



Spellshard

THE BLACK CROWN OF HORGOTH

Ohrrpgee

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This game was created with the Official Hamster Republic Role-Playing Game Construction Engine, developed by James Paige, and is intended for use exclusively with the



Only attempt to run this game using the included executable, SPLLSHRD.exe. Other versions of the OHRRPGCE may produce unstable results.

*Develop your own games by exploring the OHRRPGCE for yourself!
http://hamsterrepublic.com/ohrrpgce/Main_Page.html*

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INSTRUCTION MANUAL

TABLE OF CONTENTS

THE STORY	4
STARTING A NEW GAME	7
LOADING A GAME	8
CHARACTER CLASSES: FIGHTER	9
CHARACTER CLASSES: RANGER	10
CHARACTER CLASSES: WIZARD	11
CHARACTER CLASSES: SORCERESS	12
CHARACTER CLASSES: THIEF	13
CHARACTER CLASSES: BARD	14
CHARACTER CLASSES: CLERIC	15
CHARACTER CLASSES: PALADIN	16
CONTROLS: TOWNS AND DUNGEONS	17
THE MAIN MENU	18
CHARACTER STATS AND STATUS	20
CONTROLS: BATTLE	21
CURING AND REVIVING HEROES	22
SHOPS	23
WEAPONS	24
ARMOR	24
ITEMS	25
SPELLS	26
COMPLETING YOUR FIRST ADVENTURE	27
FINAL HINTS	31
NOTES	32

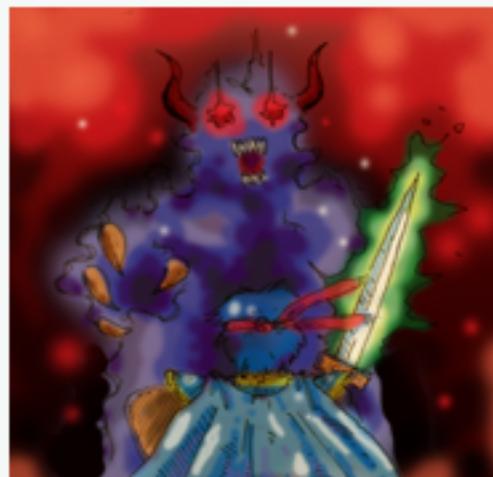
THE STORY



In ages past, a peaceful world was brought to utter ruin by the work of a sinister circle of dark magicians, the Lords of Decay. The earth itself began to rot away, and no man's ambitions, no matter how humble, could thenceforth be fulfilled.

THE STORY

As blight spread to the farthest reaches of the world, seven heroes emerged from the ranks of the haggard populace. They took up sword and spell against the Lords of Decay and defeated them one by one, along with their evil master...



Soon, the world began to recover. Lost technology was discovered anew, and the people once again forged an era of lasting peace, wherein no need went unfilled. Medical and industrial technologies improved the quality of life for all, and the curse of the Lords of Decay was forgotten...

THE STORY

1000 years passed, and the achievements of mankind covered the globe, a testament to his brilliance and persistence. One day, however, this progress came to a sudden halt. Complex machines broke away into heaps of ruinous slag; medicines transmuted into sawdust and weevils; steel could not be forged, no matter how hot the flame. The many technological achievements were suddenly and inexplicably lost!



Across the globe, from Valada to Euphates, the people curse their fate and resign themselves to death, for the ancient citadels of the Lords of Decay have arisen once more, and legions of monsters and demons have overtaken the helpless land! Is there no one who will step forward to bring an end to this new age of darkness?

STARTING A NEW GAME

To begin playing the game, run the executable, SPLLSHRD.exe. The first thing you'll see is the title screen. Press SPACE or ENTER. If this is your first time playing, and you don't have any previous adventures saved, the game will automatically start a NEW GAME for you.

Otherwise, you'll see a selection of saved adventures and must select the option at the top of the screen, "NEW GAME".



As the game begins, you'll be asked to choose the members of your adventuring party. For each of the four party positions, you can select between two classes. To choose which class you wish to invite into your party for each role, simply use the LEFT and RIGHT arrow keys to highlight your choice and press SPACE or ENTER. After making each selection, you will be asked to name that hero. Type in the name of your choice and press ENTER.

