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Dungeon Master II

SKULLKEEP



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GA

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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Dungeon Master II
Skullkeep

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BEFORE STARTING THE GAME

This game uses 100 blocks of the RAM built in to the Sega CD. Please check to make sure you have at least 100 blocks of RAM available before you start the game.

See the hardware instructions for information on checking the condition of the backup RAM, and how to initialize and delete data.

See the hardware instructions for information on how to correctly set discs, eject, load, and exit.



THE LEGEND OF SKULLKEEP

Torham Zed's watch was nearly over, and he was glad of that. Tired, soaked with the rain, he gazed idly at the storm and wondered why his Uncle Mylius had sent him to this remote garrison. It didn't seem fair to exile a young and ambitious man like himself to such a miserable place.

Mylius claimed that he and a group of TechMages had built a machine called the Zo Link many years ago, that would allow them to explore other planes of existence by traveling through the Void. The very first time they used the machine, they were attacked--so Mylius declared--by a Being so brutal that to this day Mylius couldn't utter his name. Mylius believed the Being was marshaling forces to come through the Void and mount an attack on this side of the Portal.

Mylius was just an old man full of delusions, Torham thought, although he had to admit that of late, he'd been seeing strange things: flashing movements and eddying shapes. And, oddest of all, glowing orbs that seem to come out of nowhere and fly straight toward the fortress called Skullkeep, said to house the dismantled Zo Link.

But of course there must be reasonable explanations for these things--marsh gas, the glint of the sun on the rolling clouds, or some trick of the thieves who lived in the glen, for instance. Determined to solve these mysteries for himself, Torham hadn't told the rest of the garrison about them. Instead, he spent hours wandering, and studying the small box of documents Mylius had packed in his gear. One was a sketch of bits and pieces of a huge machine, incompletely rendered, and on it written, "GO INTO THE VOID. NEVER COME BACK, EVIL. ZO LINK."

Another was a drawing of the lock that sealed the sole entrance to the castle Skullkeep. It was called a clan lock, and four keys were needed to open it. For awhile the soldiers had entertained themselves by scouring the surrounding countryside for the keys. Finding nothing, they soon grew bored. On the drawing were written the words, "KEYS OF DESTINY, KEYS OF DOOM," and Torham found those words irresistible. For the sake of adventure, he continued the search alone.

Now, during his watch, a brilliant flash of lightning drew his gaze upward. In the dark sky, thick with churning clouds, he saw a tiny dot of green fly up to the castle on the mountain. The green circle of light wobbled as Torham stared at it, rose into the air, and seemed to dive into Skullkeep, disappearing inside. Then another did the same, and another, all from different angles, going into different parts of the castle.

Torham was taken aback. They were using more than one entrance! Everyone had assumed there was only the one. Indeed, they had searched the castle's walls, and found no other!
"Marsh gas," he said firmly, for he had wasted too much of his time chasing after the mysteries of Skullkeep. Despite the temptation to explore this new mystery, he continued his guard route and found himself among the Rune Stones. "Marsh gas," he said again, absently tapping an obelisk.

There! Another shimmering. A circle began to wobble and glow against the obelisk face, then grew brighter. Something green popped into the circle and pressed outward.
"Marsh gas, my foot," he muttered. The green orb hovered not ten meters from him. He drew his dagger and held it tightly, watching the thing. As he took a threatening step forward, it flew straight up. He rued his lack of Magick knowledge; he had always prided himself on being a man of action, not book-learning. He wasn't sure what good a dagger would be against the orb, and hoped he wouldn't have to find out.

The orb hovered above him, then swooped down and rushed at him. "By the bones of my fathers!" Torham shouted, and slashed with his weapon. The thing turned in the air and headed straight for the castle.
"By the bones," he muttered again, examining the obelisk, running his hands over the surface. He rapped it soundly to see if it was hollow.
"I know you," said a voice. Torham whirled around. A small, hooded figure stood in the rain. "Mylius, have you come to save us?"
"Who are you?" Torham demanded in a gruff, threatening voice.

The figure raised its arms and drew back the hood, allowing it to fall onto its shoulders, revealing an elderly woman. She came toward Torham and extended her hand, but something in his expression must have stopped her. She lowered her arm.
"Not Mylius. Too young. But he has sent you. He knows that the dark forces are gathering. He has bad dreams."

Torham frowned. "What are you talking about?"

The old lady smiled. "Your face betrays you, young warrior. You know." She gestured at the obelisk. "They are coming through the Void. They are being sent to Skullkeep for a purpose." She narrowed her eyes. "Surely you know that purpose..."
"I have no idea," he assured her.
"You need not hide your true mission from me," she said. "Mylius promised he would send help when the time came. I have waited. I had to know my people would be safe, if in my lifetime he tried to cross the Void again."

Torham's heart pounded. She spoke of the same things as his uncle! Perhaps the story of the Zo Link was true after all. "Who? Who is trying to cross?" he demanded.

Another circle formed against the obelisk, and from it another green orb. It flew at the woman and slammed into her chest. With a faint cry she collapsed and fell into the mud. Torham knelt beside her and lifted her up. She waved a weak hand in protest.
"Hurry," she whispered.
"Tell me what. Tell me who," he said softly.

The green thing seemed to watch them. It was joined by another, and another. In a circle they rose and flew away.

Suddenly she grabbed his arm and pointed in the direction of Skullkeep. "You see, he is coming. You must hurry, young warrior. Put that infernal machine back together. Attack him before he attacks us." Her lids fluttered. "Go into the Void!"

Her eyes slowly closed. She was dead.

Torham stared at the cloud-choked sky, lifted up the old lady and carried her through the rain to her village, to her home. Cries of mourning pierced the storm...

Afterward, Torham returned to the garrison and studied the documents his uncle had sent. Pictures of machinery. The Zo Link? The old woman had used the very words herself. He ran his fingers over the sketches, perplexed. Go into Skullkeep and rebuild the machine?



Go into the Void. Never come back. Not an appealing prospect.

The storm howled around him. He could almost hear the pleas of the dead woman and the voice of his uncle in the wind.

He would have to rouse some of the other soldiers from their resting chambers and explain all he knew. Perhaps it would be best to make it all sound like a grand adventure, rather than a deadly mission from which they might not return. He did not know these men well, and he wondered if his uncle had chosen them himself, carefully, in case they were needed for just this purpose. But surely he hadn't selected them because of any special gifts they possessed. More likely they were here because they were expendable.

Go into the Void. How? By repairing the machine?

Attack him before he attacks us. Who was it who posed such a threat?

As he rushed to wake the others in their sleep chambers in the barracks, not one, not two, but a dozen of the shimmering circles formed in the walls around him. The green orbs burst free and surrounded him, moving in a deliberate circle. Beads of sweat dotted Torham's forehead, and his heart thundered. They meant to harm him--he could sense it.
"Rise! Hurry!" he shouted to the first soldier as he opened the sleep chamber. "We're going to Skullkeep!"

He and his fellow warriors must stop what was happening. And they must do it soon...

Goal of the GamE

You are the hero, Torham Zed. You need to repair the Zo Link Machine in Skullkeep so you can enter the Void. Within the Void you must find Dragoth and stop him from invading your world.

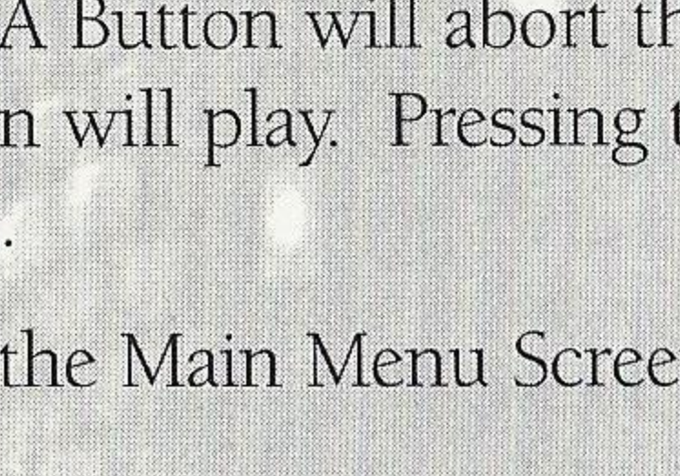
Starting the GamE

1. Insert the Dungeon Master II - SkullKeep CD into the SEGA-CD hardware and turn on the POWER switch.

2. Follow the instructions on this screen, and the FTL sign-on animation will appear. Following this will be the SkullKeep title animation (pressing the A Button will abort the animation playback.) Next, the story animation will play. Pressing the A Button here will also abort the animation.

3. After the animations, the Main Menu Screen will appear, in the shape of a signpost.

Move the cursor to either [New] or [Resume] and press the A Button.



New: Start a new game from the beginning

Resume: Load saved data and continue a game

There is another way to start the game from the Hardware Control Screen. (See the hardware instruction manual.)

USE OF THE CONTROLLER



Directional Pad: Moves the cursor to the left, right, up and down.

A Button: Enter: Enters the selection the cursor is pointing to.

B Button: Switches between Game Screen and Inventory Screen.

C Button: While holding the C Button use the Directional Pad to move your party (The Champions).

START Button: Pauses the game (press again to cancel).

The following additional buttons are available on the Sega Six-Button Joy pad:

Mode Button: While holding the C Button and the Mode Button, alternate movement options are enabled when using the Direction Pad to move your party. While pressing the C Button and Mode Button, the left and right directions on the joy pad will move the party left and right without changing the direction the party is facing. The Mode Button can also be used to program shortcuts into the X, Y, and Z Buttons.

X, Y, and Z Buttons: Shortcuts for A Button presses can be programmed into the X, Y, and Z buttons. See Advanced-User Options on page 12.

