## How spells work

The scrolls that you acquire during your adventure will enable you to cast a spell, just once. They do not use up Mana. To use a scroll in your bag you must first choose which one you want to use by pressing the button. Then choose which

belt you want to attach it to, Belt 1 or Belt 2. When back in the game, press either L2 if you attached it to Belt 1 or R2 if you attached it to Belt 2.
You will also come across magic spell books that provide you with the opportunity to learn spells, and therefore, be able to use them all the time. These spells use up Mana and require different levels of knowledge.
When you pick up a spell book and place it in your inventory, if the book is highlighted in RED then the character does not have a high enough Mana level to read it. The Description Box will display the level required to read the book.
After you read a spell book it automatically goes into your Book of Spells inventory.
You should use spells when you feel it is appropriate and as often as you wish, providing you have sufficient Mana. Spells can also become more powerful, so the higher the level, the more powerful the spell is. If you have already learned a spell and find another spell book for it, reread it (if you have a high enough Mana level) and your characters spell will raise a level and become more potent. Be warned though, it will also take more Mana to use.
You can assign spells that you have learned to be used quickly while in gameplay. To do this you must go into the book of spells and highlight the spell that you want by pressing the ⊗ button. You will then be prompted to choose between Fastspell1 and Fastspell2. After setting this up, go back to the game. Once in the game you can use the Fast spell (if you have enough Mana) by pressing L1 or R1.
You can do the same for skills.

## Equipment, Weapons and Protection

You will find numerous types of weapons and protection (helmets, armor, amulets, rings, etc.) during your journey through Uma. You may also buy them in Town provided that you have enough gold. The Description Box in the Character Inventory screen will display information about these items (amount of damage inflicted on the enemy, level of protection, durability, etc.). You can equip or un-equip these items on this screen by highlighting which one you want with the ⊗ button and then choosing what option you want (equip, un-equip, drop, etc.).

You should bear in mind that these objects do not last forever; they eventually wear out and break. You can repair these items if you have learned the "Repair" skill, or if you haven't learned that particular skill yet, by bringing it to Gunther the Blacksmith in town. You can also get him to upgrade these objects' features, but this will result in a loss of durability points.
There are weapons for close combat (swords, maces, staffs, etc.), and those for

distance attacks (bows, throwing knives, shuriken, etc.). There are also various other types of equipment that can be used to gain advantage in combat. These include:

- Weapons with specific magic powers for: Setting enemies on fire, poisoning opponents and draining their energy.
- Equipment that changes your characters attributes: ring, amulet, armor, etc.
- Those connected with spells (e.g., invisibility capes...): These have their own stock of Mana and use this to cast their associated spell. There is another advantage to this stock of Mana, it is rechargeable by Master Elmeric, or by using the "Recharge" skill.

Warning! Some objects are cursed. This means that there will be a nasty surprise in store for you when you try to use them, instead of helping you they will have a harmful effect on your character. You should treat any unknown objects with great caution. Any cursed objects you have will be highlighted in blue. The only way of getting rid of the curse is to go and see Madame Irma.

## Enemies

On your journey through the land of Uma, you will encounter a whole range of creatures who will do their utmost to ensure your demise: Long-armed trolls, vampires, mysterious caverns, skeletons, rat men, orcs, goblins, and gorgons. These are to name but a few, as you will soon discover for yourself.
You should watch your enemy's behavior closely so as to work out the best strategy to defeat them. You will notice that some are more intelligent than others and will be able to avoid your traps. You will also notice that they are not all affected in the same way by the same spells and attacks.

## Active Items and Traps

In Darkstone, your path is strewn with all kinds of ambushes, enemies and traps. As if this wasn't enough, there are additional items within the environment that affect your character. Just some of these are listed below, but you can be sure that the game will have other surprises in store for you.

Chests and Barrels
These are used to collect objects and often contain food and gold. But you should be warned that some of them are booby-trapped and can explode.

Desks
These can be used for hiding scrolls and magic spell books.

Doors
Doors open when you press the ⊗ button. They block the enemy's advance. It is, therefore, advisable not to open them all at the same time, otherwise you may be quickly overrun. Some enemies can open doors so watch out!

