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GETTING STARTED

1. The Quest Background Story

You are a Kingdom Agent entrusted by King Mersant Orasare with a special mission to find out what has happened to the governor of the Island of Freymore. Suspicion is that he has been poisoned by someone wanting control of the island, but no one really knows. The situation is serious and the island is in unrest. Only those in Mersant Orasare's confidence know your mission. As far as anyone can tell, you're an adventurer from Beraquel, a little wet behind the ears.

You know little about your past as you begin to explore this huge world and your future is as much of a mystery as the governor's disappearance! As you progress through the game you will find that your destiny may include more than carrying out Mersant's orders, your fate may be aligned with a myth called The Returning. Explore, talk to people, only that way can you find out the answers to your many questions. Make choices, for good or for evil, but be careful what you choose! Your destiny and this world's may lie in the balance!

○ Main Menu

When you first start your game you will be greeted by the main menu screen. Here you may continue your game; start a new game; load your game; save your game; modify the settings of the game; see the Credits and access the game's forum. You may also exit the game.

When you have a game going (after you have created a character) and exit the game it will create an automatic save. When you next start the Quest, you will be brought to your last position in the world. You can also save your game manually into twenty possible slots, see below.

When you start a new game, after a brief introduction, you are brought to the character generation screen. See "Character Generation" below.

"Load game" gives you the option of choosing which save file you would like to use.

To save your game, while in the main game view (see below), click on the "return to

main menu" icon (a reddish arrow in the top right corner of the 3d view) or press the Escape key. This will return you to the main menu, where you may choose "Save game". It is recommended that you save to more than one slot.

➤Settings

To Examine/modify the settings, select the "Settings" entry.

In the Video settings, you can choose your display mode (windowed, fullscreen or exclusive fullscreen) and turn vertical synchronization on/off. By default the game uses fullscreen mode, but you can switch to exclusive fullscreen mode (which generally provides the best performance) or windowed mode, if you don't want the game to take up the full screen. Vertical synchronization prevents screen tearing, but you can turn it off to gain performance.

In the Sound settings you can change the sound effect and music volumes (or turn them completely off). You can also disable the clicking sound employed in the user interface.

In the Controls settings you can reassign the keys used in the game as well as turn on "touch mode" which is useful on touchscreens. If it is on, everything reacts when you touch the screen. Otherwise, most buttons react only when you release the mouse button (release your finger from the touchscreen). You can also turn off the 'use' key feature to also attack when there is nothing in front of you. (The 'use' key can always be used to attack, if there is an enemy in front of you.)

In the Gameplay options you can turn off status-effect icons, turn off autosaving (the game will still automatically save when you exit), enable buy/sell confirmation and turn off the default faster movement/turning speed (resulting in a more relaxed movement and turning in game).

Note: the screenshots you see in this document are for demonstration purposes only. The display may be slightly different, while the logical content is always the same.

○ Character Generation



On the "Create new character" screen, you may customize your character by choosing your name, gender, portrait, race and skills. Choose your race and skills carefully because how your game progresses will depend on these. Your gender can also influence your dialogues and quests during the game.

➤Your race

Default is Etherim. Click on the "Change" button to select a different race. Five races inhabit the Island of Freymore: Rasvim, Etherim, Seiry, Derth and Nogur. Each has its own advantages/disadvantages and some special quests or quest-related items (for example, in a quest, you may receive different rewards depending on your race). Different races have different strengths or weaknesses (they receive different pluses or minuses to their skills and attributes):

Etherim: The Etherim are natural hunters, and have a high dexterity and accuracy with ranged weapons. They also have an innate magical ability that helps them harness magical forces.

Rasvim: Also known as the Undead. The Rasvim are capable of becoming fierce warriors or dark mages. They have high resistance to poison and infection, but are vulnerable to spell based damage.

Seiry: This race has long been regarded as the best and most naturally talented thieves and assassins of all the races on Monares. They are intelligent, perceptive, have cat-like grace and come with useful thief skills.

Derth: The Derth are gifted scholars, and teachers, and are the most powerful teachers of the races. While being stronger mentally, they are also physically weaker, and so lack dexterity and endurance.

Nogur: The Nogur are the natural warriors of the races and are trained to fight from birth. They are physically stronger, extremely healthy and have a high resistance to infection, but are vulnerable to magic attacks.

Depending on which race you select, you will begin the Quest from a different part of the world and with different equipment.

○ Your Basic Attributes & Skills

➤Basic Attributes

<i>Name</i>	<i>Effects</i>
Strength	Melee damage, Encumbrance
Dexterity	Ranged attack, Melee damage, Melee defense
Endurance	Encumbrance, Health, Resistances
Intelligence	Magic attack, Magic defense, Mana
Personality	Appraise/Persuasion [skills], Magic defense

These attributes are important for your skills. Each skill has a governing attribute. The skill's value cannot be higher than its attribute's value times two. For example, if your endurance is 15 and you want to increase your skill in wearing heavy armor, you won't be able to go above 30 (twice 15) until you increase your base endurance.

➤Skills

After you choose your race, you may select a pre-defined class by clicking on the "Select" button or modify your skills by clicking on the six skills listed which will bring up a screen where you may change the primary skills with which you start the game. Click the "V" button to save and click the "X" button to go back to the main menu when you're finished modifying your character.

Other than the six primary skills you choose, you will have all the other skills as secondary skills, but you will have to work twice as hard to develop them as opposed to your primary skills when you gain a new level.

The pre-defined classes and their assigned primary skills are:

Fighter: Heavy Weapon, Heavy Armor, Dual Wield, Repair, Block and Light Weapon.

Thief: Light Weapon, Light Armor, Accuracy, Stealth, Lockpick, Disarm.

Mage: Light Weapon, Heal Magic, Protection Magic, Attack Magic, Environment Magic, Alchemy.

Battlemage: Light Weapon, Light Armor, Block, Attack Magic, Protection Magic, Mind Magic.

Ranger: Accuracy, Light Weapon, Repair, Heal Magic, Light Armor, Alchemy.

Priest: Light Weapon, Light Armor, Heal Magic, Protection Magic, Alchemy, Persuasion.

Your skills can improve as you receive or distribute points during the game.

➤ **Definitions of Skills – Attributes on which they depend**

Heavy Weapon – Skill in using heavy weapons such as an axe, mace, hammer or heavy sword. Depends on strength.

Heavy Armor – Skill in wearing heavier armor. Depends on endurance.

Dual Wield – Skill in using two weapons at the same time. Depends on dexterity. For dual wielding, you can have any weapon in your right hand, but only short swords can be used in your left hand.

Light Weapon – Skill in using light weapons such as a knife, short sword or anything below a certain weight. Depends on dexterity.

Light Armor – Skill in wearing light armor to good advantage. Depends on dexterity.

Repair – Ability to keep gear in good condition. Depends on dexterity.

Block – Ability to use your shield and other defenses well. Depends on dexterity.

Accuracy – Skill in hitting a target with a ranged weapon. Depends on dexterity.

Persuasion – Ability to influence others in conversations. Depends on personality.

Appraise – Skill in getting the best price in shops and influencing merchants to accept your deal. Depends on personality.

