(N.B. from ed. generally typing the first letter or number of any menu is just as good as clicking it. However, since this game is translated from German, not all keyboard shortcuts are translated. Any yes/no dialog requires a <J> for yes, for example. Generally, not an issue, however occasionally the logical keyboard shortcut will not work, as it was based off the german word, not the english one.)

(further note: I will occasionally post tips in parantheses, in places I feel the manual is incomplete)

Also, check the end of the manual fo keyboard shortcuts, as not all of them are covered in the manual, plus i will add my gameplay hints as well)

Spirit of Adventure or the world of Lamarge

Have you ever dreamt of knowing the benevolence of the gods with you and of being spared all unhappiness? Can you imagine a carefree life?

The world of Lamarge, which spanned a vast continent, was once blessed by the gods. The people of Lamarge knew no evil. They possessed magical powers and all their prayers were heard.

Yet, thousands of years ago, the creatures on lamarge began to turn away from the gods. As often happens when things are too well, heresy cropped up. The inhabitants began to beleive that the magical powers they were vested with had sprung from their own minds, not from the gods. Finally, faith dwindled until no more sacrifices were made to the gods and their very existence was denied. The greatest sanctuary on the continent, Mount Melfur, was desecrated in the course of events. Some apostates even abused Melfur as a sacrificial place for demons and dark powers.

The gods were quick to reply. They withdrew their benvolence from Lamarge and its inhabitants. Soon Lamargians' spells began to fail, storms and catastrophes struck and the land mass was torn apart. A host of islands, each of a different size, was boen. Mount Melfur itself was destroyed. The former sanctuary burst to pieces in a fierce explosion, forming a huge cloud of dust above Lamarge. Those who survived the disaster passed their memory of the awful sight on through the generations to come. Eventually, the cloud dissipated, spewing rocks and debris over the islands. The stone rain wreaked havoc, tearing dust from the earth's surface, which in places would settle back later in sediment. Other areas saw the sand being washed out by heavy rain. The face of the earth was resculpted. In a distant future, the rocks fallen from the sky would be found at excavation sites above and below the earth's surface and called rune stones. First, however, they were buried by earthquakes, disappeared down crevices, or washed into the sea.

The surviving population of Lamarge slowly recovered in the course of centuries. People strove to regain a settled life on the riven continent. Science, culture, and religion once again became important as cicilisation was built anew. Scholars and scientists began to research the history of their country. Their attention soon focussed on the rune stones and on several, apparently inaccessible, temples that had been discovered throughout Lamarge. Time and time again, their endeavors were crowned by success. Eventually, the rune stones were classified in 18 groups.

Another interesting quality was found in the rune stones. The first adventurer to enter an ancient temple owned three such stones. He obviously broke the charm laid upon the sanctuaries, for henceforth no creature was denied access to these abodes. On the strength of this observation, scholars began to experiment with rune stones. They created numerous spells in the temples and were soon copied by others who used the powers of the stones to their own ends. Thanks to the power of the runes owners of rune stones quickly became respected and well-reputed. Their recognition was not dimished by the fact that in the meantime evil and cunning creatures had secured runes for themselves and were already able to use rune spells.

The dust that had settled on the ground was examined, too. Scientists observed that it seemed to bestow magical powers upon those who walked over its soft surface. Many inhabitants of Lamarge were born with inherent skills that grew during their life. This gift was attributed to the dust. The type of skill, their intensity and effects varied by region and ancestry of the Lamargians. In a few places the concentration of the dust was so high that the beings of these regions developed but one single skill in their life. The abilities proved invaluable in the struggle for survival, even though their power was lesser than that of the rune spells.

Despite the effort of all ther studies Melfur itself, the source of the magic dust, of the rune stones,and the temples, was lost lost from peoples minds. Runes and the power they granted to their owners became the focus of a new religion instead of venerable Mount Melfur. the Cult of the Knowing came into existence - a union of people who knew about the rune powers and the temples and who endeavored to use them to the benefit of mankind. Melfur and the ancient religion sank into oblivion or, worse yet, were increasingly regarded as useless "dead weight of the gods." The rune temples, considered as artefacts of a religion long wasted away, were only revered because rune spells could be woven there. As the Cult of the Knowing uses its might mainly to the benefit of the population, it is spreading as a surrogate religion throughout Lamarge. The might of the runes is worshipped. Monasteries have been built for rune adoration, for stengthening the minds of believers and for furthering the purposes of the Knowing. There is a monastery in every larger settlement on Lamarge. Its father or mother superior usually is the politically most important person of the community.

It did not take long for a counterpart of the Cult of the Knowing to emerge. The Fraternity of Dreamers is dedicated to trading opitar, a powdered drug the ingredients and production of which are only known to the Dreamers. Opitar boosts physical energy to an extreme, addicting at first taste. Addicts are capable of short-lived maximum performance but are beset by hallucinations and, invaribly, loss of reality. If the weekly dose of opitar is not supplied the addict's body will continously deteriorate. This is particulary noteworthy since every fifth inhabitant of Lamarge is already given to the drug. This alarming development has allowed the fraternity to become a powerful organisation, already openly active in politics. The very fabric of society is endangered by crime and the loss of morals and manners that accompany drug addiction. Not even the Cult of the Knowing is capable of handling the situation. Things are getting worse day by day. The Knowing can no longer successfully pursue their stabilising goals.

Can Lamarge still be saved?

The Main Screen

When you start Spirit of Adventure the screen mask will appear. You will control up to six characters. The first six windows at the bottom of the screen are provided for their portraits. You will find a green, a yellow, and a red column next to each portrait, indicating physical health, mental state, and magic power respectively. The seventh window has been provided for a compass you might use sometime.