Levers
Levers are used to open blocked doors. To pull a lever, use the ⊗ button. If there are several levers, you may have to pull on them several times to find the right combination.

Blue fountains
Blue colored fountains fill up your Mana stock, completely free of charge. To replenish your Mana at a Blue fountain simply walk up to it and press the ⊗ button.

Red fountains
Red colored fountains boost your life level by restoring life points. To use it press the ⊗ button when you are next to it.

Paving slabs/trap-doors
Paving slabs and trap doors are activated by walking over them, or by placing an object over them. They can open doors, but may also be booby-trapped.

Teleporters
Teleporters are paving slabs that transport you to another place.

Puddles of acid
You should avoid walking through any puddles of green acid that you may encounter, as you will lose life points in doing so.

Spikes
You may come across booby-traps in the form of spikes that move in and out of the ground. You have to pass at the right moment to avoid getting impaled on them.

## The Heroes of Uma

The Warrior - Built for adventure, the warrior is truly powerful. His build means that he is a strong character, able to handle any weapon in direct combat.

The Amazon - Coming from an all female community, the Amazon loves showing her dominance over men. To be able to do this she is trained in different fighting techniques, which has made her a fearsome warrior.

The Wizard - Obsessed with knowledge and power, the Wizard devotes his life to the study and mastery of the magic arts. A mediocre fighter, he is mainly revered for the potency of his spells.

The Sorceress - Revered for her magic powers, the sorceress is a mysterious and dangerous character. She draws her energy from nature and travels the lands in search of ingredients for her spells.

The Assassin - Introduced to assassination techniques, and camouflage by the guilds of bandits, the Assassin is a character without qualms or morals, and is effective in combat situations.

The Thief - Attracted by riches, the Thief uses her agility to get what she is after. Her superior dexterity enables her to throw weapons with ease. She is also an excellent archer.

The Monk - Trained in the temples dedicated to their Gods, Monks learn the art of warfare and inherit the ability to cast spells from their Gods.

The Priestess - The Priestess fights in the name of her God and finds the necessary spirit and strength to do so purely through her faith. For this reason she has a balanced knowledge of combat and magic.

## Spells and their effects

Absorption - Absorbs the enemy's vital energy during combat. The player can pick up life points using this.

Antidote - Is used to heal characters when they have been poisoned.

Berseerrk - Increases the character's armor class, speed of attack, and chance of

gaining a hit during a certain period of time. You can also win life points.

Magic bomb - Is similar to a mine, and explodes on contact with the opponent, or when a certain period of time has elapsed.

Fire Ball - Launches fireballs.

Confusion - Plunges an enemy into total confusion, making him go and attack his comrades.

Detection - Helps detect magic objects, which are then highlighted in blue.

Death Dome - Creates a protection dome around a character. Anyone who tries to break through it will be injured.

Spark - Throws sparks at a target.

Healing - Provides healing for your character.

Haste - Allows you to move faster.

Invisibility - Makes a character invisible to everyone, but he may be given away by his footsteps.

Invocation - Invokes a fire golem, which attacks your enemies.

Slowness - Slows down your enemy target's speed of movement and combat.

Light - Creates a luminous aura around your character. Its power depends on your characters experience level.

Magic Missile - Launches magic projectiles.

Wall of Fire - Creates a wall of fire

Food - Provides your character with food

Forgetfulness - Causes you to temporarily forget spells for monsters and erases the enemy player's pre-selected spells..

Fear - Causes panic amidst the enemy lines.

Poison Cloud - Produces a green cloud, which poisons anyone who approaches it.

Stone - Turns the target creature to stone.

Magic Door - Creates a door that allows your character to go back and forth between the dungeon and town.

Reflection - Rebounds any spells cast or projectiles thrown at you onto your aggressor.

Ray of Agony - Casts a light that emanates from the character and causes damage to any enemy nearby.

Flame Thrower - Launches huge flames at enemy targets.

Telekinesis - Can be used to open chests, pick up objects and pull levers from a distance.