After a brief intro scene, your adventure will begin!

LOADING A GAME



SPELLSHARD allows you to save up to four different records of your adventures. This allows you to take a break and resume your quest at a later time.

In order to resume an adventure that you saved earlier, simply run SPLLSHRD.exe and press SPACE or ENTER at the title screen. Your available saved games are then displayed.

Use the UP and DOWN arrow keys to make your selection, and then press SPACE or ENTER to begin loading. After just a few moments, your adventure will resume just where you left it off!



SPECIAL TIP: Be sure to make wise use of your saved games. It is recommended that you use at least two save slots, so that you don't accidentally create your only save in the middle of a dungeon that you aren't yet strong enough to escape from or complete!

CHARACTER CLASSES

In SPELLSHARD, your adventuring party is comprised of four roles: Warrior, Caster, Support, and Healer. For each of these roles, you can choose between two different classes. In the following pages, you'll get a sense for what makes each of the starting classes unique.

FIGHTER

The fighter is a hearty and steadfast warrior who has spent many long years training in the fighting arts. His training has enabled him to confidently wield any types of weapon or armor he may come across. Devoted to fighting for justice and protecting the weak, the fighter is a reliable comrade who will make a valuable addition to any party.

FEATS

The fighter can use his expansive knowledge of weapons to destroy the foe in a variety of ways. As he gains levels, he will learn increasingly powerful feats and also be able to use them more often. Here are just a few of the earliest feats the fighter can learn:

W-Atk

This feat allows the fighter to quickly strike two blows against the enemy in just one turn.

Thrust

The fighter focuses his will and attacks fiercely, landing a deadly blow even against heavily armored foes.

PARRY

As a master of defense, the fighter can also choose to enter a parry stance, greatly raising his defense against physical attacks.



CHARACTER CLASSES

RANGER

The ranger is a warrior from an entirely different martial discipline than the fighter. While the fighter honed his craft under the tutelage of masters-at-arms, the ranger learned to fight in the wilds, hunting game and defending her people against danger. She has use of as many different arms and armor as the fighter, though she has also mastered the longbow.

FEATS

The ranger is able to perform feats of martial prowess just as the fighter does, but she has a different list of feats to select from. She will also learn more powerful feats as she gains levels. Some of her first available feats include:

Power

The ranger's wild instincts lash out against the enemy in a vicious, though slightly inaccurate, attack.

Quick

The ranger attacks with a rapid succession of blows that do a little damage each. Good for enemies with strong defense but little HP.

ARCHRY

The ranger's use of the longbow is reflected in these abilities. Like FEATS, the ranger learns more archery abilities as she increases in level. Examples include:

Marked

The ranger takes her time to locate the enemy precisely within her sights, firing a shot that never misses.



CHARACTER CLASSES

WIZARD

The wizard is a master of the arcane arts. He has studied long and hard to discover the secrets of magic, and brings them to bear against his enemies in the form of stunning elemental attacks, manifestations of raw magical power, and life-draining curses. Because of his tireless dedication to magic, however, the wizard's body is physically frail, and he cannot make use of anything but the most basic weapons and armor.

MAGIC

The wizard's main ability is his vast repertoire of spells. He learns new spells by purchasing magic orbs from shops across the world. Some of the first spells the wizard can learn are:

Ray of Frost

The wizard summons a ray of freezing energy to harm the opponent.

Magic Missile

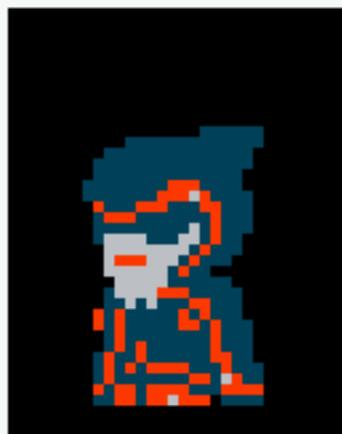
The wizard summons between one and five bolts of pure magical energy.

