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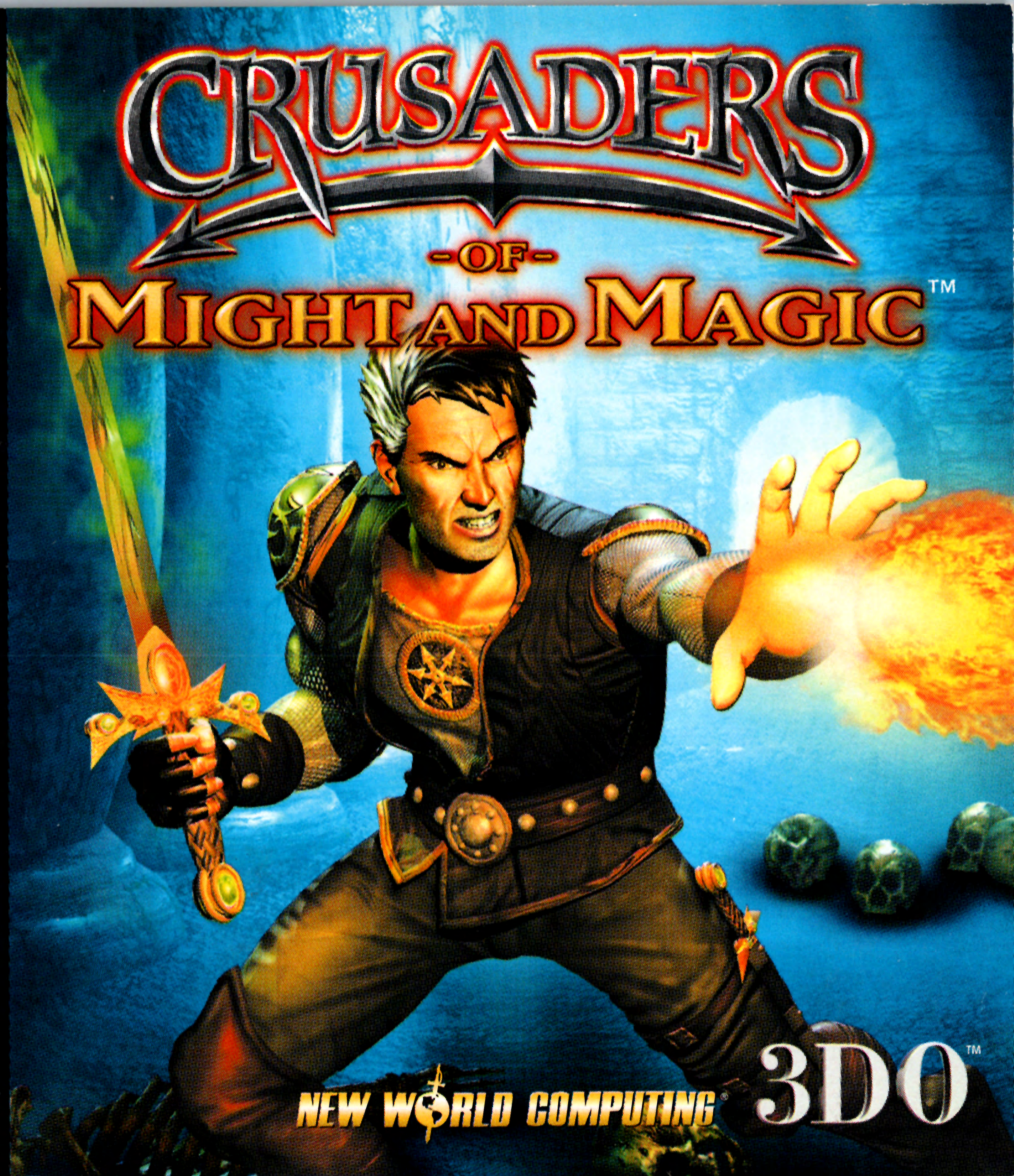
NTSC U/C

PlayStation®

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CONTENT RATED BY ESRB

SLUS-00799
PMN-5046-151

CRUSADERS -OF- MIGHT AND MAGIC™



NEW WORLD COMPUTING®

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Instructional Compendium

From the Collected Memoirs of Nomandi the Stoic.

Drake - I set these words to paper in preparation for what I fear may be my untimely death. If you now hold these pages, my worst fears have been confirmed and I am no longer with you. In this guide, I have endeavoured to provide you with the instruction that I was unable to give you in life. I have collected knowledge from many sources over the years - I now must attempt to write it all down for you. In Death as in Life, your friend - Nomandi

