Worlds of
LEGEND
SON OF THE EMPIRE

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SON OF THE EMPIRE

INSTALLATION GUIDE

Please read the following computer specific information before installing or playing SON OF THE EMPIRE.

Playing SON OF THE EMPIRE from floppy disk (Amiga/PC)

Before you do anything else, format a blank disk and label it 'Gamesave'. You will use this disk to save your game during play. For more information please read the main manual.

Playing SON OF THE EMPIRE from hard disk (PC only)

There is no need to format a disk as saved games will be stored on your hard disk in the default EMPIRE directory.

LOADING INSTRUCTIONS

Amiga
To load SON OF THE EMPIRE, place the disk labelled BOOT DISK into the internal drive of your computer and switch it on. The introduction will now load in. Press any key once you've viewed the introduction. You will be asked to press F1 to load in an old game or press any other key to start a new game.

SAVING A GAME (Amiga)
During the game you may wish to save your current game status to floppy disk. Select the disk icon found on the inventory screen and then choose the file number you wish to save the game under. Insert your 'Gamesave' disk and press any key to initiate the saving procedure. You will be asked to replace the WORLD DISK in the internal drive once the save has been completed.

LOADING INSTRUCTIONS

IBM PC

Floppy disk

Floppy disk users can play SON OF THE EMPIRE directly from the BOOT DISK. Simply insert the disk and log onto the relevant drive (e.g A:). At the dos prompt, type EMPIRE and then press Return.

Hard disk

Insert the disk and log onto the relevant drive (e.g A:). At the dos prompt, type INSTALL and then press Return. Follow the on screen prompts to install SON OF THE EMPIRE to your hard disk.

CONFIGURATION (PC only)

You will be asked a couple of questions before the introduction is loaded.

Graphics

You will be asked to choose from CGA, EGA or VGA. Press the number corresponding to the card your machine uses.

Sound

You will be asked to choose what type of sound card your machine uses. SON OF THE EMPIRE supports Roland, Adlib/Sound Blaster and the internal speaker.

Mouse

If you have already loaded a mouse driver, you will be asked if you want to use a mouse. Simply type Y for Yes or N for No.

The introduction will now load. Press any key once you've viewed the introduction. You will be asked to press F1 to load in an old game or press any other key to start a new game.

SAVING A GAME (PC)

Floppy disk

During the game you may wish to save your current game status to floppy disk. Select the disk icon found on the inventory screen and then choose the file number you wish to save the game under. Insert your 'Gamesave' disk and press any key to initiate the saving procedure. You will be asked to replace the WORLD

DISK in the internal drive once the save has been completed.

Hard disk

There is no need to insert a formatted 'Gamesave' disk, as the saved game files will be stored on your hard disk in the default EMPIRE directory whenever you select the disk icon found on the inventory screen and save.

TECHNICAL SUPPORT

Should you experience any difficulties with this product, please contact our Technical Services Department:

Technical Services,
Mindscape International Ltd,
Priority House,
Charles Avenue,
Maltings Park,
Burgess Hill,
West Sussex.
RH15 9PQ.

Tel: 0444 239600 (between 09:30 and 16:30 Monday to Friday)
Fax: 0444 248996

CONTROL SUMMARY

Commodore Amiga / IBM PC

Within the Dungeons:

Keyboard controls

F1	Select Berserker
F2	Select Troubadour
F3	Select Assassin
F4	Select Runemaster
F5	Push
F6	Take
F7	Look
F8	Open

F9	Shut
F10	Special character ability
or	
Spacebar	Special character ability
1 to 0	Cast Spell (Runemaster only)
Enter	Rally
Numeric 2	On screen pointer DOWN (IBM PC)
Numeric 4	On screen pointer LEFT (IBM PC)
Numeric 6	On screen pointer RIGHT (IBM PC)
Numeric 8	On screen pointer UP (IBM PC)
Numeric 5	Select Button (IBM PC)
Control	Select Button
Escape	Flee / Run away / Chicken mode!
Numeric*	Pause Game (Amiga)
Numeric -	Pause Game (IBM PC)
Any key	Unpause Game

Out of the Dungeons

| S | Display Spell screen (Runemaster MUST be leader) |

Mouse control

Left button - Select button

GUIDE D'INSTALLATION

Avant d'installer ou de lancer SON OF THE EMPIRE, lisez les instructions suivantes.

Pour jouer à SON OF THE EMPIRE à partir d'une disquette (Amiga/PC)

Avant toute chose, formatez une disquette vierge et appelez-la "Sauvegarde". Cette disquette vous servira à sauvegarder vos jeux. Pour plus de détails à ce sujet, reportez-vous au manuel du jeu.

Pour jouer à SON OF THE EMPIRE à partir d'un disque dur (PC seulement)

Vous n'avez pas besoin ici de formater de disquette ; les jeux sont sauvegardés dans le répertoire par défaut EMPIRE de votre disque dur.

INSTRUCTIONS DE CHARGEMENT

Amiga

Pour charger SON OF THE EMPIRE, insérez la disquette d'initialisation (BOOT DISK) dans l'unité interne de votre ordinateur et allumez celui-ci. L'introduction se charge. Après l'avoir visualisée, appuyez sur une touche au hasard. Une invite vous demande d'appuyer sur F1 pour charger un jeu sauvegardé ou sur toute autre touche pour commencer un nouveau jeu.

SAUVEGARDER UN JEU (Amiga)

Vous pouvez sauvegarder un jeu en cours sur disquette. Pour cela, sélectionnez l'icône de disquette à l'écran de stock, puis choisissez le numéro de fichier sous lequel vous souhaitez sauvegarder votre jeu. Insérez ensuite votre disquette de sauvegarde et appuyez sur une touche pour lancer la procédure de sauvegarde. Celle-ci terminée, vous devez réinsérer la disquette WORLD DISK dans l'unité interne.

INSTRUCTIONS DE CHARGEMENT

IBM PC

Disquette

Les utilisateurs de disquette peuvent directement jouer à SON OF THE EMPIRE à partir de la disquette d'initialisation (BOOT DISK). Il suffit d'insérer celle-ci et de se relier à l'unité correspondante (A: par exemple). A l'invite, tapez EMPIRE puis appuyez sur Retour.

Disque dur

Insérez la disquette et connectez-vous à l'unité correpondante (ex. : A:). A l'invite DOS, tapez INSTALL puis appuyez sur Retour. Suivez ensuite les instructions à l'écran pour installer SON OF THE EMPIRE sur votre disque dur.

CONFIGURATION (PC seulement)

Avant le chargement de l'introduction, vous devez répondre à quelques questions.

Graphiques

Il vous est demandé de choisir entre les modes CGA, EGA et VGA. Appuyez sur le numéro correspondant à la carte utilisée par votre machine.

Son

Sélectionnez le type de carte utilisé par votre machine. SON OF THE EMPIRE accepte les cartes Roland, Adlib/Sound Blaster et le haut-parleur interne de l'ordinateur.

Souris

Si vous avez déjà chargé un gestionnaire de souris, il vous est demandé si vous souhaitez utiliser une souris. Tapez Y pour Oui ou N pour Non.

L'introduction se charge. Appuyez sur une touche au hasard pour continuer, puis sur F1 pour charger un jeu sauvegardé ou sur une autre touche pour commencer un nouveau jeu.

SAUVEGARDER UN JEU (PC)

Disquette

Pour sauvegarder un jeu en cours, sélectionnez l'icône de dis-

quette à l'écran de stock, puis choisissez le numéro de fichier sous lequel vous souhaitez sauvegarder votre jeu. Insérez votre disquette de sauvegarde et appuyez sur une touche au hasard pour lancer la procédure de sauvegarde. Une fois celle-ci terminée, vous devrez réinsérer la disquette WORLD DISK dans l'unité interne.

Disque dur

Il est inutile de formater une disquette de sauvegarde, car les jeux sont sauvegardés sur votre disque dur dans le répertoire par défaut EMPIRE. Pour sauvegarder un jeu, sélectionnez l'icône de disquette à l'écran de stock.

ASSISTANCE TECHNIQUE

Si vous rencontrez des difficultés avec ce produit, veuillez vous mettre en contact avec notre service d'assistance technique à l'adresse suivante :

Technical Services,
Mindscape International Ltd.
Priority House,
Charles Avenue,
Maltings Park,
Burgess Hill,
West Sussex.
RH15 9PQ.
Grande-Bretagne

Tél: 0444 239600 (du lundi au vendredi de 9h00 à 16h30)
Fax: 0444 248996

RESUME DES COMMANDES

Commodore Amiga / IBM PC

A l'intérieur des cachots :

Commandes au clavier

F1   Sélectionner Fou furieux
F2   Sélectionner Troubadour
F3   Sélectionner Assassin

F4	Sélectionner Maître des runes
F5	Pousser
F6	Prendre
F7	Regarder
F8	Ouvrir
F9	Fermer
F1 ou	Don spécial de personnage
Barre d'espacement	Don spécial de personnage
1 à 0	Jeter sort (Maître des runes seulement)
Entrée	Rassemblement
2 pavé numérique	Pointeur à l'écran vers le BAS (IBM PC)
4 pavé numérique	Pointeur à l'écran vers la GAUCHE (IBM PC)
6 pavé numérique	Pointeur à l'écran vers la DROITE
8 pavé numérique	Pointeur à l'écran vers le HAUT (IBM PC)
5 pavé numérique	Bouton de sélection (IBM PC)
Touche de commande	Bouton de sélection
Touche Escape	Fuir/Partir en courant/mode poule mouillée !
* pavé numérique	Interrompre le jeu (Amiga)
· pavé numérique	Interrompre le jeu (IBM PC)
Touche au hasard	Reprendre le jeu

A l'extérieur des cachots

S   Afficher écran de sorts (le Maître des runes DOIT
    être le chef)

Souris

Bouton gauche - Bouton de sélection

INSTALLATIONSFÜHRER

Lesen Sie bitte die folgenden computerspezifischen
Informationen genau durch, bevor Sie das Programm "SON OF
THE EMPIRE" installieren oder spielen.

Das Spielen von "SON OF THE EMPIRE" von Floppy-Diskette
(Amiga/PC)

Formatieren Sie zuallererst eine leere Diskette und beschriften
sie mit "Gamesave". Sie werden diese Diskette zum Abspeichern
Ihres laufenden Spieles brauchen.

Das Spielen von "SON OF THE EMPIRE" von der Festplatte
(nur PC)

Sie brauchen keine Diskette zu formatieren, da gesicherte Spiele
auf der Festplatte im Standard-EMPIRE-Verzeichnis gespeichert
werden.

LADEANWEISUNGEN

Amiga

Wenn Sie das Programm "SON OF THE EMPIRE" laden wollen,
legen Sie die Diskette "BOOT DISK" in das Diskettenlaufwerk
ein und schalten dieses an. Die Einführung erscheint nun auf
Ihrem Bildschirm. Drücken Sie irgendeine Taste, sobald Sie
diese gelesen haben. Drücken Sie dann F1, um ein altes Spiel
wieder zu laden oder irgendeine Taste, um ein neues Spiel zu
starten.

DAS SICHERN EINES SPIELES (Amiga)

Während dem Spiel möchten Sie vielleicht Ihren aktuellen
Spielstand auf eine Floppy-Diskette abspeichern. Wählen Sie
dazu zuerst die Disketten-Ikone auf dem Inventarbildschirm und
dann die Nummer der Datei, unter welcher Sie das Spiel abspe-
ichern wollen. Legen Sie Ihre "Gamesave"-Diskette ein und
drücken Sie irgendeine Taste, um den Speichervorgang einzuleit-
en. Sobald dieser beendet ist, müssen Sie die "WORLD DISK" im
Diskettenlaufwerk ersetzten.