Lockpick – Ability to open locked doors, chests and other items. Depends on dexterity.

Disarm – Skill in disarming traps. Depends on intelligence.

Healing Magic – Ability to cast healing spells with greater effect. Depends on intelligence. You can't learn healing magic spells if you are undead (Rasvim).

Protection Magic – Skill in casting protection spells such as Resist Poison or Stone Skin. Depends on intelligence.

Attack Magic – Ability to increase the damage of your attack spells. Depends on intelligence.

Environment Magic – Ability to use spells such as Disarm, Recall, Feather or Town Portal. Depends on intelligence.

Alchemy – Ability to concoct homemade potions and other mixtures. Depends on intelligence.

Mind Magic – Skill in casting mind magic spells to control others such as Drain Mana, Calm, Curse or Paralyze. Depends on personality.

Stealth – Ability to steal without detection. Depends on dexterity.

Undead magic - Ability to cast undead spells. Depends on intelligence. You can only learn undead magic if you are undead (Rasvim).

After generating your character (choose your race, skills and attributes carefully), you'll find yourself on the Island of Freymore, ready for your adventures.

WHAT'S ON THE SCREEN

- **Main game screen – The Dungeon View**



On the left side of the screen is your view, and on the right, a map of your immediate surroundings. Click on the map to bring up the full view of where you are and an icon that, if you click on it, will bring up a complete map of the Island of Freymore. On that World Map, your present position will be indicated by a red flag. Also, here you can check all area names on the island like forests, swamps, towns, etc. to have better orientation during your adventures and missions.

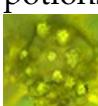
To the right of your character's portrait are two vertical bars that show your Health points and your Mana (spell points). Watch these to make sure you're not dying or running out of the ability to cast magic. If the bars are low, drink a potion or find a place to rest. Your various abilities, including your health and mana can be fortified by casting some spells. Keep in mind that if you're a Rasvim (Undead) you may only increase your health by using potions and spells that are meant for your race. If you drink a normal potion or use a normal spell, you will do yourself harm.

The arrow sign on the minimap shows the direction you are presently facing. To

change direction and move, click on the arrows below or use the assigned keys (by default, 'W', 'A', 'S', 'D' for movement and 'Q', 'E' for turning). To fight, click on the axe (by default, 'LEFT-SHIFT'); to cast spells, click on the hand besides it (by default 'C'); that will bring up a list of spells, select the one you want to use and click the hand icon inside the spell screen (or the 'use' key (by default 'SPACE') or the spell cast key 'C'); to drink a potion, click on the potion bottle (or use the 'use' key or the potion key 'V'), which will bring up a list of potions, select the one you want to use and click the potion bottle within the potion screen (or the 'use'/potion keys); to rest in the wilderness, click on the tent. You must have at least one portion of food and water to rest. The other way to rest is to find an inn.

➤Status Icons

In certain cases different status icons might appear on the 3d view in the top left part. These represent detrimental effects your character is suffering from. The following effects are shown:

-  Poison: you will lose health every turn until you are cured. Apart from potions and spells which cure poison, sleeping in an Inn will also cure poisoning.
-  Disease: you will suffer attribute penalties until you are cured.
-  Curse: your attacks will be less effective for a set amount of turns.
-  Paralysis: you will not be able to move or fight for a limited amount of turns. In case you are paralyzed, you can either cure yourself (with a Cure Paralysis potion) or pass your turn by trying to attack.

➤Gestures

You can talk to people by clicking the dungeon view when they face you and are not too far away (if they don't face you, you'll try to pickpocket them instead). If the creature you are facing is hostile, you will attack it by clicking. This works only if you are directly beside it. If your enemy is farther away, you will need to click on the attack button or press the attack key to attack it.

You can open containers or shelves on the wall by facing them and clicking on the

dungeon view. To open containers which are beside a wall (a barrel for example), you must also face the wall.

◦ Inventory and Other Screens

Click on your character's portrait to bring up your character's personal screens. These include your Inventory, Character Record, Quest List and Spells. You can access the individual screens by using the icons on the left side, or you can use the assigned keys to access them directly (by default 'T' for the inventory, 'R' for the character record, 'L' for the quest list and 'P' for the spells). You can also access these screens by pressing the right button on your mouse.

➤Inventory screen



Across the top of this screen are icons that help you 'filter' your inventory items' list if it becomes too long: you can show just your weapons (axe icon), your clothes and armor (armor icon), your accessories (medallion icon), your non magical books, letters and maps (book icon), your mortar and pestle and alchemical ingredients (mortar and pestle icon), your potions, including those that are homemade (potion bottle icon), your scrolls and spellbooks (scroll icon) and your food, water and special equipment, for example, lockpick and repair hammer (apple icon). Also you can disable this filter function to see all your carried items (star icon at the front).

You can drop any item you carry by clicking on the down curving arrow at the bottom. Some items are usable from the inventory (like books and repair hammers). An appropriate 'use' button appears beside the drop button to enable this. If the selected item is equippable by your character an equip/unequip button appears in the same place. If you are picking up items, instead of a drop button a 'pick up' button (up curving arrow) is shown. You can switch between your items and between the ground or container by clicking on the appropriate topic at the top of the screen. You can also enact the default action on any selected item by pressing the 'use' key.

Clicking on the armor icon in the bottom right corner of the screen brings up a picture of your character's equipment. Clicking on any piece of equipment will switch the items filter to weapons/armor so you'll have an easier time selecting new ones. Clicking on the questionmark button gives you a description of the item you've selected, where you can check it's condition, for example whether or not it needs repair or can be enchanted, and its attributes and weight. You can move back and forth between the two screens by clicking on the armor and questionmark buttons.

The amount of your gold and the weight of your pack appear at the bottom of this screen. If your pack is too heavy, you will have difficulty walking and will have to either sell items, drop items or cast the spell Feather.

o Character detail screen



This screen shows your various statistics, such as your attributes, resistances, skills, active effects and others. It also shows your name and face. You can change your face or name at any time by clicking on them.

If numbers are shown with a blue color, something (a worn item, a spell or a race ability) increases or decreases that characteristic over its base value.

Race: your selected race. It can't be modified during the game.

Level: your current experience level. Your level depends on your experience points. As you become more experienced, at certain points your level will increase and you will be able to improve your attributes and skills by a set amount of points.

Experience: experience points and how much points are required to get to the next level. You can gain experience by fighting monsters and by solving quests.

Fame: your fame, which can influence the relationship with all characters you'll meet in

the game. You can increase it by helping people.

Outfit: this measures how well off you look. It's influenced by all the clothes you wear and also by your weapons, armor and accessories. It can be important at some expensive places (the guards will not let you in a castle for example, if you look like a beggar).

Damage: your full damage with your weapons in a melee battle.

Armor: the defense of all your armor which will lower your damage taken from monsters in a melee battle.

Health: If your health falls to 0, you will die. To restore health, have your character drink an appropriate potion, rest at an inn, cast a healing spell or rest in the wilderness. Remember that if you are a Rasvim (Undead), your health can only be healed with unholy healing potions and spells (other potions or spells will damage you).