You could well come into possession of rune stones during your adventure. up to 18 differnet stones can be displayed in the top left-hand section of the screen.

You should currently see a picture of the monastery next to the stone display. While travelling, this window will show your location, people, or monsters you encounter.

The upper right-hand part of the screen displays written messages. This is where you will see information on your progress and on events and places. Conversations as well as monastery options are also displayed here. Arrow keys are drawn between the message window and the character portraits. You can click on these icons with your mouse in order to move your party around Lamarge.

Monastery options

Now that you are familiar with the screen displays, you can plune into the world of Lamarge.

The adventure begins in the monastery of Mooncity. Monastery options will be available in all monasteries of the country, yet only there. You can now assemble your party.

Creating a hero.

You can now create a character to your liking. The process includes:

a) Naming the character

b) Choosing a character's class

Magician (male) Goddess (female)

Members of this class have dwelt upon the history and ancient lore of Mount Melfur from childhood on. Hoping that magic will be restored to all creatures of Lamarge. both magician and goddess are bent on using their mental power to further the cause of good in the world. Their inclination towards magic equips them well against mental attacks.

Warrior (male) Amazon (female)

Children who love to romp, explore, and fear no fight are destined to become brave warriors or amazons when they grow up. Most of them will have been trained by weapons masters or other Lamargians with a life of fighting experience. Both the male and female fighter tend to solve problems with their sturdy weapons. Combining sherer force with an elegant stroke, neither meddle with mental attacks.

Priest (male) Fairy (female)

Like Magician and Goddess, these two have a magical bent and are familiar with rune magic. They tend to step back in physical combat and cannot lead mental attacks. However, their healing powers and diplomatic skills make them invaluable members of Lamargian society.

Samurai (male) Banshee (female)

Samurai and Banshee have taken a catholic interest in both physical struggles and magical dealings from childhood on. They embody a well-rounded mixture of combat skills and mental powers. Being extremely dexterous, they can weild two weapons at a time. Also, they they tend to land the odd lucky stroke, otherwise extremely rare.

c) Choosing a characters race

The races on Lamarge have evolved due to varying climatic influences and conditions of life. The cold nothern lands with their constant winds and harsh winters have brought forward a sturdy, steadfast breed of men, entirely different from the tall, nimble southerners. Having mingled over the centuries, though, the races have been enriched by a variety of aptitudes and skill mixes.

Odinary

The Odinary originate from the north. An adverse environment let only the strongest members of this people survive. Hence the assertion that the Odinary are the planet's strongest inhabitants. On the other hand, tenacious rumours spread word of their supposed clumsiness and stupidity.

Tidician

The Tidician are at home in the woodlands of Lamarge. Of superior strength and constitution, the Tidicians often lack charisma and dexterity.

Dyce

The Dyce are city born and bred. They specialise in the sciences and, foremost, in magic. Their intelligence and magical skills are slightly superior to those of other races.

Allany

The Allany are town dwellers, too. Yet while they are endowed with exceptional charisma and intelligence, their strength and constitution are defintely are below average.

d) Determining the character's skills

Having given your character a name, class, and race you will be shown his or her attributes. They are rolled by the computer under consideration of race and class. The attributes have the following meaning:

Body - This attribute denotes physical condition. The higher the mark, the better the health. If the character sustains injury, those damage points are subtracted from his or her constitution points. The character will die when health drops to zero. Only strong magic can then resurrect your companion.

Mind - Mind reflects your character's mental prowess. Mental attacks or damage reduce this attribute. If it decreases to zero the character will also die. Here, too, powerful magic is known to do wonders.

Magic - A character wishing to create or use rune spells needs magic points.

Strength - A hero's strength tells you what he or she can physically achieve. As the physical damage a character can inflict upon damage depends on his or her strength, this attribute perceptibly influences combat. Other actions requiring brute force should also be performed with the character with the greatest strength.

Dexterity - Dexterity and body control are vital for disarming traps, picking locks, or otherwise performing delicate taks. An agile character will be morel ikely to avoid enemy attacks and thus will suffer fewer injuries in combat.

IQ - The intelligence of a spellcaster determines the effect of rune spells, and the damage done with mental attacks. Some tasks in SOA can only be fulfilled by highly intelligent characters.

Charisma - Personality helps the party when negotiating with others. Aperson's charisma exercises a strong influence on the course of conversations. It is helpful to have one party member with great charisma. This companion can convince others and turn exchanges in favour of the party. finally the power of some rune spells is influenced by the character's charisma.

Magic Skills - The inhabitants of Lamarge are endowed with different magic skills. Each person can pursue up to six talents. The type of ability is determined by the character's class. You will learn more about magic skills later on.

e) Accept, Retry, Quit

If you are satisfied with your character confirm your choice either by clicking accept or by typing <A> on your keyboard

If you wish to change your character's class and race while retaining his or her name, click Retry or hit <R> on your keyboard

After having created a sufficient number of characters you can return to the Monastery Options menu by clicking Quit, or by hitting <Q> on your keyboard

Recruiting a Hero

A dark portrait window at the bottom of the screen indicates a free place in your party.

In order to add a character to your group choose 'Recruiting a hero'.

This will cause a list of all characters you have created to appear. Characters already added to your party will be marked with a diamond. Unmarked characters can join the group by being clicked on or by typing the line number. The character chosen last will move to the leftmost free window. Each character can only be a member of a party once.

If a person you have created does not appear on this list try scrolling up or down with the respective arrow keys or by clicking on the arrow icons. You can continue adding characters until your party of six is complete.

No character can be added more than once.

