Spine Generator

World Shell One - The Chosen

World Shell Two - The Junkers

World Shell Three - Wind City

World Shell Four - Traders and The People of the Bazaar

World Shell Five - Jinam and Ankara

World Shell Six - Pirate Territory

The Core

World Shell Seven - The Underlost

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PROLOGUE

Enter a world where the laws of nature work in strange new ways, allowing continents to orbit at different elevations around the planet. Where concentric World Shells create seven unique ecosystems, and Bio-Engineering has ushered in a revolution of societal changes. Where living battleships float overhead, and Junk Pirates roam the darkness. A world whose Core is a living computer, watching over the fruits of it's master's creation. A world devised in the ancient past as a test for it's own inhabitants to unravel...

Welcome to Septerra...

On the Outer Shell layer above, the ancient society of the Chosen live an extravagant lifestyle, consuming mass amounts of energy and dumping their waste down onto the layers below.

But things are not as they seem. Septerra was created in the ancient past by a mysterious being from the heavens. The world is a clockwork, built for some unknown purpose to work in the way it does.

The Chosen have discovered artifacts and clues which lead them to believe that the answer lies in the depths of the Core, around which all the other layers orbit. It is here that one may attain the Gift of the Creator, fabled to be possessed of great power. It is this Legacy that calls the Chosen to return to the lower levels from their self imposed exile.

It is into these events that you are drawn. You take on the role of a Junk Scavenger from World Shell 2, directly below the layer of the Chosen. Here you make your living, sifting through the trash dumped from above to find useful items to sell. As the Chosen begin their descent to the core, war looms over the land. The many nations of the lower levels, including your own, are threatened by the exodus and they fear the destruction to come. You stand in the way of the Chosen, slowing their progress to the Core and fighting to protect your homeland.

But in the end it is you who will ultimately discover Septerra's true nature as you travel out of the familiar surroundings of your home country and come face to face with the Legacy...

CONTENTS:

SEPTERRA CORE OVERVIEW

The World of Septerra

In the distant past the world of Septerra was fashioned
by a mysterious Creator.

Floating continents, called World Shells, orbit the Core, an immense bio-computer
holding the secret of an ancient prophecy. The Creator forged twin Keys that could be
used to unlock the Core during a time called the Conjunction, granting a mysterious
Gift known only as the Kingdom of Heaven. This communion could be attempted
once every one hundred years, when the Conjunction of the upper Shells allowed
enough light to reach the Core, activating it for a short period. The Keys were hidden
from man long ago, but the prophesy foretold that one day, when the world was in
grave danger, they would once again be found ... and that the power they could
unlock would save the world from destruction.

That time has now come....

System Requirements

MINIMUM SYSTEM:
Windows 95/98
Pentium 200
32 MB RAM
4x CD-ROM
5 MB free hard disk space
Mouse and keyboard
Direct X compatible sound card

RECOMMENDED SYSTEM:
Windows 95/98
Pentium 233 or higher
32MB RAM or more
8 x CD-ROM
150 MB hard disk space
Mouse and keyboard
Direct X compatible sound card

Installation

To install Septerra Core on your PC, insert the CD-ROM into your CD drive. If you have AutoRun turned on, the Launch program screen will pop up. Otherwise, run Launch.exe from the root directory of the CD.

Once the Launch screen comes up, select Install. This will take you to the standard Windows installation program. On the second 'page' are the installation options:

SMALL This is as tiny as it gets, requiring less than 1MB of disk space.

MEDIUM This is the default, requiring 70 MB of disk space.

LARGE Includes everything except the movies, requiring 455 MB of disk space.

COMPLETE Adds the movies to the Large installation for a total of 570 MB on the disk.

CUSTOM This options allows you to pick and choose the amount of disk space you want to dedicate to the game and to bypass the DirectX and/or QuickTime installations.

In each option except Custom, DirectX and QuickTime™ installations are included. DirectX is required for both graphics and sound while QuickTime version 4 is required to play the movies. If you already have current installations, use the Custom option to bypass the automatic install. If you later discover that you need DirectX or QuickTime, select Options from the first screen of the Launch program (Options will appear once Septerra Core has been installed).

Once you've made your installation choice, you'll be asked which directory to install to on your hard drive. Once that choice is made, the installation will proceed automatically.

Characters

MAYA - Young, pretty and tomboyish, Maya is a young woman from Shell 2 who scavenges useful items from the junk piles. As a girl, her village was destroyed and her parents killed when the Chosen, the inhabitants of the topmost Shell, decided to bring their airborne conflicts to her peaceful home town. She has more or less become a second mother for the orphaned, "soft" Junkers who cannot remember the horrors of that war. She fears for their safety should the Chosen ever return to wreak havoc on Shell 2. She has become expert with a rifle.

You'll start your adventure with Maya. She is the main character of the Septerra Core story.