Mana: spell points, used by your spells. The best way to restore mana is to drink a potion, rest at an inn, cast a mana spell or rest in the wilderness.

Crime: your crime level, if you've committed a crime.

The five attributes:

Strength: increases your damage with weapons and determines your maximum encumbrance.

Dexterity: increases your damage with weapons and your armor value.

Endurance: determines your maximum health and slightly increases your disease and poison resistances.

Intelligence: determines your maximum mana and slightly increases your magic resistance.

Personality: determines your maximum persuasion skill, slightly influences the appraise skill and outfit attribute.

Resistances: shows your resistances against magic, poison, paralysis and diseases. While fighting with magic-using enemies, your magic resistance will become very important, because it works like armor in a melee battle.

- **Other character detail screens**

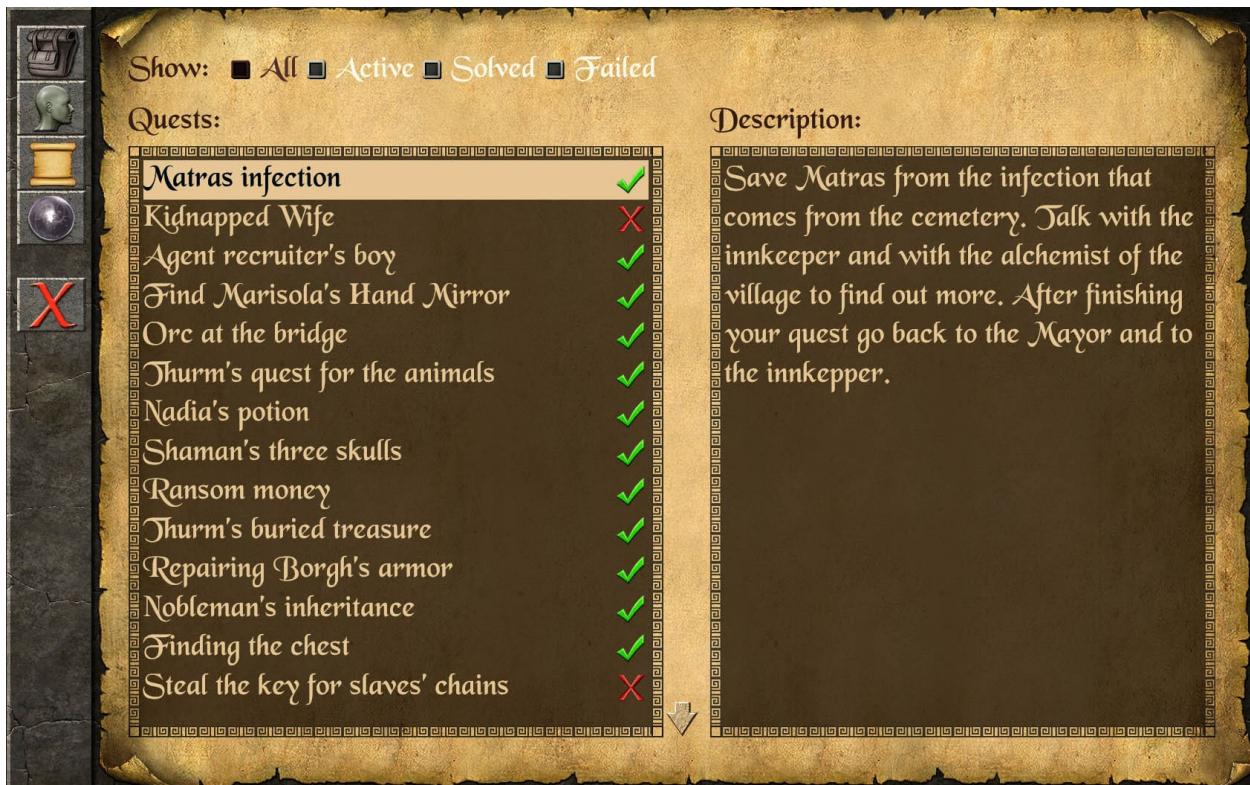
Click on "Skills" on the Main character detail screen to bring up a list of your primary skills, your secondary skills and available points to be allocated.

Click on "Active effects" and then on "Temporary", "Permanent" or "All" to see what special effects your character has, depending on your race or items you've equipped and to see if you are poisoned or paralyzed.

Click on "Main" to return to the Main Character detail screen.

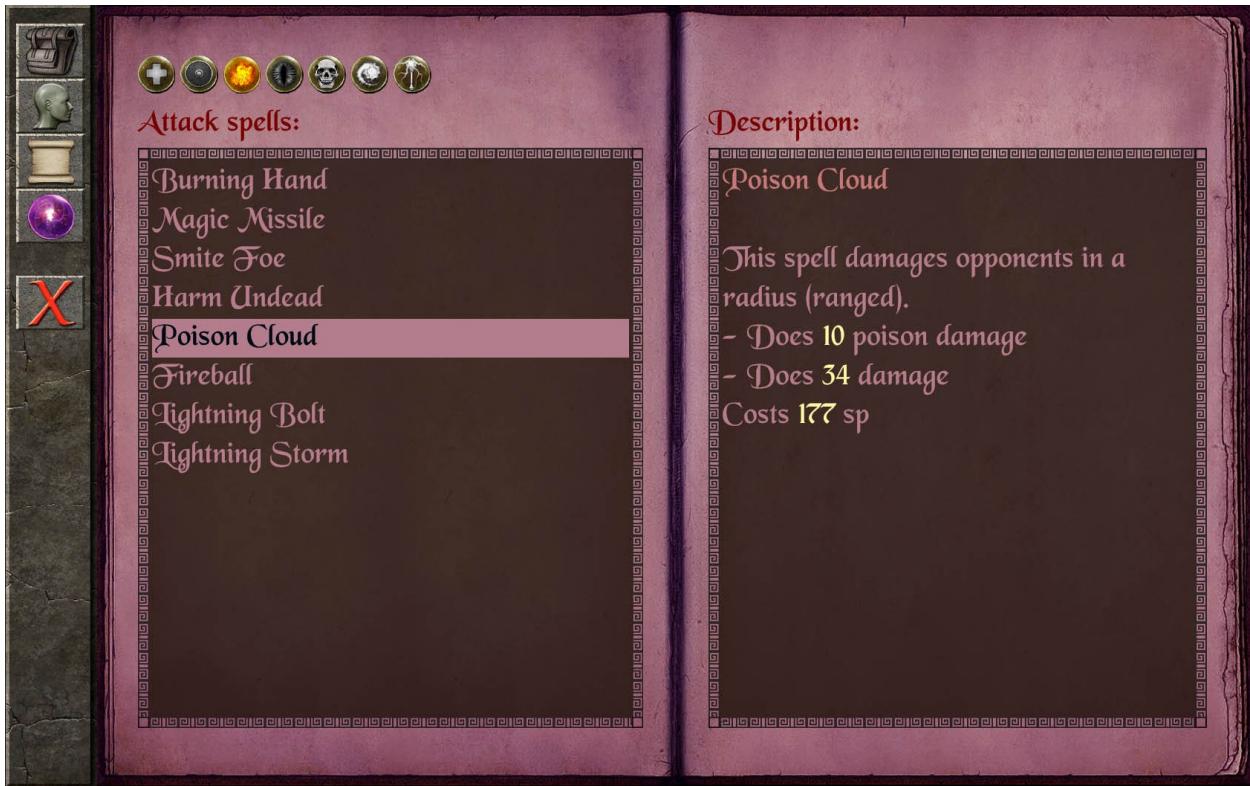
Important: Always check the bottom of the 'Main' and the 'Skills' screens to make sure you've allocated all attribute and skill points available to you from having reached the next level. To allocate a point to a skill or ability, just click on the box with the plus sign in it next to the characteristic you want to increase.

o Quest List



This screen shows all the Quests you've received, completed (or failed) and gives a brief description of the quests. Tap on "All", "Active", "Solved" and "Failed" to see the list under each category.