Using the Sega Mouse

LEFT Button: Enter: Enters the selection the cursor is pointing to. (Equivalent to A Button)

RIGHT Button: Switches between Game Screen and Inventory Screen. (Equivalent to B Button)

* To pause the game during play, move the pointer to the bottom left of the screen and click. To restart the game, click anywhere on the screen.

* When using the Sega Mouse, connect it to Control Terminal 2 before switching the POWER switch on.

Moving Your Party

I. Moving Using Icon Controls

Move the cursor to one of the movement icons on the bottom right of the screen and press the A Button.



Face left



Move forward



Face right



Move to the left

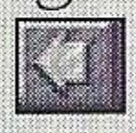


Retreat



Move to the right

II. Moving with the Directional Pad

While holding down the C Button, you can use the Directional Pad to move your party. Press the UP and DOWN on the Directional Pad to move forward and backward; press LEFT and RIGHT to change direction to the LEFT or RIGHT. You can't move to the side  -- using the Direction Pad unless you are using the Sega Six-Button Joy pad.

To side-step left or right without turning using Six-Button Joy pad, hold down both the C Button and the Mode Button, then press LEFT or RIGHT on the Directional Pad.

Advanced-User Options Using the Sega Six-Button Joy Pad

At times during game play, it is convenient to be able to press the A Button at some place on the screen without first having to use the Directional Pad to move the cursor to the location where the A Button is to be pressed. With this method, actions such as readying a Champion's weapon or dropping an item into a Champion's backpack can be performed more quickly. Custom Buttons for the X, Y, and Z buttons can be set to provide just such a shortcut.

When the game is loaded, the Custom Buttons are cleared from the X, Y, and Z buttons. Pressing the X, Y, or Z buttons will have no effect until one or more Custom Button is set with a new shortcut.

I. Setting a Custom Button

The X, Y, and Z Custom Buttons are each set the same way. To set a shortcut into the X Button, first use the Directional Pad to move the cursor to the place on the screen where you desire the shortcut. Since you are defining a shortcut for pressing the A Button at this place on the screen, you can press the A Button now to verify that the place you have moved the cursor is correct for the shortcut you wish to program. When you are satisfied with where you have positioned the cursor, set the Custom X Button shortcut by holding down the Mode Button and pressing the X Button. The screen will quickly flash white to let you know that the Custom Button was set. You can set a new shortcut whenever you wish by moving the cursor to a new place and repeating the procedure for setting a Custom Button.

II. Using a Custom Button

Once you have set a shortcut into one or more of the X, Y, or Z Custom Buttons, just press whichever Custom Button has the shortcut that you want to use. When you use a shortcut, the cursor will appear for a brief moment at the place on the screen where you set the shortcut, and the game will react just as though you had pressed the A Button at this place on the screen. The cursor will then be returned to wherever it was before you used the shortcut. You can use the shortcut as many times as you wish.

Note that at some points during game play there may be different icons at the place on the screen than were there when you set a particular Custom Button. When this occurs, the shortcut set for this place on the screen may not function until the icons on the screen return to the way they were when the Custom Button was set. If you should use a Custom Button at a time when the game cannot make the shortcut function, the game will let you know by flashing the screen red briefly instead of using the shortcut.

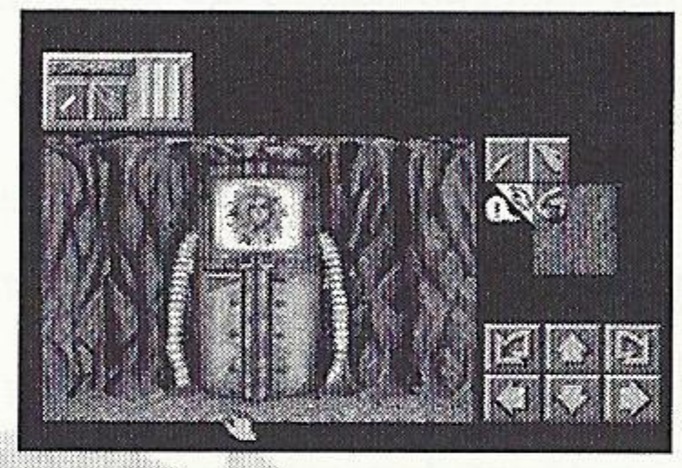
Selecting Champions

As the hero of the game, the first thing you must do is select Champions to join your party. When you select [New] from the Main Menu, you start out in the Cryovault Chamber. The Champions are sleeping in suspended animation in the Cryovaults. You may select up to three Champions to organize your adventure party.

Procedure for Selecting Champions

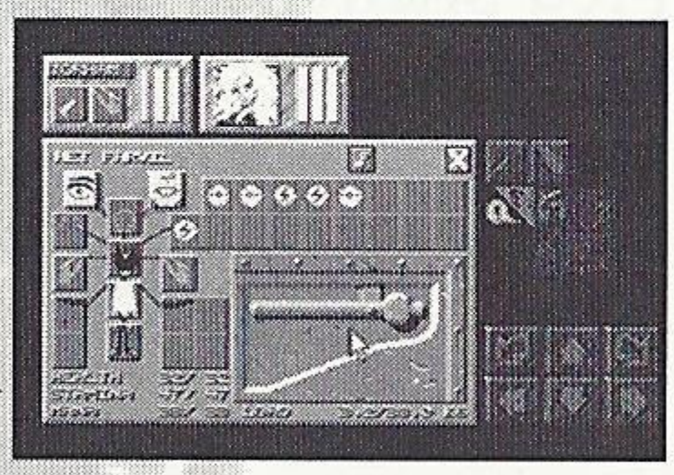
1. Movement Inside the Cryovault Chamber

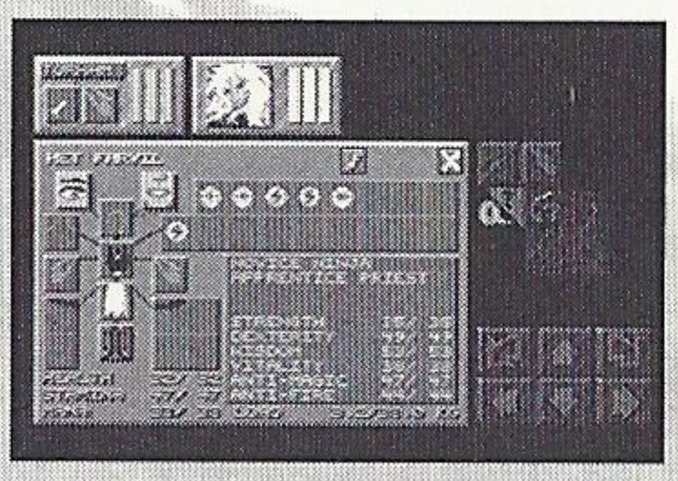
Move to a Cryovault and stand in front of it where a Champion is sleeping.



2. Examining the Talents of the Champions

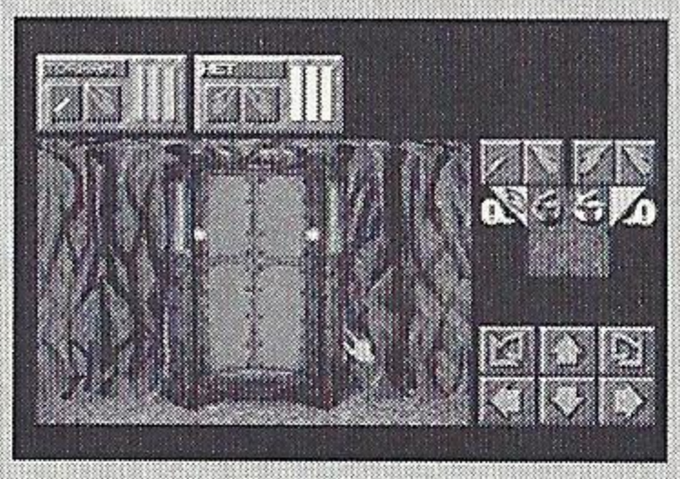
If you move the cursor to the Champion's face and press the A Button, the Champion Select Screen will appear. Move the cursor to the eye in the upper left of the screen and press down and hold the A Button to view the Champion's abilities.





3. Awaking the Champions

If you move the cursor to the lever in the bottom center of the screen and press the A Button, the Champion will be awakened from the Cryovault and become a member of the party. If you don't want your selection to become a member, either press the B Button or move the cursor to the "X" in the upper right of the screen and press the A Button to exit this screen.



4. Selecting the Next Champion

You can select up to 3 Champions in this way. Once someone has become a member of the party, you can't change your selection. Look at the abilities of each person carefully, and organize your party.

5. Setting Out on Your Adventure

You are now ready to set off on your journey. Climb the ladder from the Cryovault Chamber up into the Clan Room. Put the cursor on the ladder and press the A Button to go up or down the ladder.