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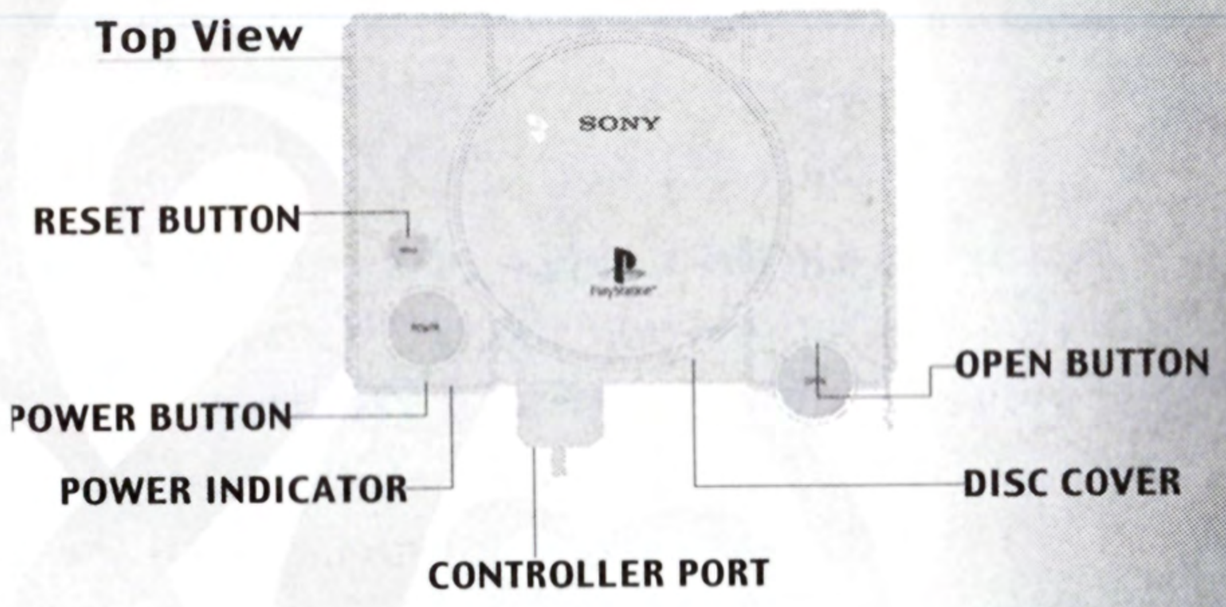
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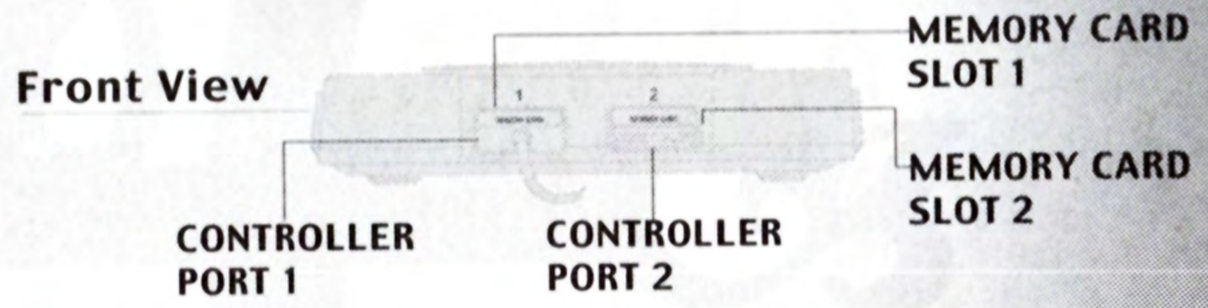
Crusader's Guild Codes of Conduct

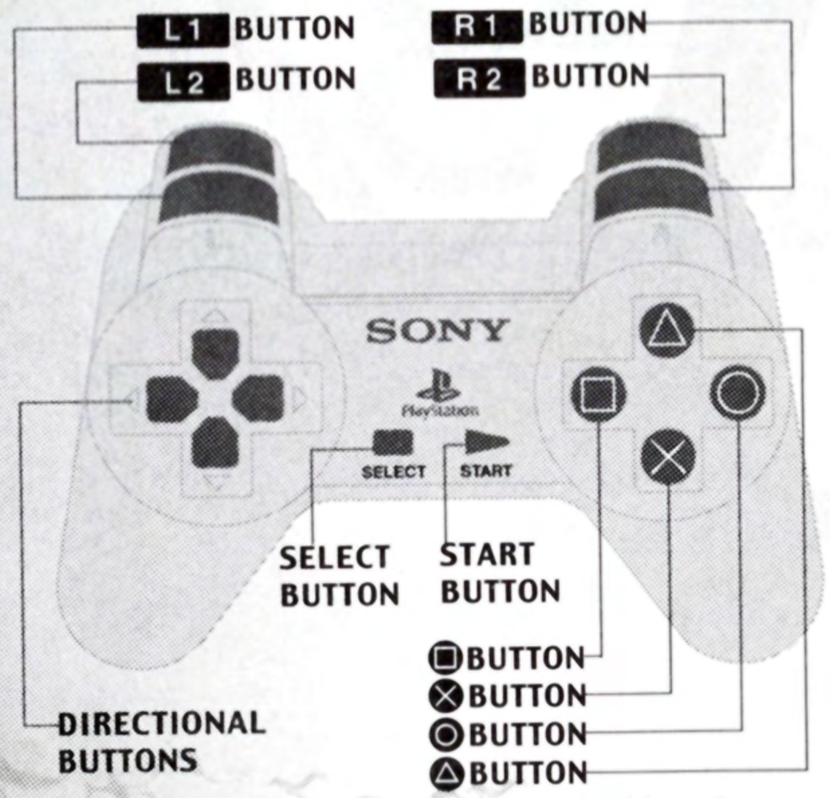
Preparation for Your Quest (Game Setup)