○ Spell Register



This screen shows the spells you've acquired and gives a description of each with its current cost and effectiveness. (Effectiveness changes when you increase the relevant magic skill.)

Across the top of the screen are various icons that show the spells you have available in different categories. Click on an icon to see the list available.

The categories are: Healing spells, Protection spells, Attack spells, Mind spells, Undead spells (can only be used if you are a Rasvim), Environment spells – and your magic wands and scrolls that may be used to cast spells. A detailed list of spells is below under "Magic".

HOW THE GAME WORKS

- **Moving Around in the World**

There are roads that lead from city to city but you need not stay on a road. You can walk through the forests and by the rivers.

Once you have acquired the Mark and Recall spells, you may cast the spell Mark to indicate a spot you have been to and to which you would like to return. To return to that spot, cast the spell Recall. As with all spells, these require sufficient mana. You can mark more and more positions at once as you increase your Intelligence.

You can travel from city to city by ship if you pay your fare and have already been to the target port.

In some areas, a teleporter or pentagram may transport you from one place to another.

- **Towns**



This is a map of the Island of Freymore and is similar to the one that is displayed game. The numbers on the map correspond to the following towns and cities:

1. Matras – a small village whose people are peaceful and loyal to the governor and king.
2. Vastares – one of the largest cities on the island and home of the notorious Thieves' Guild, which may prove useful to you.
3. Phrym – a small village with much going on. The Mysterious Man lives near here and it is home to a slave trade.
4. Mithria – one of the loveliest cities on the island, this is the capital of the Island of Freymore.

You will meet many people in the villages and cities, as well as in the outlands, who may give you information or seek your help. You may also shop for items to add to your inventory, gain training and special items and rest at an inn.

Examine everything! In the towns & dungeons, some containers, like vases and barrels are filled randomly—some may be empty—just luck. Keep trying others.

o Talking

- What brings you to this part of the world, if you don't mind me asking you?
- I'd like a beer!
- Sure. I have the best beer around. Ten gold!
- Here. It'd better be good. I'm real thirsty!
- One good, sweet, cool beer coming up! My beer is the foamiest in the town!

You have lost 10 gold.

You have received a potion of Black beer.



Jose the innkeeper

- 1) About the inn
- 2) About a beer
- 3) About the sickness
- 4) Gossip

Back

You will find people or creatures walking around in this world or inside houses or shops when you click on their doors. To talk to people or creatures in your immediate vicinity, click on them, which will bring up a dialogue screen. Talk topics, if any, are to the right of the screen. Clicking on a talk topic will give you a response from the person or creature in bluish lettering. You may have a choice of answers that will appear below their response in yellow lettering. To choose an answer, click on it, or press the number key corresponding to it. If the person or creature has a further response, it will appear in bluish lettering possibly giving you choices again in yellow. You may move from talk topic to talk topic, simply by clicking on the white lettered topic on the right hand side of this screen. You will be notified in blue colors if you have received a quest or item from the individual.

If the individual's response is a long one, you will see a small "Continue" button on the bottom of the screen, just click on that to continue the conversation. (You cannot talk about another topic or exit the conversation while there is a continue button on screen.) Click "Goodbye" or "Back" at the lower portion of the talk topic screen to leave the dialogue and return to the dungeon view screen.

If you click on some citizens while they are facing away from you, you may have a chance to steal from them. If you are successful, you'll receive your loot and you'll be notified that you've committed a crime.

If you have committed a crime and have not served your time or paid your fine and you move close to a guard, you will be arrested.

At shops, you will have opportunities in addition to conversation to increase your skills, to buy, sell, repair or enchant items.

- **Shops**

Each city has various shops where you can talk, buy, sell, repair and enchant items. Some shopkeepers may also give you special quests. Click on the appropriate buttons on the right side of the screen which appears after you've entered a shop. You can do that by clicking on the shop door or just moving forward through it.

The training screen will show you what training is available, your present skill level and how much gold you must spend to advance your level. Click on the "V" button to buy an increase in level. Click on the "X" button to return to the topics screen.

If you click on the "Buy/Sell" button, you bring up a screen that shows you what items are available in the shop to buy and their cost. If you wish to purchase an item, choose it by clicking on it, then click on the "B" button at the bottom of the screen to buy it.

Click on the "X" button when you have finished shopping. To sell any of your items, click the "Sell" topic at the top of the screen, this will bring up your items you have in your inventory of the type bought and sold in that particular shop and the amount of gold you'll get by selling your item. To sell an item, click on it to choose it and then click on the "S" button.

(Tip: sell everything you don't need to get more money.)

At the bottom of the screen you will see how much gold you have and the weight of your pack.

Beware: Choose carefully when buying and selling, you may buy an item in haste only to realize it's not useful to you, then if you wish to sell it, you'll find you paid much more for the item than its sale price.

The price you pay and receive for items will depend upon your Appraise skill level. Also, the larger cities, Vastares and Mithria, have finer items available. You might get more gold by selling an item in those cities' shops than if you tried to sell the item in a

small village.

Inns: If you rest at an inn, your Health and Mana will be restored above the maximum and you will be cured of possible poisoning.

Libraries: Found only in the two large cities. Here you can buy or sell both general and skill books and gain training.

Blacksmith: You can buy weapons and heavy armor and repair your items and can also train.

Tailor: You can buy light armor, clothing and train.

Jeweler: You may buy adornments.

Alchemist: You may buy potions and alchemical ingredients and train in alchemy.

Curative Herbs: You may buy alchemical ingredients and train in alchemy.

Magic Shop: You may buy scrolls and spellbooks, train or enchant your equipment.

You will find more variety of shops in the large cities than in the villages.

Also you can find many of these options at some NPCs (non player characters) who are walking around the world or just standing at an exact place.

◦ Alignment

Your alignment depends on your fame. Every item can specify the required alignment – good or evil. If the item specifies “evil” as required alignment, then your character cannot equip it if your fame is positive and vice versa.

◦ Crime

You may commit a crime in various ways: by picking someone's pocket (your chances will depend on your stealth skill but if other citizens are near your chances will be worse), by breaking into certain homes (some houses can be broken into day or night if you have a skeleton key – some windows that are not blinking at night can be broken into with your weapon), by harming a peaceful civilian or creature and by stealing. If you attempt to break into a house during the day, a citizen may catch you and call the guards. At night, you can try to bypass the guards.