Evaluating the Champions' Abilities

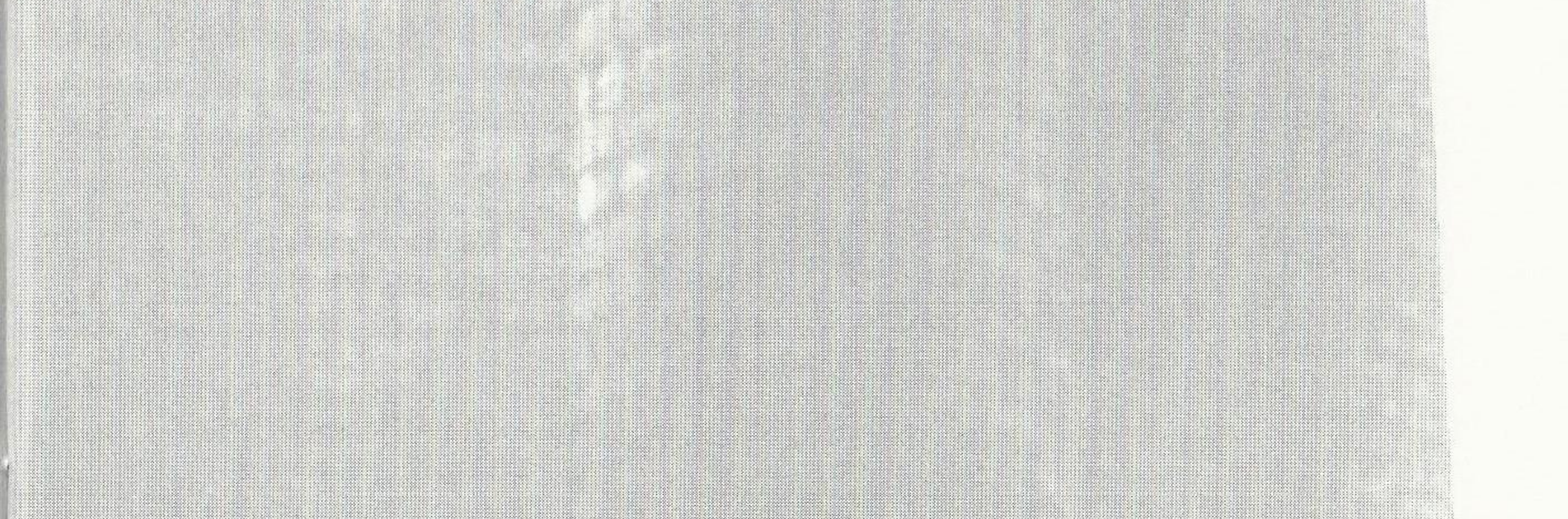
Each champion has 3 physical attributes--Health, Stamina, and Mana (Magic Energy). Each value is displayed in the bottom left of the Inventory screen - Current Value/Maximum Value. The maximum number can be increased with experience.

Health Physical health is displayed.
If this value drops to 0, the character dies.

Stamina Physical energy is displayed.
If this number drops below half the maximum value, the Champion's overall strength will deteriorate.

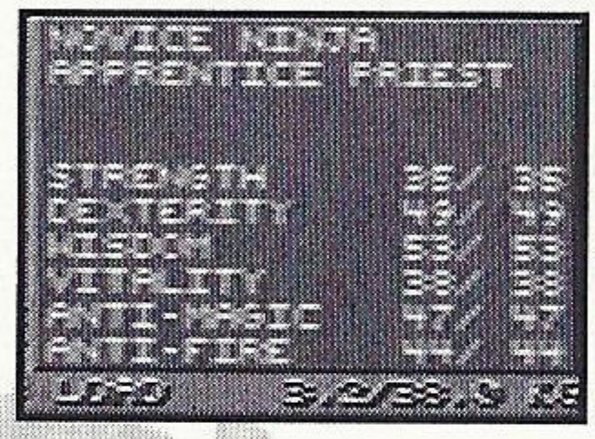
Mana Magical energy is displayed.
Mana is needed to use magic and cast spells.

Load How much the Champion is now carrying / Maximum the Champion can carry are displayed. This maximum increases as the champion gets stronger. If a member of your party is carrying more than his ability value shows, the walking speed of your party will be diminished.



Special Abilities of the Champions

The Four Special Abilities



Each of the Champions is endowed with four different kinds of skills.

Fighter

Has a talent for using large weapons, more physical strength than any of the other occupations.

Ninja

Has a high degree of control over weapons, and a high degree of dexterity.

Wizard

Can control magic power for use in battle.

Priest

Healing and protection is his specialty. He can restore physical strength by using magic, and protect the party from harm.

The 6 Attributes

The 6 Attributes are displayed in detail on the screen. For each attribute, [Current Value/Maximum Value] are displayed.

Strength
The higher the number, the more attack power you have with each weapon, and the heavier armor you are able to wear.

Dexterity
The higher the number the more skill you have in the use of weapons, and the better you are able to defend against attack.

Wisdom
The higher the number the faster you learn the Spells, and the faster your Mana can be recovered.

Vitality
The higher the number the faster you can recover from injuries, and the better you are able to avoid injury.

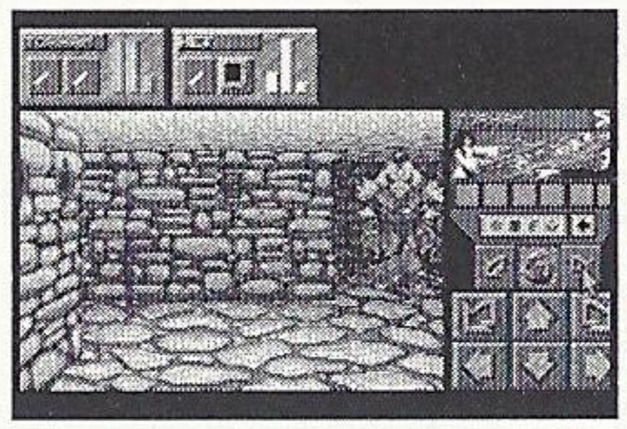
Anti-Magic
Your ability to resist attacks from magic.

Anti-Fire
Your ability to resist fire attacks.

Explanation of the Game Screens

1. Player's Viewpoint

Shows the scene in front of the party.



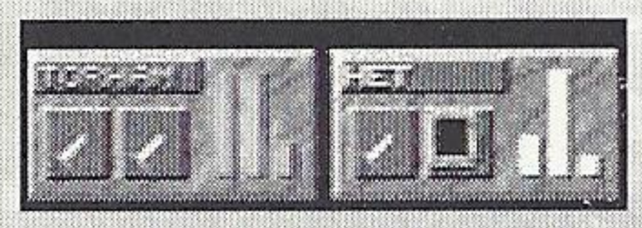
2. Leader's Hand

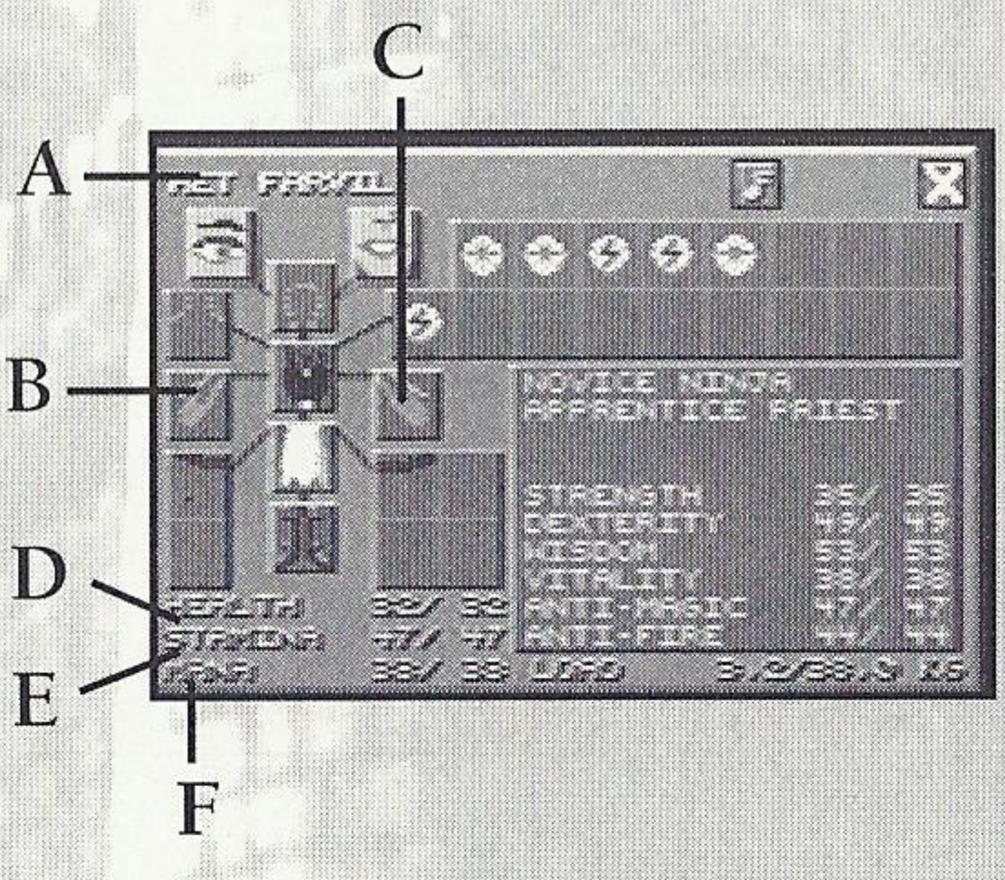
Think of this hand-shaped cursor as the leader's hand. The leader's hand can pick up and throw away things, and manage equipment. For details see page 20.



3. Information on the Champions

In the 4 boxes lined up at the top of the screen, each Champion's name, state of health, and partial inventory are displayed.





A. Name: The player's name is displayed in yellow.

B. Right Hand: Item currently being used is displayed. Injuries are shown in red.

C. Left Hand: Item currently being used is displayed. Injuries are shown in red.

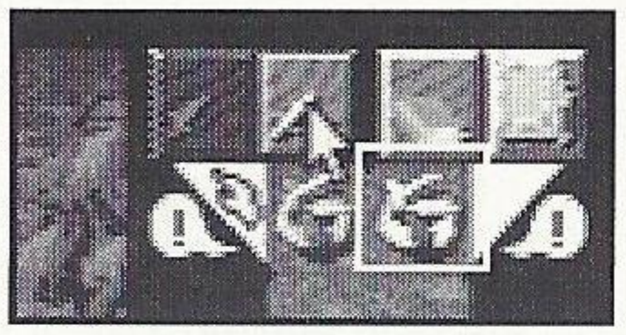
D. Health: If the character is injured the Health rating drops. If it falls to 0 the character dies.