ENCHNT

The wizard's enchantment abilities are learned as he gains levels. They allow him to modify his own stats to perform differently in combat. Some of his enchantments include:

Wizard's Armor

This enchantment allows the wizard to compensate for his poor physical defense by raising an aura of magical protection.



CHARACTER CLASSES

SORCERESS

The sorceress is a caster who has pursued a magical discipline distinct from the wizard in that she has trained to combine physical combat with the magical arts. She can cast some, but not all, of the spells in the wizard and cleric's repertoire, equip a wide range of weapons and armor, and even combine the two to perform physical attacks imbued with magical power.

MAGIC

Like the wizard, the sorceress learns spells from purchasing magical orbs in shops and then using those orbs on herself. Some of her early spells include:

Bane Touch

The sorceress uses dark magic to drain the attack power from her foes.

Burning Hands

The sorceress summons a blast of magical fire that can be directed at one enemy or many.

IMBUE

The sorceress can also imbue her attacks with magical elements. These abilities are learned as she advances in level. They include:

Frost Blade

The sorceress attacks the enemy, dealing physical damage as well as elemental cold damage.



CHARACTER CLASSES

THIEF

The thief's style of combat capitalizes upon his speed and evasion. He can make deft use of many weapons and armor, but not the heaviest gear, as this would impede his movements. In addition to aiding in battle, the thief has many skills that are certain to prove useful. For instance, when the thief is in the party, his TRAP SENSE will cause trapped chests to flash red, letting you know to avoid them.

STEAL

The thief's primary ability is, of course, his ability to steal. Try this out on a variety of foes, and you never know what you may come up with!

SKILL

The thief's secondary skills are learned as he advances in level, and are used to improve his utility in combat. Some of his skills include:

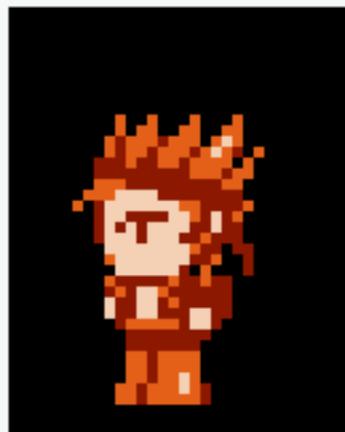
Backstab

The thief takes a moment to watch the enemy and carefully plan his attack. When he is certain, he springs forward and performs a backstab maneuver, dealing critical damage to the foe.

Escape

The thief's natural agility allows him (and the rest of the party) to immediately escape from combat.

SPECIAL TIP: If you take the thief into your party, be certain to take a moment to visually inspect chests and other suspicious objects. If they are trapped, you'll find that they subtly flash red. Avoid opening these!



CHARACTER CLASSES

BARD

The bard is a character whose heart truly embraces the spirit of adventure. A master of songs and stories, she has also become something of a jack-of-all-trades. She can equip many types of weapons and armor, fight reasonably well, and cast some magical spells. Her songs also contain their own secret power, and can bolster her allies' abilities in combat.

MAGIC

The bard can cast a variety of magical spells from both the wizard and cleric's repertoire. Rather than damaging spells, she tends to focus on those spells that will be useful for helping her friends or hindering her foes. These include:

Flash

The bard creates a flash of magical light that blinds all enemies, reducing their ability to aim.

Sleep

The bard gently lulls humanoid enemies into a deep sleep, rendering them incapable of action.

SKILL

The bard's skills allow her to perform a host of songs that have different effects upon her allies. These songs are learned as she has more adventures in the world of SPELLSHARD. They include:

Ballad of Heroes

The bard sings an inspirational tune that improves the attacking power of her comrades.



CHARACTER CLASSES

CLERIC

The cleric is a powerful ally with the ability to channel divine power to the aid of the party. She possesses a wide range of spells that can restore the party's life, bolster their stats, and even attack the enemy with holy power. She can equip powerful hammers and maces, but is not the strongest physical fighter.

MAGIC

The cleric's primary power lies in her ability to cast spells. Like the wizard, she learns these spells from purchasing magical orbs from shops around the world. Her spells include:

Cure Light Wounds

The cleric uses her magic to restore a little bit of life to a single ally.