Unless you bypass the guards, you will be arrested – you will then have to pay a fine or work off your time. In jail, you may try to lockpick your way out if your lockpick skill is high enough and you have a lockpick. You also can spend your time in prison (try to pace up and down to pass the time) and then get out, but then some of your attributes and/or skills will decrease.

Lockpicks and skeleton keys can be purchased in shady shops or from certain individuals throughout the island.

You can also find people who will clear your crime rating for money.

◦ Combat

Combat is turn-based. Your success will be determined by your abilities compared to those of the enemies you encounter. If you are paralyzed, you will not be able to attack for a few turns. If you are cursed, your ability to attack will be lowered. If your health meter falls to 0, you have lost the battle and the game. If you are successful in battle, you gain experience points. The Character Detail screen shows how many points it will take you to reach the next level.

When facing multiple opponents, they might attack you in pairs. This is indicated by displaying two rectangles with the names of the monsters and their health bar, instead of one. In this case, you can select which monster to attack with your melee weapon,

bow or crossbow by tapping the the monster's information box. The selected monster is indicated by the red crosshair icon before their name. This targeting only works for physical attacks, attack spells target each monster in their range.

If it's raining or nighttime, both your and your opponents' judgment of distance is hampered, so these are the best times to fight with monsters which use ranged weapons – archers, for example – as they can't really see you perfectly.

- **Enemies**

The various monsters you encounter will have attributes of their own. For example, some may be able to resist disease, magic or poison. Others may resist normal weapons, cast certain types of magic, be able to teleport or take a high quantity of melee damage. You will gain experience in how to deal with the individual monster types as you travel through the world.

Warning: all killed non-special monsters respawn after a week of game time, which means they will appear at their place again.

- **Magic**

The Island of Freymore is full of magic. Potions, spellbooks, scrolls, wands, staves can be found, purchased or gained during battle when you've killed a monster.

➤Healing Magic (for all races except the Rasvim)

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Cure light wounds	Self	Restore health	This spell restores some health points.
Cure wounds	Self	Restore health	This spell restores some health points.
Cure wounds touch	Touch	Restore health on other	This spell restores some health points of another.
Cure poison	Self	Cure poison	This spell cures poison.
Cure poison touch	Touch	Cure poison on other	This spell cures poison on another .
Cure paralysis	Self	Cure paralysis	This spell cures paralysis.
Cure paralysis touch	Touch	Cure paralysis on other	This spell cures paralysis on another.
Remove curse	Self	Removes curse	This spell removes curse.
Remove curse touch	Touch	Remove curse on other	This spell removes curse on another.
Restoration	Self	Fully restore health	This spell restores all health.
Purification	Self	Cures poison, paralysis and curse	This spell cures poison, paralysis and curse.
Cure plague	Self	Cure plague	This spell cures plague.
Cure plague on other	Touch	Cure plague	This spell cures plague on another .
Cure wart	Self	Cure warrt	This spell cures warrt.
Cure warrt on other	Touch	Cure warrt	This spell cures warrt on another.

➤Protection magic

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Resist poison	Self	Add poison resistance	This spell provides additional resistance against poison.
Resist paralysis	Self	Add paralysis resistance	This spell provides additional resistance against paralysis.
Resist Warrt disease	Self	Add Warrt	This spell provides additional disease resistance against Warrt disease.
Resist Plague disease	Self	Add Plague	This spell provides additional disease resistance against Plague disease.
Resist diseases	Self	Add disease resistance	This spell provides additional resistance against all diseases.
Stone skin	Self	+Armor	This spell provides additional physical protection.
Resist magic	Self	Add magic resistance	This spell provides additional resistance against magic.
Magic immunity	Self	The player is completely immune to magic, BUT he/she also can't cast spells!	This spell provides magic immunity.
Resistance	Self	Resistance against poison, paralysis, diseases, magic	This spell provides additional overall resistance.

➤Attack magic

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Magic missile	Ranged	Damage all	This spell damages an opponent.
Lightning bolt	Ranged	Damage all	This spell damages an opponent.
Lightning Storm	Ranged	Damage all (more monsters)	This spell damages more opponents in a radius.
Burning hand	Touch	Damage all	This spell damages an opponent.
Thief touch	Touch	Damage all, Poison	This spell damages and poisons an opponent.
Fireball	Ranged	Damage all	This spell damages opponents in a radius.
Harm undead	Ranged	Damage undead	This spell damages an undead opponent.
Poison cloud	Ranged	Damage all, poison	This spell damages and poisons more opponents in a radius.
Poison touch	Touch	Small damage, poison	This spell poisons an opponent.
Smite foe	Touch	Damage human	This spell damages an opponent and can kill it instantly below a certain health level.

➤Mind magic

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Drain mana	Ranged	Drain mana	This spell drains mana from an opponent.
Drain mana touch	Touch	Drain mana	This spell drains mana from an opponent.
Calm	Touch	Calm	This spell calms down an opponent.
Curse	Ranged	Curse	This spell lowers the attack of an opponent.
Paralyze	Ranged	Paralyze	This spell paralyzes an opponent.
Sap will	Ranged	Damage all Curse	This spell damages and curses an opponent.
Mage curse	Ranged	Lowers the intelligence of the opponent	This spell lowers the intelligence of an opponent.
Detect mind	Ranged	Gets information on the opponent	This spell displays the properties of an opponent.

➤Undead magic (for the Rasvim race only)

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Drain health	Ranged	Drain health	This spell drains health from a living opponent.
Damage living	Ranged	Damage	This spell damages a living humanoid, creature
Plague	Ranged	Plague infect	This spell infects opponents with Plague disease.
Unholy word	Self	Restore health	This spell restores some of the undead's life force.
Drain touch	Touch	Drain health	This spell drains health from a living opponent.
Infestation	Ranged in a radius	Plague infect	This spell infects opponents with Plague disease.
Mass Drain Health	In a radius	Drain health	This spell drains health from the opponents (around the player, in a radius).
Undead Curse	Ranged	Curse	This spell curses and poisons an opponent, and it also drains some health.
Unholy pray	Self	Restore full health	This spell restores the full life force of the user.

➤ Environment magic

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Disarm	Touch	Disarm trap	This spell disarms a trap.
Unlock	Touch	Unlock	This spell unlocks an object.
Mark	Self	Mark position	This spell memorizes a position in the world.
Recall	Self	Teleport	This transfers the player back to a memorized position.
Feather	Self	Feather	This spell lightens encumbrance.
Town portal	Self	Teleport (fixed)	This spell transfers the player to the nearest city.
Recharge wand	Self	Recharge wands	This recharges a wand.
Enchant	Self	Enchant item	This spell enchants an item.
Create food	Self	Creates some food	This spell creates some food.

○ Enchanting Items and Blank Wands

Enchanting items: you may enchant some blank scrolls and some of the items in your inventory, for example, weapons, armor etc. with many different spells or functions. You may, for example, put +5 Armor in your armor or poison damage on your sword. You can do this in magic shops or with your own spell, but the Enchant spell is very rare. Some items you find in the world may already be enchanted.