LADEANWEISUNGEN

IBM PC

Floppy-Diskette
Floppy-Disketten Benutzer können "SON OF THE EMPIRE" direkt von der "BOOT DISK" spielen. Legen Sie einfach die Diskette ein und loggen Sie in das entsprechende Laufwerk ein (z. Bsp. A:). (e.g A:). Bei der DOS-Aufforderungsmeldung geben Sie EMPIRE ein und drücken Return.

Festplatte
Legen Sie die Diskette ein und loggen Sie in das entsprechende Laufwerk ein (z.Bsp. A:). Bei der DOS-Aufforderungsmeldung geben Sie INSTALL ein und drücken Return. Befolgen Sie die Bildschirmanweisungen, um das Spiel "SON OF THE EMPIRE" auf Ihre Festplatte zu installieren.

KONFIGURATION (nur PC)
Bevor die Einführung geladen wird, werden Ihnen einige Fragen gestellt.

Grafiken
Sie müssen entweder CGA, EGA oder VGA wählen. Drücken Sie die Nummer, die der Karte, die Ihr Computer benutzt, entspricht.

Geräusche
Sie müssen angeben, welche Geräuschkarte Ihr Computer benutzt. Beim Spiel "SON OF THE EMPIRE" können Roland Adlib/Sound Blaster und der interne Sprecher verwendet werden.

Maus
Wenn Sie schon einen Maus-Treiber geladen haben, werden Sie gefragt, ob Sie eine Maus benutzen wollen. Geben Sie einfach Y für Ja und N für Nein ein.

Die Einführung wird nun geladen. Drücken Sie irgendeine Taste, sobald Sie diese gelesen haben. Drücken Sie dann F1, um ein altes Spiel wieder zu laden oder irgendeine Taste, um ein neues Spiel zu starten.

DAS SICHERN EINES SPIELES (PC)

Floppy-Diskette
Während dem Spiel möchten Sie vielleicht Ihren aktuellen Spielstand auf eine Floppy-Diskette abspeichern. Wählen Sie dazu zuerst die Disketten-Ikone auf dem Inventarbildschirm und dann die Nummer der Datei, unter welcher Sie das Spiel abspeichern wollen. Legen Sie Ihre "Gamesave"-Diskette ein und drücken Sie irgendeine Taste, um den Speichervorgang einzuleiten. Sobald dieser beendet ist, müssen Sie die "WORLD DISK" im Diskettenlaufwerk ersetzten.

Festplatte
Sie müssen keine formatierte "Gamesave" Diskette einlegen, da die gesicherten Spieldateien auf Ihrer Festplatte im Standard-EMPIRE-Verzeichnis gespeichert werden, sobald Sie die Disketten-Ikone auf dem Inventarbildschirm anwählen und sichern.
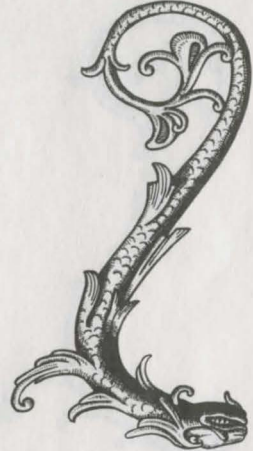
TECHNISCHE HILFE

WennSie mit diesem Produkt irgendwelche Schwierigkeiten haben, wenden Sie sich bitte an unseren Technischen Dienst:

Technical Services,
Mindscape International Ltd,
Priority House,
Charles Avenue,
Maltings Park,
Burgess Hill,
West Sussex.
RH15 9PQ.

Tel: 0444 239600 (zwischen 09:30 und 16:30 Montag bis Freitag)
Fax: 0444 248996

ZUSAMMENFASSUNG DER STEUERFUNKTIONEN

Commodore Amiga / IBM PC

Im Verlies:

Tastaturbefehle

F1	Wähle Berserker
F2	Wähle Troubadour
F3	Wähle Mörder
F4	Wähle Runenmeister
F5	Stoßen
F6	Nehmen
F7	Schauen
F8	Öffnen
F9	Schließen
F10	Spezielle Charakterfähigkeit

oder

Leertaste	Spezielle Charakterfähigkeit
1 bis 0	Zauber anwenden (nur Runenmeister)
Enter	Erholung

Numerisch 2	Bildschirmcursor AB	(IBM PC)
Numerisch 4	BildschirmcursorLINKS	(IBM PC)
Numerisch 6	Bildschirmcursor RECHTS	(IBM PC)
Numerisch 8	Bildschirmcursor AUF	(IBM PC)
Numerisch 5	Wähle Knopf	(IBM PC)

Control	Wähle Knopf
Escape	Fliehen / Wegrennen / Kneifen!
Numerisch *	Spielpause (Amiga)
Numerisch -	Spielpause (IBM PC)
Irgendeine Taste	Ende Spielpause

Ausserhalb des Verließes
S   Display Spell screen (Runenmeister MUß der Anführer sein)

Maussteuerung
Linker Knopf - Wähle Knopf

GUIDA DI INSTALLAZIONE

Leggere le seguenti informazioni relative al computer prima di installare o eseguire SON OF THE EMPIRE.

Esecuzione di SON OF THE EMPIRE da dischetto (Amiga/PC)

Occorre, innanzitutto, formattare un dischetto e denominarlo 'Gamesave' (Salvagioco). Tale dischetto servirà per salvare il gioco durante l'esecuzione. Per maggiori informazioni, consultare il manuale.

Esecuzione di SON OF THE EMPIRE dal disco fisso (solo PC)

Non occorre formattare un dischetto dal momento che i giochi salvati verranno memorizzati sul disco fisso, nella directory di default EMPIRE.
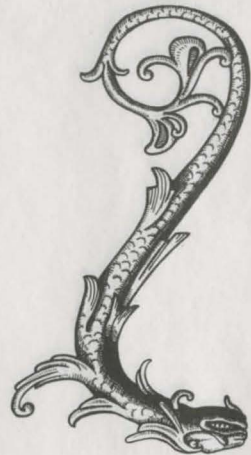
ISTRUZIONI DI CARICAMENTO

Amiga
Per caricare SON OF THE EMPIRE, inserire il disco BOOT DISK nell'unità interna del computer e accendere il computer. L'introduzione verrà caricata. Dopo aver consultato l'introduzione, premere qualsiasi tasto. Premere F1 se si desidera caricare un gioco già esistente, o qualsiasi altro tasto per iniziare un nuovo gioco.

SALVATAGGIO DEI GIOCHI (Amiga)
Se si desidera salvare su dischetto lo stato corrente del gioco, selezionare l'icona disco dallo schermo di inventario e scegliere il numero di file sotto il quale si intende salvare il gioco. Inserire il dischetto 'Gamesave' e premere qualsiasi tasto per dare inizio alla procedura di salvataggio. Al termine di tale procedura, verrà richiesto di sostituire il WORLD DISK nell'unità interna.

ISTRUZIONI DI CARICAMENTO

PC IBM

Dischetti

Gli utenti che utilizzano dischetti possono eseguire SON OF THE EMPIRE direttamente dal BOOT DISK. Inserire il disco ed accedere alla rispettiva unità (es. A:). Al prompt del DOS, digitare EMPIRE e premere Invio.

Disco fisso

Inserire il disco ed accedere alla rispettiva unità (es. A:). Al prompt del DOS, digitare INSTALL e premere Invio. Attenersi ai prompt che compaiono sullo schermo per installare SON OF THE EMPIRE sul disco fisso.

CONFIGURAZIONE (solo PC)

Prima che l'introduzione venga caricata, occorrerà rispondere ad alcune domande.

Grafica

Verrà richiesto di scegliere fra CGA, EGA o VGA. Premere il numero corrispondente alla scheda usata dal computer.

Suono

Verrà richiesto di indicare il tipo di scheda sonora usata dal computer. SON OF THE EMPIRE supporta Roland, Adlib/Sound Blaster e l'altoparlante interno.

Mouse

Se è già stato caricato un driver del mouse, occorrerà indicare se si intende utilizzare il mouse. Premere Y (o S per "Sì") in caso affermativo o N in caso negativo.

L'introduzione verrà caricata. Dopo aver consultato l'introduzione, premere qualsiasi tasto. Premere F1 per caricare un gioco già esistente, o qualsiasi altro tasto per iniziare un nuovo gioco.

SALVATAGGIO DEI GIOCHI (PC)

Dischetti

Se si desidera salvare su dischetto lo stato corrente del gioco, selezionare l'icona disco dallo schermo di inventario e scegliere il numero di file sotto il quale si intende salvare il gioco. Inserire il dischetto 'Gamesave' e premere qualsiasi tasto per dare inizio alla procedura di salvataggio. Al termine di tale procedura, verrà richiesto di sostituire il WORLD DISK nell'unità interna.

Disco fisso

Non occorre inserire un disco 'Gamesave' formattato, dal momento che i file dei giochi salvati verranno memorizzati sul disco fisso nella directory di default EMPIRE ogni volta che si seleziona l'icona disco situata sullo schermo di inventario e si salva.

ASSISTENZA TECNICA

In caso di necessità, mettersi in contatto con il Technical Services Department (Servizio di assistenza tecnica) presso:

Technical Services,
Mindscape International Ltd,
Priority House,
Charles Avenue,
Maltings Park,
Burgess Hill,
West Sussex.
RH15 9PQ.
Gran Bretagna

Tel: ++44-444-239600 (dalle 9:30 alle 16:30, dal lunedì al venerdì)
Fax: ++44-444-248996

RIEPILOGO DEI CONTROLLI

Commodore Amiga / PC IBM

All'interno delle Prigioni:

Controlli della tastiera

F1	Seleziona Guerriero
F2	Seleziona Trovatore
F3	Seleziona Assassino
F4	Seleziona Mago

F5	Spingi
F6	Prendi
F7	Guarda
F8	Apri
F9	Chiudi
F10 o Barra spaziatrice	Abilità speciale del personaggio
da 1 a 0	Lancia incantesimo (solo Mago)
Invio	Raduna
Tasto 2	Puntatore sullo schermo GIU' (PC IBM)
Tasto 4	Puntatore sullo schermo SINISTRA (PC IBM)
Tasto 6	Puntatore sullo schermo DESTRA (PC IBM)
Tasto 8	Puntatore sullo schermo SU (PC IBM)
Tasto 5	Seleziona pulsante (PC IBM)
Controllo	Seleziona pulsante
Tasto Esc	Fuggi / Scappa / Modalità coniglio!
* sul tastierino numerico	Sospendi il gioco (Amiga)
- sul tastierino numerico	Sospendi il gioco (PC IBM)
Qualsiasi tasto	Riprendi il gioco

Al di fuori delle Prigioni

S Schermo di visualizzazione dell'incantesimo (il Mago DEVE essere il leader)

Controllo del mouse

Pulsante sinistro - Seleziona pulsante

Worlds of LEGEND
SON OF THE EMPIRE

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CONTENTS

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THE LEGEND CONTINUES...

The land of Trazere is recovering from its recent chaotic battle against evil forces. The Kingdom was saved from certain doom by the heroic efforts of four adventurers. From the North came a mighty Berserker. From the South a Runemaster armed with magical spells. A Troubadour with magical songs arrived from the West and from the East, an Assassin, master of agility and stealth. Together they thwarted the evil plans of the insane King Necrix III and saved Trazere. Now they are recovering and enjoying a well earned rest in the remote village of Brodfird when news reaches them that all is not well in the Empire of the Moon...

THE CHARACTER CLASSES

Berserkers

In the forbidding wastes of the far North live the Berserkers. A race of warriors without equal who never tire of slaying the minions of Chaos. In the heat of battle some heroes of the Northern clans can enter a state of blood lust known as the 'Berserker rage'. This turns them into a wild and furious killing machine who foam at the mouth and are completely unstoppable until all of their foes are slain.