Death Knell

The cleric drains the life force of the enemy with a touch, restoring her own power in the process.

REPEL

The holy power of the cleric can be used to instantly destroy even the largest groups of the undead.



SPECIAL TIP: The cleric has the unique ability to use items especially well. This means when she uses an item in battle, it will have about twice the effect as if another character used it. Use this to your advantage!

CHARACTER CLASSES

PALADIN

The paladin is a holy warrior who is devoted to both swordplay and the use of divine magic. He can cast many of the spells in the cleric's repertoire, but can also equip heavy weapons and armor. He is fiercely devoted to the cause of good and can destroy evil and undead enemies like no other.

MAGIC

The paladin learns magical spells through purchasing magical orbs. Some of his early spells include:

Disrupt Undead

The paladin summons forth a shining holy light that tears the undead apart.

Remove Stun

The paladin's prayers purge the doom of paralysis from the bodies of his allies.

SMITE

In addition to his magical aptitude, the paladin can also lay waste to the enemy by imbuing his physical attack with holy power. A strong attack in any respects, this is particularly effective against evil enemies.



SPECIAL TIP: These eight classes are just the beginning! As you advance in SPELLSHARD and begin to restore some of the world's lost technology, it will be possible to upgrade your characters and make use of entirely new classes! Maybe one day, these heroes will even regain their lost futuristic glory!

CONTROLS - MAP

Once you've selected a party and the adventure begins, you'll find that moving about and interacting with the world in SPELLSHARD is quite simple. The following controls apply whenever you are exploring the game's towns or dungeons; basically, everywhere outside of combat.



Arrow Keys	Move your character around the map Scroll through menu options
Space Bar	Talk to townspeople or other figures Investigate an area Open a treasure chest or door
Alt Key	Open the main menu
ESC Key	Open the main menu

SPECIAL TIP: As you explore the towns and dungeons in SPELLSHARD, be sure to talk to everyone you meet and explore everywhere you can. There are many treasures and secrets hidden throughout the world that only the most diligent adventurers can hope to discover!

THE MAIN MENU

When you're outside of combat, pressing the ALT or ESC keys will bring up the main menu. This allows you to access a number of functions:



ITEMS

Opens up your party's inventory, letting you view what items are available. Usable items will be highlighted in white. To use an item, select it with the cursor and then press SPACE twice. When appropriate, you might be asked which party member you want to use the item on. You can also rearrange your items automatically by selecting the AUTOSORT option, or manually by selecting the item you wish to move, pressing SPACE once, moving to the item's newly desired position, and then pressing SPACE a second time. This technique can also be used to DISCARD certain items.

TECHNIQUES

Here, you can view your party's special abilities and techniques. Some techniques, such as the cleric and paladin's cure spells, can be used outside of battle. These techniques will be highlighted in white.

EQUIPMENT

With this option, you can choose which equipment your party members will use. Each party member has five equipment slots that can be filled: Weapon, Head Armor, Body Armor, Shield, and Ring. To equip party members, select this option, then use the LEFT and RIGHT arrow keys to choose the hero you wish to equip. Note that you can preview how new equipment will affect your stats in the area on the left side of the screen. Some weapons and armor have drawbacks built into them, so always pay attention!

THE MAIN MENU

STATUS

This command lets you view each party member's current status, including their stats and any elemental strengths or weaknesses. In addition to stats, this screen also displays the party's current gold, and the number of EXP points required before a new level is reached. This screen will be explored in detail a bit later.

TEAM

When available, this command lets you change the marching order of your party members. This has no effect on gameplay, but whichever character is in the lead position will be the one you see on the map.

SAVE

When available, this command will allow you to make a record of your adventures up to this point. Once the command is chosen, you will be able to select which of the four available save slots you wish to save to. If you choose a slot that is already used, you will be asked to confirm your selection before the data is overwritten.

SPELLSHARD is a game that is full of glorious treasures and adventure, but it is also full of perilous and unforgiving traps, and enemy encounters that can be surprisingly difficult. It is recommended that you save as often as possible. In general, you can save your game at inns, on the various area maps, and by talking to fairies inside dungeons.