You can enchant only armor, weapons, accessories and blank scrolls and wands. The other entries in the “enchantable hosts” column are for information only.

E.g. you can't enchant a “potion” directly to restore your health, but if you mix the right ingredients using your alchemy skill, that potion will contain the effect.

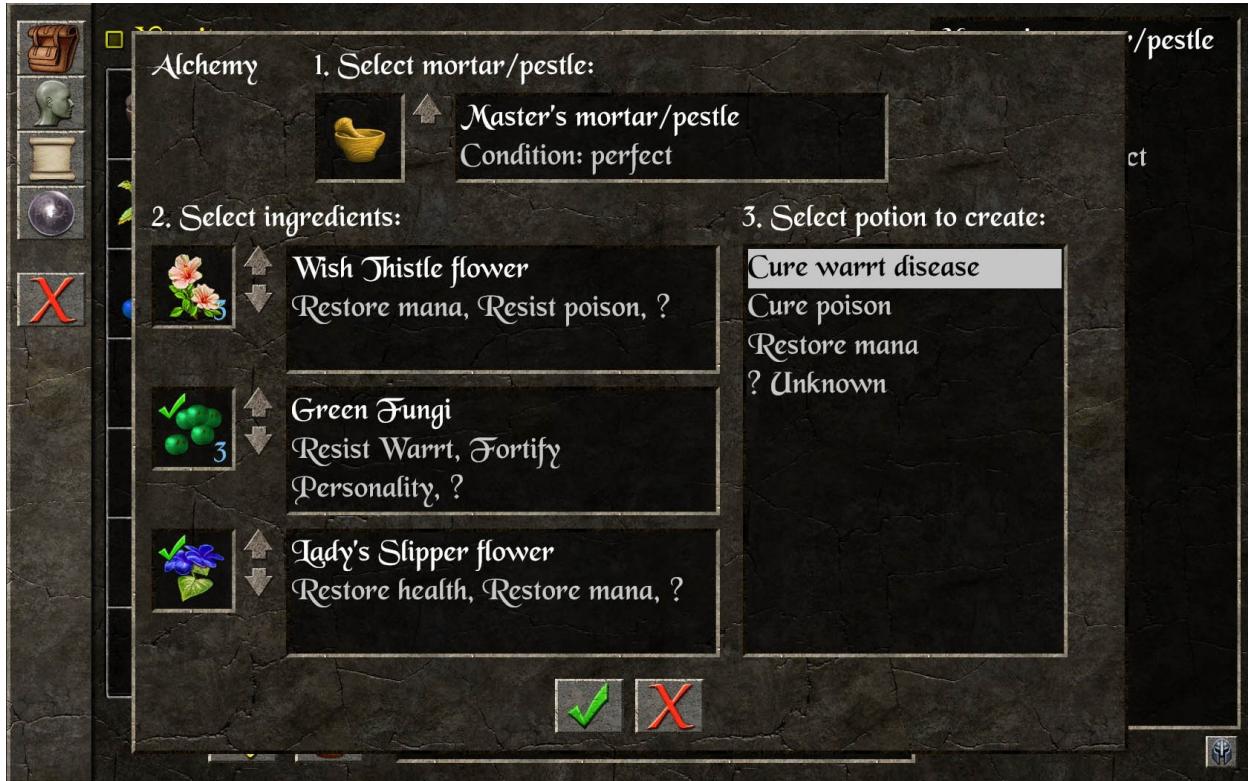
<i>Enchantment type</i>	<i>Enchantable host</i>	<i>Description</i>
Fortify skill	Armor, weapon, accessory, ability, disease, magic staff, bow, book (teach)	Fortify a skill (+1 .. +50)
Fortify attribute	Armor, weapon, accessory, potion, alchemy ingredient, ability, disease, magic staff, bow	Fortify an attribute (+1 .. +20)
Restore health	Potion, alchemy ingredient, spell	Restore health (specific value)
Restore full health	Potion, spell	Restore full health
Fortify health	Armor, weapon, accessory, potion,	Fortify health

	alchemy ingredient, ability, disease, magic staff, bow	(specific value)
Restore unholy health	Potion, alchemy ingredient, spell	Restore unholy health (specific value)
Restore full unholy health	Potion, alchemy ingredient, spell	Restore full unholy health
Fortify unholy health	Armor, weapon, accessory, potion, alchemy ingredient, ability, disease, magic staff, bow	Fortify health (specific value)
Restore mana	Potion, alchemy ingredient	Restore mana (specific value)
Restore full mana	Potion	Restore full mana
Fortify mana	Armor, weapon, accessory, potion, alchemy ingredient, ability, disease, magic staff, bow	Fortify mana (specific value)
Fortify armor	Armor, weapon, accessory, ability, disease, magic staff, bow	Fortify armor (+1 .. +10)
Cure poison	Potion, spell	Cure poison
Cure paralysis	Potion, spell	Cure paralysis
Cure disease	Potion, spell	Cure disease (a specific one)
Resist poison	Monster, armor, weapon, accessory, potion, alchemy ingredient, spell, ability, disease, magic staff	Resist poison (+1% .. +100%)
Resist paralysis	Monster, armor, weapon, accessory, potion, alchemy ingredient, spell, ability, disease, magic staff	Resist paralysis (1% .. +100%)
Resist disease	Armor, weapon, accessory, potion, alchemy ingredient, spell, ability, disease	Resist disease (a specific one) (+1% .. +100%)
Resist normal weapons	Monster	Resist non-magical weapons (w/o enchantment) (+1% .. +100%)
Dispel	Potion, alchemy ingredient, spell	Dispel non-constant effects
Feather	Armor, accessory, potion, alchemy ingredient, spell	Add to encumbrance (+1 .. +100)
Remove curse	Spell	Remove curse
Resist magic	Monster, armor, weapon, accessory, potion, alchemy ingredient, spell, ability,	Resist all magic (+1% .. +100%)

	disease, magic staff	
Damage monster kind	Weapon, throwable, spell	Damage a monster kind (+1 .. +50) OR (+1% .. +200%)
Damage type	Weapon, throwable, spell	Damage a specific monster family (humanoids/undeads/creatures) (+1 .. +50) OR (+1% .. +200%)
Damage all	Weapon, throwable, spell	Damage all monsters (+1 .. +50) OR (+1% .. +200%)
Poison	Monster, potion, alchemy ingredient, weapon, spell, magic staff, throw	Poison opponent
Curse	Monster, weapon, spell, magic staff, throwable	Curse opponent
Paralyze	Monster, spell, throwable	Paralyze opponent
Drain health	Monster, weapon, spell, magic staff	Drain health (value)
Drain mana	Monster, weapon, spell, magic staff	Drain mana (value)
Cast spell	Monster, ability, scroll, spellbook, wand	Cast a spell (a specific one)
Infect disease	Monster, weapon, magic staff, throwable	Infect disease (a specific one)
Resist diseases	Monster, accessory, spell, potion, ingredient, ability, disease	Resist all diseases (+1% .. +100%)
Resist spell	Monster, magic staff, accessory, ability, disease	Resist a specific spell (+1% .. +100%)
Fortify spell	Monster, magic staff, accessory, ability, disease	Fortify a specific spell (+1% .. +100%)
Fortify magic	Monster, magic staff, accessory, potion, alchemy ingredient, ability, disease, magic staff	Fortify magic effects (+1% .. +100%)
Fortify melee	Monster, magic staff, spell, potion, alchemy ingredient, ability, disease, magic staff	Fortify melee (+1% .. +100%)
Magic immunity	Spell	Provide magic immunity
Crush	Spell	Could instantly kill an opponent (below 25% health)
Calm	Spell	Calm monster