Troubadours

A Troubadour is a class of warrior/musician who travel from place to place hiring themselves out as either fighters or entertainers, whichever is the most lucrative. The songs sung in battle by a Troubadour are ancient melodies steeped in magic that bolster characteristics like strength, speed or healing. This ability works on the whole party, not just on the singer, (although they are more strongly affected).

Assassins

To the East of the Ancient Realm lies the Empire of the Moon. Comprising as it does of numerous feuding provinces, it is not surprising therefore that the way of the assassin is a popular career choice for many young adventurers there. Assassins are highly trained fighters who specialise in the back attack, which can triple the damage they inflict when they attack from behind. Heavy weapons, such as swords or staves are too cumbersome for the Assassin to inflict critical damage with, but small weapons like daggers are ideal.

In addition to this lethal ability, Assassins may also invoke moon magic to turn themselves invisible by hiding in shadows.

Runemasters

The most potent form of magic found in the Ancient Realm and the surrounding lands entails the use of runes to cast spells. Arcane reagents are mixed into a bowl whilst invoking these runes to give them their power.

All Runemasters must have served an apprenticeship under an older and more powerful mage known as a 'Mantric'. When they have served their apprenticeship, the Mantric usually grants the would-be Runemaster the knowledge of a few runes and then sends them into the world never to return.

Runemasters may learn of new runes and their reagents by finding another Mantric who will sell them the knowledge. In the Empire of the Moon, only the Mad Monks know of such things.

Monsters

This is a general term referring to any characters who are not members of your own party. There are many different types of monster to be found in the dungeons, but they all have one thing in common - an overpowering natural instinct to attack your party at the first opportunity!
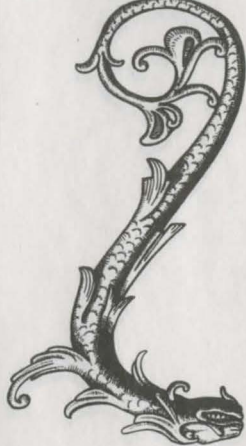
Some monsters will be axe fodder for the Berserker, whilst others are capable of using magic and must be dealt with in the same way.

A good general rule when fighting monsters is that the smaller they are, the easier they are to destroy. For example, Kobolds are tiny humanoid creatures who like nothing better than hanging around with the more powerful Orcs or Ratmen. Fortunately, they can be destroyed with the minimum of effort.

Intelligent and very dangerous magic using monsters can be easily spotted by their tendency to wear flowing robes or shroud their faces under deep cowls. They can also be recognised by their constant attempts to blast your party with spells rather than engage them in physical combat!

WELCOME

Having viewed the graphic introduction, pressing any key will display another screen. This will also ask you to press a key for a new game or press F1 to load in a save game. New players should press any key and skip this section and read 'What to do when the game has loaded'.

If you have a save game from SON OF THE EMPIRE press F1 and then select F8 to load it in. You can carry on from where you were when you last saved your game.

VETERAN LEGEND PLAYERS

Hopefully, only veteran LEGEND players are left reading this part. Hello. It's nice to see you again. You will be pleased to know that you can transfer your experienced party of adventurers from LEGEND into SON OF THE EMPIRE by selecting F1 (to load a save game) and then F4. You will also be very pleased to discover that not only are their experience points

and levels intact, but so is their gold. What's more, their hit points will be double the strength they were in LEGEND and you will discover that the Runemaster has retained his spellbook, his ingredients and all his runes!

To transfer your party you must choose the save game number from LEGEND that you wish to load in. You will then begin the game at the start just like everyone else, but with your LEGEND party intact.

You should already be familiar with the game system, but you might notice a few differences. The East doesn't care much for Taverns, and the only way of finding those facilities offered by the Guild in Trazere is to visit the Mad Monks. They can also offer you runes to buy and information on magic items, just like the Ancient could. If you're looking for the Minstrel, he doesn't usually travel this far east. Don't worry too much though, as a close relation of the Assassin can teach you any songs you don't already know.

Visiting places isn't as straightforward as before, mainly due to the various feuding provinces that are roaming the land and occupying villages, towns etc. To gain entry to occupied locations you will need passes, and to get a pass you need to defeat an enemy banner. For more details on passes, see 'Banner encounters'.

Many of the items to be found in the game will be familiar, but there are also some new and different ones waiting to be discovered. As in LEGEND, ignore the usefulness of objects at your peril!

WHAT TO DO WHEN THE GAME HAS LOADED

Party Selection Screen
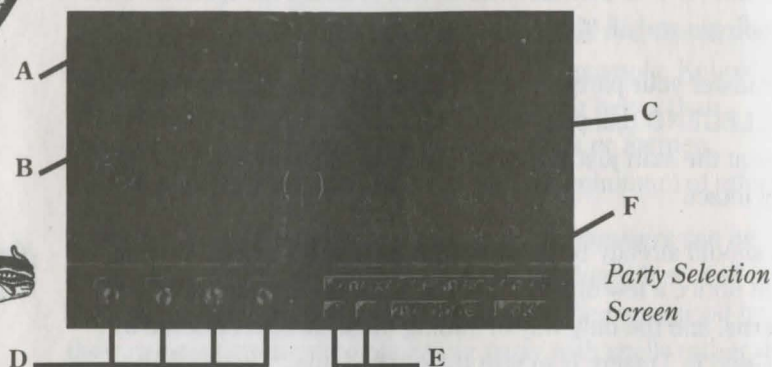
You should press any key to start a New Game if you wish to start at the beginning with a fresh party. Having selected a New Game, you will be presented with the Party Selection Screen. This allows you to select your own four adventurers.

PARTY SELECTION

There are a few restrictions to who you can have in your party:

You MUST have four members at the start of the quest, and you have to have one of each character class. Who you have within these restrictions and what gender they are is completely up to you.

(A) Current Character Class.
The currently selected character class is displayed here. This will change whenever "Next Character" is selected.

(B) The Character Class Portrait.
A graphic portrait of the currently selected character class is displayed here. This will change whenever "Next Character" or the opposite Gender is selected.

(C) Ability Scores.
These values are unique to each character, and they determine their personal abilities. For example, a Berserker won't last

long as a fighter if his strength is the lowest in the party, or the Runemaster won't be able to cast very strong spells if his intelligence is low.

You can change the scores before you enter the game, but first you need to understand what they represent. (The following definitions can also be found in the Inventory section of this manual).

Af = Attack Factor.
The Attack Factor shows how likely the character is to hit a monster during a fight.

Df = Defence Factor.
The Defence Factor shows how likely the character is going to be able to block or dodge a blow from a monster.

AC = Armour Class.
This is a measure of how well the character is able to withstand hits. Unlike other scores, the lower the number the better the character is protected.

e.g AC: -5 is better than AC: +2

Str = Strength.
Strength is a measure of muscle power. It has a direct effect on how much damage the character inflicts on a monster and it is also used in calculating the Attack Factor value.

Int = Intelligence.
Intelligence affects the strength of magic spells cast either by the Runemaster, or the strength of any magic spells cast via magic items used by other characters.

Spd = Speed.
Speed is a measure of how many attacks the character can get in on a monster.

It also affects the speed at which each character reacts to the commands given to them via the Action Menu in the 3D Dungeons.

Dex = Dexterity.
Dexterity is how agile the character is during a monster encounter. It is used in calculating the Attack and Defence Factor.

Con = Constitution.
Constitution is a measure of how well the character resists a magical attack. It is also used in calculating the hit points increase that is awarded to adventurers when their experience level increases.

Lck = Luck.
Luck saves the character from a killing blow. Each time this happens one luck point will be deducted from the characters luck total.

Luck can be increased by praying at Holy Temples (at a cost) or by the use of certain items from within the dungeons.

Hits = Hit Points.
This is a measure of how many hit points of damage the character can sustain in an encounter before they will die.

Changing the ability scores.
The scores that you choose here will be those that each character begins the game with. They will live or die by your choice. To change the scores you can select some or all of the element icons displayed in the bottom left corner of the screen.

(D) The Elements.
When selected, these affect the ability scores. Some of the scores will increase whilst others will decrease. It is up to you which combination of elements you want to use.

Element	Boosts	Depletes
(i) Earth	Str, Con, AC	Int, Spd, Dex
(ii) Fire	Dex, Spd, Int	AC, Hits, Str, Con
(iii) Air	Int, Spd, Dex	Con, AC, Str
(iv) Water	Con, AC, Hits, Str, Dex	Int, Spd

When changing the scores, you should keep in mind those scores which would best serve the class that you have selected.

Berserkers need high scores in those abilities that would best serve them during an encounter with monsters.

Troubadours require good scores in those abilities that would aid them in a fight.

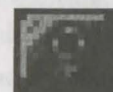Assassins require good stealth and agility if they are to sneak up to a monster undetected.

Runemasters require high scores in those abilities that enable them to be good at spell casting.

(E) Gender select.
You can choose male or female characters for each character class by selecting the male or female icon.

Male   Female

(F) Rename.
You can change the names if you wish. Type in a first name, surname and home town.

When you are happy with the ability scores, the name and the gender, select another character. When you've done all four party members then click on "OK" to enter the game.

Before we enter the game properly, there are a few other concepts you should be familiar with.

OBJECTS AND THEIR IMPORTANCE

Throughout the game you will come across many objects which have either been bought from an Apothecary, Artificer, Blacksmith etc. or found within the dungeons. Pay great

attention to how these objects affect each characters' ability scores when these objects are 'equipped' for use, (see Inventory for further details on equipping objects). Many objects will boost certain scores for the character who has equipped the item. Other objects are magical items that can be used by any character for a limited number of uses, e.g rings, helms etc. You will learn to use these objects to your parties advantage during the quest. Ignore them at your peril!

For example, a Berserker might begin the quest with the following items in his inventory:

Leather Boots
Leather Buckler
Chain Mail
Leather Gloves
Short Sword

When equipped, the items affect the ability scores. (Items that don't increase a characters scores when equipped will be magical items). All of the items found in each characters inventory at the start of a New Game have been equipped for use already.

e.g Leather Boots add -1 to the characters' Armour Class. Short Sword adds +10 to the Attack factor and +20 to the Defence factor.

EQUIPPING RESTRICTIONS

Every adventurer has a restriction according to their character class (Berserker, Assassin, Runemaster, Troubadour) which prevents them from using ('Equipping') certain object types.

Berserkers can't use magic wands or magic staffs.

Assassins can only use short blade weapons (e.g daggers) and staffs in combat. They can't use wands, full face helms or metallic armour of any kind.

Troubadours can't use magic wands, axes or wear plait armour.

Runemasters are unable to use any normal weapons (except for staffs and arcane blades) or wear armour of any kind.

OBJECT TYPES

There are many different types of object in the game, including:

Keys

These are very important. There are many locked doors within the dungeons which require particular keys to unlock them. You will not always find the key you need in the same dungeon that you are currently exploring. When you try opening a locked door you will be told which key is required.
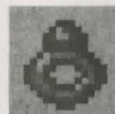
Rings (worn)

These are all magical and can be worn by anyone. The number of uses you get out of a ring vary. The spell cast by a ring depends on the type of ring worn. For example, Cloud rings give the wearer magical teleportation, whilst Serpent Rings will restore some of the wearers hit points.
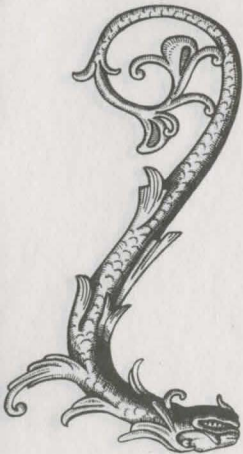
The strength of a spell invoked by using any magical object mainly depends on the characters intelligence score.

