

Quick Start Guide

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Setup



After installation of the Game you will be guided to the setup window. Here you can choose the language for further setup. In the following we will use **ENGLISH**.
First you have to enter the name for the first player. Therefor you have to click into the line named **PLAYER NAME** and then enter your name.
The first entered player automatically gets a managerfunction which enables him to register more players.

Passwords are always optional.

After clicking the appropriate gender - this will have influence on certain valuations - the **CREATE** button will be activated.
After confirmation the setup is closed and the **STARTSCREEN** will open.

Startscreen



Here you have the possibility to select the player and additionally the playing language for each player.

To add new players you may now open the managment function.

To start a game, you have to select the player with a mouseclick.
If the player is secured with a password, you must enter it now into the appropriate field.

To confirm the selection you have to click the OK-button.

Gameselection



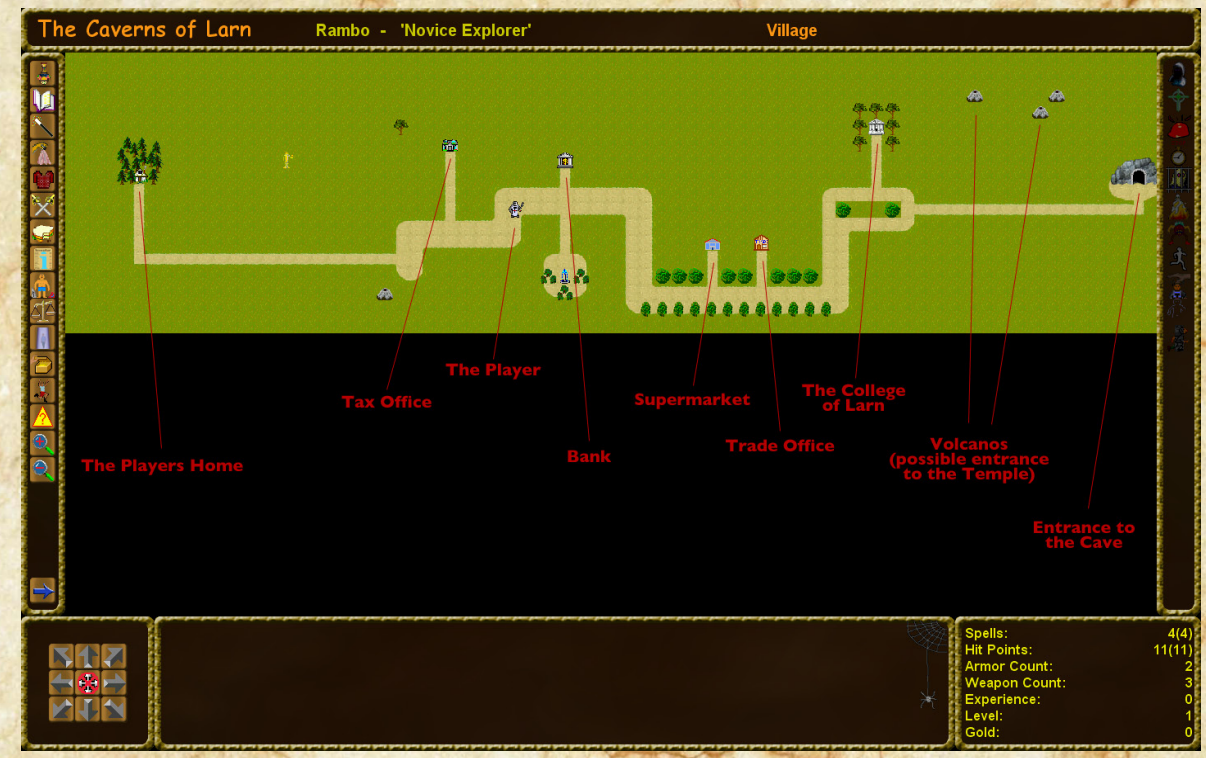
Within the gameselection you may choose wether to play a new or a saved game.
If this is the full version of the game you now have the ability to chose your level of difficulty. The range reaches up 99 by scrolling the difficulty window.

By default you get the next higher level of the last won game.
But you may choose any other level.

Last you can choose wether to play in Window- or Fullscreen- mode. The window-mode only is available at screensizes from 1400 x 900 pixels and up.

Now with a click on the start-button the game will launch.