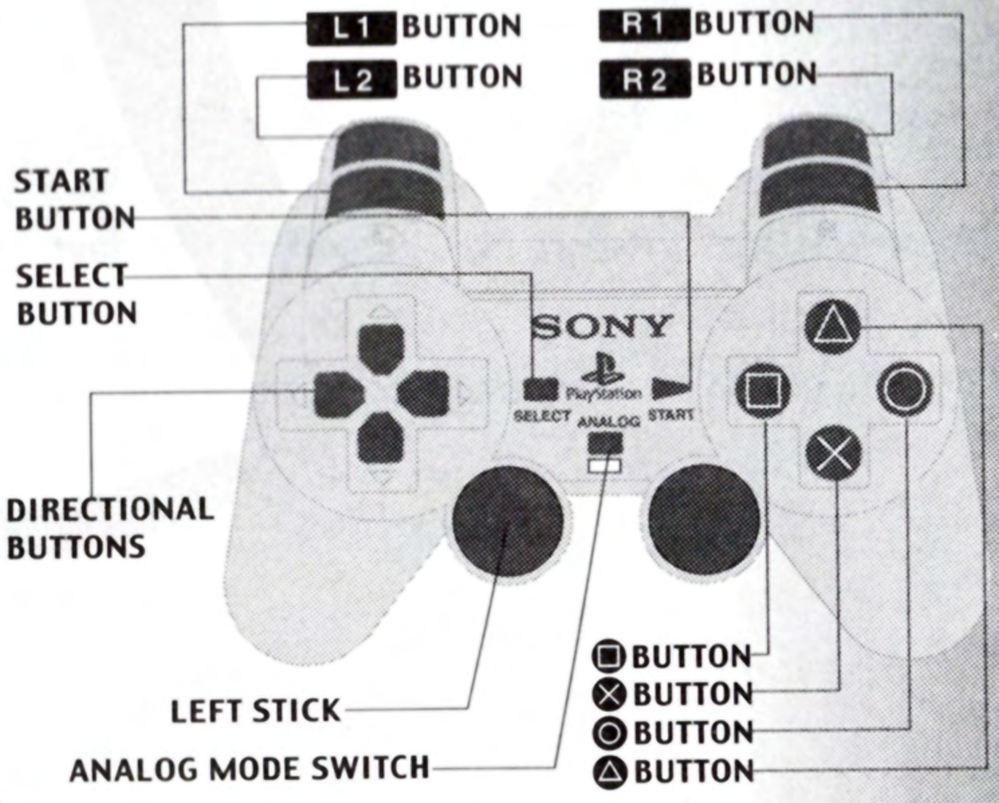
Set up your PlayStation game console according to the instructions in its instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the "Crusaders of Might and Magic™" disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

If you wish to load or save information during play, insert a Memory Card, with at least 2 free Memory Card blocks into Memory Card slot 1. See those sections later in this manual for more details. It is advised that you do not insert or remove peripherals or Memory Card once the power has been turned on.









Of Woeful Beginnings and Destiny

As is inevitable in life, there comes a time when we all must lay down our mortal bodies to rest and trust our souls to the gods. As you are now in possession of this compendium, my time has run out in this realm and you are doubtless in grave peril as you leave in solitude to search out your destiny. As you are mortal and will eventually follow me, I have included your legacy in the pages following. A long and illustrious life should never be left to the dust of ages - for memory to corrupt, and future generations to dishonour through their propensity to block out the past. Thus the following section is written to fill in for our posterity! For that which is written on blessed parchment and sealed with holy magic may never be lost so long as magic remains in the world.

However, as I would not presume that our own lives are more important than all of the ages past, I will first include an excerpt from the Book of Ages that prophesies you, Drake. Hopefully you are at last ready to accept what you were so unwilling to face when first we met.

A Tale of History Both Seen and Unseen
— Adapted from the Book of Ages —

As you know the Book of Ages was written centuries ago and consists of several volumes. This section, however, is the part most relevant to our story.

"And lo' a cry will arise from the very foundations of the world demanding justice for the transgressions of the Dark Lord. For as dark powers will ebb and flow throughout a cursed realm, beware your own dead will rise up against you. Be fearful of the Dark Lord, for

his minions are vast and powerful'.

'Yet be ever watchful, for lo' in the darkest hour a hero will arise from your midst. Should this hero be slain, the Dark Lord will make his dominion of all the world and your own flesh will his demons feed upon. For the Dark Lord is filled with the cursed powers of necromancy, and his legions of undead will overwhelm all the kingdoms of the world'.

'Long will you await the coming of the Scarred One, and great is his destiny - for within his hand, he will hold the key to the undoing of the cursed undead legions of the Dark Lord...'

That is where you come in, my young friend. With your birth, the long anticipated 'Scarred One' has arrived. And though you may not wish to believe it, you are now in the hands of a destiny that has been written into the stars for aeons.

A Hero is Born
— Personal Memoirs of the Chosen One —

Drake was born to a simple, honest family in a tranquil village on the Fairfield Lowlands only a day or two's journey from Duskwood Forest. Though he was 'only' a shepherd's son, it was evident from a very early age that there was something exceptional about him.

In his sixth summer of life, Drake had single-handedly saved his flock from a hungry pack of wolves with nothing but a lit torch and sheer determination.

'Drake has a warrior spirit,' his father had boasted.