Teleportation - Allows your character to move instantly to anywhere he chooses. Please note that some places are not accessible via teleportation.

Storm - Pushes back any enemy at close range to the thrower. Any enemy touching a wall gets damage points against him.

Thunder - Throws lightning bolts at the enemy.

Mutation - Turns the enemy target into a chicken.

Night Vision - Allows you to see the enemy better in dark areas.

## Skills

Learning - Ability to quickly increase your character's experience.

Trade - Ability to bargain over the price you want to buy or sell an item at.

Communion - Ability to recover Mana stocks more quickly.

Master of Arms - Ability to increase speed of attack, and chances of a successful hit.

Perception - Ability to detect traps.

Concentration - Ability to enhance your characters physical attributes temporarily (strength and dexterity).

Defusing - Ability to undo traps.

Detection - Ability to detect magic objects.

Forester - Ability to find food.

Identification - Ability to identify all unknown objects.

Lycanthropy - Ability to change your character into a werewolf.

Medicine - Ability to heal others.

Meditation - Ability to temporarily increase your Mana points.

Orientation - Ability to display the entire map for the regions and dungeons for a given period of time.

Prayer - Ability to increase your character's armor class.

Recharging - Ability to recharge the magic objects you have.

Repair - Ability to repair the weapons you have.

Silence - Ability of your character to move around without being noticed by his opponents.

Theft - Ability to rob the characters you meet.

# Credits

Executive Producer... Sam Houser

Chief Technical Officer... Gary J. Foreman

Head of Production... Jamie King

Producer... Rich Rosado

Associate Producer... Neil J. McCaffrey

Production Staff... Terry Donovan
Kevin Gill
Jennifer Kolbe
Jung Kwak
Jeff Castaneda
Amy Salzman
Corey Wade
Brian Wood
Stanton Sarjeant

Technical Coordinator... Brandon Rose

QA Manager... Jeff Rosa

Lead Analysts... Joe Greene
Jeremy Pope

Analysts... Rich Huie
Mark Garone
Adam Davidson
Lance Willams

Talonsoft QA... Phil Santiago
Chien Yu
Scott Wilson
Mike Ma
Lisa Nawrot
Pete Stewart
Kathy Richardson

# Credits

Darkstone Song;
Lyrics and Singing... Audren

Audren Music written and performed by... Christopher Rime

Darkstone Video Clip;
Producer and Storyboard and editing... Hierry Levastre, David Tessier

Sound Effects... Johnathan Liebling

Art... Jean-Michel Ponzio, Nicolas Bournay

International relation and product manager... Marie-Pierre Meyrignac

Legal matters... Marie-Pierre Meyrignac

Development director... Bertrand Gibert

Marketing & Communication Manager... Samantha Woods Marie-Rose

Executive Producer... Philippe Delamarre

Test manager... Frederic Pierrat

Test team...Jean-Louis Bruneau
Jean-Pierre Gueguen
Erwan Imbault
nn Mathieu Micout

Story editor... Mathieu Gaborit

Dialogue editor... Jean-Luc Dumont

Casting and audio recording... Knockin' Boots Productions

Quality assurance... Samy "Lord Minus" Ben Romdane

NOTES

NOTES

# NOTES



## WARRANTY

Take-Two Interactive Software, Inc. warrants to the purchaser only thatthe disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Take-Two shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by the law, damages for personal injury, even if Take-Two has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any mincidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative works based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

TAKE-TWO INTERACTIVE SOFTWARE, INC. 575 BROADWAY 3RD FLOOR NEW YORK, NY 10012

For technical support, please call Talonsoft @ 410-933-9191 9:00 am to 5:00 pm EST Monday through Friday