E. Stamina: If the Stamina level drops, the weight of inventory that can be carried will fall. If it falls to zero; the character will take health damage.

F. Mana: Indicates the amount of raw magical energy the player has for casting spells. Drops when you use magic.

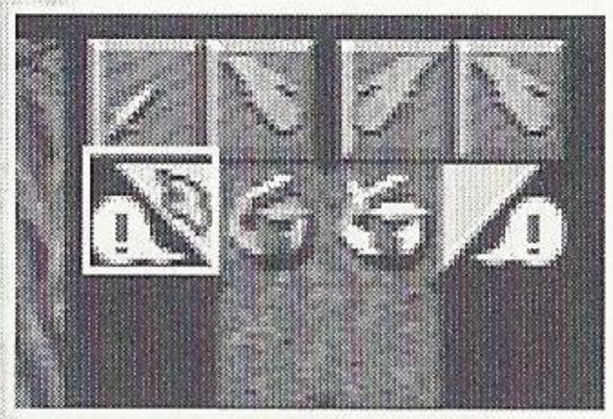
The 3 colors in the bar graph are the same as the colors of the party's arrangement.

4. Arrangement of the Party



This display shows the party as viewed from overhead. It is important to know the layout of the members. For example, if a character who can use a sword well is not positioned close to the enemy, the sword won't reach the enemy.
To change the arrangement, put the cursor on the member you want to change, press A Button, and move him to where you want. Then press the A Button to set him in the correct position.

5. Leader's Mark



The Hand mark is the leader's hand. If you want to change leaders, put the cursor on the gray triangle of the member you want to make the leader, and press the A Button.

6. Attack Hand



(A) is the left hand, (B) is the right hand. If a Champion is holding a weapon, the weapon will be displayed. During an attack, move the cursor to this part, and press the A Button to show attack preparation. (For details see How to Attack, page 22)

7. Magic Preparations



When you want to use magic, move the cursor to this part of the screen and press the A Button, and the Magic preparations will be displayed. (For details see Using Magic, page 23)

8. Movements of the Party

If you move the cursor to one of the 6 arrow icons and press the A Button, you can change the movements and direction of the party.  and  marks will turn you 90 degrees.  and , one step forward or one step back.  and  will move you one step to the right or left without changing your direction.

Control of the Champions

When the cursor is in the shape of a hand it represents the leader's hand. The leader does your bidding, and is capable of different kinds of actions.

Picking Up Items

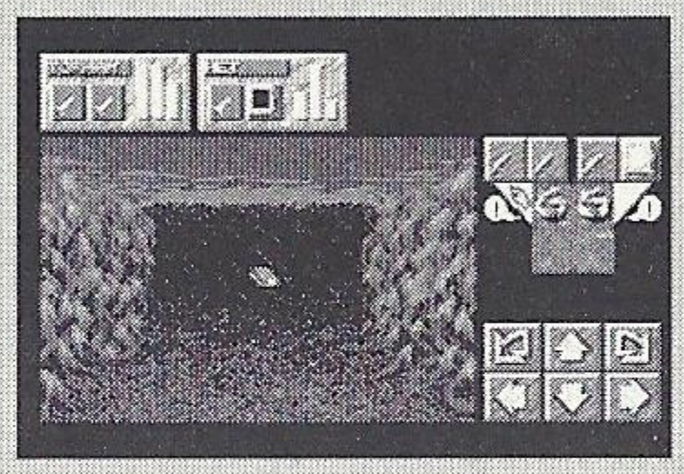
You can pick up an item by putting the cursor on it and pressing the A Button. If an Item in the Game Screen is too far away, you'll have to move to it to pick it up.

Putting Away an Item

When the cursor is in the shape of an item, to put it down, first position the cursor over where you want to put it and then press the A Button.

When you bring the cursor, in the shape of an Item, to the Name on a Champion's information screen, and press the B Button, the screen will change to the Inventory Screen and you can put it away. You can also put the Item Cursor on a Champion's Strength Bar graph and put the Item away without using the Inventory Screen. Putting Items in or taking them out is the same in the Game Screen or Inventory Screen.

Making a Champion Carry an Item



If you move the Item cursor to the right hand or left hand section of the Champion's Information Screen and press the A Button, you can make that Champion carry an Item. When carrying an Item that can be used by the hand, that Item will be displayed in the Attack Hand (Explanation of Game Screen, page 18).

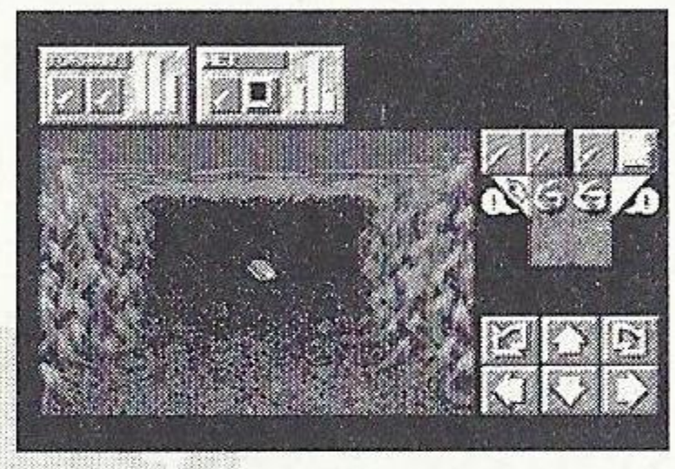
Throwing an Item

To throw the item, position the item at eye level in the top half of the Game Screen on the side you wish to throw it, and press the A Button.

Eating or Drinking an Item

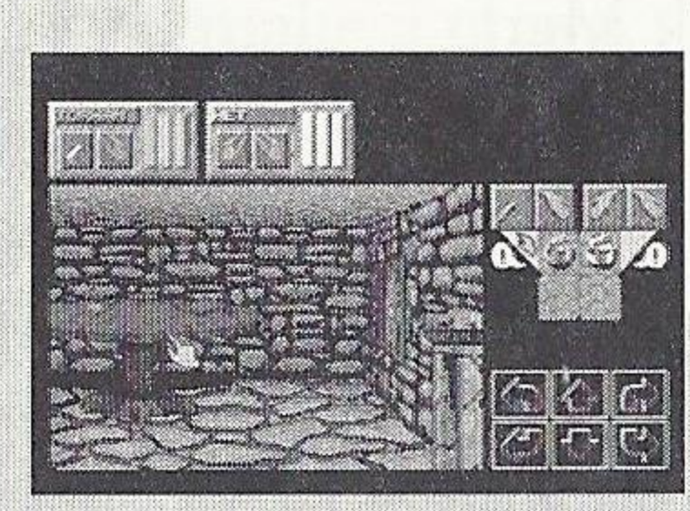
To eat or drink the Item, position the Item over the mouth of the Champion in the Inventory Screen and press the A Button.

Operating Devices in the Game Screen



You can operate devices and doors in the Game Screen by moving levers and pressing buttons. If you want to control equipment on the wall, stand next to the wall, put the cursor on the equipment, and press the A Button. You can't control it from far away. You might sometimes need special Items, such as Keys. At that time, take the Key to the lock, place the Key over the lock and press the A Button.

Moving Furniture and Large Objects

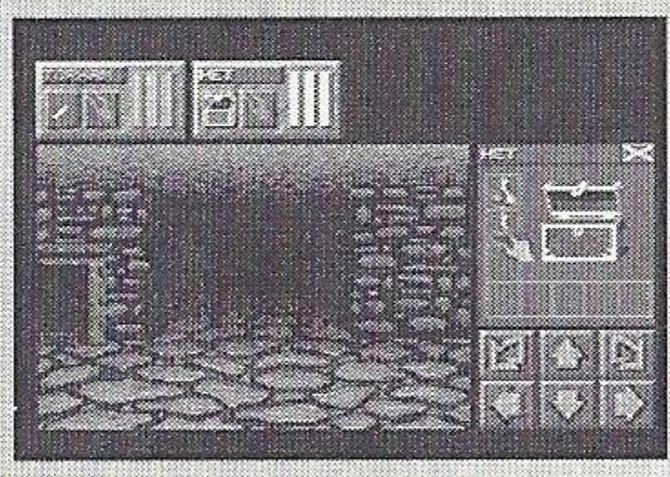


You can move some big objects, like tables, during game play. Move the cursor to the Item you want to move and press the A Button. Then move the cursor to the place you want to move the Item to. The Movement Icon in the bottom right of the screen will turn orange. Press the A button to move the Item. When you do this, the party will move with you - be careful. *Clicking outside of the game screen will cancel the operation.

Turning Tables

Besides moving things, you can rotate tables to bring Items on the table closer to you. For example, if you put the cursor at the left or right edge of a table and press the A Button, you can turn the table to get the Item you want.

Using Chests and Bags



If you find a chest, you'll want to know what's inside. In that case, move the hand cursor to the latch for the chest or the opening for the bag in the Game Screen and press the A Button to open it. If you put the cursor on the opening of a bag or chest and press the A Button, you can take things out or put things in. If you move the hand cursor to the chest or bag (but not the opening), you can close it.

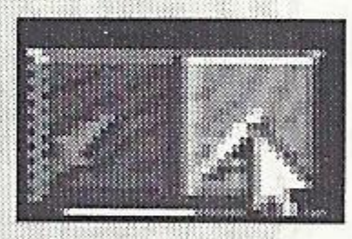
You can also use a chest or bag if you first pick it up and place it in a Champion's hand. (See Explanation of Champion's Inventory, page 25)

How to Attack

In each member's attack hand frame, the Attack Item that member has is displayed. Before attacking you must decide which member and what kind of Attack Item to use. Then decide what kind of attack movement you want to make. When you decide, your attack will start automatically. You can also choose the attack direction.