Potions

There are many different types of potion available. Potions can only be used once before they run out. They all have a magical effect.

Scrolls

These magical scrolls allow any character to cast the spell found on the scroll once only. The runes on the scroll indicate what the spell is.

Helms (worn)

There are many different helms available. The magical helms have a limited number of uses before they expire, and they each have varying effects.

Wands

Another magical item that allows the user to cast the relevant spell for a limited number of uses.

Other items to be found include staffs, swords, daggers, blades, armour, gloves etc.

NEW GAME

Whenever a new game is selected, the first person you will meet is Aunt Sushiana. She will talk to you for a short while. Once you have read what she has to say, press your select button and a list of possible options will appear. For the moment, ignore all of them. Instead, look at the bottom left corner of the screen. You will see an icon that looks like a large X. Select this icon twice (ignore the intermediary screen for the moment). You will now see the land map.

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THE LAND MAP

Land map of the east

This is a map of the land. It shows all of the towns, villages, keeps and other visitable locations. It will also show any army banners that are roaming the land.

Locations.
The map shows every visitable location in the game. By moving the on screen pointer onto a location, you will be informed of its name and how well it is defended, (this is displayed in the scroll at the bottom of the screen). The small flag shows you which army currently controls that location.

TRAVELLING

You don't want to move your party across the land yet, but you should know how to do it when the time comes. Simply position the cursor over the desired location and press the select button. The party banner will then set off along a predetermined path to reach that location.

Travelling speed.
The speed at which the party moves around the map is determined by the quality of steeds available. Faster steeds can be bought from Imperia or the Keeps.

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BANNERS

At the start of the quest, your party will be located at Imperia. This is approximately in the middle of the map. Your party is represented by a light coloured banner with five small crosses. After a short while, other banners will appear. Due to the number of feuding provinces, you will see a number of different banner styles, each one representing a different army.

There are five different armies trying to gain the upper hand. Each one originates from a different location:

Colour	Army
White & black	Imperia
White & red	Kasyai
Red	Iyoto
Green	Tokiama
Brown	Guidato

The only army on your side comes from Imperia. All the others should be considered extremely hostile!

Banner encounters.

Whilst en-route to a new location, your party might cross paths with a travelling enemy banner. If this happens, then they will enter into a Banner encounter. The army will demand that you explain your presence. Two options will be presented. The first is to hand over a legitimate pass. You start the game with four passes, one for each feuding province. Unfortunately, passes are also required when entering occupied Keeps and other locations, so if you don't have the correct pass or you are unwilling to surrender it, you might have to choose the latter option and attack them instead!

If you do decide to attack, you will be taken into a 3D display not unlike the dungeons you will explore throughout the game. However, your only concern is to destroy all of the monsters as quickly as possible. Be warned that a banner encounter is very

difficult to survive so don't take them on unless you have a reasonably strong party. Beginners should avoid them at all costs! (See later on for how to avoid an encounter). Your reward for surviving will be another pass and hopefully a useful item, not forgetting any gold left behind by the defeated monsters.

Avoiding banner encounters.

If you click on the party banner as it moves across the land map, then it will stop moving. When the banner is standing still, the party will automatically go into hiding. If an enemy banner crosses the same path when this happens then a Banner encounter will be avoided.

Escaping an encounter.

You can run away from a Banner encounter once into the fight. Simply click on Elliot the Dragon (who usually draws the game map inside dungeons). You will get away but at a cost - your steeds will be left behind to be captured by the enemy.

Winning a Banner encounter.

Once all of the monsters have been destroyed, simply click on Elliot the Dragon to indicate that you want to leave the wilderness and continue with your journey across the land map. Don't forget to collect all objects before you leave.

Players should note that when you leave the wilderness the party leader will automatically collect the bodies of any dead party members. If his inventory is full, then the bodies will be placed in any of the other remaining inventories.

THE TIME OF DAY

Time goes by quite quickly when you are on the land map screen. The sun and moon will pass overhead to indicate the dawn of a new day or the fall of night. If you place the cursor in the scroll at the bottom of the screen or anywhere else outside of the map then the actual day and date will be displayed.
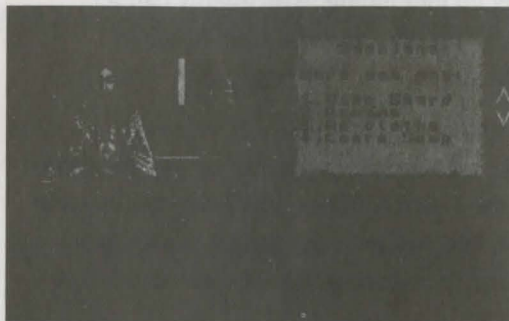
Time will pass by very slowly inside the dungeons. The day and night cycle only occurs on the land map screen.

MENU SYSTEMS

Now we've had a look at the land map we must go back to Aunt Sushiana. Click on Imperia to re-enter. On the next screen select 'Visit Aunt Sushiana'. Now have a quick look at the options here.

Aunt Sushiana screen

These options use the same menu system as found in other locations throughout the land. In this instance, we have four options available. You will have noticed that each option has a corresponding number next to it. To select the option either press the relevant number on your keyboard, or move the pointer over the option and press your select button.

Give Shard.

Selecting this option at the start will inform you of your over all quest to re-unite the Eternal Amulet. More details will be revealed as the game progresses. Whenever you find an Amulet Shard you should return here and give it to Aunt Sushiana.

Re-name.

This option allows you to rename any of your characters. To choose a character simply select the face from the four shown below and it will appear on the left hand side of the window below the main screen. You can type in a new name, surname and home town from here.

Re-clothe.

You can also change the colour of their clothing by choosing this option. To cycle through the available colours, press the up and down arrow keys (or Page Up and Page Down on IBM PC's).

Learn Song.

The Troubadour only knows one Bardish Melody at the start of the quest, which acts as a weak regeneration spell when sung. Aunt Sushiana will sell other songs to him at a price. Each song has a different effect. These are explained in detail in 'The Action Menu' section.

This simple menu system is used in other locations throughout the land. Sometimes you will be asked a question. Select either Y for Yes or N for No. To leave any menu and return to the previous one, press Escape on your keyboard.

Below the main window area is a panel which shows your four party members as individual faces. The current leader is on the far left of the display. The inventory of the leader is displayed below this.

Party Members panel

There are a couple of new icons displayed here which are not used anywhere else in the game:

Share party funds

This allows the total funds (gold) to be split evenly between the party.

Pool Party Funds

When selected this allows the leader to immediately collect ALL of the gold from the entire party. This is most useful when the

leader wishes to buy something but he doesn't have enough gold in his possession to do it.

These icons are used whenever the party is in a location where trading is involved. For example...

THE APOTHECARY

This is a small shop that specialises in selling magical ingredients that are used only by the Runemaster. If the Runemaster is the currently selected leader, then pressing S in the Apothecary will display his spell screen so that you can see which magical ingredients he is low on. (The leader is the current character whose face is displayed in the lower half of the screen on the left hand side). Alternatively, once the Runemaster is the leader, select his face again to invoke his spell screen.

(The spell screen is described in detail in The Magic Spell System section)

It does not matter who in the party does the actual buying, as the ingredients will be automatically transferred to the Runemasters spell screen every time.
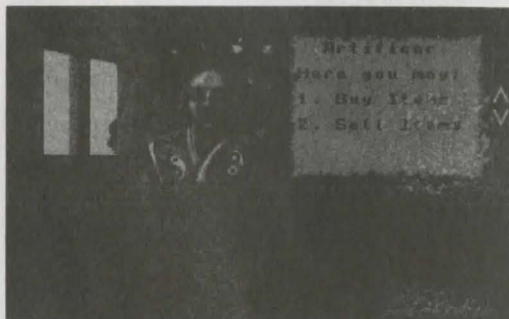
Artificer screen

THE ARTIFICER

This shop buys and sells items that are not armour or weapon related. Upon entering, you are given the options to:

(1) Buy Items
(2) Sell items

Buy Items.

Moving the pointer up and down the list of items for sale will display their cost price. To select an item to buy, press the relevant number on your keyboard or move the pointer over the relevant option and press the select button.

Sell Items.

Select an item from a characters inventory that you want to sell by moving the pointer over the object and pressing the select button. The object will be highlighted. Now select (2) to offer the item for sale.

Up/down arrow icon

Use this icon to view any additional objects if they are available. Simply select the up arrow or down arrow to go to the next or previous object list.
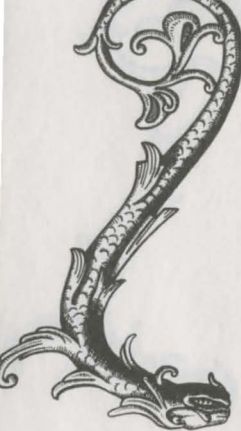
THE BLACKSMITH

This man will buy and sell armour and weaponry in a similar fashion to the Artificer.

Prices will vary from location to location. You don't have to accept any offers made to you. By 'shopping around' you can save or make money.

HOLY TEMPLES

These are very important locations. Inside a temple you can choose to do one of the following:

(1) Resurrect
(2) Offer Prayer
(3) Buy Healing Potion

Resurrect.

If any adventurers have been killed in a dungeon, then you can bring their bones back here and get them resurrected for free. Simply have the bones in someone elses inventory and select (1) to resurrect.

You can also get characters resurrected if you find any regeneration pads in the dungeons. The Runemaster can also bring characters back from the dead but this requires some very powerful magic.

Offer Prayer.

Each prayer costs 25 gold pieces. It is best to buy prayers in bulk (i.e more than one at a time). Each successful prayer adds 1 to the adventurers luck score.

Buy Healing Potion.

You can buy Serpent potions which will restore character hit points when used.

THE MAD MONKS

The Mad Monks are a very important group who must be visited frequently throughout your quest. They offer services that no one else can fulfil.
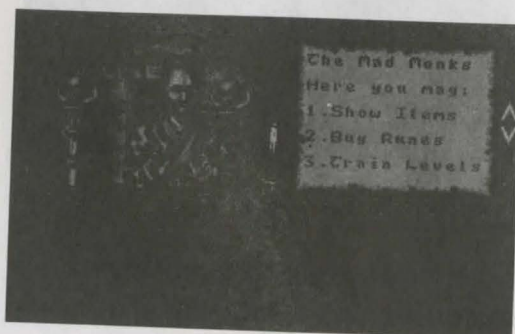
Mad Monks screen

Show Items.

The Monks can identify any items that have magical properties. Choose an item from the displayed inventory before you select this option. This is most useful for identifying the exact effect of a particular potion, scroll or ring.

Buy Runes.

The Monks are the only source of new runes in the game. The Runemaster needs runes to be able to cast his magic spells. More detailed information can be found in the 'Magic System' section of this manual.

Train Levels.

Whenever a character wins a monster encounter, experience points are awarded. When a character amasses a particular amount of points he can train up to a new level. It is here that each character is trained. If any character is short of the required total points, he will be told how many points he needs.

Characters do not have to go to the Monks as soon as their experience points total is equal or greater than that required for a new level break. They can amass enough points for multiple level breaks before going back if they want to.

Whenever a character goes up a level, they will also be awarded bonuses to add to particular ability scores. Their total hit points score will also increase each time a new level is achieved, therefore the higher the level they are, the stronger they will become.

Training costs money. The higher the level, the higher the cost!

Fighting the Monks.