Dismissing a Hero

If you wish to remove someone from your party i norder to accept another character, either type 3 or click on 'Dismissing a Hero.' A list of characters currently in the party will be displayed. You can now remove a character by typing the line number or just by clicking on the line. While the list is displayed you can also dismiss a hero by clicking on their portrait. Click on 'End' or type <B> to go back to the monastery Options menu.

Deleting a hero

Characters who are not members of a party can be deleted from the list. THey will disappear forever making way for new characters you may wish to create. Delete a person by typing <4> or by clicking 'Delete a character'. A list of up to nine characters created by you will appear. It can be scrolled up or down to reveal more names.

Typing the characters line number or clicking the repective line will now irrevocably delete him or her from the list. Make sure you really wish to drop this person before giving the command.

Again, typing <B> or clicking 'End' will return you to the Monastery menu.

Loading a game

you can load a saved game with the Monastery Options at any monastery. Obviously, you can only load a game if you have saved one before. (N.B. from ed. no, I'm not being sarcastic. That last line is actually in the manual)

In order to load a game, type <5> or click on 'Load a game.'

saving a game

If you are in a monastery and happy with the condition and progress of your party you can save their game. Type <6> or click on 'Save a game.' then you wil be asked whether you really mean to save the game. If you confirm by clicking 'Yes' or typing 'J' the game will be saved, erasing any previous saved game.

Leaving the monastery

If you feel ready to embark on your journey, enter the dangerous roads of Mooncity by either clicking or pressing <7>.

(Note: you really should talk to the principal first though. You get information and items plus a little gold. -ed)

Conversations

the superior of a monastery is of eminent importance to the community's political and religious life. You might wish to talk to him or her while at the monastery.

Press <8> or click 'Conversation to talk to the superior.

Real time in SOA

Always remember that SOA runs in real time. Day and night, weekdays and even months are distinguished in the game. You will be able to see some effects on screen (i.e. night falls. try not to be outdoors at this point, life gets nasty - ed.) Others can be found out indirectly, the hours of shops, pubs and healers. Pubs and taverns are only open on certain days. This can be vital importance to your quest, especially when some action essential to your characters can only be performed during certain hours or some weekdays. (yeah, nothing like being at low health, and hanging around outside of a healers praying it opens before you get mugged -ed.)

Preparing for life in Lamarge

Before stepping into the bustling streets with their bewilderng host of impressions, you should equip your party and prepare them as best you can. Survival might depend upon it before too long. SOA contains several commands and summaries to this end.

Status Screen

Double clicking on a character's portrait calls up the first page of the party's status screen. It reviews the characters' names, races, and attributes as well as equipment, weapons, and armor. In addition to the above information, the amount of gold and rations for the entire party will be shown. the second page of the status screen is loaded by typing <M> or by clicking 'More'. This gives you the skills, spells, langagues, and runes of the character examined. If the character's condition is other than normal, this condition will be display between the 'drop' and 'more' options.

Actions on page 1 of the Status screen

To cancel any action you have begun on this screen, press <esc>

Equip

your characters begin the game with basic equipment stowed in their back packs. The party will find, purchase, or otherwise aquire carious other items during their journey.

To use any item you must first mark it in the character's status screen.

Clicking the item equips it (as noted by a diamond -ed) or pressing <E> to highlight the first item, then using the arrow keys to move to the item you want and pressing <Enter> to equip it.

Vice Versa, if you wish to unequip an item, either click an equipped item or press <E>, highlight the item with the up and and down arrows and press <Enter> to confirm. The diamond behind the equipment will disappear, indicating this piece of equipment has been unreadied..

Transfer

If a character is loaded withi tems or cannot use or identify an item, it might help to give the item to another member of the party. In order to do this press <T> to highlight the person's inventory. Use the up and down arrows to choose the item, then confirm by pressing <Enter>. This will highlight the list of characters on the right side of the screen. Choose a character o a character to recieve the item and confirm by pressing <Enter>. Alternatively, selecting an item with your mouse then clicking on the person to receive it will do the same thing.

Drop - throwing items away

Should one of your heroes be carrying up to capacity it might make sense to drop an item of minor importance or value. Otherwise this character may not be able to take any more important items he or she may still come across. Type <D>, highlight the item you wish to drop, and confirm with <Enter>. Agan, selecting the item with the mouse and clicking 'Drop' achieves the same thing. Beware, an item once dropped is gone forever.

Status screen - viewing other characters

The right-hand side of the status screen displays a list of the other members in your party. In order to view one of them just type in the corresponding number, from top to bottom <1> through <5>. Double-clicking on the character at the right-side of the screen will achieve the same result.

Page 2 of the status screen

to turn from page 1 of the status screen to page 2 either type <M> or click on 'More'.

Leaving the status screen

Press <Q> or click on 'Quit' in the upper left hand corner to exit the status screen and return to the game.

Skill - activating or deactivating a magical talent

Every character begins the adventure with omne skill. The magical dust of Lamarge will allow the acquisition and perfection of further skills.

A skill must be activated i nthe status screen of a character to have an effect. Double click on the skill you wish to activate or press <S> and use the arrow keys to highlight a skill and press <Enter>. A diamond will appear behind the skill indicating it is in use.

Rename - Altering the name of a spell

When a spell is generated in a rune temple, it will appear as a ? in the character's status screen. A short note behind the spell informs you of its cost in spell points to cast it. In order to remeber the meaning of the spell, it is suggested you replace the ? with a name suggestive of its use.

Type <R> in order to change the spell name. Use the up and down arrows, and then press <Enter> to choose the spell you wish to rename. You can then enter up to 7 letters or numbers. Typing <Backspace> allows you to erase digits or letters. confirm your choice with <Enter>.