"He has more then that," countered the village Seer as she had pressed her wrinkled palm against the boy's chest and closed her eyes. "The child has magic"'

Unfortunately, Drake's idyllic youth proved to be short-lived, ending in his twelfth

year with his first encounter with the Legion... A mortally wounded Crusader staggered into the peaceful village with news of Necros' army encampments nearby. Drake had heard rumours about Necros and his dark army, the Legion of the Fallen (all the children had) but their threat had seemed as remote as a fairy tale until that day.

That fateful night Drake was caught eavesdropping as the town leaders were making plans to defend the village and his father ordered him back to the flocks. That would be the last time Drake would ever see his father alive, and he would always regret having been angry with him. While collecting the flock, Drake suddenly heard screams echo through the canyon. Running to the top of the crest just in time to see the Legion ravaging his village, Drake scrambled down the cliffside toward the besieged town. By the time he had reached home, however, everyone had been killed, including his family and friends. The only ones standing were a handful of Legion soldiers left behind to sift through the wreckage for weapons.

Drake crept into the village, hugging the shadows. Thinking he saw a villager, he ran up to him only to discover that it was the Crusader who had died earlier that morning. He had become one of them - undead - as would the rest of the villagers. The Crusader swung his sword at Drake, scarring his cheek. Instinctively, Drake picked up a burning pole and impaled him with its flaming tip. Realising that there was nothing left for him there, he fled deep into the wilderness, as far from the Legion as he could get.

Drake spent the next ten years searching for distant relatives in other villages. All too often his reward was learning of more family that had been killed or forced to scatter to remote or unknown areas. He found companionship with mercenary soldiers, bands of gypsies, and thieves. They schooled him in the arts of deception, swordsmanship, and stealth. All the while Drake's hatred for the Legion grew stronger, and he frequently ventured out of his way just for the chance to attack their encampments at night. Legends and stories about 'The Scarred One' spread throughout the countryside - reaching even the unholy ears of Necros himself.

One night while Drake was sleeping in the woods, a band of roving Ogres decided to relieve him of his food and weapons. Just as they grabbed him, however, a leathery old hermit appeared from the darkness and ordered the Ogres to be off. When they saw that he was blind they paid him no heed. And then the hermit

attacked. Surprisingly, the sightless old man struck quickly and swiftly. Drake grabbed his mace and together they sent the Ogres screaming into the darkness.

As you now know, Drake, that old Hermit was me, Nomandi the Stoic. I took you back to the monastery, an abandoned haven from evil etched into the side of a cliff. I used to be a member of the Old Guard of the Citadel until my eyes were injured in a battle with the Legion. Yet since that time, I have learned to see much that others cannot. In my 'declining' years, I sought the solace of the wilderness so that I could more easily pursue my mystic studies. I recognised you immediately as the hero of prophecy and took you in as my apprentice. As you said, it was the first time in over ten years that you'd felt like you had a home. I'm sorry to have cut that short, Drake, you deserve all the peace and contentment this world has to offer. Perhaps someday...



Starting Your Quest

Alas, dear Drake, were I still alive I would doubtlessly be reluctant to send you out on your quest no matter how prepared you have become - perhaps destiny has made my death thus a necessity. However, as you are now cast into the face of a predestined battle, let me at least try to give some advice on how to get started!



Getting Under Way (Main Menu)

NEW GAME

Select this option to embark on a new quest from the beginning. You will be challenged with various missions, only the successful completion of which allows you to delve deeper into the varied realms of Ardon.

LOAD GAME

Select this option to magically be transported back to the last point within your quest at which you 'saved' your game. With this option, you utilize your memory card to select from potential saved Crusaders of Might and Magic games. Should you have no saved games or no memory card inserted, you will be returned to the main menu.

SETTINGS

Select this option to reveal the Game Settings Menu (described on next page).

CREDITS

Select this option to view credits - those without whom your quest would be impossible!

Personalizing Your Techniques (Settings Menu)



All settings are adjusted by using the ⬆ and ⬇ directional buttons to select the option you wish to change, then pressing the ⬅ or ➡ directional buttons to adjust the setting.

SOUND VOLUME

Adjust this value to increase or decrease the volume of the sound effects.

MUSIC VOLUME

Adjust this value to increase or decrease the volume of the Music.

STEREO MONO

This option allows you to switch the sounds between stereo and mono.

VIBRATION

Vibration is an option only available with vibration compatible controller. Select the Vibrate option and press the ⊗ button to toggle vibration on or off.

CONTROLLER

Select this menu option to choose from several pre-set configurations.

GAME OPTIONS:

INVERTED LOOK TO NORMAL LOOK

The Invert look option switches the way looking up and down in first person view is controlled.

DAMAGE PARTICLES ON OR OFF

This special parental control feature allows parents (or those of timid disposition) to turn off the realistic blood associated with armed combat.

LEVEL OF DIFFICULTY

This option allows you to select game difficulty (not available in the Game Paused Menu setting screen).

INTERFACE DISPLAY

There are three options to this screen configuration. Maximum will always display your health, mana, spell and items on the screen. Partial sets your current spell and item to be always on and your health and mana will be displayed only if there is a change to them. Minimum only shows the screen items when there is a change or if you double tap the L1 *button.*

Making Choices on the Move (Game Paused Menu)

You can perform several inspections while on your various adventures. In order to do this, press the START button to interrupt gameplay and call forth the in-game menu options.



CHARACTER

Select this option to view your vital statistics. You can also view your magical spells, weapons, armour and items in other sub menus.

QUEST

Select this option to view your current game quest.