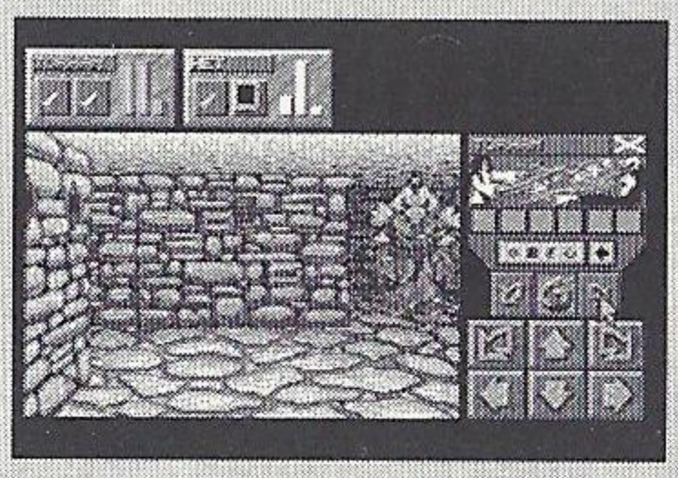
Order of Attack

1. Bring the cursor to the Attack Hand (See Explanation of Game Screen, page 18) of the Champion who will order the attack and press the A Button. Part of the screen will change to the Attack Menu.



2. If you want to attack in a different direction than the one you're facing, you have to bring the cursor to the arrows on the left or right side of the Champion and press the A Button, and he will change direction.

3. The attack movements of the member that you chose in (1) will be displayed on the Attack Menu. When you pick an attack movement from the menu and press the A Button, the attack will start. If you want to cancel an attack, move the cursor to the X in the upper right and press the A Button.



4. During an attack, the hand that is shown will be dimmed until the attack is over. You can't order that hand to do anything else during an attack, but another hand or another member can attack at the same time. One person's power may not be enough for some enemies, so you may have to keep ordering attacks, using the most efficient attacks available.

* Your party can move even while the Attack Menu is being displayed.
* When using an attack item that contains magic, the spell used for the magic will be shown in the Attack Menu.

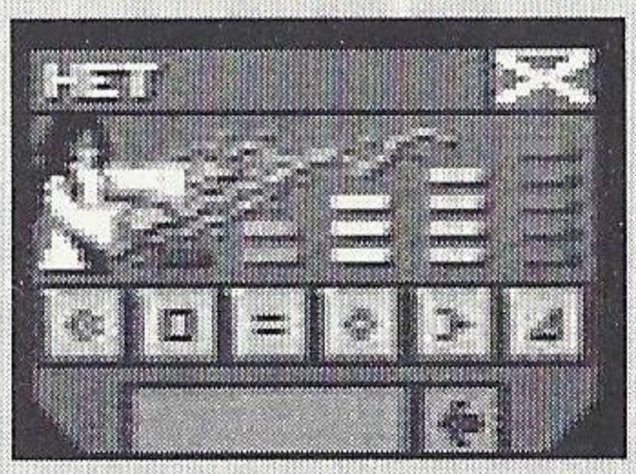
Using Magic

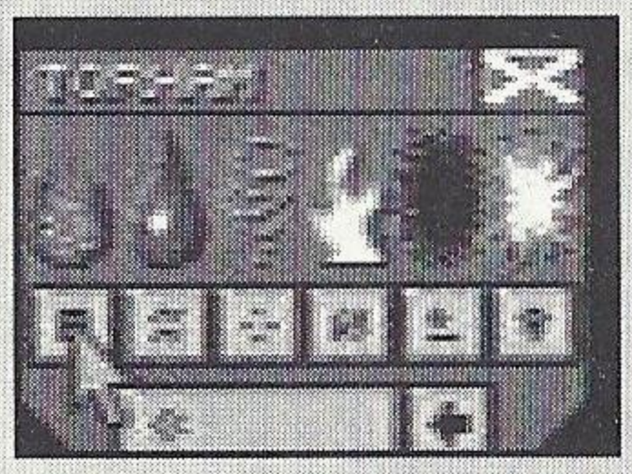
Any of the Champions can use magic, but, before you can use magic, you must be trained. Magic energy - "Mana" contained in the body - can summon magic. A beginner, who has a smaller amount of Mana, can use only low-level magic, but someone who has been trained can use higher levels of magic, depending on the type of training.

Magic is summoned by using a magic chant. The chants are composed of an arrangement of magic letters, called Symbols.

These symbols are divided into 4 functions - Power, Element, Form, and Class/Alignment, each containing 6 symbols. Each chant begins with a power symbol that determines the strength of the spell. Following the power symbol are the symbols that determine the type of chant. You need between 2 and 4 symbols to make a chant.

Procedure for Using Magic







1. First put the cursor on the "Preparations for Magic" mark (Explanation of the Game Screen, page 18) of the member who is going to use magic, and press the A Button. Part of the screen will change to the Symbol Menu screen.

2. The first symbol that will be displayed is the Power Symbol. The Power is greater going from left to right. A Champion with only a little Mana can't choose a higher power. Just choosing a symbol uses up Mana, so sometimes you won't be able to choose the next one, either. Move the cursor to one of the symbols and press the A Button to pick a Power Symbol.

3. After choosing the Power Symbol, you must choose the other symbols. The symbols chosen will be lined up in the Chant frame. If you choose a wrong symbol, put the cursor over the backspace arrow to the right of the frame and press the A Button. This will erase one of the symbols, and the menu also will change. But you cannot recover the Mana that was consumed in making the selection.

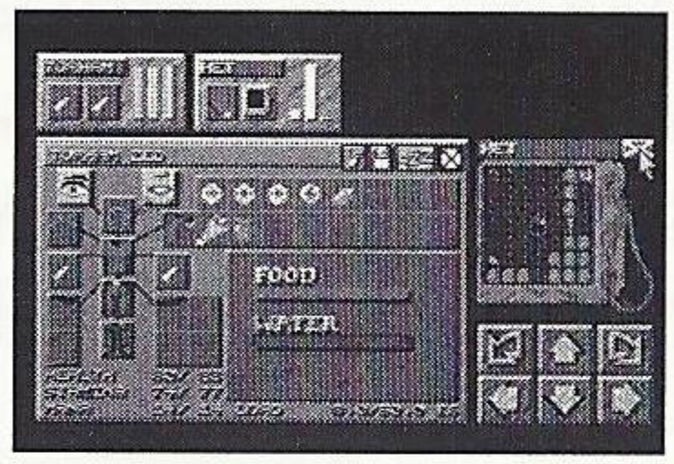
When you want to exit the chant menu, put the cursor on the X and press the A Button. The symbols that are lined up will stay the same.

4. When you've finished lining up symbols, and finished the chant, put the cursor on the Chant frame and press the A Button to use the magic.

Just like in attack mode, you can change the direction the Champion is facing.

Explanation of the Inventory Screen

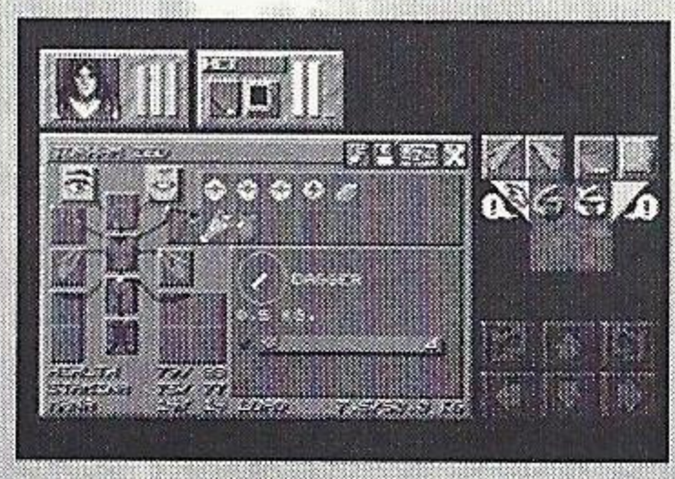
A Champion can carry many different kinds of things. Use the Inventory Screen to check the Inventory, and to put things in or take things out.



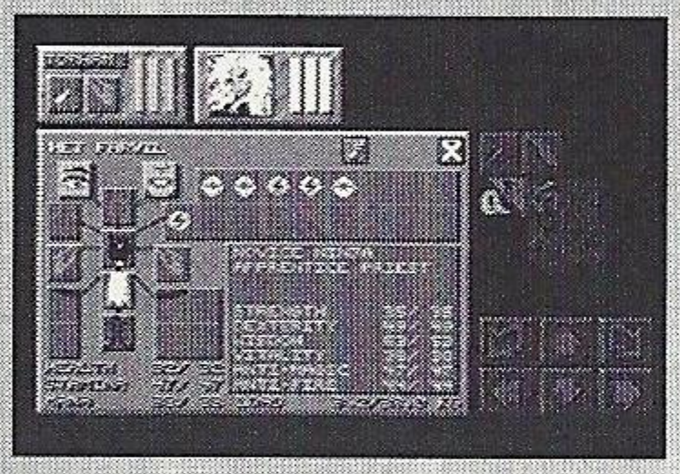
Put the cursor in a Champion's Information Screen (See Explanation of Game Screen, page 18) and press the B Button to get to the Inventory Screen. The leader's Inventory Screen can be accessed at any time by pressing the B Button. You can then access other Champions' Inventory Screens by selecting their Information Screens and pressing the B Button, without going back to the Game Screen.