QUIT

When you're done playing, select this command to quit your game. When asked if you'd like to quit, choose the YES option to return to the game's title screen, and then press ESC to close the game.

VOLUME

Use this command to control the volume of the game's music. Simply highlight the option and use the LEFT and RIGHT arrow keys to lower and raise the volume respectively.

CHARACTER STATUS

Each of the available classes in SPELLSHARD is differentiated by their stats. There are a number of stats which represent each classes' respective abilities at performing tasks such as physical fighting, casting magic, dodging attacks, and so on. You can view these stats for each character on the STATUS screen (see above). Most of these stats can be increased through gaining levels or trying on new equipment. The stats used in SPELLSHARD are:

Hoxie	
Lvl	27
Exp	5168
5168 Exp for next Lvl	
HIT	191
AIM	18
CON	59
DEX	96
INT	86
MIS	81
AGI	12
ITM	10
***	0
***	0
***	0
HP	709/794
USE	7/7
Level	MP
7/6	5/4
3/2	1/0
66489 GP	

HP This is your life force. If it reaches zero, that character dies and must be resurrected.

USE Certain abilities require USE points to perform. These can be replenished only by resting.

MP Others require LEVEL MP. These points reflect the number of times one can cast spells of each level.

HIT This is the character's ability to perform physical attacks.

AIM This is the character's ability to successfully land blow against the enemy.

CON This is the character's ability to withstand physical attacks.

DEX The higher the DEX stat, the more likely a character is to dodge physical attacks in combat.

INT The character's INT stat reflects his or her ability to deal damage with arcane magic.

WIS WIS is a character's ability to withstand magical attacks. It also determines the power of certain holy spells, such as the cure spells used by the cleric and paladin.

AGI This determines how quickly a character will get turns in battle. Higher AGI means you act more often.

ITM The character's ability to use items. The cleric has a naturally high ITM, and certain equipment can raise this as well.

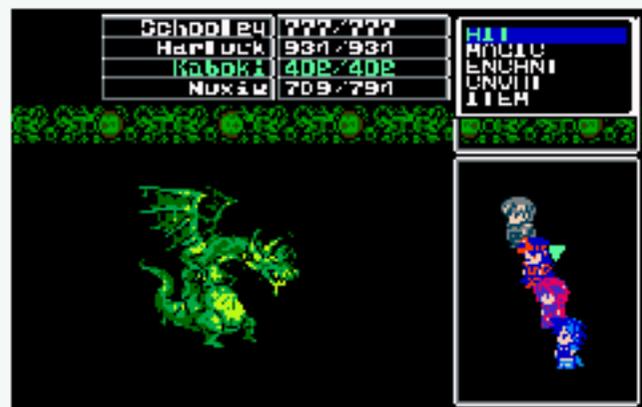
SPECIAL TIP: While you're using the STATUS screen, you can also view elemental strengths and weaknesses by pressing the SPACE bar once or twice. Press it a third time to rename a party member.

CONTROLS - BATTLE

As you explore SPELLSHARD's many dungeons, you will occasionally encounter groups of enemies. Defeating these enemies will reward the player with EXP (Experience Points) and Gold, which are instrumental to progressing in the game. EXP allows party members to advance in level, while Gold allows you to purchase new spells and equipment for the trials ahead.

The controls in battle are similar to those used on the map:

Arrow Keys	Choose a command / select an attack. Select an enemy or ally on which to perform an attack.
SPACE Key	Confirm your choice.
ENTER Key	Confirm your choice.
ALT Key	Skip a hero's turns is another hero is ready.
ESC Key	Move back one step through menus. Hold down to run from a battle



In battle, certain command options will always appear:

HIT or ATTACK	Perform a physical attack on the enemy with equipped weapon
ITEM	Use an item from the party's inventory.

Other commands such as FEATS or MAGIC reflect each party member's unique abilities. Be sure to try them all out!

CURING AND REVIVING HEROES

SPECIAL TIP: It is possible to fall prey to a variety of status ailments during your battles, including POISON, SLEEP, and STUN. These afflictions can be removed by certain spells or items. You'll know when your character is afflicted by watching for icons to appear next to their names on the battle screen. POISON is represented by a skull and crossbones, and STUN/SLEEP by a clock.