SCORE

Select this option to reveal your progress in relation to other heroes of the age.

NEW GAME

Select this option to cancel your game in progress and begin a new one. Your previous game will not automatically be saved.

LOAD GAME

Select this option to load a previously saved game.

SETTINGS

Select this option to make adjustments to game settings (see "Settings Menu").

Interface Display

An imperative aspect of your quest will be to keep track of your mental and physical health. This information, along with other important information, is readily available on the Main Action screen, via the Interface Display. Keep a close vigil over the following information:

Player Conversation
The text that appears on the screen is a conversation with another character in the game. You may skip through the conversation by pressing the ◉ button.

Mana Gauge
This gauge indicates the current amount of mana you possess. As you receive mana potions, or are rewarded for doing a good deed, the amount of mana increases.

Spell Icon
This icon is overlaid on-screen at all times. It shows a graphic representation of your currently readied spell.



Current Item
This represents the currently selected item. Drake will use this item when you tell him to. Press the R1 button to use the current item.

Mage Sight Target
A ring around Drake's enemy will appear when you activate Mage Sight. Tapping the R2 button will cycle through any enemy within sight. The height of the ring indicates the enemy's health and the color represents the magical class that they belong to.

Health Gauge
This gauge indicates the current amount of health you possess. As you receive potions of healing the amount of health increases. Drake's health indicator will appear on the screen when there is a change to Drake's current health or if you tap the L2 buttom.

Movements of a True Knight (Default Controls)

Following is the Crusader's Guild Codes of Conduct. Long was I a sympathiser and advocate of the Crusader's Guild, and many years did I spend in tutelage under Ursan before I was fit to be called a Crusader Knight! You would do well to at least learn these basics – adapted from the teachings of Ursan, the Master of Arms – before embarking on your quest...

Activity and Questing Manoeuvres

Being those actions acceptable and becoming to a knightly caste. As you grow in experience you will learn new attacks and maneuvers.

- ⊗ *Button . . . . . .Jump / Release grip when climbing*
- ⊗ *Button (Hold) . . . . . .High jump / Long jump (use directional buttons)*
- ⊗ *Button then* ▢ *Button . . . . . .Jumping Attack*
- ▢ *Button . . . . . .Attack / Activate or trigger switches*
- ▢ *Button +* ↑ *Button . . . . . .Overhand smash attack*
- ▢ *Button +* ← *Button . . . . . .Left swing attack*
- ▢ *Button +* → *Button . . . . . .Right swing attack*
- ▢ *Button +* ↓ *Button . . . . . .180° reverse swing attack*
- ○ *Button . . . . . .Block / Stop conversations*
- ○ *Button +* ↑ *Button . . . . . .Shield rush*
- ○ *Button +* ← *Button . . . . . .Side step left*
- ○ *Button +* → *Button . . . . . .Side step right*
- ○ *Button +* ↓ *Button . . . . . .Shield block left and turn left 180°*
- △ *Button . . . . . .Cast spells*
- L1 *Button . . . . . .Swap between ranged and melee weapons*
- L2 *Button (Hold) . . . . . .Walk carefully*

L2 *Button (Tap)* . . . . . *.Activate screen display bars (Interface Display)*

R1 *Button* . . . . . *.Use inventory*

R2 *Button* . . . . . *.First-person aiming / Auto-targeting (aim spells and throwing weapons)*

R2 *Button (Tap)* . . . . . *.Activate mage sight / Switch mage sight target*

START Button . . . . . *.Interrupts gameplay to call forth the in-game menu options (see "Game Paused Menu" for further instruction)*

SELECT Button . . . . . *.Pauses the game and brings up the in-game Selection Menu from which you can select your inventory of weapons, shields, spells, items and weapon talismans*

Directional Buttons . . . . . *.Move Drake, select menu items and change menu options*

⊗ *Button* . . . . . *.Begin quest, confirm menu selections and continue game*

△ *Button* . . . . . *.Return to previous menus and resume gameplay*

In-game Selection Menu

Once the SELECT button is pressed the game will pause while you make your selection. The game will resume and Drake will switch to the item selected once SELECT button is pressed again.

⊗ *Button* . . . . . *.Items menu*

⊗ *Button (Press Twice)* . . . . . *.Talisman menu*

△ *Button* . . . . . *.Spell menu*

□ *Button* . . . . . *.Weapons menu*

○ *Button* . . . . . *.Shield menu*

Use the directional buttons to bring the object of your desire to the front of the screen. Once you are happy with your selection press the SELECT button and the game will resume and Drake will switch to the item selected.

Adapted Excerpts from the Book of Ardon

The Modern World

Unfortunately, the Book of Ardon is as inaccurate with regard to the topography of this world as a rumormonger is with the facts! However, since at present there is no stronger resource in print, it will suffice to give you the basics of the 'known' world.

To be succinct, the informal surveys and maps cobbled together of this somewhat archaic atlas agree only on the existence of the realms described below. Though we know of new realms - such as The Glaciers which was, until recently, an unknown region because of its inhospitable climate - such realms do not appear in the Book of Ardon. As I do have personal knowledge of The Glaciers, however, I will add this realm to the descriptions below as well as expanding upon and correcting any misinformation I am certain of.