Detect mind	Spell	Provide information about an opponent
Mark/recall	Spell	Mark/recall a position
Town portal	Spell	Teleport to the nearest city
Enchant	Spell	Enchant armors, weapons, accessories, blank scrolls and empty wands
Recharge wand	Spell	Recharge wand
Create food	Spell	Create food for rest
Permanent attribute	Potion	Permanent bonus to a specific attribute
Alcoholic	Potion, alchemy ingredient	Alcoholic effect (+str, +end, -dex, -int, -per)
Fortify outfit	Armor, weapon, accessory, magic staff, bow	Fortify outfit quality

○ Alchemy



Using your mortar and pestle, you can create potions and homemade drinks from plants, flowers or mushrooms you find in the world or buy in Curative Herb or Alchemy Shops. Your success in brewing and the effectiveness of these potions will depend on your Alchemy skill level which can be increased by reading books that teach alchemy and by training at an Alchemist's shop or a Curative Herbs shop.

To practice alchemy, bring up your inventory, select one of your mortars, then click on the mortar and pestle icon at the bottom of the screen. This will bring up a screen that shows you your mortar and pestle and alchemical ingredients. This screen allows you to go through the steps of creating a homemade brew:

1. Select which mortar and pestle in your inventory you'd like to use.
2. Select which alchemical ingredients you wish to use. In the three boxes, scroll through your inventory using the up and down arrows. Look for ingredients that have a characteristic in common with the potion you wish to brew. For example, if you wish to create a resist warrt potion, look for ingredients that include resist warrt.

3. When you have two or three displayed that include the desired effects and a type of potion or brew is listed under "3, Select the potion to be created", highlight the desired potion and tap on the "V" button. You will receive a message that you have succeeded or failed. If you've succeeded, that homemade potion or brew will now be in your inventory.

Every alchemical ingredient has different effects. There are books in the world that will teach you Alchemy recipes. If your alchemy skill is not strong enough, you may get a potion "Unknown effect". You can try to brew something. You will get a message whether you have succeeded or failed.

○ **Playing With Gol'Crop**

Gol'Crop is a card game with a long history on the continent. It began among the peasantry and is based on famous tales about conquistadors and adventurers. At the beginning, people played it with small pieces of animal leather so thus the name "crop". Slowly it began to gain a foothold in high society among the nobles and merchants who often played with hefty bets. The heavy betting brought a short prefix (gol' -> gold) to the name of the game and the term Gol'Crop was born. Though the game's roots go back in time, it got an official form just a few decades ago. Nobles with a monopoly to run printing workshops, produced the magically embossed cards, ran dens of Gol'Crop games, ready to pillage frivolous gamblers. Although there were a few attempts to create counterfeit cards, the watermark is so unique it's easy to tell fake ones as they're poor quality replicas.

If you have the amount of gold required, you can play Gol'Crop in the inns. Gol'Crop dens also are a haphazard way to test your skills and win (or lose) a small fortune.

There are three different decks, each with 25 cards. You and your opponent will be dealt five cards. Present health versus maximum health will be shown next to your and your opponent's portraits. Play is turn-based by being dealt and using cards.

The object of the game is to keep your health level up while reducing your opponent's health to 0. When your opponent's health is 0, you win the bet. The three squares next to you and your opponent's faces represent the spot where markers may be placed or removed (based on cards dealt you and your opponent that add or remove a marker). Each of you and your opponent can have three markers. If you place a marker card when you already have three markers, one of them will be replaced.

Click on each of your cards to see what they represent. Basically, there are two types of cards: ones with instant effect and ones with temporary effect. The first ones can deal damage or heal you, while the later ones usually create a marker. Before you use a card – by tapping on it again after you have selected it –, evaluate the strength of your hand and plan your strategy. Keep re-evaluating your hand as you are dealt new cards. Some cards can be used together with another

card in your hand in a round. These are called combo cards. If you gain a marker, tap on it to see what it does. Try to remove markers from your opponent if it helps you. As you play, you should develop better skill at Cards.

- List of cards

Warrior deck

This deck sports the simulation of a warrior. The character utilizes weaponry and war gear (shields, armors, etc) to win the game.

Pic	Name	Meaning	Cards/ deck
	Slash	Inflicts 2 damage to the enemy.	3
	Crush	Inflicts 3 damage to the enemy.	3
	Rapid Stab	Inflicts 4 damage, half to the defense if applies.	3
	Bleeding	Inflicts 1 damage and enemy loses 3 health per turn. Turns: 3.	3
	Assault	Inflicts 2 damage and removes a marker from the enemy.	3
	Dual Strike	Inflicts 8 damage, half to the defense if applies.	2
	Backstab	Inflicts 5 damage, any kind of defense ignored.	3
	Block	50% damage resistance. Turns: 2.	1
	War cry	Combo card, you can table another card which effect's doubled.	1
	Tower Shield	20% damage reduction per turn. Durability: 8 health.	2
	Longsword	20% damage bonus per turn. Attacks: 5.	3
	Kite Shield	25% damage reduction per turn. Durability: 12 health.	3
	Battleaxe	20% damage bonus per turn. Attacks: 7.	2
	Platemail	33% damage reduction per turn. Durability: 15 health.	1
	Mourner	50% damage bonus per turn. Turns: 2.	1
	Remedy	Heals 5 points.	3
	Healing Potion	Heals 7 points plus 1 point per turn. Turns: 3.	3
	Rejuvenate	Heals half of the missing health.	2
	Heroic Remedy	Increases both health and maximum health by 5.	1
	Arrow Storm	Inflicts 3 damage per turn. Turns: 3.	3
	Fosse	Removes a marker from the opponent.	3
	Raid	Inflicts 3 damage per turn only to the enemy defense. Turns:5.	2

	Marksman	Inflicts 5 damage per turn. Turns: 3.	1
	Bloodlust	Combo card, and heals half of the missing health.	2
	Berserk	50% damage bonus but 30% more damage taken per turn. Turns: 2.	1

Sorcerer deck

This deck features the simulation of a sorcerer. The class utilizes different magics and spells to win the game, the backbone of the system is how to use well the node and aura combos. This deck requires a completely different approach compared to the other two classes.