If you select the Train Levels option, you might have noticed that the last option (beneath Yes and No) gives you the chance to fight the monks. Why would you want to? Well, if you take them on and win they will let you have all currently required level breaks for free. You might also find a few useful items in their dungeon whilst you're down there. However, be warned - they

are very hard to defeat and they have also been known to put their knowledge of magic to good use.

Exit Screen Icon

This icon will exit the screen you are currently on. If there are no other screens to go to, the game will go back to the Land map screen. Use it to leave any of the locations previously described.

THE IMPERIA DUNGEON

To enter the initial dungeon you must be at Imperia. You should select the 'Enter Vault' option. This will take you down below Imperia, but only after you've been threatened by the evil and twisted Ti-Mann Mochun. Click anywhere to continue.

The 3D dungeon environment.
To survive in the dungeon environment you must know how to search rooms and corridors, take items, use items, unlock doors, cast spells, fight monsters and generally live long enough to reach the next dungeon.
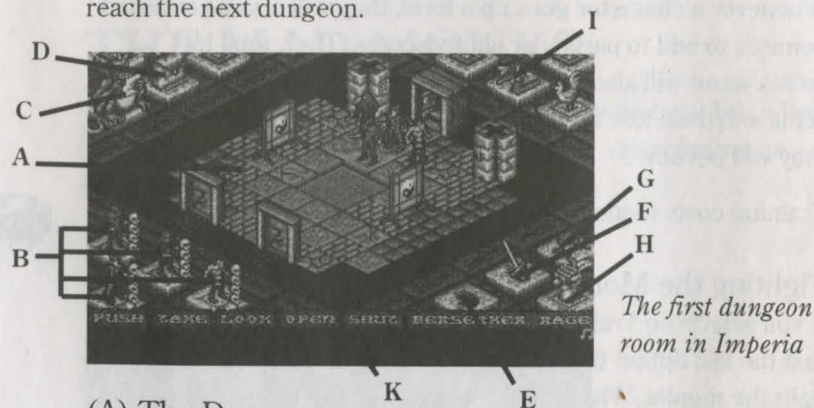
The first dungeon room in Imperia

(A) The Dungeon
Each room or corridor is displayed in isometric 3D. Within this display you will see your fully animated party of four

location, and any objects or items of furniture.

Moving around.
To move a character to a particular spot in the location, simply select the floor tile where you want them to move to (by moving the pointer over it and pressing the select button) and they will walk to it. There are a number of circumstances that would prevent a character from reaching the selected point:

(i) The path to the area is blocked by a locked door.
The character will attempt to go as far as he can and then stop if a locked door prevents progress. A door that is not locked will open and let the character through.

(ii) The character is blocked.
If any monsters are present they will probably try and stop the character by attacking or just getting in the way.

(iii) The area is not reachable.
Some rooms or corridors have exits which are not reachable from the characters current position. Either the selected exit is reachable from another area within the location or the required path is only available once a puzzle or other function has been performed first.

Leaving locations.
To leave one room and move to another requires the player to select an exit tile. These are the dark floor tiles which are found on the edges of the location. Selecting an exit tile tells the entire party that you wish to leave that location and move to another. At this point, all four adventurers will attempt to head for the selected exit. Whoever gets there first will be the first character to enter the next location, and therefore they will become the newly designated party leader, (see The Party for more details on leaders). The same restrictions for moving characters as described in 'Moving around' applies to leaving a location.

Note that if you leave a room which contains monsters you will enter 'chicken mode' and will keep running until you reach a

dead end or the Rally icon is selected when the party are all in the same room.

(B) The Party.
The four characters in your party are shown here in figurine form. The currently selected character will have his base highlighted. He is also referred to as the party leader. There are two other points of note:

(i) The skulls.
The stack of four skulls indicate the general state of each characters total remaining hit points. Each skull represents a quarter of that characters total hit points. Whenever a skull turns dark then the total hit points are in the bottom half of that quarter. Whenever a skull disappears altogether then the characters hit points have dropped below that mark. Their current luck score is also shown by the colour of the skulls:

White - 5 luck points or above remaining
Green - Below 5 luck points remaining
Red - No luck points left!

(See Luck for further details)

When all of the skulls have gone then that character will have 0 hit points and will therefore be dead. They should be resurrected either by magic, a regeneration pad or by taking the bones back to a Holy Temple.

(ii) Damage.
Whenever a monster gets a hit on a character then the total hit points damage inflicted on that character will be briefly displayed over the figurine.

(C) Elliot the Dragon.
Elliots main role in life is to map out each level for the party. Selecting Elliot will put up on screen a map of the current level explored so far.
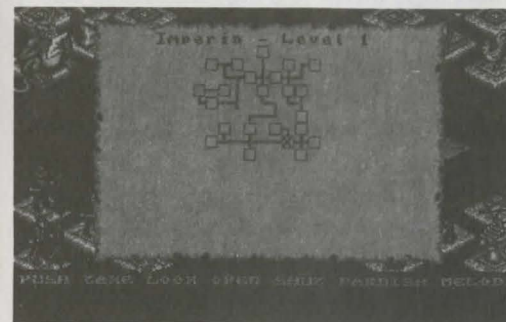
A map from Imperia

Rooms are displayed as boxes, and corridors as lines connecting the rooms together. The "X" marks the spot where your party are currently located. The name of the location and the dungeon level you are in is displayed at the top of the game map. (Do not confuse the dungeon level with each characters' level of experience. They are totally separate and unrelated values).

Whenever the game map is on-screen, the game is effectively 'paused'. You can also pause the game by bringing up the inventory screen, the Runemaster's spell screens or by pressing the pause key for your machine (as described in the control summary).

Elliot has another function to perform. For further information, please refer to Banner Encounters.
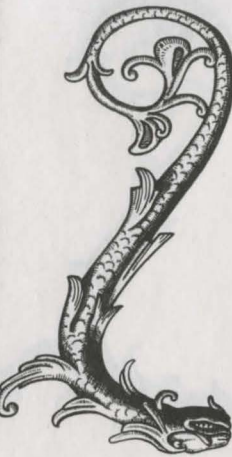
(D) The Inventory.
Selecting the knapsack displays the Inventory screen. This screen shows the following information:
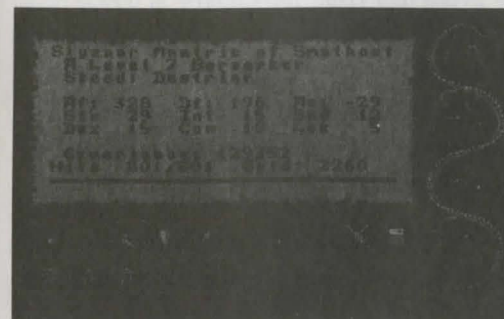
The Inventory screen

(i) The objects in possession.

Each character has a quarter share in a total inventory which can carry 64 objects. Therefore, each character can have up to 16 objects in their possession at any one time.

(ii) The Characters Ability Scores.

Each adventurer has an individual set of statistics (referred to as ability scores) which must be paid close attention to during the quest if they are to survive. These scores will change throughout the game as they are affected by objects, magic or other influences.

Af = Attack Factor.

The Attack Factor determines how likely a character is to hit a monster during an encounter.

Df = Defence Factor.

The Defence Factor determines how likely a character is going to be able to block or dodge a blow from a monster during an encounter.

AC = Armour Class.

This is a measure of how well your character is able to withstand hits. Unlike other scores, the lower the number the better your character is protected.

   e.g AC: -5 is better than AC: +2

Str = Strength.

Strength is a measure of muscle power. It has a direct effect on how much damage you inflict on a monster and it is also used in calculating the Attack Factor value.

Int = Intelligence.

Intelligence affects the strength of magic spells cast either by the Runemaster, or the strength of any magic spells cast via magic items used by other characters.

Spd = Speed.

Speed is a measure of how many attacks a character can get in on a monster.

It also affects the speed at which each character reacts to the commands given to them via the Action Menu in the dungeons.

Dex = Dexterity.

Dexterity is how agile the character is during a monster encounter. It is used in calculating the Attack and Defence Factor.

Con = Constitution.

Constitution is a measure of how well a character resists a magical attack, e.g he will suffer less damage, or the effects of a paralyse spell will not last as long as it otherwise would etc.

It is also used in calculating the hit points increase that is awarded to adventurers when their experience level increases.

Lck = Luck.

Luck is bestowed on each character by the Gods. It saves the character from a killing blow. Each time this happens, a message referring to a lucky dodge or lucky ward will be displayed and one luck point will be deducted from the characters Luck total.

Luck is also indicated by the colour of the skulls:

   White - 5 or more luck points.
   Green - Below 5 luck points.
   Red - No luck points left!

Luck can be increased by praying at Holy Temples (at a cost) or by the use of certain items from within the Dungeons.

Steeds.

The speed at which your party can move around the land map is determined by the type of steed each adventurer has. At the start of the quest, each character has a Nag which is the slowest available. Steeds can be bought from Keeps and some other locations.

Levels and Experience.

For every encounter that a character wins against monsters, he will gain experience points. Once the character has amassed a

certain total of experience points, then he is ready to be trained up to a new level. To go up a new level the character must visit the Mad Monks and "Train Levels".

The first few level 'breaks' are achieved by reaching the following totals:

Level 1 - Level 2   2,000 experience points
Level 2 - Level 3   5,000 experience points
Level 3 - Level 4   12,000 experience points

Hits = Hit Points.

This is a measure of how many hit points of damage your character can sustain in an encounter before he will die. Each adventurers' maximum hit points total will increase when he gains an additional level of experience.

Gold.

Gold is used for buying items and information from various locations in the land of Trazere. Whenever a monster is killed during an encounter in a dungeon, there is a chance that it might leave behind a bag of gold that can be collected. Whoever takes the gold will automatically collect all of the gold in that location. The amount of gold to be found in each bag varies from monster to monster.

There are a couple of icons that you need to use on the Inventory screen:

Equip Icon

Equipping

To use an object in your inventory you need to equip it first. If you are just carrying an object then it is not ready for use. It must be equipped:

e.g Chain Mail

To use this armour (i.e wear it) you would select the object then select the Equip icon. The highlight colour around the object will change to indicate that it is now being used.

If you want to wear anything, be it rings, armour, helms, shields etc. you must equip them first. If you wish to have a particular key ready for use, then you must equip it so that it will appear on the carry plinth. This also applies to wands, staffs, weapons, scrolls etc.

Some objects behave differently when equipped. For example, magical ingredients that are found within dungeons should be given to the Runemaster. When equipped, they will disappear from the inventory and will have been added to the Runemasters spell ingredients totals on his spell screen. A few more magical items behave in a similar fashion.

Note that selecting an item in a characters inventory will display its name on screen.

To stop using an item simply select it and click on the equip icon again. It is now just being carried and not being used.

Drop Icon

Dropping.

If you have an object in your inventory that you want to drop onto the floor in a Dungeon, then select the item and then click on the Drop icon. This will deposit the object on the floor at the feet of the character who has dropped it. The only reason why you would want to drop an object is if you have no further use (or room) for it. You don't have to drop an item to be able to give it to another character in your party.

Players should note that dropping objects is only applicable when in the dungeon environment. To get rid of objects outside of the Dungeons you must sell them to a willing purchaser.

Giving objects to other characters.

On the right hand side of the inventory screen you can see all four adventurers. The currently selected character is shown in full colour and the others are shown in monochrome. To give an object to another character, select the object once then select the character you wish to give it to from the portraits on the right of the screen. The object will disappear from the currently selected characters inventory. If you then switch to the other character you will find the object is now in their inventory.

If the character you are giving the object to has no spare room in their inventory then you will not be able to give it to them.

Disk Icon

Load and Save.