STRONGHOLD

This fortress connects the two sides of the coastal range (Seabreak Mountains) between the ocean and Duskwood. The site was chosen because of a hidden valley between two impassable mountain ranges. The East and West Keeps guard the entrance to this valley and act as a gateway through the mountain range. The Keeps are carved from the mountain itself and are set up to defend against attack from either side of each Keep. Recently, the Legion of the Fallen has captured both Keeps of Stronghold.

CITADEL

This immense floating fortress stands as a spectacular beacon of magic and intricate beauty, hovering over the ocean to the west of Stronghold. The powerful magical defenses and high aerial plateau of Citadel make it an island of peace and serenity

- protected from the minions of the Legion and the turmoil of the world far below. The proud, strong walls of Citadel make it the perfect headquarters for the Crusade.

CORANTHA

A Dwarven complex which has been hollowed out of the Vastness Mountain Range over the course of centuries, Corantha is a monument to dwarven stonemasonry and building technology. A vast, intricate world has been etched out of living stone to make it the largest underground compound in the world. Tunnels and caverns filled with crystals and jewels create a maze of passages un-navigable to all but the dwarves. Incredible dwarven cities fill bolstered caverns thousands of feet high with meticulously chiselled buildings, halls and castles.

DUSKWOOD

This vast, dark wood - filled with thousand year old trees - is arguably the most magnificent in the world. Towering trees and thick foliage block out most of the sunlight while a dense loamy layer of moss, dead leaves and decomposing vegetation muffles sound and emanates the murky fetid, odour of death. A constant drizzle seems to cling and drip from the leaves and lower branches of the trees from the thin mist which hangs perpetually in the stagnant air. Many dark races are rumored to live within this oppressive, foreboding forest (both charted and uncharted), however, confirmed inhabitants to date include only the Dashers and Grubs.

THE GLACIERS

The southern Vastness Mountains prevent the icy, glacial weather from crossing to the northern realms. To the south of these mountains, however, the world is an alien landscape of snow, ice and bitter-cold gales. The Glaciers are actually one of the largest land formations in the world - largely unexplored because of the hostile climate and perilous terrain; however, it is also one of the most beautiful in its own right. Immense ice caverns seemingly carved from the most delicate of crystal, narrow canyons bejeweled with icicles and dappled with blankets of newly fallen snow, the arid plains with their moving drifts, and the glacial coastline with its sheer cliffs and tumbling banks of packed ice. Although beautiful, be forewarned, The Glaciers can also be perilous.



Races, Heroes and Characters of Renown

DRAKE

Hero of the present age, Drake is the young warrior upon whose shoulders lies the fate of the world as we know it.

CELESTIA

About thirty years ago, a Warrior Priestess from the fringes of Duskwood emerged to challenge the Crusader Knights to accept her as one of their own. She passed all of their tests, showed great skill as a leader, and despite the odds, rose through the ranks to ultimately claim leadership of the Crusade itself.

Her indomitable drive and her passion for the success of the Crusade has made hers a Golden Rule for the past ten years. She has stepped up the floating Crusader patrols, expanded the flotilla of patrol ships, reorganized the knights' charter to more harshly root out lawlessness and chaos and generally has infused the Crusade with renewed energy and zeal. Her style of leadership is both commanding and intoxicating, making her one of the best-loved and most respected leaders to ever command the Crusade.

AERRIN

Born and raised in a small village in the Vastness Mountain foothills, Aerrin's childhood dream was to travel to exotic, distant lands and sail the great seas. She was cast out of her home village for her craftiness and strong-willed behavior, and since then she has used her incredible beauty, cunning and uncommonly high intelligence to survive and draw ever nearer to her dreams of piloting her own ship. She presently pilots the small ferry between Stronghold and Citadel, already making plans for her next larger ship.

URSAN

Captain of the Old Guard and most trusted of Celestia's leaders. Not to mention a loyal mentor and companion for many years.

DWARVES

KING AIDEN STONEHEART

Current ruler of Corantha and head of the ruling clan of Stoneheart. King Aiden holds the Sceptre of Regency, which tradition holds as the symbol of power in dwarven society. Aiden has two successors to his regency: an older son, Dain, who shows great promise as a bold and commanding youth of proud stature, and a younger son, Tor, who though quite clever is a bit withdrawn and brooding.

STONEHEART LEGIONNAIRES

Warriors of the Noble caste in dwarven society, the Legionnaires of King Aiden's Court are the model of dwarven commitment: regal, chivalrous, strong of stature and pure of heart.

IRONPICKS

Downtrodden members of the workers caste, the Ironpicks dream of equality, justice and opportunity.

IRONPICK ZEALOTS

Originally the core leaders of the working caste, the Ironpick Zealots are doubtless the most dedicated to the ideals of equality. Unfortunately, their tendency toward rash thinking makes them erratic and potentially hazardous.

DASHERS

The Dashers are a proud, inflexible race that has long inhabited the forest of Duskwood. They claim the ancient forest as their own and even within their own race there is fierce competition for territory, honor and hunting privileges. Dasher society is organized tribally around a tribe-appointed leader, several mystics and a strict honor code that draws them into a close-knit family that rejects outsiders.

TAMRIS

The recently appointed leader of the Dasher people, Tamris is said to have won the favor of the Spirit of the Wood who entrusted him with leadership over all other tribal leaders in Duskwood. The bravest and strongest of his people, Tamris' quick wit and generous disposition make him a natural leader who could lead the Dashers to certain victory if united as one people.