The Village

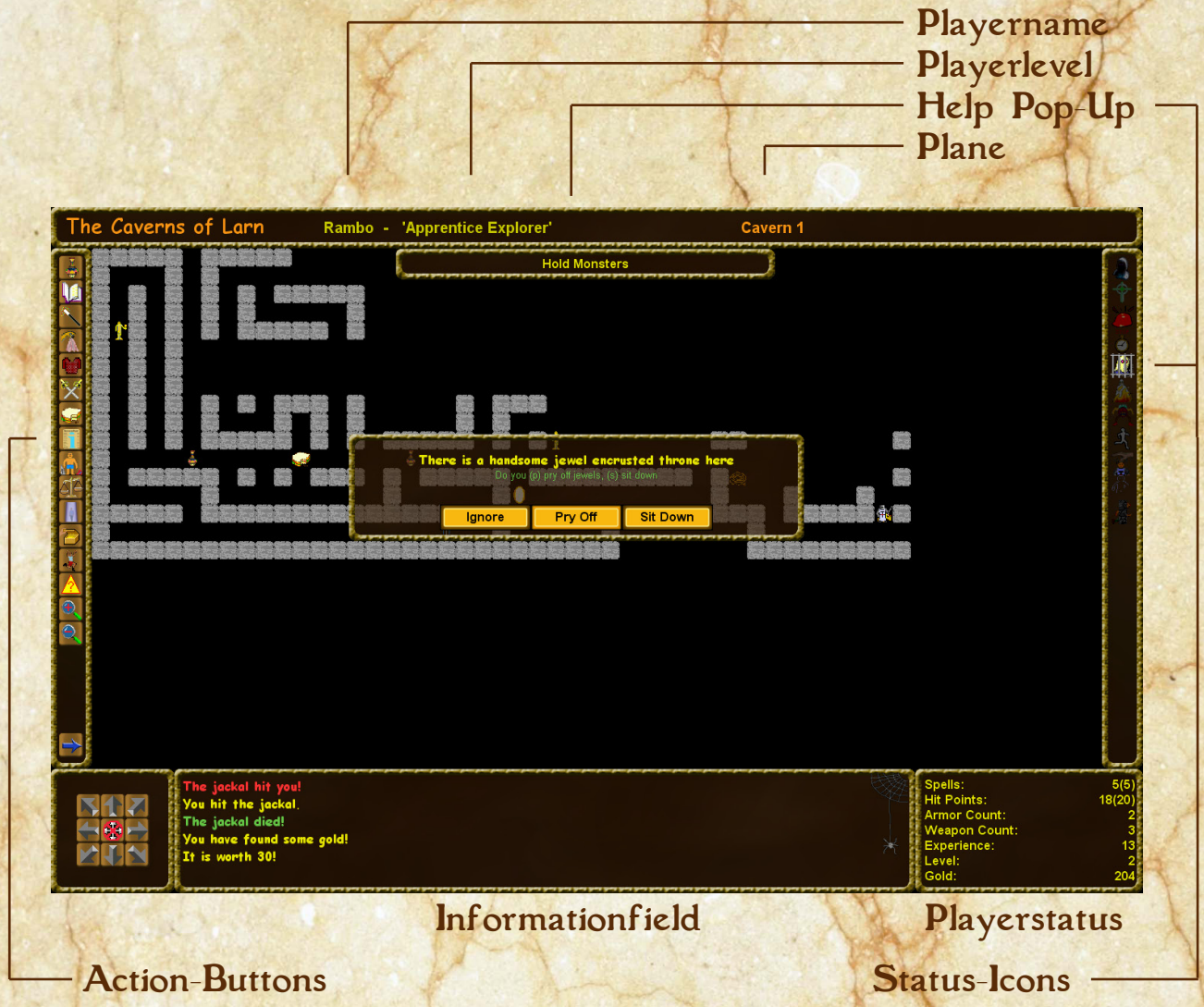


The game usually starts in the village, where the player lives in his small home together with his daughter who has fallen ill.
Here is a supermarket where you can buy a lot of weapons and other useful and magical stuff which makes it easier to explore the caverns and the temples.
Also you can strengthen your knowledge by visiting the college.

The trade office will buy all of your useless things for a little amount of goldpieces.

If you have found gold or other treasury, the bank will be the place for you.