Wiping a Spell

Your characters will create a good deal of spells in the course of their adventure. Eventually their capacity to hold new spells will be exhausted. The number of spells a person may learn depends (among others) on their race and experience. If a character wishes to learn an important new spell, he or she may be forced to delete an old one.

typing <W> and choosing the spell with the up and down arrow keys and pressing enter, or double clicking on the spell will delete it. In either case, you will be asked to confirm the deletion to avoid accidental erasure. Clicking 'Yes', or pressing <J> will erase the spell selected. Clicking 'No' or typing <N> will not.

Placing characters for combat

the six characters you can fight with are split into two rows of three. Opponents attcking physically will only harm the first row of three. This is not valid for monsters with ranged weapon or spells. Thus it might, be useful to change your characters' order during or after combat. Characters are numbered 1-6, left to right. Characters 1 to 3 are in the first row, protecting character 4 through 6 in the back row. (Hence, Priests and Magician types should be in the back row -ed).

typing <Ctrl> - <O> will let you exchange the place of two characters A list of characters will be displayed, allowing you to either type a number of a character or click on his or her portrait. You must then choose the new position of this character by typing the number (or clicking on the portrait) of the character to exchane with. The two characters will then change places.

First steps in Mooncity

As you leave the monastery you will enter Mooncity. The picture window now gives you a 3-D view of your surroundings, the bottom of the window shows the name of the street or place you are in.

you move around town with the arrow keys:

<up> take a step forwar in the direction you are facing

<down> move backwards, retaining the same facing

<left> turn 90 degrees to the left w/o moving forward

<right> turn 90 degrees to the right w/o moving forward

You can also click on the arrow icons to move around in towns.

The Wilderness

As soon as a land crystal in your possesion you can leave Mooncity and begin to explore Lamarge. The screen will display a picture of those landscape features your crystal let you see. At the beginning you can see forests, plains, hills, mountain ranges, swamps, and rivers. Wnenever your expedition leads to settlements you can choose to enter them.

If you come across inaccessible terrain or countryside that is hard to cross a message will appear, preventing you from in advertently entering the area. If you stride forth into deserts, grasslands, or steep mountainsd your party will consume rations at a faster rate than normal terrain.. Make sure you provide your heroes with sufficient rations before exploring difficult terrain to avoid dying pitifully of starvation.

the party's current position is marked with a cross (+) on the land crystal. Use the arrow keys (or arrow icons) to move around in the wilderness:

<up> Move north one unit

<down> Move south one unit

<left> move west one unit

<right> move east one unit

Dungeons of Lamarge

The explosion of mount Melfur created a huge system of caverns on Lamarge. No inhabitants of the islands could but have explored a fraction of its vast expanse. those concerned with scouting the caves believe that enormous treasures and great amounts of priceless rune stones must lie hidden in the unexplored depths of the dungeons. Exploring the dungeons is said to be tricky though. Rumour has it that the treasures are protected by traps. also, the effect of magical dust should not be underestimated. Teleport systems and magical sources are supposed to have evolved. None of the effects have been investigated, however. The party moves through the 3-D view of the caves with the arrow keys and arrow icons exactly like one moves through towns. (one further note - before entering dungeons make sure you have a character with the compass skill. otherwise you will get turned about and lost in no time. Actually, having a character with the compass skill is a good idea, period. -ed)

Entering houses, temples, and other structures

Wandering through the streets of towns you will pass a number of doorways. Standing in front of a building allows you to see details of its exterior. Some buildings have distinctive architecture, depending on their use (e.g. taverns).

Upon entering a house (press up arrow or click on up icon) you will either be addressed by its occupant or receive a message. (usually go the hell away or a variation thereof for genric houses -ed). Pressing the down arrow (or down icon) will return you to the street, facing the oppisite direction. (and if this sounds a mite confusing, don't worry it is. You'll get used to it, however. -ed)

First Hostile Encounters

Your party will not onlymeet friendly creatures in their wanderings. More often than not, hostile groups of marauding monsters will confront our heroes. They prefer your skin, gold, and items to a good cup of tea (jeez, I can't believe I'm actually writing this cheese -ed). However, you are by no means defenseless. Apart from readying from readying your armour, weapons, and magic and placing your characters in the most useful order (you know the drill warriors in front, magic types in the back -ed), you can determine their behaviour in combat.

Hostile encounters invariably means fighting for your life (um, not to be rude, and keep interrupting, but, duh -ed). Combat is carried out in rounds. At the beginning of every round you decide the actions of every character. Messages will then report on the course of the fighting, and the results. You will be given a choice between fighting and evading before each round (and go ahead and try to run if you think you are outmatched. if you fail, you still get to fight back -ed). Sometimes you will be unable to flee from an encounter. Whether you wish to stand and fight, or run for your life, enter your choice by either typing the number, or clicking the option.

Combat

Choosing combat intiates or continues a battle. You now have several choices. If you wish to give your party new orders choose 'Set Options' with your mouse or type <2>. You can now tell each character to do either 'Body Fight', 'Mind Fight'. 'Cast Spell', 'use Item', or 'Parry'. Only options a character can actually use are displayed, i.e. since you do not know any magic spells at the beginning of the game, 'Cast Spell' is grayed out. Battle options are chosen by either clicking on their line or typing in their line number.

After the party has survived a battle or a round of combat, you can either choose to stick with your current options by choosing 'Use Options' or you can choose 'Set Options' if you need to change attack stratedgy.

Body Fight - physical assault

The course of this type of combat is determined mainly by the strength and dexterity of the melee opponents. Each character has a specific chance to hit, depending on their attributes, skills, and experience. The damage he or she does or suffers depends on the weapon used and the armor class. Physical attacks can only be directed at the first row of monsters. As the paths and alleys are rather narrow, opponents, too, attack in groups. However, only monsters of a kind can attack in a group. If the party is assaulted by several groups of monsters, only the first group can be hit by physical attacks. When the first group is vanquished, the next row of monsters will move forward, and so on. Ranged weapons form an exception to this rule. A ranged weapon may be fired from a party's back rank, and hit monsters in any group.