Pic	Name	Meaning	Cards/ deck
	Life Node	Regenerates health by 2 points per turn. Turns: 10.	3
	Aura of Air	Decreases the damage taken, by 25% per turn. Turns: 4.	3
	Death Node	Increases the damage inflicted, by 25% per turn. Turns: 4.	3
	Aura of Water	Decreases the damage taken, by 25% per turn. Turns: 4.	3
	Moon Node	Increases the damage inflicted, by 25% per turn. Turns: 4.	3
	Aura of Fire	Reflects 25% of suffered damage, per turn. Turns: 4.	3
	Sun Node	Increases the inflicted damage, by 50% per turn. Turns: 4.	1
	Aura of Earth	Decreases the damage taken, by 50% per turn. Turns: 4.	1
	Ice Bolt	Inflicts 4 damage to the enemy.	3
	Chain Lightning	Inflicts 5 damage to the enemy.	3
	Earthquake	Inflicts 5 damage to the enemy.	3
	Whirlwind	Inflicts 5 damage to the enemy and destroys one of its markers.	2
	Firewall	Inflicts 8 damage to the enemy.	1
	Starfall	Destroys all of the enemy's markers.	1
	Sandstorm	Inflicts 1 damage per turn. Turns: 5.	3
	Blizzard	Inflicts 1 damage per turn. Turns: 6.	3
	Blade Storm	Inflicts 3 damage per turn. Turns: 2.	3
	Will-o'-the-wisp	Reduces enemy attack by 2 per turn. Turns: 3.	2
	Wildfire	Inflicts 2 damage to the enemy per turn. Turns: 4.	1

	Rage of Nature	Inflicts 4 damage to the enemy per turn. Turns: 3.	1
	Healing Shower	Heals 4 points.	3
	Healing Scroll	Heals 7 points.	2
	Bless	Heals 15 points.	1
	Mana Explosion	Combo card, and heals half of the missing health.	1
	Mana Storm	Combo card, you can table another card which effect's doubled.	1

Necromancer deck

This pack sports a Necromancer and his various abilities. Based on the trend initiated with the previous two classes, this one has its own peculiarities. This character can summon various creatures, animate corpses and release powerful spells, utilizing his own flesh and blood (practically consuming his own health).

Pic	Name	Meaning	Card/ deck
	Blood Chant	Inflicts 4 damage for suffering 2 damage.	3
	Fang	Inflicts 6 damage for suffering 3 damage.	3
	Atrophy	Inflicts 2 damage.	3
	Sacrifice	Inflicts 5 damage for suffering 3 damage.	3
	Dark Touch	Drains 3 health from the enemy.	3
	Poison Cloud	Inflicts 4 damage for suffering 1 damage.	3
	Blood Filch	Inflicts 5 damage for suffering 1 damage.	2
	Vampire Bite	Drains 6 health from the enemy.	2
	Soul Crush	Inflicts 15 damage for suffering 5 damage.	1
	Blackout	Drains 12 health from the enemy.	1
	Bone Wall	Defensive bone wall. Health: 6.	3
	Blood Golem	Minion, inflicts 1 damage to the enemy in each turn. Health: 6.	3
	Blood Moat	Defensive bone wall. Health: 8.	3
	Ghoul	Minion, inflicts 2 damage to the enemy in each turn. Health: 4.	3
	Graveyard	Regenerates 1 health per turn. Turns: 5.	2
	Skeleton	Minion, inflicts 3 damage to the enemy in each turn. Health: 4.	1

	Vampire	Minion, drains 3 health in each turn. Turns: 3.	1
	Acid Rain	Inflicts 1 damage per turn. Turns: 3.	3
	Parasite	Drains 1 health per turn. Turns: 3.	3
	Corpse Army	Inflicts 2 damage per turn. Turns: 2.	3
	Vampire Bats	Drains 1 health per turn. Turns: 4.	2
	Unholy Seal	Drains 1 health per turn. Turns: 3.	1
	Blood Boil	Inflicts 10 damage per turn. Turns: 2.	1
	Heart Pile	Combo card, and heals half of the missing health.	2
	Soul Pile	Combo card, you can table another card which effect's doubled.	1

○ Increasing Your Skills and Attributes

The Quest is a skill-based game. As you engage in combat, gain training and/or read books, you will receive points that will increase your skills and abilities. As you gain a new level, you will automatically receive an increase in skills you used most frequently (for example, if you battle frequently with heavy weapons your heavy weapon skill will automatically increase) and you will receive 10 spendable bonus points to all skills and 5 spendable bonus points to all attributes. Click on the box with the plus sign in it next to the skill or attribute you wish to increase, to assign one point. (Increasing a non-primary skill takes 2 bonus points.) You can also increase your skills and attributes by using/wearing items with bonuses to them.

You can't increase a skill if its base attribute is too low.

By only using your bonus points to increase your skill, you are limited to 100. You can go beyond this limit by reading skillbooks or equipping items with appropriate bonuses, however.

Your starting value for both attributes and skills is 15 (which is modified by your race and a random value, respectively). For skills, 33 is a 'base level'. This means that, for example, if your heavy weapon skill is below 33, your weapon will cause less damage than that weapon's base damage, because you're not experienced enough in that skill. At 33, you can use everything at its base level, and above 33 you can use everything better than its base level. The maximum is the 'double' value, so at armor skill 100 you an armor with value 5 with provide 10 armor.

- **Training**

You can gain training in various shops and from various people or creatures you meet in the world; for example, some streetwalkers can train you in lockpicking. As you go higher in a skill, your training will be more and more expensive. Also, there is a limit to training that is available in the various towns or cities – as you progress through the world you will encounter shops or individuals that can give you a higher level of training.

- **Repair and Maintenance of Items**

Certain items lose quality and lose their abilities as you use them. For example, if you don't keep your armor and weapon(s) in good condition, you can't get the maximum damage or armor protection from them. If their condition goes below average, they become really poor items. When an item is broken, it's totally useless and should be repaired or dropped.

You can go to a blacksmith and ask him to repair your items, or if you have a repair hammer and a certain level of Repair skill, you can repair your items yourself. But a repair hammer eventually becomes worn so you have to buy another.

- **Rest and Restore**

For a price, you can rest at an inn and restore more than the maximum of your health and mana and remove poisoning. You can also camp in the woods if you have at least one portion of food and water.

You can't camp in cities, just in the wilderness.

If your red health meter drops too zero, you will die. To continue playing, return to the main screen and load a previous save or start a new game.

OUTRO

- **Technical Support**

If you have any problems running or playing The Quest, please contact Redshift by e-mailing redshift@redshift.hu

Support for the game may also be found at Redshift's website: <http://www.redshift.hu/> which lists FAQs and forums.

- **Copyright Information**

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- **Credits**

This game is the result of the efforts of:

Sylon – graphics, world building

Elendil – programming

Stewe – original game engine, story

Catacomber – additional writing

Brian – music

- **Warning: Seizures & Repetitive Motion Injuries**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while viewing television or playing video games, even if they never had a seizure before. Stop playing and consult a doctor if you experience convulsions, disorientation, changed vision, eye or muscle twitching, involuntary movements or loss of awareness. To reduce the likelihood of such ill effects while playing video games, take a break at least every hour, play with good lighting, don't play when you're tired or need sleep and hold the screen as far away as is comfortably possible.

Whacking the bad guys or otherwise playing video games can make some of your muscles and/or joints sore after a few hours. Take a break after an hour of game play, rest your hands, wrists or arms at intervals. If your hands, wrists or arms become sore, stop playing for awhile. If soreness continues, see a doctor.

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