Eye

When you put an Item Cursor in the eye frame and press the A Button, you can get more detailed information on that Item. This information is only displayed while holding down the A Button. The strengths of weapons and potions are shown in the bar graph.



If you move a hand cursor, not holding an Item, to the eye and press the A Button, that Champion's abilities will be displayed. If the Champion's abilities change the eye frame will turn red until you have seen the new abilities.



The strength of weapons and armor is displayed.
The strength of arrows, shuriken and other flying weapons is shown.
The strength of medicine will be shown.
The amount of magic left in weapons, canes other items containing magic will be displayed.

Mouth

If you put an edible Item Cursor over the mouth and press the A Button, you will be able to eat and drink. Of course, inedible items cannot be eaten.

Left Hand/Right Hand

You can't use weapons, chests, bags, the money box, and some other items unless you have them in your hand. Also, when you want to use a bow and arrow, you must use both hands. One hand will hold the bow and the other must hold an arrow.

Head, Neck, Chest, Waist, Foot

These frames are used to put on clothing, armor, and things the Champion wears. You can only put an Item where it belongs (for example, boots will only go on feet). If you are injured, the appropriate frame will turn red. You can heal injuries by drinking potions.

Pouch

Very handy for storing small things.

Backpack

You can store up to 17 Items in the backpack.

Quiver/Scabbard

When you use a bow, you must put the first arrow in the hand not holding the bow, but after that they will be positioned in the bow automatically if you have arrows in your quiver. Aside from missiles, you can put some weapons or a bigger quiver in the scabbard, which is the upper-left slot in the quiver.

Food and Water

The bar graph shows when a Champion is hungry or thirsty. If you don't have enough food or water, the bar graph will be yellow or red, and your Champion could die. The graph will also show if you've been poisoned. Poison is cured by drinking a potion, or may eventually wear off.

Health, Stamina, Mana

These three conditions are displayed numerically in the lower-left part of the screen. The numbers for Current Value/ Current Maximum Value are displayed. As the Champion's level goes up, the maximum value will also go up.

Load

The weight of the equipment that each Champion is carrying Current Weight/Maximum Weight is shown in kilograms. If a Champion is carrying more than the current maximum weight, the letters will become red, and walking speed will decrease. The party can only go as fast as its slowest member, so be careful.

ZZZ

If you move the cursor here and press the A Button, everyone in your party will sleep. Sleep is the quickest way to restore health, stamina and mana. They will sleep until you press the A Button or an enemy attacks. Sleeping uses up food and water to restore the Champion's abilities. Watch your bar graphs while sleeping.

X

Place the cursor here and press the A Button to return to the Game Screen. Pressing the B Button by itself will also return to the Game Screen.

Save

Put the cursor here and press the A Button to get to the Save Screen (For details see Saving and Loading a Game, page 35).

Champion's Inventory

You can freely exchange Items among members. For example, in order to move an Item from Member A to Member B, first open Member A's Inventory Screen, pick up the Item to move, then bring the cursor to Member B's bar graph, press the A Button. Another way to do this is to bring the Item Cursor to member B's Information Screen and press the B Button to open member B's Inventory Screen and put the Item away.

Chests and Bags

You can put things in and take things out of a chest on the Game Screen, but there's a more efficient way to do it.

Put the chest in a Champion's hand and it will be shown in his Action Hand. Move the cursor there and press the A Button. When you do this, one part of the Game Screen shows everything that's in the chest, and you can put things in or take them out. You can use this method on both the Inventory Screen and the Game Screen. Put the cursor on the X in the upper right and press the A Button to close the box.

You can manage bags the same way you handle chests.

Money Box

The Money Box is handled in the same way as the chests. The coins are divided into various types.
NOTE - The 2 characters on the left mean "Highest to lowest".

Blue Jewel = 4 Red Jewels
Red Jewel = 4 Green Jewels
Green Jewel = 4 Gold Coins
Gold Coin = 4 Silver Coins
Silver Coin = 4 Copper Coins
Copper Coin

Magic Map

There are 4 kinds of maps. Usually the top of the map is the direction the party is facing, so when the party's direction changes, the map will also change. There are different kinds of information written on the map. There are different kinds of obstacles on the map that might be important to the game. Study the map carefully and proceed with caution.
Mana is used up whenever you open the Magic Map. If you don't have enough Mana the map will be hard to read.

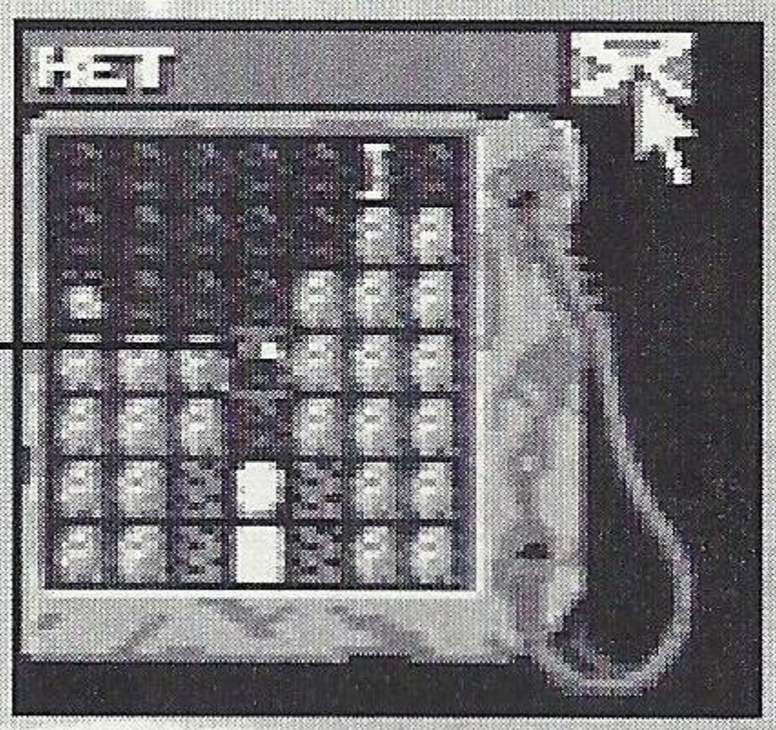
How to Use the Map

When you want to use the Magic Map, put the map in your hand, move the cursor to the Action Hand and press the A Button to open the map.
If you want to use a magic ability in the map, bring the cursor to the button with the symbol written on it and press the A Button. Press the button once more to stop using it. You can also use another ability at the same time.

Map

You can get this map in the beginning stages of the game. It has no special abilities, but it can be useful.

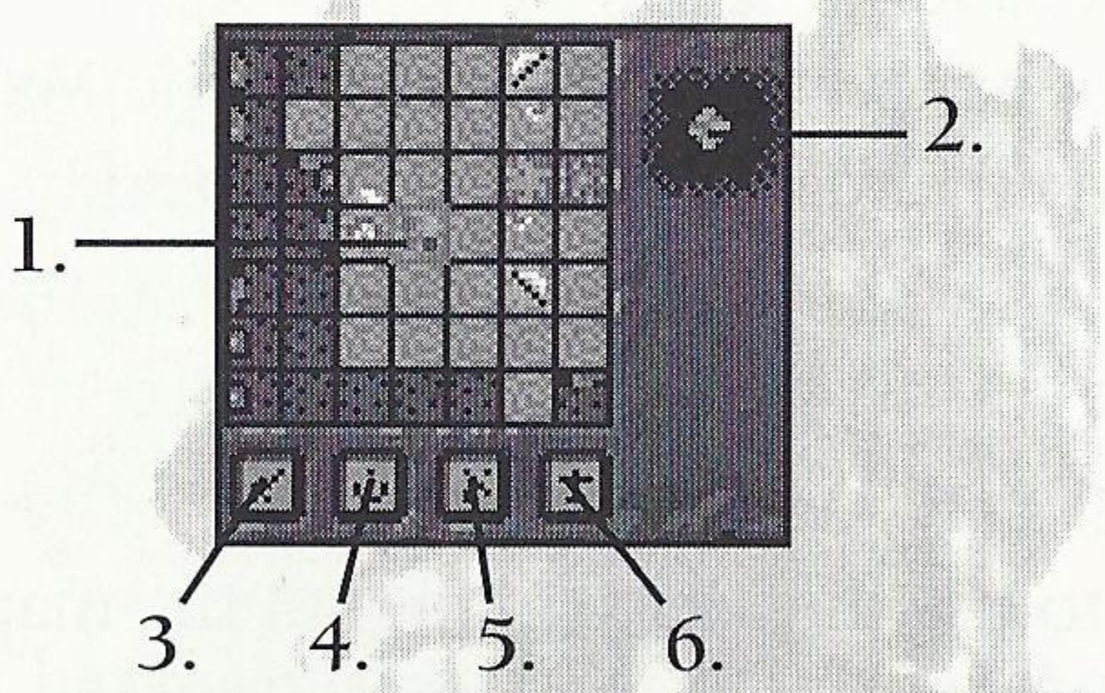
Current Position of your Party: The upper part of the map is the area in front of your party.



1. Present Location of the party: Normally the top of the map represents what is in front of the party.

Scout Map

Scout Minions make their appearance on this map. Scout Minions help by letting you know what's happening ahead of you.



1. Party's Present Location: Normally, the top of the map represents the direction your party is facing.
2. Reconnaissance: Scout Minions go on patrol so you can find out the situation at the top of the map.
3. Creature: You can detect the presence of creatures.
4. Trap: Used to detect hidden traps.
5. Magic: You can find places where magic phenomenon occur.
6. Stationary: Stops the map from moving with the movements of your party.