Mind fight - menatal attack

If you tell a character to 'Mind Fight' its effectiveness depends mainly on a character's intelligence and mental prowess. Mind hits weaken the opponent's mental state, diminishing their mental energy. As every psionic attack requires a considerable amount of concentration, the attacker's mental energy is reduced by one for every attack launched. Mental energy regenerates as time passes. (I wish to debate the manual here. Unless using a skill, I have never seen my mental energy regenerate. -ed)as there is no need for physical contact with an opponent, the position of both adverseries during combat is irrelevant. The enemy group to be hit is choosen by either typing in their group number, or clicking on their group.

Magic

Your characters can cast rune spells with this option. A person can choose any spell memorized, provided there is enough magic points remaining. The minimum amount of magic points required equals the sum of all the energy units of the runes used in the spell's creation and is listed behind the spell name.

If you choose to fight with magic, the character's rune spells will be displayed. click on the spell you want to use or type its line number. The spell is then cast. If the spell affects a single monster instead of a group, you can now choose which monster to hit from the list that now appears.

Item

If a character has a special item he or she wishes to use in combat, choose 'Use Item' option. Choose an item as you would a spell, but remember it can only be used if it was equipped before. If the item is not marked with a diamond, it cannot be used.

Parry

If a character is badly wounded or cannot take an active part in the combat for another reason, he or she should 'Parry'. This makes the character harder to hit by a monster.

(in general, especially at first, you should body fight most monsters. only use mind fight if there is a large enough group of monsters that having your magicians shattering enemy minds is necessary. Mental energy does not regenerate, never mind what the manual says, and overusing mind fight can leave your magicians and goddesses severely endangered if you are caught by a group of witches or the like while low on mental energy. Find a rune temple pronto, as your magicians are all but useless without spells, and your priests and fairies are useless. -ed)

magical Skills

As was explained earlier, the explosion of Mount Melfur created a large cloud of dust which eventually spread and came down all over the world. This fallout was blown away, washed into the soil, or sedimented in thick layers. Type and concentration of this dust vary from place to place. This dust also influences the class of newborn children of Lamarge, determining their skills. thus a persons place of birth is decisive for his or her career. A character can learn and perfect several skills throughout a life of adventuring, depending on his or her origin.

Magical skills are to a greater part connected with certain classes. a warrior would develop other talents than a magician, for example. Some skills are universal to all classes, however. Skills can have effects similar to rune spells. it is preferable to use a skill over a rune spell as a skill uses neither physical nor mental energy. However, a character can only use one skill at a time. it will be displayed below that character's portrait.

The following skills are known to Lamargian scholars:

(like classes each skill has a different name based on whether a character is male or female. Why you ask? beats the bejeezus out of me -ed.)

Acceleration - Turbo - increases speed in combat. The hastened character attacks more often, however he also ages faster and eventually loses life energy.

Camoflage - Chameleon - This skill adapts the party's appearance to the environment. The party resembles fleeting shadows, becoming hard to see or hit

Bewitch - Charm A character using this skill can make people the party talks to take a positive attitude towards the party

Find Snares - Trapper This skill is necessary for discovering traps before you fall prey to them. However, it also attracts monsters to the party.

Counter Magic - Mirror Using the mirror skill helps reflect magical attacks. Each attempt to reflect an attack costs two magic points

mental Shield - Sealer Mental attacks do the party less harm

Slow poison - Respite The condition of a poisoned character deteriorate more slowly. This skill does not cure the character though.

Relief - Healer This skill lets all characters continously regain hitpoints while not in combat (very usefull starting skill for fairies and priests -ed)

Cat's Eyes - Infravision Invaluable for seeing - and not being seen - in the dark

Peewit - Pockler This skill helps you identify the weapons an opponent uses in combat

Body Shield - Armour This skill increases the armour protection of the entire (!) party

Orientation - Compass This skill determines the direction the party is facing. The compass is depicted on the main screen (vital skill. do not leave mooncity w/o it - ed)

Illumination - Light Handy for those wishing to see more of their surroundings at night

Dissolve Magic - Sizzle Highly effective, sizzle prevents magical attacks by opponents and your party

Detect Magic - Aura Using this skill lets you detect all magical powers not originating from magic dust

Wall - Obstacle Allows a greater chance to escape from combat

Psionic Healing - Booster heals mental damage while not in combat

Recuperation - Magic Regeneration magic points are regenerated

Detect Treasure - Nugget Very helpful for fundraising, this skill also attracts swarms of monsters

Sanctuary - Protector Surrounds the party with an impenetrable field, protecting your heroes from all damage. They can no longer move, however.

Aiming Ace - Targetter A character using this skill is more likely to hit his taget, at the expense of being more vulnerable to attacks, however

Union - Merge Adds physical attribute to mental ones during combat. this decisive improvement to abilities is dearly bought, as one point of health is subtracted for every blow the character lands.

Precognition - Huncher Reveals the direction of the nearest group of monsters. Some monsters will sense this and can in turn locate the party and prepare for battle

Weapon Balm (Balm, not Bomb, funny as the latter would be -ed) - Wielder Increases the power of the party's weapons in physical combat

Rune stones, rune temples, & rune magic

Once the lords of the runes and other Lamargians had discovered the secretly erected rune temples, they set out to scrutinize them. It soon became known that each rune temple is provided with an altar. The altars bear characteristic engravings of triangular formations. The corners of each triangle are hollowed to recesses. Rune stones fit into these recesses.