Playing Field



All current events will be displayed in the informationfield.
Additionally all these events will be saved in a History, which can be displayed in a new pop-up-window with a rightclick (secondary click) into this informationfield.
The Playerstatus in the lower right corner contains the actually valuation of the player. You can scroll up and down to see all entries of this list, while the cursor is placed in this field.
Each time the player steps onto an artifact or an entrance to another plane or a door, a pop-up in the middle of the playing field will show the various possibilities for the following action.

Gameplay

The actor can be moved either with the nine direction-buttons in the lower left corner of the screen or with the cursor-keys.
If your keyboard has a separate numeric keypad, you can use this also for moving the actor in all compass point directions (including **SE/SW/NE/NW**).
For keyboards without numeric keypad, diagonal stepping is possible by pressing two cursor-keys simultaneously.

CURSOR UP + CURSOR LEFT = NW
CURSOR UP + CURSOR RIGHT = NE
CURSOR DN + CURSOR LEFT = SW
CURSOR DN + CURSOR RIGHT = SE

The function stand **STILL AND WASTE TIME** can be achieved by pressing cursor **LEFT + CURSOR RIGHT** or by the "." - key.
By pressing a number x (1-9), the next move will be repeated x-times provided there is free way.
Pressing the **SHIFT**- key together with any move-button will move the actor as long as the **SHIFT**- key is pressed and there is no obstacle.

All functions may be activated by either the action-buttons in the left column, the pop-up-windows or by keyboard shortcuts. A list with all shortcuts will be displayed with the **SC**-button in the extension window.
Due to restrictions on the account of function-buttons on the screen, especially on small laptops, you can open an extension window for the least used functions with the rightarrow-button at the bottom of this column.

A small helptext will appear within a small pop-up-window at the top of the playing area whenever you rightclick on one of the action-buttons or the status-icons. This window will close itself upon release of the mouse-button. This function is only available if no other pop-up-window remains open.

Action-Buttons



Drink (quaff) a magic potion.

Read a magic scroll or a book.

Cast a spell.

Drop something.

Wears an armor.

Wield a weapon.

Eat something.

Shows an inventory of all you are carrying.

Tear offyour armor (for whatever reason).

Your overall weight, including your baggage.

Teleport yourself.

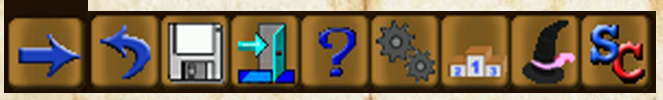
Open a magic box..

Jump up.

You detectthe trap beside you.

Zoom out.

Zoom in.



Save and end your game.

End your game without save.

Helpmenu.

Game options.

Show keyboard shortcuts.

Known magic.

Score list.

Status-Icons

The player wears a magic-cap

The player is protected against the undead

The player is protected against confusion

The time is stopped

Monsters were stopped

The player is fireresistent

Monsters are scared

The player moves with doublespeed

Curses were removed

The player is invisible

The player is able to move through walls



Because of the time limited nature of these properties, these icons are normally darkend. They will be lightened just by activating them by aspell or by reading a scroll.

Statusfield

- SPELLS -

The remaining and maximum possible number of spells. The maximum increases with level.

- HIT POINTS -

The remaining and maximum possible number of hitpoints. The maximum increases with level.

- WEAPON COUNT -

The force of your weapon. Some monsters have the ability to damage your weapon and so to reduce your weapon count.

- ARMOR COUNT -

The protective effect of your armor. The armor count can be increased by some scrolls but can also be decreased by some monsters.

- PROTECTION -

The amount of protection is dependent of some special scrolls and spells.

- EXPERIENCE -

The number of experience arises from the number and the kind of defeated monsters.

- GOLD -

This is all of the goldpieces you are carrying with you.

- LEVEL -

The value of level is derived from the experience points.

Statusfield

- STRENGTH -
The strength affects the monsters hitpoints. The more strenght, the more loss ofhitpoints.

- INTELLIGENCE -
Spells will work more often with increased intelligence.

- WISDOM -
Charming monsters is better done with more wisdom.

- CONSTITUTION -
Your regeneration will be better with a better constitution.

- DEXTERITY -
Marksmanship will increase with dexterity.

- CHARM -
The more charme the less accuracy the monsters have.

- MOBULS LEFT -
The remaining time in Mobuls.

- DIFFICULTY -
The actually valid difficulty of the game.