ESRB RATING

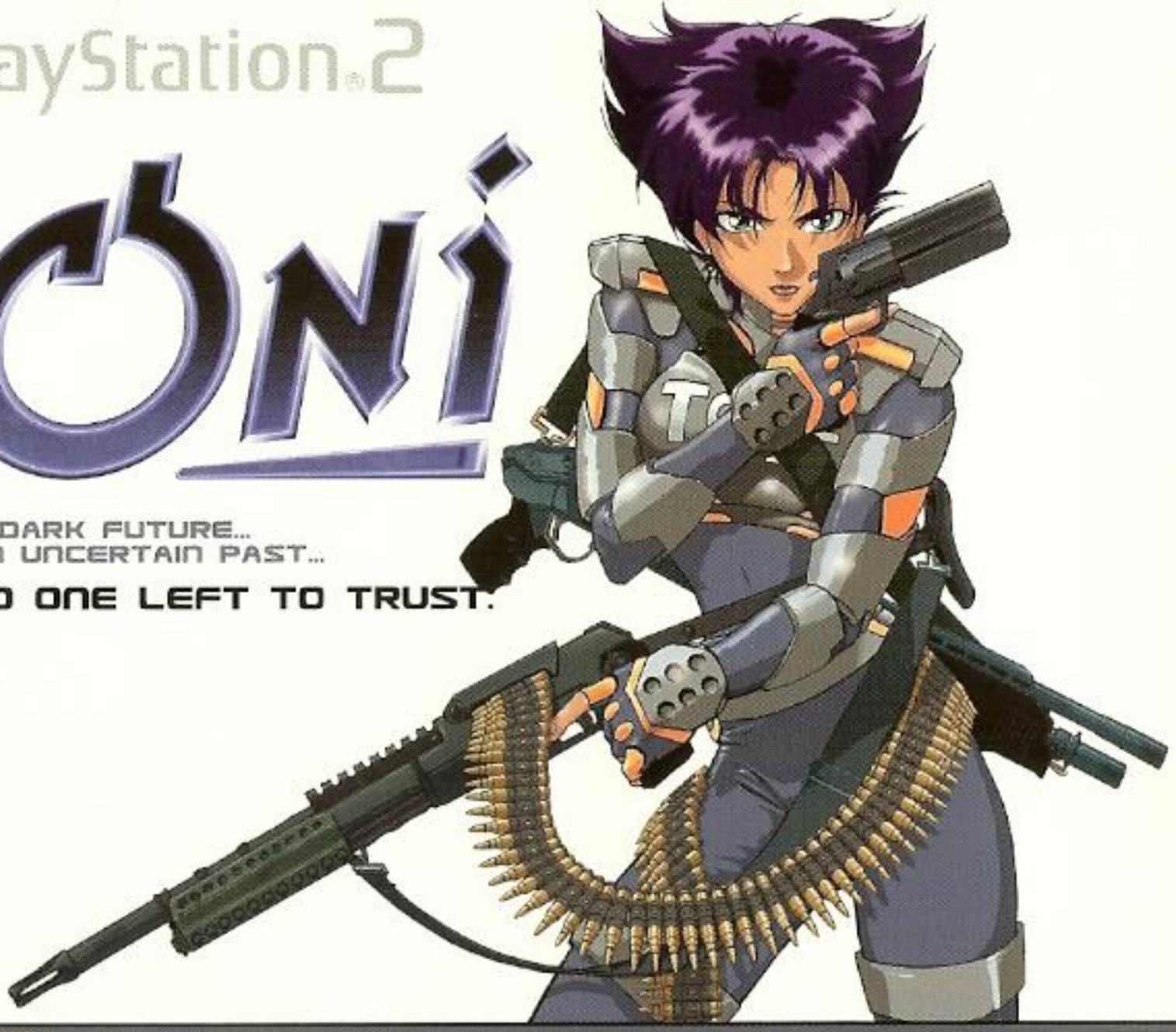
This product has been rated by the Entertainment Software Ratings Board.
For information about the ESRB rating, or to comment about the
appropriateness of the rating, please contact the ESRB at
1-800-771-3772.

PlayStation.2

# ONI

A DARK FUTURE...
AN UNCERTAIN PAST...

**NO ONE LEFT TO TRUST.**



"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2000 All rights reserved.

Take-Two Interactive Software, Inc. 575 Broadway, New York, NY 10012
Take-Two Interactive and the Take-Two Interactive logo are trademarks of Take-Two Interactive Software, Inc
© 2000 All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.