Experience rune lords report that magical spells can be created by joining the power of three rune stones in a temple. Once created, these spells could be cast henceforth, as long as the caster has them memorized. Each spell expends magical energy.

The power of the rune stones

With 18 kinds of rune stones known on Lamarge, a vast number of rune stone combinations can be used to create spells at an altar. (18X18X18 or 5832 to be exact -ed) However, just a few combinations actually generate a spell. Also the order of the stones is vital to spell creation. The same stones laid into different corners of the triangle will create different spells. Indications of successful combinatons very rarely reach the public. Most parties of adventures choose to roam Lamarge in seclusion, hoping to become heroes of renown. After all, their rune combinations might enter history. Needlesss to say, they are jealously guarded.

The runes and their properties

The chronicles of famous adventurer Bernie Bericle reveal the appearance, name and properties of the 18 known rune stones. Here is an excerpt for your better understanding:

(sorry for the crude graphics -ed.)

\| Name: Rune of Peace

 |\ Properties: The owner's actions will always have a peaceful, good bent

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/\ Name: Rune of Light

\/ Properties: Basic brightness

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|\ Name: Rune of Hardness

|/ Properties: Stengthens or increases e.g. armoror damage points

|\ Name: Rune of the Mind

|/ Properties: Symbol of intelligence and mental power

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/_ Name: Rune of Life

 / Properties: One of the two most powerful runes

/| Name: Rune of Fire

/| Properties: Represents the element of fire

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 /| Name: Rune of Air

| | Properties: Everything invisible

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| Name: Rune of Seeing

|/ Properties: Usually stands for direct perception of exterior things

|/

| Name: Rune of Speaking

| Properties: Influences all utterences of the speaker as well as his or her charisma

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| Name: Rune of Combat

| Properties: All agressive actions of a creature

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\|/ Name: Rune of Darkness

/|\ Properties: Basic darkness, counterpart to rune of Light

| Name: Rune of Softness

| Properties: Neutralizes and diminishes

/|

\/ Name: Rune of the Body

/\ Properties: Concerns physical properties, such as strength, hitpoints, etc.

|\ Name: Rune of Death

|/ Properties: One of the two most powerful runes

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|/

Name: Rune of Water

/|\ Properties: Includes water as well as ice and cold, synbolizes the mysterious

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|/ Name: Rune of the Earth

| Properties: Everything tangible and the element of earth

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\|/ Name: Rune of Knowledge

| Properties: Understanding of inner and exterior things, especially dexterity

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|\ Name: Rune of Magic

| Properties: Incarnation of magical energy

|

(that wasn't too bad, eh? -ed)

Creating and casting rune spells

Since the rune stones emanate magical energy, each character may only carry four rune stones. Carrying any more would result in mental confusion with the person carrying them.

Thus, a full party of 6 can carry 24 rune stones. Each type of rune owned is displayed in a special rune window on the screen. The runes enable the party to create and cast a wide array of spells

a) The significance of the triangular formations on the altars

The ceremony of rune spell creation focusses on the triangualar formations engraved in the altars. The triangles symbolize the unified workings of the runes. Their hollowed corners were named Source, Path, and Goal by experience rune lords. The names persist.

SOURCE

The left hand cavity is meant for the rune from which the power of the spell shall originate

PATH

The right hand cavity represents the mediumk, method, or path followed in order to reach its destination

GOAL

the hollow at top of the triangle symbolizes the place or area the spell shall unfold its effects

Thus, a simple rune spell can be created by putting three runes: Death(Source) Fire(Path) Body(Goal)

The spell draws it power from the Rune of Death. Its power is transferred by fire. A body is the destination for the magic woven. The result is a fire bolt, inflicting severe damage on an enemy, or even killing him.

b) Creating rune spells

A rune spell needs to be created in a temple before you can cast it. When you you enter a temple an image of the altar and triangular formation becomes visable. You can now choose between 'Magic' or 'Leaving' from the temple option menu.

If you want to use magic, choose a character from your party list to create a spell.

the character now has use of all the runes of the party at his or her disposal. You will be asked to mark the source rune. choose it by clicking on the rune or highlighting it with the arrow keys and pressing <Enter>. Determine the Path and Goal runes in the same manner.

After the chosen stones have been laid into the recesses your combination will be evaluated, whether or not a spell is created depends on the combination of runes and the character's class, experience, and magical energy.

Should the chosen character have no more room for a spell you will be alerted by a message.

c) Casting a rune spell during the game

all rune spells marked as active in a character's status screen can be cast during the game. Press <Ctrl> and <C> to 'Cast Spell' A list of characters will be displayed. choose a person to cast a spell. This will bring up a list of spells this person may cast. Select a spellwith either a mouse click or with the arrowkeys and <Enter>. The rune spell will then be cast. If the person has no rune spells memorized, type <B> or click on 'End' to return to the list of characters.

Gaining Experience

A character who has fought many a battle, performed difficult actions and has successfully searched for adventure has gathered considerable experience. This is represented by experience points, of vital importance to a characters development. Rumours whisper of a place on Lamarge (it must be Castle Attic) where a character of sufficient experience can be promoted to the next level. This includes an improvement in statistics. It is also said new skills can be acquired in this mysterious place. Seasoned adventurers also report that the number of rune spells they could memorize increased when they gathered a vast amount of experience.

Gold and provisioning

Each newly created hero starts the adventure with a certain number of food rations and modest wealth in the shape of gold coins. When a hero joins a party these assets are added to those of he other party members.

This is why the status screen always displays gold and rations as a lump sum. Beware of pickpockets. They are a means of losing gold, just as buying goods is another. You will often find gold after defeating monsters, or by selling items.