YETIS

A legendary creature fabled to live in the uninhabitable Glacial regions to the south of the Vastness Mountains. Popular legend states that the Yetis are a mysterious race of primitive giants, averse to strangers, aggressive toward interlopers and bearing unexplainable powers. Should legend prove to be true, these imposing giants would be quite a fearsome and fantastic race!

GRUBS

A warren of sentient, oversized grubs is now known to live below the surface of Duskwood. Their docile lifestyle had made them a virtually unknown race until recently as there had been little to no contact between their underground world beneath the ancient forest and the races dwelling above ground. However, since their discovery, when a grub drone inadvertently collapsed a wall adjoining the Duskwood catacombs, invaders from below ground have become more frequent.

GRUB WARRIORS

Evolved drones that attack any invaders that penetrate the outer warren defenses.

WARREN QUEEN

Rumored queen of the Grubs (there has been no confirmation of her existence). Popular legend states, however, that she is larger than an average grub, lays eggs and is of a sour disposition. Take from this what you will, speculation seldom serves in place of truth.

THE DARK LORD AND THE UNDEAD

SHAMBLERS

These are corpses which have been recently reanimated (before they regain memory). Their name is derived from the manner in which they shamble around like zombies until they regain memory of their previous life and become sentient.

THE TWICE BORN

This is a second stage reanimated corpse. The Twice Born remembers its past lifetime and seems like a real person - except, of course, for its fetid, decomposing flesh. They follow Necros because he promises them an eventual return to "real" life.

NECROS

The dreaded Dark Lord, Necros, is a necromancer of tremendous power. Believed to be invincible, Necros has lived for over a hundred years researching and mastering the dark arts of black magic and necromancy. Over the course of the ages, he has become scarred and twisted to look upon and, though he is not undead, it is rumored that he traded his very soul to the dark gods for secrets that no mortal should ever possess. After mastering the Dark Wizards' Tome of Evil, Necros began building up his Legions into a rotting, nefarious, undead army which has been crushing every army, garrison, and troop that stands in its way. The only hope for his downfall lies in the prophesied 'Scarred One' from the Book of Ages. Thus far, Necros has been unstoppable.

BLACK GUARDS

This form of undead creature is a Twice Born which has become a fanatical follower of Necros. They have disassociated their spirit from their rotting flesh and that spirit now inhabits a suit of magical armor. Though they cannot exist outside their armor, they are sentient beings that are both powerful and magical.

DARK HOSTS

These are an extremely powerful form of Twice Born that are capable of casting dark magic. They have absorbed the souls of those they have conquered, thus empowering them with the life force of multiple beings and heightening their potential to perform spells and work malice. Known variations include Dark Mages, Dark Warlords and Dark Masters.



Saving Your Progress

Save Game

When playing the game, you can save at any Save Point found in a world. Save Points can be recognized by a circular stone texture that is always accompanied by a pulsing white and green light.



To trigger a save point, just walk up to the circular stone texture and you will be taken to the Save Game screen. At that point, you can select a save game slot on your memory card and then return to the game at the same point you started the save game process.

Thereafter, when you load a game from that save game slot, you will return to that same point in the game.

Traveller's Index of Known Items

Merchants — *Adapted from the Merchant's Guild Review*

Throughout your quest there will doubtlessly be supplies which you will need. While some of the more obscure objects in the world are too precious to find in a common merchant's stock, most items necessary for survival can be obtained from your local Merchant's Guild. As far as I know, there are three merchants in Ardon: One in Duskwood, one in the Citadel and one in Corantha. Each has a differing inventory as certain items are easier to come by in some areas than in others. Overall, however, the method of conducting business is centralized throughout the Merchant's Guild.

When first you enter the shop, you will see the available inventory arrayed on shelves for display. From these, you select whatever fancies you at the time. Generally you may select from a collection of Weapons, Armor, Shields, Items and Talismans.

To select an item (first you must be in 'first person aiming mode'), move the crosshairs over the item you fancy. Once selected, text is displayed which tells you the name, price and a brief description of the item.

To purchase the item, simply press the attack button (■ button in the default setup).

If you have enough gold and/or gems, these are deducted automatically from your purse, and the item is placed into your inventory. A message is then displayed stating 'Transaction Complete'.

If you do not have enough gold and/or gems, the merchant will warn that 'You do not have enough money' or 'You do not have the gems required for this item'.

Acceptable Forms of Currency

NAME	*FUNCTION*	*DESCRIPTION*
Gold	*Purchasing items*	*A gold coin*
Gems	*Purchasing Talismans*	*A gem on the ground*

Merchant's Guild List of Known Objects

WEAPONS

NAME	*FUNCTION*	*DESCRIPTION*
Battle-Axe	*Slashing attacks*	*Halberd-like blade on a short haft*
Mace	*Bashing attacks*	*Fluted mace head*
Longsword	*Slashing attacks*	*Roman-like elongated sword*
Warhammer	*Bashing attacks*	*Big hulking stone hammer*

THROWING WEAPONS

NAME	*FUNCTION*	*DESCRIPTION*
Throwing Axe	*Axe form of a range weapon*	*Small, well-balanced battle axe with small throwing haft*
Exploding Gem	*Like a grenade*	*Vibrant glowing gem that explodes in small area effect*