SPECIAL TIP: Some techniques can be performed by either a single enemy or the entire group. To select an entire group (when available), simply continue pressing the LEFT arrow key until a targeting cursor appears over all enemies or allies.

CURING EXHAUSTED HEROES

As you play SPELLSHARD, you are certain to become exhausted. Spells and items can restore HP, but eventually one will run low on items, MP, or USE points. When this happens, one can restore one's vigor one of two ways:

1. In each of the game's towns, you'll find an INN. Speak with the innkeeper to restore your HP, MP, and USE points (for a small fee, of course). You can also SAVE your game at an INN.
2. The majority of the game's dungeons feature a roaming fairy. Find this fairy and speak with them, and you'll be able to restore your HP, MP, and USE points, as well as save your game.

REVIVING DEAD HEROES

At times, characters will die. When this happens, it is possible to revive them in a number of ways:

Certain magic spells can revive heroes, but these are not available until later in the game.

Items such as the ARCHEUS can revive the dead, but these are not usable in battle.

In each town, one will find a nun. Speak to her and, for a fee, she will restore your dead party members to life!

SHOPS

In each town, one will also find a wide variety of shops

ARMORY Here you can purchase new weapons and armor for your heroes. You can preview which characters can equip which items by observing your heroes as you scroll through the list of available equipment. Those who move about can equip a given item, while those who stand still cannot.

MAGIC Here you can purchase new spells for your heroes. The icons in each spell description indicate who can learn each given spell:

- ↪ Wizard
- ☼ Cleric
- ⚡ Sorceress
- ⚔ Paladin
- 🎵 Bard

GENERAL Here you can purchase a variety of useful items to aid in your adventure.



SPECIAL TIP: Be aware that you can also sell your old equipment you won't be using any more back to shopkeepers. This is a good way to ensure that you never run low on Gold.

WEAPONS AND ARMOR

SPELLSHARD features a huge number of available items, weapons, armor, and spells. The following lists are intended to provide you with some examples of each. Of course, as you go through the game, you'll find many more items and equipment besides what is listed here.

WEAPONS

Bamboo Sword	This simple wooden sword makes an excellent starting weapon for warriors.
Bronze Sabre	A bronze sabre equippable by many classes; it slightly improves AIM as well as HIT.
Silver Dagger	This elegant and lightweight weapon sometimes allows a party member to swiftly attack twice!
Iron Axe	This heavy axe is immensely strong, but also impacts a character's AIM and DEX.
Wooden Hammer	A basic wooden mallet that can deal enemies a grievous blow.
Jade Staff	This weapon is infused with magical power, and can raise the user's INT and WIS slightly.

ARMORS

Bronze Armor	This heavy armor is suited for the strongest warriors, such as fighter, ranger, or paladin.
Leather Armor	This medium armor makes a good choice for those characters who fight but still require a wide range of movement.
Cloth Robe	This light armor is ideal for magicians and casters who cannot stand to wear heavier gear.
Wooden Shield	Shields such as this one can increase a hero's defensive stats.
Bandana	A simple cloth bandana; like all headgear, it improves a character's maximum HP.
Iron Ring	A simple ring infused with magic. Rings have different effects, so check them all out!

ITEMS

HERB	This item is consumed by use and can restore a small amount of an ally's HP.
ARCHEUS	This item restore the dead to life, but it can only be used outside of battle
JERKY	Eating this special jerky slightly boosts a hero's HIT and CON for the duration of a battle.
MINT	Refreshing mint clarifies a hero's senses, boosting both AIM and DEX throughout the battle.
GINSENG	Ginseng adds a boost to mental processes, raising a hero's INT and WIS for the battle at hand.
SUGAR	A spoonful of sugar puts some pep in a hero's step, slightly boosting their AGI.
DRAGONSCALE	A dragonscale has the effect of raising a hero's maximum HP for the duration of a battle.
FLAME BOTTLE	A bottle of flammable oil that bursts into a fiery explosion when thrown at the enemy.
CHILL BOTTLE	Alchemical secrets have crafted a bottle that, when thrown at the enemy, explodes into a cloud of freezing vapor, dealing cold damage.
HOLY EMBLEM	An emblem of holy power; hold it aloft and evil or undead enemies will be destroyed.
STRENGTH SEED	Permanently raises a hero's HIT by 1 point.
INTELLECT ACORN	Permanently raises a hero's INT by 1 point.
WISDOM SOUP	Permanently raises a hero's WIS by 1 point.
CONSTITUTION JERKY	Permanently raises a hero's CON by 1 point.
HP BERRY	Permanently raises a hero's max HP by 5 points.