The party's rations decrease with every meal the heroes consume. The rate of food consumption depends on weather and terrain you are moving through. Never forget to buy sufficient meals for your heroes while in settlements. (you only consume food while on the overland map, in case this wasn't clear. Plus stay out of jungles and deserts unless you have tons of food. -ed)

Weapons

They are essential for effective combat. Melee weapons come into effect in close combat, i.e. when front line heroes battle aginst monsters in the front row. Most weapons, such as swords and daggers, allow a character to weild a second weapon (samurai and banshee only) or shield. Two handed-weapons, obviously, do not permit a character to carry anything in the other hand.

Ranged weapons, such as daggers (when thrown) or arrows may be lost when used or remain in the characters possesssion like bows and slings. (as in, don't throw a valuable dagger, you won't get it back -ed) The number of uses from bows and slings depends on the amount of ammunition carried. In order to use a permenant ranged weapon, just equip them. It is not necessary to equip the ammunition.You will get a message when all ammunition for a weapon has been spent.

Armour

Armour is vital to surviving combat (yet there is no visible armor class telling you how protected you are -ed). It protects against physical attacks and dimish the amount of damage a character takes when hit. Exceptionly good armour often prevents the character from sustaining any injuries when hit. (which leads to the second most vital skill in the game, Armor. Increases the armor class of the entire party. Great for beginning adventurers -ed)

Magic Items

Magic items provide a way of using magic without casting a spell.

Valuables

As the name indicates, valuables are items that will earn you a large amount of gold when you sell them. Most of them are of no use to the party, so you can calmly sell them for money for rations and equipment.

Miscellaneous

Sometimes you will need special items to solve a puzzle or gain access to a locked room. To quote the obvious, a key might unlock that massive wooden door you are desperately trying to open. These items need not be marked with a diamond, i.e. equipped, to be used. As long as they are in the party's inventory, they will be used automatically.

Search

After vanquishing a horde of monsters, the party searches their belongings. Any items are picked up by the leader of the party. You should then search the surroundings, <Ctrl <S>, for lost, hidden, or barely visable items.

Please note you can search your surroundings at any time on the overland map. Who knows what you party may discover here and there.

Identify Items

Your party will find all kinds of items while exploring Lamarge. Some of these may be of everyday use and easily identifiable, others may be of doubtful origin or significance. When a character identifies an item thanks to their iontelligence and knowledge the item will be displayed with its full name in the leaders inventory. If no one can identify it, it will show up as simply 'item'. Some shopkeepers can identify an item for you - at a price of course.

Using Magic Items

Magic items can be used to cast spells. Press <Ctrl> <U> to obtain a list of your characters. Choiose one by clicking or typing the line number and hitting <Enter>. A list of readied items (those marked by diamonds in the status screen) will be displayed. Type the relevent line number or click on the item to use it.

Special Items

There is a plethora of items to be found on Lamarge. Here are some you must know in order to complete you adventure.

a) Land Crystals

Lamargians do not use maps to orientate themselves on the continent. They use land crystals instead. These consist of extremely rare quartz rocks created by the explosion of Mount Melfur. This crystal has the rather useful property of showing a map of the land when magically loaded. Once magical energy has flown into the crystal, it depicts plains, mountains, grasslands, swamps,rivers, and woodlands. Any settlements or particular places you have visited will also be shown. Over time, the magical energy in the land crystal will be expended. You will not be allowed to leave a settlement if your land crystal is exhausted, to prevent foolhardy adventurers from getting lost and starving in the wilderness of Lamarge. If your land crystal has lost most of its energy you should visit a crystal mage.

b) Scrolls

A scroll found by your party will automatically be transferred to your backpack. You can also study, examine, or read a scroll. Do this be equipping it and then using <Ctrl> <U> to use it.

Meeting people and talking to them

There are a number of Lamargians willing to talk to your party. You may meet them in the streets or in their houses. They may give you valuable hints and information. When you meet or visit a Lamargian he or she will sometimes off you a 'Conversation'. If you want to talk to him or her, type a short question or comment of up to two words. Since the parser understands a large number of words, you will obtain varying answers, not all of them satisfying. End a conversation by typing 'ADE', 'BYE', or 'WEIDERSEHEN'. (Hrm, this game wasn't obviously translated from german, now was it? On a mere serious note, write down every key word you learn from a conversation, any name place, or anything else interesting you are told. Often these keywords will trigger more information from another NPC someplace else. Also 'opitar', 'cult', 'mooncity', 'rowena', 'dreamer', and 'runes' are almost always good for at least some information. -ed)

Important NPC's and institutions in Lamarge

Healer

You will not be able to survive on Lamarge and gain experience without fighting. Time and again your party will be wounded, wither physically or mentally. They recover in no time at all when attended by a healer. (it is always best to use spells or skills to heal your characters before coming to the healer. It costs much less for him to cure a few magical points then the wounds of a whole party -ed).

Seer

If you need vital indicatons about your future you should visit a seer.

Crystal Mage

Land crystals lose their magical energy after a while. A crystal mage can replenish your crystal's energy, for a price. (plus a crystal mage is usually good for a rune spell combination or two if asked -ed)

Shops

You can buy or sell items in the shops throughout Lamarge. It is also helpful to hear what the owner has to say. ALso they can identify items for you.

Pubs and Taverns

You should visit these places of merrymaking in order to refresh yourselves and hear gossip from the patrons.

Town mayor

Town mayors are important people on Lamarge. Due to their political and social position they are well informed of island affairs. They have information that no other source can reveal to you. Town mayors are often also the monastery superiors.

Knowing this, you will more often than not find a town mayor in the local monastery (as the monastery principal -ed).