Select this icon if you want to save your current game position to disk, or load in a previously saved game file. To save you will need to have pre-prepared a blank formatted disk. You can have up to ten different save game files on a disk. You will be asked for a save or load game file number. Simply select 0 - 9. At this point you should remove your World Disk and insert your save disk, then press a key to start loading or saving.

PC Hard disk users - if the game is running from a hard disk then it will save back to the hard disk. You will find the save files in the same directory as your SON OF THE EMPIRE game files.

Exit Screen Icon

Exit Screen.

This icon will take you off the Inventory screen and back to the dungeon environment. It also appears on many other screens and serves a similar function.

The Item Plinths.

There are three item plinths displayed. Equipped items appear on these plinths.

(E) Carry plinth.

This plinth is the characters left hand. Equipped items that appear in this hand include: scrolls, wands, potions, staffs and keys.

(F) Weapon plinth.

This is the characters right hand. As all available adventurers are right handed, the equipped weapon will always appear on this plinth.

(G) Arcane plinth.

Magical items will appear here if they are items that can be worn, e.g rings, certain helms, particular shields.

Please note that normal non-magical clothing will not appear on any of the plinths when equipped, e.g plait mail, winged helm, gloves, bucklers etc.

Using equipped objects.

To use any of the items on the plinths you must move the pointer over the relevant plinth and press the select button to select it. Some objects only have one use (e.g scrolls) and will disappear from the plinth as soon as they've been used. Others have a limited number of uses and then they too will disappear.

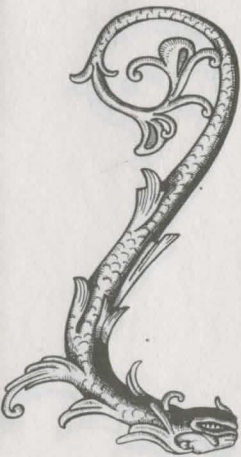*Note that the plinth will highlight (i.e change colour) when the object on it is being used.*

Rally Icon

(H) Rally (ENTER key).

This icon has a number of uses, but the principle remains the

same. Selecting the Rally icon gives the remaining characters an order to rally around the party leader. There are a number of reasons why you would want to select Rally:

During battle.

(i) In a monster encounter, one of the party is getting severely beaten by the monsters. By selecting Rally when that character is the party leader, the remaining adventurers will attempt to gather around him and help fight off the monsters.

Surround spells.

(ii) A Runemaster may have a surround spell that he wants to cast on the entire party. By getting the party to Rally around him, the spell can hit everyone at once. (See The Spell System for further details on magic).

To stop running away.

(iii) When in Chicken mode, selecting Rally when all of the party are in the same location will stop them running away.

(I) The Compass.

This always points to the North to avoid any confusion when leaving a room or corridor and entering a new location.

(J) The Chicken.

If the party leaves a room which contains monsters, then they are deemed to be running away. This means that the entire party will flee in a blind panic and run to any exit. They will keep going until the following occurs:

(i) They reach a dead end.
(ii) Monsters block all of the available exits.
(iii) The Rally icon is selected when all remaining adventurers are in the same location.
(iv) They all die! (admittedly a worst case scenario!)

When in running away mode, the chicken will flap his wings to indicate that the party is fleeing. You can induce running away mode either by clicking on an exit square whilst monsters are still present, by clicking on the chicken or by pressing Escape on the keyboard.

Note that if you run away from monsters, they will give chase until they catch up with you. Anyone who enters a location with opposing forces already present will be at a slight disadvantage. They can be 'ambushed' under these circumstances. This means that a slight tactical advantage can be made by running away if you re-group (i.e RALLY) in a nearby room and ready the party for attack on the monsters who will enter the location after you.

(K) The Action Menu.

Action Menu

This menu has five basic options that any of the characters can perform. The sixth and final option is that characters' special ability, which only he has. This ability is reliant on each of the adventurers own character class.

There is a basic principle that should be understood when using the options found in the Action menu: whenever a character attempts to manipulate or examine any items within a dungeon, be they signs, levers, chests, etc. it should be noted that the action should be aimed at the base floor tile that the target is standing on, and not the target itself.

Push (F5)

This option is used for pushing buttons and levers.

Take (F6)

To take an object from the floor or from inside a container.

Look (F7)

Use this option for reading signs or for looking inside open containers to see if they contain anything. (All objects are referred to as "treasure" when you use the look option).

Open (F8)

This option is used for opening containers or doors. If the door is locked and you don't have the correct key equipped, then you will be told which type of key you need.

Shut (F9)

Use this option to shut open doors or containers.

Special abilities (F10) or SPACE BAR

The final option on the Action menu is different for each character as it is their own special ability:

Berserker - Berserker Rage.

The Berserker will enter an attacking frenzy. When he is in this state, he can do untold damage to monsters.

Troubadour - Bardish Melody.

The Troubadour can sing from a selection of up to 8 different songs. Each song has a lasting magical effect on the party. When a song is sung, a small musical note will appear in the far right of the message window below the Action menu. To deselect a song, select another song or select the current song to stop it playing.

Melody	Effect
The Thief of Dolik Pass	Boosts Party Dexterity
Warriors Awakening	Boosts Party Strength
Ballad of Elanor	Boosts Party Defence Factor
Kijam Litany	Boosts Party Constitution
Smithy Song	Boosts Party Armour Class
Adieu Sweet Dullard	Boosts Party Intelligence!
Dance of the Faerie Queen	Boosts Party Speed
March of the Bold Ones	A Weak Regeneration Spell

Assassin - Hide in shadows.

Using this option will turn the Assassin invisible. This means that he should be able to sneak up on a monster unawares. The Assassin specialises in stabbing people in the back, so he will inflict much more damage on a monster if he attacks from behind rather than from the front.

Runemaster - Cast a spell.

The Runemaster is the only official magic user in the party. He can pre-prepare up to 10 different spells in advance, which will

appear on the spell list screen. The Magic spell system is described in a section all of its own.

(I) The Message window.

Whenever a character does something it will be confirmed in this window with a message. During a monster encounter, the amount of damage each character has inflicted on a monster will be reported here. Messages will be more selective if lots of actions are performed at once, e.g during battle some other actions like TAKE or PUSH might not be reported on if a lot of fighting is in progress. If you've taken an object but did not see a message confirming this during a battle, simply look in the relevant characters inventory to check if they have it or not.

The right hand side of the message window is used for displaying runes indicating any continuous spell effects that are affecting that character, e.g antimage, bardish melodies.

COMBAT MODE

To survive a Monster encounter, you need to put the adventurers into combat mode. If a suitable weapon has been equipped before hand, then you simply choose the relevant character and select their weapon plinth, (the right hand). The plinth will highlight and the character will enter combat mode. You can perform the same action on the remaining adventurers to get them to join in, or you can select the Rally icon which will automatically put everyone else into combat mode. Rally also activates 'Berserker Rage' and 'Hide in Shadows' automatically during combat.
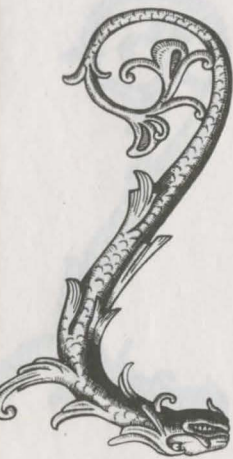
Combat mode is automatically deselected when all of the monsters in the location have been defeated.

You can deselect combat mode during a fight manually by simply selecting the highlighted weapon plinth again. Some of the options on the Action menu will also deselect combat mode.

Bare knuckle fighting.

Note that a character will enter combat mode without an

equipped weapon. He will just use his bare fists to fight the monsters! (This isn't recommended!)

THE MAGIC SYSTEM

Magic is a very important element in the land of Trazere. The Runemaster will use it extensively during the quest, and the other adventurers also have access to magic via arcane (magical) items. Many monsters can use magic too, so beware!

The Principles of arcane power

Note that the availability of spells is NOT restricted in any way to the Runemasters level or his experience points total. The only restriction is whether the party can afford to buy the runes from the Mad Monks or find ingredients from other sources.

The Runemaster can mix spells if he has the following components in his possession:

An equipped mixing bowl
Magical Runes
Magical ingredients

The Mixing bowl

On its own, this is just an ordinary mixing bowl, complete with its own mixing implement. The Runemaster begins the game with one already equipped in this inventory. (This will appear on his arcane plinth). Without a bowl, the Runemaster will be unable to mix any spells in the dungeon environment.

Mixing bowls can be bought from any Artificer if the Runemaster manages to lose or sell the one he has.

Spell mixing screen
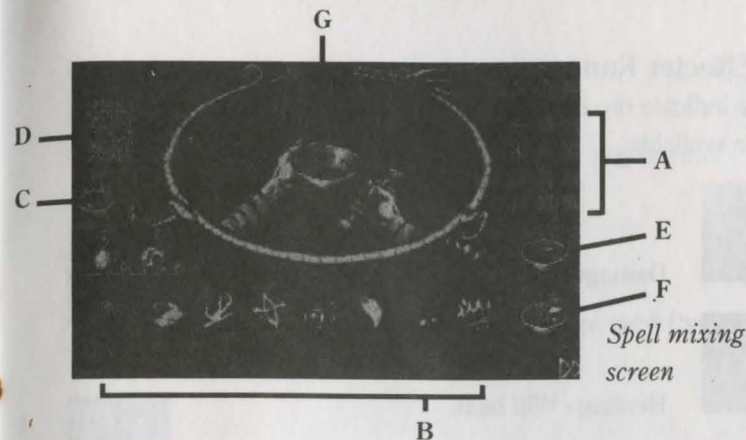
(A) Magical Runes.

There are 16 Runes available in the game, which are broken down into two different types:

(i) Director Runes.

These indicate the direction that the spell should travel in. There are four of these runes available:

Forward - The spell's effects are targeted at the floor tile immediately ahead.

Surround - The spell's effects are aimed at the eight floor tiles immediately surrounding the caster.

Missile - The spell's effects are placed in a missile and are aimed at a particular location.

Continuous - The spells effects continue to act on the target location until it is dispelled or the party leaves the room. The spell is recast on that location approximately every four seconds.
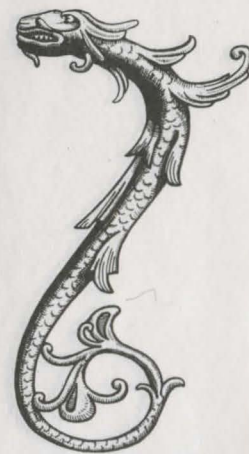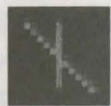
(ii) Effecter Runes

These indicate the effect of the spell on the target. There are twelve available:
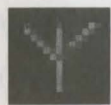
Damage - Will inflict damage.

Healing - Will heal.

Dispel - Will stop any continuous spells and remove magical protection from a character or monster.
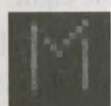
Speed - Will increase speed.

Paralyse - Will paralyse.

Antimage - Protects from magic.

Thrall - Your willing servant!

Make Weapon - Creates a mystic weapon.

Teleport - Gives teleport capabilities.

Regeneration - Will automatically regenerate lost hit points.

Disrupt - A very powerful Damage spell that can result in immediate death

Vivify - Resurrect the dead!

(B) Magical ingredients

On its own, a rune will do nothing. Each rune needs to be paired off with the correct spell ingredient(s), (e.g Missile required one Wing of Bat) for it to work. To know which ingredients go with which runes, see the Magic eye for further details.

The Eight ingredients

There are eight different ingredients in the game. Some can only be bought from an Apothecary, whilst others can be found within dungeons. To add ingredients to the Runemasters ingredients store, select the bag of ingredients which should be in the Runemasters inventory and equip it. The bag will disappear and the ingredients will now have been added to the Runemasters personal store.