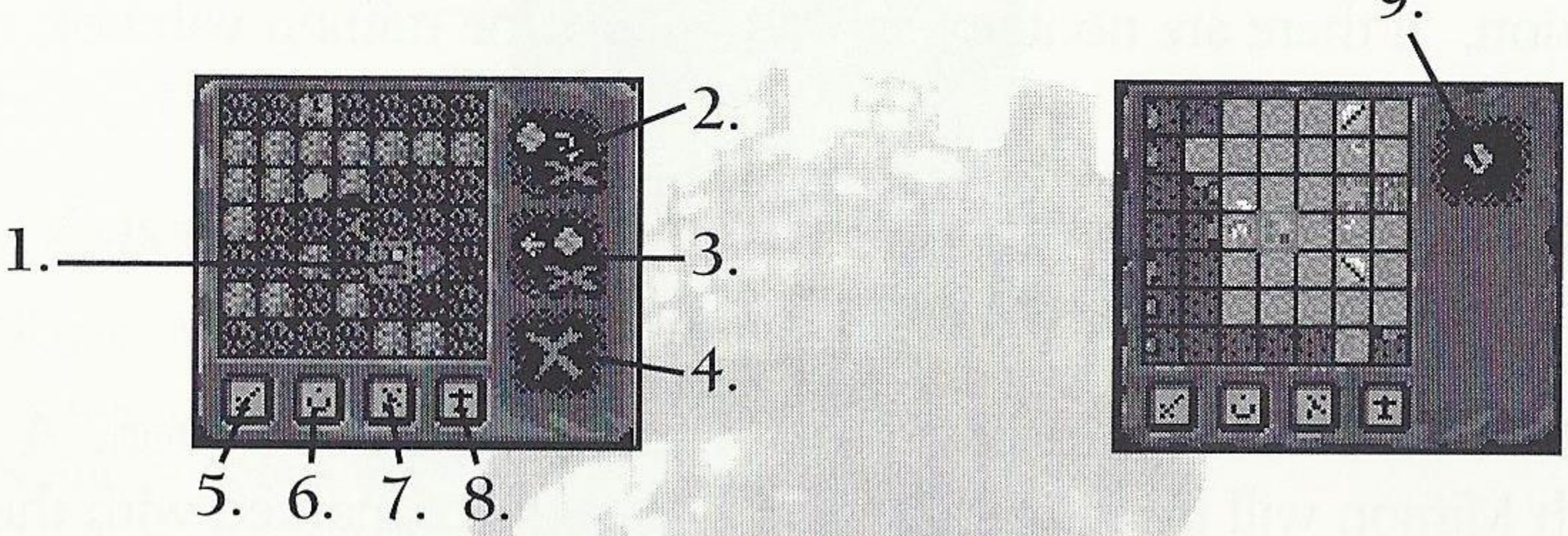
Using the Scouting Function

1. If you move the cursor to the Scout button and press the A Button, a Scout Minion will appear and scout for you.
2. Move the cursor to one of the squares in the map area and press the A button. A red X will appear there, and your Scout Minions will fly to that area.
3. If you mark other places on the map with a red X you will be able to see other parts of the map.
4. When you are finished with your reconnaissance, move the cursor once more to [Scouting] and press the A Button.

* Scout Minions cannot pass through walls or locked doors.
* If you put the cursor on stairs, ladders, or pits, and press the A Button the Minion can go to another floor.

Minion Map

Carry Minions and Fetch Minions make their appearance on this map. These minions will take things to distant places for you or bring things back from far away.



1. Party Location: Party's Present Location: Normally, the top of the map represents the direction your party is facing.
2. Carry: Carry Minions will take items to the X mark.
3. Fetch: The Fetch Minions will bring items from the X mark to your party.
4. Marking: An X mark is placed at your party's present location.
5. Creature: You can find out the location of creatures.
6. Trap: Used to detect hidden traps.
7. Magic: You can find places where magic phenomenon occur.
8. Stationary: Locks the map at its current position and orientation.
9. Remove Minions: Remove the Carry and Fetch Minions.

Using the Carry Function

This feature makes it possible to have items taken to distant places using Minions. They are limited to places you have already been to and marked.

1. You must mark with an X the place you want the minion to carry items to. Put the cursor on the Marking button and press the A Button, and an X mark will appear on the map at your party's location.

2. Move to a different location where there are items you wish to have carried to the location marked with the X.

3. Move the cursor to the Carry Button and press the A Button. A Carry Minion will appear to carry the objects in the location with the party to the point that you marked.

Using the Fetch Function

1. You must mark with an X the place you want the minion to bring items from. Put the cursor on the Marking button and press the A Button, and an X mark will appear on the map at your party's location. If there are no items in this square, the minion will not have anything to fetch.

2. Move to a different location than the square marked with an X where you wish to have the items fetched to.

3. Move the cursor to the Fetch button and press the A Button. A Fetch Minion will bring the items from the square marked with the X to the location of the party.

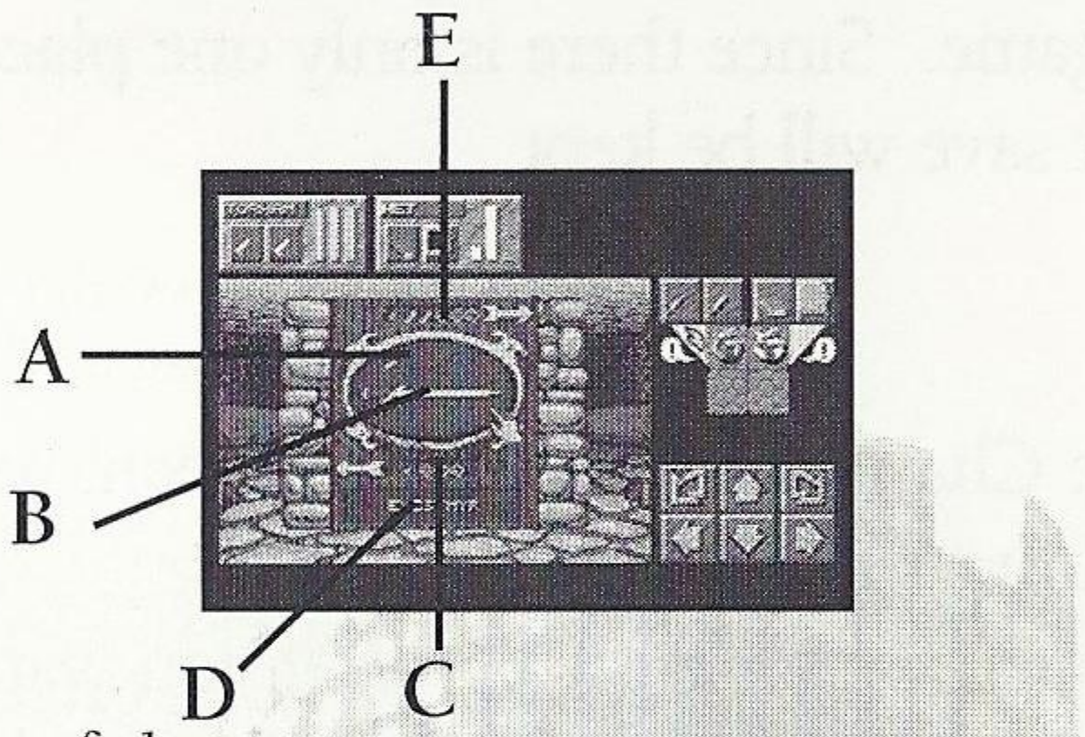
NOTE: Once you press the button for an ability, you can't cancel the function, but if you press the button for the opposite ability, the minion will return to its original location.

You can get rid of a Minion in the middle of his function, but he will drop whatever he is carrying.

* Minions can carry any items the Champions can carry.

Buying at the Shop

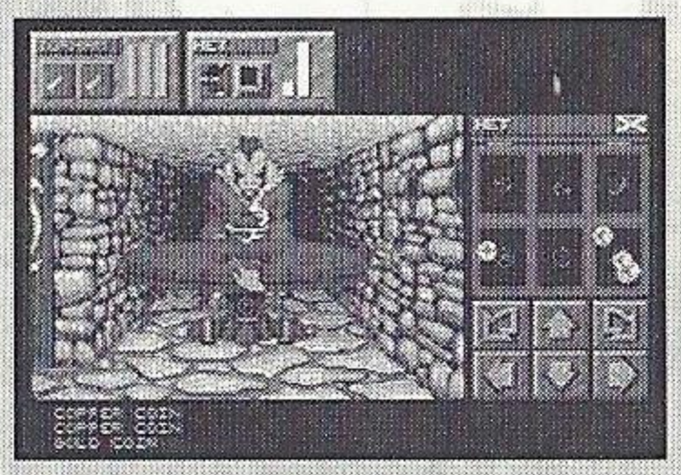
Throughout the game there are various shops where you can buy and sell Items.



A. Display Window of shop
B. Goods
C. Name of goods
D. Purchase Price: When selling, go to the left-hand table
E. Selling Price: When buying, go to the right-hand table

How to Buy

1. Move the cursor to the Display Window and press the A Button. Clicking on the top half of the display window will go up the list of items. Clicking on the lower half will go down the list of items. Select what you'd like to buy.



2. When you've decided what you want, with the Item you want to buy displayed in the Display Window, move to the right-hand table.

3. Take the correct amount of money out of the money box (you will get change if you over pay) and put it on the table. It's best to have the money box already open.

4. If you have enough money, the owner of the shop will turn the table and you'll get the Item you purchased, along with any change.
TIP: Try giving the merchant slightly less than he's asking for; he might just take it!