SPELLS

Discombobulation	A spell that deals damage, and is particularly effective against golem enemies.
Fog	This spell shrouds the enemy in a magical fog, reducing their ability to dodge your attacks.
Acid Rain	All enemies are consumed in a torrential downpour of searing acid.
Shocking Grasp	A spell that deals potent electrical damage to one enemy.
Magic Sword	Summons an ethereal sword to strongly attack the enemy.
Ice Storm	A raging storm of snow and hail surrounds all enemies, dealing cold damage.
Eagle Eye	This spell magically improves a hero's AIM for the duration of a battle.
Obscuring Mist	Shrouds the heroes in a fog that prevents enemy blows from landing.
Righteous Might	Greatly improves the HIT of one hero.
Insect Swarm	Summon a swarm of stinging and biting insects to randomly attack the enemy.
Entangling Roots	Roots and vines magically erupt from the ground and entangle the enemy, reducing their AIM and DEX.
Ego Whip	A staggering blast of raw psychic energy devests the enemy of much of their physical attacking power.

SPECIAL TIP: As you play the game, you'll surely notice that some spells are better suited against some enemies than others. Figuring out what spells work best in what circumstances is one of the keys to winning the game!

YOUR FIRST ADVENTURE

If you're new to adventure games, you might initially find SPELLSHARD somewhat difficult. Follow these tips to successfully fight your way through your first adventure, and you'll catch on in no time.

When the game first begins, your adventuring party will receive orders from the King of Valada to investigate a dank pit in which the kingdom's priests have detected the presence of pure evil. To help you on your way, he'll give you 500 gold pieces. Use these to outfit yourself at the local shops before heading out.



Explore the kingdom of Valada and talk to everyone you can. They'll let you know what's going on and give you hints on how to proceed.

Once you find your way to the shops, be mindful of how much gold each item costs as you outfit your party. Be sure to, at the very least, purchase a weapon and armor for each character. If you shop frugally, you should have enough left for at least two basic spells, one for your caster and one for your healer. Anything left over can be either saved for upgrades or spent on medical herbs.

YOUR FIRST ADVENTURE



As you step into and wander around the Valada forest, you're certain to encounter groups of random enemies. When this happens, you'll be taken to the game's battle mode for the first time.

Here, you can select commands to fight the enemies, use abilities and magic on them, or use items. Pay attention to the enemies and develop a cunning strategy to survive!

Once you're suited up, leave Valada from the south, and you'll find yourself on the game's first area map. This map portrays the accessible locations in the current area. Bear in mind that the hero can only walk upon the area indicated by the path.

In this case, the dank pit the King spoke of can be seen in the upper right. However, between it and our heroes stands an eerie forest.

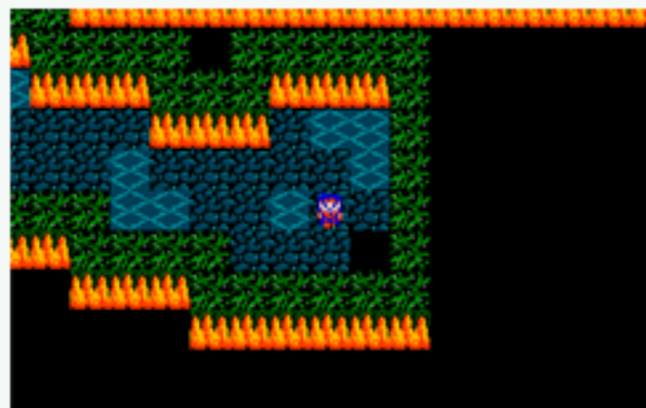


SPECIAL TIP: Survival at this early stage is a matter of keeping your heroes alive long enough to gain experience and levels. Use HERBS to restore a bit of your HP, and return to town to rest in the inn when need be. Perhaps you should gain a level or two in the forest before exploring the pit!