Note that when you pick up ingredients in Dungeons they are NOT referred to by the same name, e.g Dragon tooth will be described as a Bag of Ugly Teeth. The names are cryptic clues to the real ingredients identity.

The ingredients available are:

Wing of Bat

Brimstone

Mandrake

Crystal

Dragon Tooth

Hedjog Venom

Nightshade

Phoenix Claw

You will find that the Runemaster will run out of particular ingredients. When this happens, any spells that require those ingredients will not be able to be mixed. A message saying "Ingredients Low" will warn you of this (on the spells in use list) when you attempt to mix them.
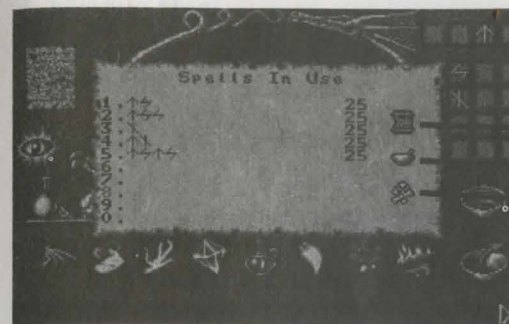
(C) The Magic Eye

Select this eye with the pointer. A separate screen will be displayed which will show the Runes and which ingredients they require. To go back to the Spell mixing screen, press the select button.

Magic Eye screen

(D) The Spell Scroll

Selecting this scroll will bring up the spells in use screen, but with a few extra icons on the right hand side.

The Spell Scroll

To use any of the icons, a pre-prepared spell must have already been selected for the icon to refer to.

e.g click on a spell number which has a spell on it, (it will change colour to indicate that it is selected).

(i) Information scroll

This will tell you what the spell is and what ingredients are used in it.

(ii) Re-mix

Once you've mixed a spell once, you don't want to go through the same process every time. Simply select the spell and click on remix to mix more casts of that spell. The relevant ingredients will be automatically taken off the ingredients that the Runemaster has each time a spell is re-mixed.

(iii) Delete a spell

Select a spell then select this icon to delete that spell from the spells in use list.
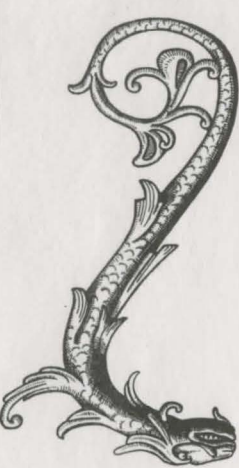
You can change the order of the spells by selecting the spell you wish to move and then selecting the new number you want to assign it to.

(E) Mix Spell

When you're happy with all of the elements that you wish to put in the spell, you should select this icon to mix the spell.

(F) Empty Bowl

If you've mixed a spell that you're not happy with, then selecting this icon will ditch the ingredients from the bowl.

Note that once you've ditched a spell you cannot retrieve the ingredients. They are lost forever.

(G) The Mixing Window

This is where you make your spells. To do this you need to know:

How to mix a simple spell

Please note that for the purposes of this section, spells have been divided into 'simple' and 'complex' types.

In a New Game, Runemasters only have three Runes in their possession:

MISSILE, DAMAGE and HEAL

With these Runes, they are able to mix a few simple spells together ready for use. At the start of the game, your Runemaster will already have 5 spells ready and waiting to be used. Each one can be cast 25 times before they will run out.

The spells are:

1. Missile Damage
This spell is aimed by the Runemaster at a monster. It will fire a bolt of energy at the target which will inflict damage when it hits.

2. Missile Damage Damage
A variant on the spell above, but it deals inflicts more damage.

3. Heal
This is a spell which will heal the Runemaster when cast.

4. Missile Heal
This allows the Runemaster to aim a healing spell at someone else.

5. Missile Damage Missile Damage
This is similar to the first spell, but once the first part (Missile Damage) has hit the target, a second Missile Damage will be triggered from the target travelling out in the same direction.

You also need to know how to mix a spell together. With only three runes at the start, it is best to show you how one of the spells above would be created if you had done it. By following this example, you will create a new spell (number 6) which will actually be the same as spell 4.

HOW TO MAKE A MISSILE HEALING SPELL

Before we do anything else, ensure that the mixing window says spell 6. If it doesn't, select the spell scroll and select number 6 (which should be blank) first. Click anywhere outside the spell scroll to close it.

Select the MISSILE Rune (the rune that looks like an Arrow). You will see the Rune appear in the left hand side of the mixing window and its name appear in the bottom left hand corner of the screen.

Now select a WING OF BAT (the first ingredient in the ingredient store). The ingredient will appear on the right hand side of the mixing window and the name will be displayed beneath the name of the rune in the bottom left hand corner of the screen.
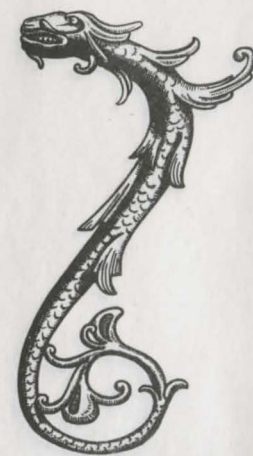
Spell mixing screen

Click on the Missile Rune in the mixing window and the Missile Rune will now appear in the bottom left hand corner of the screen. You will see the hand mix the two together in the bowl.

You have now made a MISSILE.

This isn't a finished spell. You have only created the first component.

The same process applies to making the HEALING component. Select the HEALING Rune, then select the Hedjog Venom ingredient to go with it.

Simply follow the same process as described for MISSILE.

> i.e select RUNE (will appear left hand side of window)
> select INGREDIENT (will appear on right hand side of window) Click on RUNE in window (Symbol now appears in bottom left hand of screen)

You now need to mix MISSILE and HEALING together. Select the mixing bowl to mix them. The spell has now been added to the Spells in Use list. To see it there, click on the Spell Scroll.

Note that you have only created 1 cast of this spell. Once you have cast it, you might as well delete spell 6 as you already have this spell in one of the other slots.

Any spells that don't make any sense (i.e those that don't follow the rules of spell mixing) will be tipped out of the mixing bowl in the mixing window on the spell mixing screen.

To cast the spell, select the leave spell screen icon

Select the Runemaster in the dungeon and either select his special ability (i.e CAST SPELL) by clicking on the Action menu or press F10. The Spells in use list will appear on screen. Move the pointer over the number of the spell you wish to cast and press the select button. For this MISSILE spell we should aim it one of your other party members, so position the cursor over the floor tile that the character (the target) is standing on and press the select button.

Alternatively, whenever in the Dungeon simply press the correct spell number by pressing the number keys 1 - 0. The Runemaster will automatically be selected and will be ready to cast the spell.

How to mix a complex spell

Complex spells contain more than one Director Rune and more than one Effecter Rune, as opposed to the simple spells that only have one of each.

> e.g Heal, Antimage, Surround, Paralyse, Continuous, Damage, Missile, Damage

All of the spell components are effective in the order in which they are arranged in the spell. The above spell would do the following:

(a) Heal - The caster heals himself (regains some of his lost hit points)

(b) Antimage - The caster gives himself temporary immunity from magic. This will stop working if a dispel is cast on the caster.

(c) Surround - the area of influence for the remainder of the spell is transferred from the caster to the eight surrounding floor locations.

(d) Paralyse - A paralysis spell is cast on each of the surrounding eight locations.

(e) Continuous - Any further effects from the remainder of the spell will have a continuing effect on the eight locations unless dispelled or the party leaves the room then returns.

(f) Damage - The caster is now surrounded by continuous damage spells. They will be able to walk through them due to the earlier Antimage effect.

(g) Missile - Further components of the spell are fired away from each of the eight locations in directions directly away from the centre of the casters location.

(h) Damage - The missiles will cause damage on explosion.

THE RULES OF SPELL MIXING

There are only a couple of restrictions on the components that a runemaster can include in any spell.

(i) The combination of FORWARD, SURROUND and SURROUND, FORWARD are not permissible unless separated by a MISSILE rune.

(ii) No more than two MISSILE runes can exist in any one spell.

(iii) The sequence of runes SURROUND, MISSILE, CONTINUOUS is not allowed, even if padded out with other runes.

Don't worry about having to remember these, as you won't be allowed to mix a spell if you have broken any of the rules. It is important to note that arcane monsters have exactly the same magical capabilities that a Runemaster can have This

means that they won't always cast damaging spells. At times, they will cast spells that are beneficial to other monsters in the room (healing, teleportation etc). It is possible for your party members to be affected by these spells if they manage to get in the way, just as it is possible for your damage spells to affect your own characters if they are not adequately protected.

EXAMPLE SPELLS

To get you underway, a few very handy spells are listed below which you will find useful during the game. Note that to mix these spells you will need more ingredients than you start off with and a number of Runes that will have to be bought from the Mad Monks.

Missile, Dispel, Paralyse
This is useful against monsters. It will remove any magical protection and then paralyse the monster, enabling your character the luxury of being able to attack it without fear of it retaliating.

Missile, Speed, Teleport
This will double a characters combat reaction speed and then enable him to teleport into the thick of combat.

Missile, Surround, Vivify, Healing
This will literally save a few lives! Vivify allows the caster to resurrect dead party members. It will also heal them.

Spells that begin with the Missile component have to be aimed by the caster. If Missile is included in the spell but is not the first component, then you don't need to aim.
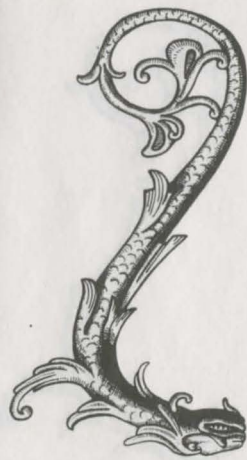
QUICK START AND BEGINNERS TIPS

INTRODUCTION

The term 'click on' is used throughout these instructions. To click on something you must move the on screen cursor (via either mouse or keyboard) over the object/item/option that you require and then press your select button to complete the move.

Directions are referred to using the abbreviations N, S, E, W for North, South, East and West.

NEW GAME

We assume that you have loaded the game and are on the loading screen with the options "F1 to Load Save Game" or "Press any key for New Game". You should press any key to start a New Game.

You will be presented with the character selection screen. You must first select your band of four characters. Just click on "OK" to accept the four on offer. (Once you are used to the game system you should start again and create your own characters, as explained in the main manual).

Having selected a New Game, you will first see a summary of recent events. Click anywhere to continue. The next thing you will see is Aunt Sushiana. Read what she has to say and then click in the message window. Four options will appear. Each one has a number next to it. Don't worry about any of the options for now. Instead, click on the large X in the bottom right hand corner of the main screen.

You will now see another screen with 3 options. Once again ignore all of them, except for the last one. Press 3 on your keyboard or move the on screen pointer over the 3 and press the select button to enter the vaults.

To complete the quest in Imperia, you must explore the dungeon and destroy the traitor Ti-Mann Mochun, who has murdered the Emperor (the Assassins father). This dungeon is only two levels deep and should prove to be a good introduction to beginners.

Don't feel intimidated by the empty threats of Ti-Mann Mochun. He senses your power and fears your success. Click anywhere to load in the first dungeon and prepare for action!

EXPLORING

Firstly, you should read the sign that is fixed to the pillar near the entrance that your party just came through. Select LOOK from the menu bar displayed in the lower half of the screen, (the LOOK option will change colour to show you that it is ready and waiting for something to look at). Now select the floor tile that the pillar stands on. The sign will be displayed in the middle of the screen for you to read. When you're ready, click anywhere to remove it.

Note that to manipulate any objects or furniture, you must select the relevant option from the menu, then click on the floor tile that the target stands on, not the target itself.