SHIELDS

NAME	FUNCTION	DESCRIPTION
Kite Shield	Better blocking	Standard kite shield
Spiked Shield	Better shield rush	Round gladiator shield with spikes in the front
Tower Shield	Better ranged protection	Tall, rectangular and concave (Roman style)

ARMORS

NAME	FUNCTION	DESCRIPTION
Leather Armor	Weakest armor	Leather binded armor
Scale Armor	Second armor	Scale coated armor
Chain Armor	Middle armor	Chainmail armor
Plate Armor	Best natural armor	Metal plated armor
Black Guard Armor	Supernatural armor	Magical black armor

ITEMS

NAME	FUNCTION	DESCRIPTION
Mana Potion	Restores full mana	Blue potion
Healing Potion	Restores full health	Red potion
Restore Potion	Restores full mana and health	Purple potion
Vanishing Dust	Makes user become transparent for a limited time	Small leather pouch
Dasher Nut	Doubles movement speed for a limited time	Golden brown nut

Tome of Magic

Schools of Magic

— Adapted from the libraries of Azabar Mor'deth

There are nine schools of magic. These "schools" are idealogies and disciplines that dedicated mages spend entire lifetimes pursuing.

Drake, however, is what is commonly refered to as a "hedgewizard". Like a Jack of All Trades, he is a master of none, but has knowledge in all nine areas (except Dark magics, which he associates with the Legion and refuses to learn).

All beings in the world are in someway "grounded" in a realm of magic. This typically means that they are resistive to that particular brand of magic. Unfortunately, this typically leaves them vulnerable to the effects of the opposite kind of magic.

Schools oppose each other in a way that maintains the balance of the universe. Schools are grouped into three groups:

ELEMENTS: The four elements are earth, air, fire and water. Earth opposes Air, and Fire opposes Water.

ESSENCE: The three essences are mind, body and spirit. Mind opposes Body. However, Spirit is the only school of magic without a direct opposite, although Mind or Body both have some effect against it.

ETHEREAL: Light and Dark are the ultimate opposites. Both are extremely powerful forms of magic and oppose each other fiercely.

COLORS: Fire: Orange — Earth: Green — Air: Very light blue — Water: Light blue
Mind: Blue — Body: Red — Spirit: Bright purple— Light: White gold — Dark: Dark purple

Magical Talismans

In addition to spells, there are also Magical Talismans that can be found throughout the lands. According to Mor'deth, these magical trinkets, when applied to a weapon, inflict greater damage in their specific magic class. Armor and shields can also be enchanted, creating a resistance to that specific type of magic.

The following Talismans can be applied to weapons, armors and shields:
FIRE Talisman - EARTH Talisman - AIR Talisman - WATER Talisman - BODY Talisman
SPIRIT Talisman - MIND Talisman - LIGHT Talisman - DARK Talisman

Spells

FIRESTORM (FIRE MAGIC)

With this aimed spell, fireballs streak from the caster's hands in rapid-fire succession, twist toward the target and then burst in a cascade of small explosions in the area around the target point.

LIGHTNING (AIR MAGIC)

This auto-targeting spell creates arcing lances of electricity which emanate from the caster's hands toward the chosen target. This spell targets progressively more creatures as you gain power.

SNAP FREEZE (WATER MAGIC)

This is an 'Area Effect' spell centered on the caster. It freezes targets in place for a limited amount of time, rendering them helpless to attack.

MANA SHIELD (MIND MAGIC)

This spell creates a magical field around the caster's shield that gives a bonus to spell effects, and additionally acts as armor against incoming spell damage. This spell can only be cast if the caster has a shield equipped, and can only be cast on the caster.

HOLY WRATH (LIGHT MAGIC)

While this spell causes only minor damage to normal creatures in an area of effect centered on the caster, it may have special applications against unholy or dark magic creatures.

HEROISM (SPIRIT MAGIC)

Another spell cast only on the caster, this spell increases the caster's overall level as well as the rank of his/her weapon (whether melee or ranged). This spell does not increase spell ranks.

REGENERATION (BODY MAGIC)

This spell effectively speeds up the caster's rate of regeneration, causing health points to regenerate at a rapid rate over a shorter time. The spell duration is quite lengthy, but only effects the caster.

DEADLY SWARM (EARTH MAGIC)

In this auto-targeting spell, a swarm of insects is summoned which bites and stings all targets within a small area.

Closing Advice

Drake – Though this is not by any means a complete guide to every peril you may face on your quest, I hope that it serves as a starting point from which you will grow in strength and wisdom.

I can't tell you how much I wish I could be with you to help you face the perils I foresee in your future. You know well that I have fought for many years against the Legion and would still be fighting today if I had life in me.

If your quest takes a turn for the worst, the last advise I can offer is to call upon the seers at 3DO for guidance. They can help you regain the path to victory.

Best wishes for a successful and prosperous beginning to your quest...the outcome is shrouded in the darkness of uncertainty, so be of great courage and do not fail us. I believe in you 'Scarred One'. – **Nomandi**

Hints and Tips

Do you seek the guidance of the secret keepers? Not quite the undead slayer Nomandi foresaw? We should be able to enlighten you with our wisdom. Whenever you feel like you can go no further in your holy quest, call upon us to assist you. You can receive help by calling the 3DO Hint Line.

Call* 1-900-CALL-3DO (1-900-225-5336) *for pre-recorded hints, tips, and clues.

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