How to Sell

1. Just as in buying, you should make sure of the price before you sell something.

2. Go to the left-hand table and put down whatever you want to sell. If you put the money box on the table, you can change denominations of currency - smaller for larger.

3. The shop owner will take your Item and give you money. A shop can only buy items that it sells.

Saving and Loading a Game

If you save your progress along the way, you can load the data later and continue the game. Since there is only one place to save your game, only the last save will be kept.

Save

1. Go to one of the Champions' Inventory Screen, move the cursor to the Disk Icon, and press the A Button.
2. The Save Screen appears. Select [Save] if you want to save your game, or [Cancel] to cancel your selection. When the save has been completed, the game will return to the original Inventory Screen.
* Since only one set of data can be saved, the only the last set will be saved.

Load

1. At the Main Menu, move the cursor to [Resume] and press the A Button.

2.When the game is loaded, you will be asked if you want to start the game. Move the cursor to [OK] and press the A Button.
(A game can only be loaded from the Main Menu. You can't load while in game play.)

THE 16 CHAMPIONS

1) Kol Del Tac

Stats: Health 94, Stamina 36, Mana 0
Skills: Apprentice Fighter, Novice Ninja
Carrying: Club, Blue Pants, 4 Gold

2) Het Farvil

Stats: Health 32, Stamina 47, Mana 33
Skills: Novice Ninja, Apprentice Priest
Carrying: Black Top, Tabard, Leather Boots, 3 Gold, 3 Silver

3) Equus

Stats: Health 95, Stamina 85, Mana 2
Skills: Neophyte Fighter, Apprentice Ninja
Carrying: Wood Shield, Torso Plate, Fine Robe, Black Boots, Money Box containing 2 Gold, 1 Silver, 2 Copper

4) Bane Blade Cleaver

Stats: Health 91, Stamina 80, Mana 3
Skills: Journeyman Fighter
Carrying: Sword, Leather Jerkin, Leather Pants

5) Cletus

Stats: Health 100, Stamina 70, Mana 5
Skills: Apprentice Fighter, Novice Ninja
Carrying: Club, Illumilet, Leather Pants, 1 Gold

6) Tresa Vulpes

Stats: Health 47, Stamina 67, Mana 17
Skills: Apprentice Ninja, Novice Wizard
Carrying: Jewel of Symal, Bandanna, Black Top, Black Skirt, Black Boots, 3 Gold

6.5) Torham (The Player Character)

Stats: Health 83, Stamina 77, Mana 14
Skills: Apprentice Fighter, Neophyte Ninja, Novice Priest, Novice Wizard
Carrying: Dagger, Leather Jerkin, Leather Pants, 1 Emerald, 3 Gold, 1 Silver

7) Seri Flamehair

Stats: Health 43, Stamina 72, Mana 32
Skills: Journeyman Priest, Neophyte Wizard
Carrying: Bodice, Gunna, Sandals, 3 Silver, 3 Copper

8) Uggo the Mad

Stats: Health 88, Stamina 65, Mana 10
Skills: Apprentice Fighter, Novice Ninja, Neophyte Wizard
Carrying: Club, Scale Hauberk, Blue Pants, 7 Copper

9) Aliai Mon

Stats: Health 65, Stamina 75, Mana 12
Skills: Neophyte Fighter, Neophyte Ninja, Neophyte Priest, Neophyte Wizard
Carrying: Scale Hauberk, Leather Pants, Leather Boots, 2 Gold, 3 Silver

10) Anders Light Wielder

Stats: Health 28, Stamina 47, Mana 36
Skills: Novice Ninja, Apprentice Wizard
Carrying: Torch, Fine Robe Top, Scale Leggings, Black Boots, 1 Gold, 1 Silver

11) Cordain Dawnkeeper

Stats: Health 57, Stamina 68, Mana 22
Skills: Novice Fighter, Apprentice Priest, Neophyte Wizard
Carrying: Rapier, Scale Hauberk, Leather Pants, Black Boots, Money Box with 2 Gold, 1 Silver

12) Graen Ozbor

Stats: Health 35, Stamina 47, Mana 40
Skills: Neophyte Ninja, Novice Priest, Apprentice Wizard
Carrying: Fine Robe Top, Leather Pants, Sandals, Rope, 1 Gold

13) Saros Shadow Follower

Stats: Health 72, Stamina 50, Mana 29
Skills: Neophyte Priest, Journeyman Wizard
Carrying: Staff, Cloak of Night, Leather Pants, Gold, 1 Silver

14) Jarod Nightwielder

Stats: Health 62, Stamina 85, Mana 20
Skills: Novice Ninja, Apprentice Wizard
Carrying: Leather Pants, 1 Gold

15) Odo Alu Kailo

Stats: Health 60, Stamina 55, Mana 24
Skills: Novice Fighter, Apprentice Priest
Carrying: Staff, Cape, Blue Pants, Sandals, Bota, Shank, Flask (empty), 1 Gold, 1 Silver

A LOOK AT MAGIC

POWER SYMBOLS

All chants start with a Power Symbol.
This determines the strength of the effect of each chant. If you make a chant more powerful, the amount of Mana needed also increases.

Lo Um On Ee Pal Mon

Weaker  Stronger

PRIEST SPELLS

Stamina Potion - Makes a "Ya" potion which recovers Stamina.

Party Shield - Creates a shield which reduces the damage of a Creature's physical attack.

Spell Shield - Creates a seal which protects the Champions from attacks of Magic.

Shield Potion - Makes a "Ya Bro" potion which protects the body from physical damage.

Strength Potion - Makes a "Ku" potion which increases strength temporarily.

Wisdom Potion - Makes a "Dain" potion which increases intelligence temporarily.

Vitality Potion - Makes a "Neta" potion which increases vitality temporarily.

Dexterity Potion - Makes a "Ros" potion which increases dexterity temporarily.

Health Potion - Makes a "Vi" potion which recovers health and heals injuries after a Champion suffers damage.

Cure Poison Potion - Makes a "Vi Bro" potion which counteracts poison.

Strength Aura - Temporarily increases the Champion's strength.

Dexterity Aura - Temporarily increases the Champion's dexterity.

Vitality Aura - Temporarily increases the Champion's vitality.

Fire Shield - Puts up a shield to protect against fire and heat.

Darkness - Makes everything darker.

Guard Minion - This minion stays in a certain place and attacks any creatures that come close to it.

Porter Minion - Uses magic to make a minion to carry things for the Champions.

Mana Potion - Makes a potion which restores Mana power.

Wizard Spells (Wizard's Chants)

Magic Stone - Creates a magic stone that can be used as a marker. This marker can be seen on a Magic Map if the view magical feature is enabled.

Poison Cloud - Makes a mist of poison, which inflicts damage on creatures. Be careful because this also damages Champions.

Distort Time - Distorts real time, making the Champions' movements faster.

Invisibility - Makes the Champions transparent, to avoid a creature's attack.

Push - Uses magic to push something that the Champions can't push. The creature or large object in front of the party is pushed away.

Pull - Uses magic to pull something that the Champions can't pull. The creature or large object in front of the party is pulled towards the party.

Lightning Bolt - Sends a bolt of lightning, which inflicts damage on creatures.

Strong Light - Throws light energy into the sky, to illuminate all around the party.

Magic Torch - Makes a magic torch to light your way.

Fireball - An attack spell that throws fire energy at an opponent.

Poison Foe - Makes a poison missile, which inflicts damage on an opponent with the poison.

Harm Non-material - An attack spell for use against a magical opponent who has no form.

Open Door - A spell that uses magic to open doors. Only works on doors which are not locked.

Attack Minion - These minions use magic to seek out and attack creatures.

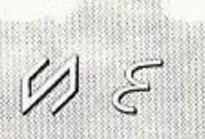
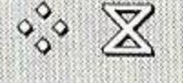
Reflector Spell - Builds a temporary wall surrounding the Champions and reflects an opponent's magic back to him.

Potion Spells

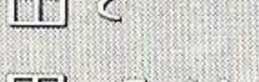
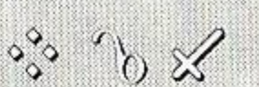
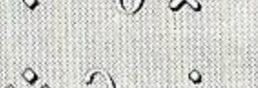
(you must have an empty flask in your hand before casting a potion spell)

YA		Stamina Potion: recovers stamina
YA BRO		Shield potion: protects Champion from physical attack
YA BRO DAIN		Wisdom potion: temporarily increases intelligence
YA BRO NETA		Vitality potion: increases life power, recovers health and temporarily increases speed
VI		Health potion: recovers health
VI BRO		Cure potion: counteracts poison
OH BRO ROS		Dexterity potion: temporarily increases dexterity
FUL BRO KU		Strength potion: temporarily increases strength

Attack Spells

FUL IR		Fireball: Casts fireball projectile
OH KATH RA		Lightning: Cast bolt of lightning
OH VEN		Poison cloud: Explodes into a cloud of poison
DES EW		Harm non-material: use to attack magical creatures

Protection Spells

YA IR		Shield aura: reduces damage of a Creature's physical attack
YA IR DAIN		Protect aura: protects party from opponent's magic spells
OH EW KU		Strength aura: temporarily increases party's strength
OH EW ROS		Dexterity aura: temporarily increases party's dexterity
OH EW NETA		Vitality aura: temporarily increases party's vitality
FUL BRO NETA		Fire shield aura: protects against fire and heat

Other Spells

FUL		Magic torch: short-lived light spell
OH IR RA		Light: Creates long-lasting magic light
DES IR SAR		Darkness: Creates an aura of darkness
ZO EW ROS		Porter minion: Summons magic to make a minion to carry things for the Champions
ZO		Open/Close unlocked doors

NOTE: *there are more spells for you to discover. Sometimes you can learn a spell from an object that can cast the same type of spell!*

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