Try choosing LOOK then selecting a floor tile beneath the ornamental furniture which stands nearby. You will be told that you find "...no treasure". Any furniture found within a location might be hiding objects. It's best to search them all. (When looking, all objects are referred to as "treasure").

Note that all of these actions have been performed by the Berserker as he is the current party leader. You can get each party member to do a different action by selecting a different character. To do this, click on the figurines in the bottom left hand corner of the screen. The base plinth of each character will highlight to show that they are now selected. You can get one to look at the sign, then another to look at the furniture and another to open either of the S doors if you wish.
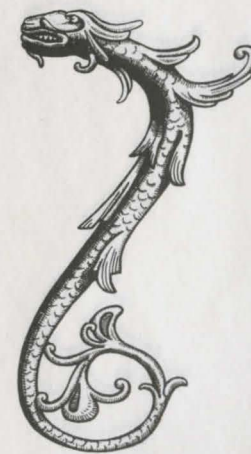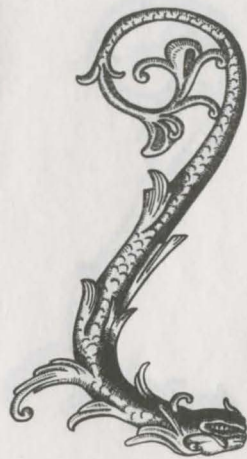
To leave the room, click on the dark floor tile on the very edge of the location to the S (behind either door). The whole party will attempt to march out of the room. Fortunately this particular door doesn't require a key, so the door will open and let them through.

DOORS

Many doors require keys before they open. If you try to walk through a locked door your party will come to a halt. Try selecting OPEN from the Action Menu and you will be told which key you need to open it. Now all you must do is find the right key! It could be anywhere on the level, or it might even be on another level or in another town! When you have the right key you must equip it so that it is ready to be used. Look at the items around the isometric 3D display. In the NW corner of the screen you will see a knapsack standing next to a dragon. Select the knapsack to see the Inventory screen for your current character. The boxes below hold each item in his possession. If you had a key you would firstly select it and then select the icon to the right which looks like two crossed swords. This icon will equip the key ready for use. Selecting the large green X icon will take you back to the dungeon. One of the plinths will now hold the key. Simply use that character to open the door and the key will be used automatically.
Note that once used, keys will disappear.

MAPPING

When in the corridor, click on the Dragon who sits in the top left hand corner of the screen. This will put up on screen a map, showing you that you're now in a corridor. It will also tell you where you are and what dungeon level you are on. Here you will be in Imperia - Level 1. Note that the game is 'paused' whilst the map is on screen. To turn off the map, press your select button.

TAKING OBJECTS

Now have a look at the furniture in this corridor. If you're lucky, you will "..find treasure", so now try and take it by selecting the Take option from the Action Menu and then clicking on the floor tile that the furniture stands on. You will be told what it is you have taken. Select the knapsack to see the new object in your inventory. Don't worry if you didn't find anything this time, because you will find plenty later on!

MOVING

It's time to move on, so click anywhere along the dark exit tiles to the south and your party will move on. You will now be at a crossroads. The E, W and S exits are doors. Select Open and try opening the S door. You will be told that it is locked with an Azure key. The W door is also locked, so you only have one choice but to go through the E door.

Of course, it wasn't going to be long until you come across your first group of monsters and here they are, hungry for a fight.

COMBAT

(If you like, select Pause now then read the following section so you are prepared for what you must do to survive the monsters here)

Immediately Press F1 to select your Berserker, press F10 or Spacebar to send him into "Berserker Rage" then hit the Rally key (ENTER) to throw everyone into combat mode. The Berserker will wade into the monsters and begin attacking and the others should do the same. Some of the monsters might teleport around the room, so be careful. If they do, then the remaining party members will fight them as long as they are still in combat mode.

When the others are fighting it is best to make use of the Assassin's ability to "Hide in Shadows" - this makes him invisible to monsters. The Troubadour should play a "Bardish Melody" (he has only one, "March of the Bold Ones" at the start. This is a weak continuous regeneration spell).

THE RUNEMASTER

The Runemaster isn't the best fighter in the world, but he does have the ability to create and cast magic spells. Fortunately, he is armed with 5 pre-prepared spells and some of them are attacking spells (like MISSILE DAMAGE) that you should use during combat.

Select the Runemaster from the figurines in the bottom left hand corner of the screen. His plinth base will change colour. Now look at the options in the Action Menu. Select Cast Spell and you will be presented with a list that can hold up to ten different spells. The game has also paused at this point so you don't need to worry about the battle raging on for the moment.

This spells in use list shows that you have spells 1 to 5 already mixed and ready to be cast. Each spell can be used 25 times before they expire. Unfortunately, the spells are made up of some odd looking symbols that you are unlikely to understand yet. These symbols are runes, and the best way to learn what they are is to have a quick look at the Runemasters spell mixing screen. Once we've done that, we will return to this list and actually cast a spell.

Quickly move the pointer outside the list and press the select button. The list will disappear. Now look to the bottom right hand corner of the screen. There are a couple of other plinths here. The furthest one holds a mixing bowl. Select this bowl.

The spell mixing screen will now load in. This is where you will learn to create your own spells later on. For now, look in the top right hand corner. You will see the same strange symbols as

those that appeared on the list we looked at a moment ago. To learn what these are, you must select the magic eye, which is on the left hand side of this screen. This will display another screen which will tell you what the symbols are.

As you can see they are MISSILE, DAMAGE and HEALING. The ingredients needed for these are shown next to them. Now we should go back to the list. Press your select button to leave this screen, then choose the icon in the very bottom right hand corner of the spell mixing screen to return to the dungeon.

The battle will resume. Quickly select Cast Spell and the list will appear again. Now look at the first five spells again. We can now understand what they mean.

1. MISSILE DAMAGE
2. MISSILE DAMAGE DAMAGE
3. HEAL
4. MISSILE HEAL
5. MISSILE DAMAGE MISSILE DAMAGE

Any spells with DAMAGE in them are meant for use in combat on monsters. Those with HEAL should be used on your party during or after a fight.

Select the first spell from the list by either moving the pointer over the number and pressing your select button, or by pressing the required number from your keyboard.

Either way the list will disappear and your Runemaster will raise his arms. You need to aim this spell so move the pointer over a monster and press the select button to cast the spell. Ensure that there is a clear and unobstructed path between you and the monster when you cast the spell else it might hit something (or someone) else! Unfortunately the monsters don't oblige and stand still for very long so you must be quick to aim and cast.

If you are successful the spell will hit the monster. Depending on how strong it is, the monster will either survive the spell but take damage, or it will be vanquished and disappear in a puff
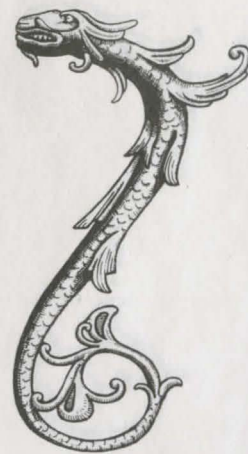
of smoke. By this time, the other monsters should have been destroyed by your fellow party members. If not, then try casting another spell. All other aspects of spell casting and magic are explained in detail in the main manual.

A RALLYING CRY

If, during battle, one member loses hit points very quickly (his stack of skulls shown next to his figurine in the bottom left corner of the screen goes down suddenly), select that character and hit RALLY to summon help from the others. They should hopefully reach him in time if there is room.

AFTER THE FIGHT

Once the battle is over there are a number of things to do. Firstly, the Runemaster should try casting any MISSILE HEAL spells at his fellow adventurers if they need to regain any hit points. If he is in need of healing, he should cast the HEAL spell. This doesn't need to be aimed because it will only heal the caster. Secondly, if you killed any monsters, they might have left behind bags of gold. Select someone to pick up one of the bags and they will collect all of the available bags in the room for you. This is your only source of money in the game.

You can now wander around the dungeon for a bit, Berserker Raging, Rallying or casting a few spells whenever you get into a fight. The only way you'll get to complete the entire game is to learn how to use all of the features available to your party of adventurers. If you like, play the game as you read the main manual, pausing the action whenever you need to think.

PLAYING TIPS FOR BEGINNERS

Keep the Runemaster out of fights (physical combat, NOT spell

casting) in the early stages until he has a few good damaging spells to use. Later on when he becomes more powerful, he could turn into the most important member of the party!

SAVE regularly. If you're particularly paranoid, save after every few battles.

Dying isn't the end of the game, as long as one character survives. He can take the bones with him to the regeneration pad somewhere in Imperia - Level 1 or alternatively he can find a Holy Temple elsewhere in the land and get the dead resurrected for free. The only down side to dying is that when you are brought back to life, your luck points will be down to 0 if you are resurrected in a Temple. Other methods of resurrection can award a few luck points once the character is alive again. Luck points must be increased before you go back to the quest in hand.

If you find a Golden Helm, give it to the Troubadour and get him to equip it. Every time a battle is in progress put him into combat mode as normal and then select the helm on his arcane plinth for magical intervention!

Despite the fact that a map is drawn for you (by Elliot the Dragon), you will still need to make a note of where entrances and exits are and where you found particular keys etc. It is best to map the game on graph paper.

Try and ensure that your party go up in levels at about the same rate. Don't let just one member do all of the fighting. Share the responsibility around else you will end up with an unbalanced party of very weak and very strong adventurers.

Avoid banner encounters early on until your party has battled through a few dungeon levels. You can get lots of experience points quickly if you win a banner encounter, but your party can also get massacred if they wade in without much combat experience! Naturally, there will be times when you have to fight a banner to gain a pass.
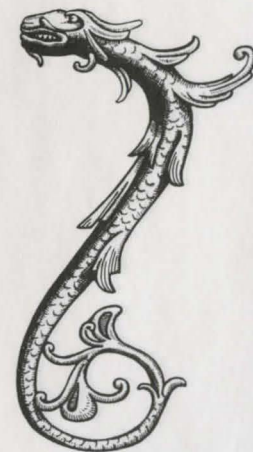
If Imperia is occupied by enemy forces, find a way to get in (either with a pass or by bribing the guard). You will be recognised and an uprising will free the city.

Those who seem insane have their uses, and those who seem dead do too!

GOOD LUCK!

To succeed will require great skill and cunning, and only those who maintain the balance between the way of the sword and the ancient art of sorcery will emerge as living legends.
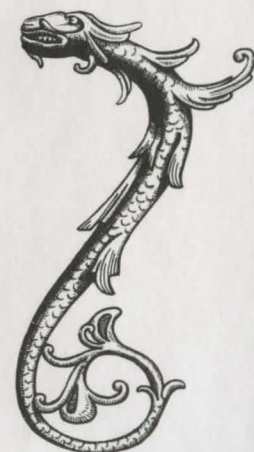
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TECHNICAL SUPPORT

Take control of the Assassin, Berserker, Troubadour and Runemaster as they enter the mysterious Empire Of The Moon.
Your quest - vengeance for the murder of the Assassin's father, the Emperor of Imperia. Track down the Sorcerer Ti-Mann Mochun, once the Emperor's aide, now your deadly enemy.
But watch your backs - the lands of the East are filled with Assassins and Warriors just waiting to fulfil their villainous ambitions! Strangers will be well noticed in these parts...

SUPER STAR

"ONCE YOU START YOU'LL SOON BE DRAGGED IN SO FAR THAT IT'S HARD TO STOP."
CU AMIGA SCREENSTAR 90%

"ONE DAY ALL RPGS WILL BE MADE THIS WAY..."
THE ONE 89%

"LOADS OF FUN... DELIGHTFUL GAMEPLAY... IT'LL KEEP YOU ENTERTAINED FOR MONTHS."
AMIGA POWER 81%

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