YOUR FIRST ADVENTURE

In the forest, you'll also find a number of chests that you can open to receive goods, such as HERBs or extra Gold.

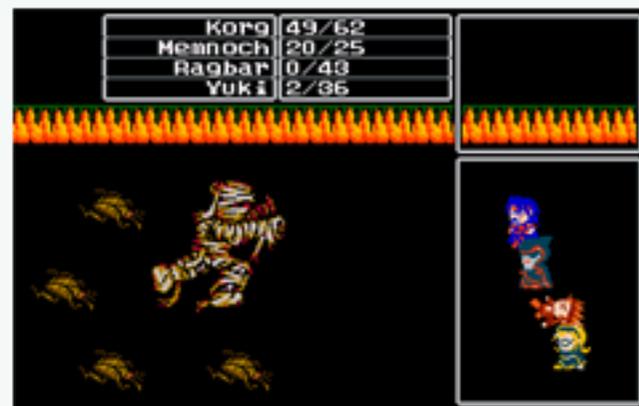
If you spend enough time exploring, you're also likely to encounter hidden passageways such as the one pictured here. There are tons of these hidden areas throughout the game, and they are always worth exploring. Just be sure to heal up and save your game beforehand! You never know what nefarious creatures might await within...



Once you're ready to take on the dank pit, exit the forest via the passage in its northeast corner. Back on the area map, you can save your game if you like before heading into the pit.

Once inside the pit, you might initially be overwhelmed by the many twists and turns, as well as the powerful enemies. Just take your time and advance cautiously. Occasionally, you'll encounter areas like this hole in the ground where you can fall through. This allows you to reach areas of the dungeon not otherwise accessible.

YOUR FIRST ADVENTURE



After you've slain the first boss, step on the magic tile to return to Valada. There, talk with the King and show him the pendant you discovered after besting the mummy. This will cause the King and his advisor to grant you a new quest.

If you return to the area map, you'll notice that a new path and location have opened up! When you feel you're ready, check it out! Keep pressing on, and soon you'll win your ultimate victory!

Persist long enough, and you'll come to the end of the dank pit and discover the source of the evil magic: an ancient mummy, resurrected from beyond the veil of death!

This is the game's first boss enemy. Boss enemies are located in every dungeon and tend to be incredibly strong. Study them carefully to identify their weaknesses and then attack with all you've got!



SPECIAL TIP: Don't just blindly attack boss enemies such as the mummy in the dank pit. Note that when you hit him with a weapon, cockroaches fall out. These quick enemies can overcome the heroes if they become too numerous. Keep them in check as you deal damage to the boss!

FINAL HINTS

- Many dungeons contain hidden pathways. Just because a passage looks sealed doesn't mean it truly is. Be sure to investigate all unusual-looking areas.
- Be sure to choose and equip your weapons carefully, so that you employ the right tool for the job. For instance, some enemies, like ghosts and spirits, have high evasion and low HP; for these enemies, avoid weapons such as axes, which provide more attacking power, but at the expense of aiming accuracy.
- On occasion, you might encounter boss enemies that seem too difficult to destroy, regardless of your experience level. In these instances, it is usually the case that the boss is employing some tricky strategy. Pay close attention to how the enemy behaves and attacks, and you can devise an effective counter-strategy to exploit their weaknesses.
- In the earliest parts of the game, you may find it difficult to keep certain characters alive until they begin to gain experience levels. Take your time and proceed carefully. Remember - if you're short on gold for equipment, you can always sell herbs and other items you find in dungeons!
- Some equipment, such as the Blood Ring, can be used as an item in battle to perform a special attack. Pay close attention and use this equipment to your advantage!

NOTES

A large rectangular area with a light blue background and a jagged, torn-paper-like border. The area is filled with horizontal dashed lines, providing a space for taking notes.



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