Command Keys

Global Commands

Ctrl and

C Cast a spell

D Dismiss a NPC

E Examine a character, brings up the status screen

O Changes the order of the party

Q Quits the game (no confirmation, make sure you save your game first -ed)

S Searches the immediate area

U Uses an equipped item

Combat

. increases message speed

, decreases message speed

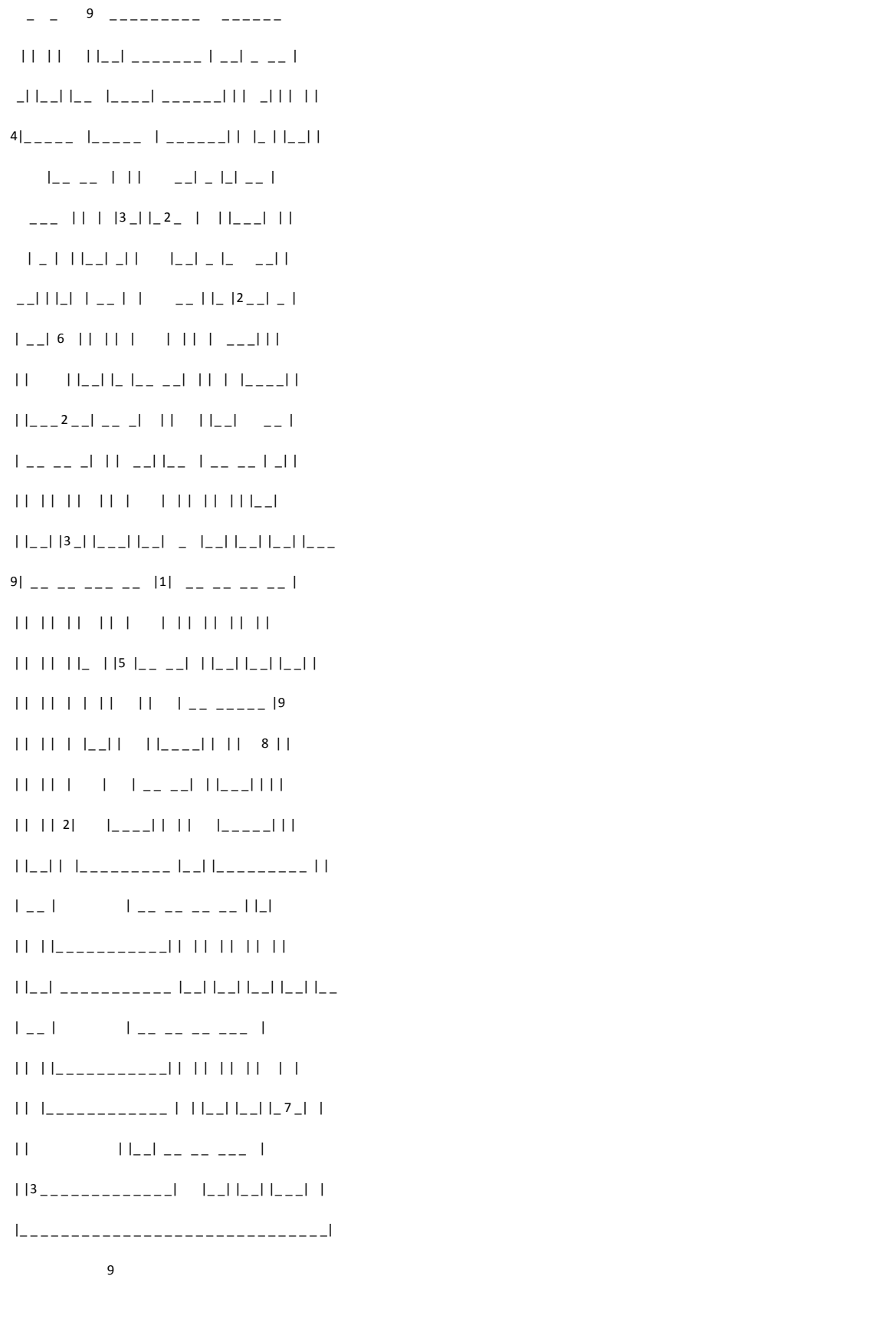
(wait when hitting it, you will get a message confirming the keypress, it just might take a second -ed)

Okay, manual is done. Before the Wizard leaves you to play this fine game, a couple of hints.

First, for a good beginning party, I suggest 1 warrior, 2 Samurai, 2 Magicians, and 1 Priest, or any variant using the female versions of the above. Gives you the warrior for straight out damage, the samurai for the flexibility of physical, magical, or mental damage and the odd critical hit, the mages to fry things in mass numbers, and the priest to keep the party whole. Also, there is a set of skills I always try for. Compass, armor, sealer, relief, infravision or light, and recuperation or booster.

Always remeber, monsters have their strengths and weaknessess. Gnomes go down fairly quickly to mind attacks, magic lords have few hitpoints. Learn these weaknessess, and exploit them. Also, go easy on the mind attacks unless you are facing more than 2 or 3 groups with 5 or more monsters in each group. It is fairly easy to exhaust your mental points, and then run across a magic lord and lose a character to a mental attack. Also, fully explore Mooncity, talk to everyone, find the healer, and the shops before you even attempt the wilderness.

I will attach a map of Mooncity, with points of interest, in a secondary document.



Map of Mooncity

(I recommend you set the font in notepad to Terminal to minimize distortion)

Important places

1. Monastery
2. Tavern/Pub
3. Shop
4. Thieves Den
5. Yakka
6. Neriglissar
7. Ifthep the Healer
8. Barkas the Crystal Mage
9. Gates to Overland