TORI - Tori was orphaned along with Maya and the rest of the children in Oasis. He's about 12, grubby and ragged. Raised by Uncle and Maya, he certainly hasn't inherited any of their greater wisdom, but he does regard Maya as a kind of big sister. He's fed up listening to how the Chosen killed all the adults on his world...he just doesn't care anymore. No-one really knows where he is at any particular time.

GRUBB - Lanky, intelligent and agile with his self-built weapon, Maya's friend Grubb is a mechanical wizard who can turn the bounty of junk on Shell 2 into just about any machine you could think of. Orphaned along with Maya, he thinks of her as a sister. Grubb has been a main player in helping the city overcome the after-effects of the disaster and has made many contributions to robot construction technology. Some time ago, he disagreed with the way Mayor was making slaves out of his robots and moved to a workshop in the desert. Here he has the solitude and peace to concentrate on his work and most visitors feel that they're in the way when they visit him...he really does seem to give that impression when he's lost in his robot technology projects. But, on the contrary, he does care a lot for his fellow Junkers and misses seeing them on a regular basis...he just thinks they turn up at the wrong times...a feeling he often regrets later and just can't seem to apologize for.

RUNNER - Runner is one of Grubb's oddest but best creations, an enormous and affable junk-bot that can walk on two legs or run on four. Runner seems like a massively overgrown puppy-dog at times, but he is a ferocious ally in combat.

DOSKIAS - Doskias is suave, strong and tall, with tattoos embellishing his face. His father was a powerful Lord and religious teacher, and Doskias grew up to take his place. He carved his father's faction into one of the greatest warbands of the Chosen, expanding his tribe and ruling fairly. During the tribal wars of 15 years ago, he proved himself to be a brilliant tactician in warfare, destroying Lord Gunnar's father's fleet at the Battle of Junkers Run. He had a long, passionate affair with Selina, a poor citizen he took in and turned into a fighting General, but he has since grown tired of her, believing that he must marry royalty. This, then, is Doskias, Lord of the Royal Court and a powerful Chosen Lord with an agenda all his own. Doskias plans to acquire the Gift of the Creator for himself, even if he destroys the world in the process.

UNCLE - Old and kindly, with a heart as big as his stomach, Uncle only cares about two things: the welfare of the orphans, including Maya, whom he took in, fed and clothed immediately after the war. And he worries day and night about the future of his hometown Oasis.

AZZIZ - Azziz is an ancient teacher/monk who has studied the ancient texts of Marduk all his life. He teaches all the orphans of Oasis in his wilderness temple, but gives special attention to Maya and Tori. He can understand complex questions and ideas, from technology to ethics. Azziz is an incredibly rich source of information about the world of Septerra.

CORGAN - Tall, blonde and cat-like in his agility, Corgan has a knack of finding a weakness in an enemy's defenses and inserting his flashing sword right into that opening, but he will usually only resort to violence when necessary. He is in love with Bowman's daughter Layla, also a member of the courageous and dedicated Holy Guard who are the protectors of Shell 3 and of the legacy of Marduk. Corgan also has a knack for diplomacy.

BOWMAN - The leader of the Holy Guard.

LAYLA - Corgan's one true love is Layla, another member of the Holy Guard and the daughter of Bowman.

SELINA - Pale, tall and slim, with a seemingly uncaring character, there's more to Selina than meets the eye. A common citizen, she was taken in by Doskias and advanced to the rank of General and mistress. Since he rejected her, she has been torn between hatred and love for her master. Selina is a dark, mysterious and powerful warrior with a knack for mystical Core Spells.

ARAYM - Araym covers all facial features except his piercing, cold eyes. A thief and bounty hunter, he hates his country for turning its back on him when he returned from captivity, having lost his arms in the service of that country. He uses his new, detachable, spider-like robot limbs for a variety of attacks and wears them at all times to remind himself of the consequences of blindly following orders.

LED - Young and cute and the daughter of a great military leader, General Campbell, Led grew up as an army brat. Moving from town to town with her parents all her life, she never had the chance to form lasting friendships. This shows in her "who cares, let's have fun", attitude, through which she tries to mask her sad past but which is really a cry from the heart. Her mother died when Led was only 13, increasing her loneliness. She has artificial legs, the result of an accident during military training. Since that time, her father, over-protective, has forbidden her to fight for her country, continually tucking her far away from danger. This really frustrates her, since she knows that she is a skilled mechanic who can fix almost anything. Her preferred weapon is a giant wrench.

BADU - A member of the inhuman race of the Underlost, the enormous Badu is a powerful warrior but a bad communicator - he only speaks his native tongue.

LOBO - Once a mindless cyborg created to defend his country from marauding pirates, Lobo crash landed during battle but was found and given a human brain by a renegade mechanic. This mechanic raised Lobo as a son, instilling in him a strong sense of honor and commitment. In those days, pirates still had honor, but a new breed was on the way up, thugs who didn't want to know about family ties or honor. Lobo's father was killed and Lobo, having found and salvaged his ship, became an "honorable" pirate. He hopes one day to take on those who destroyed his family.

GENERAL GAMEPLAY AND CONTROLS

Role-Playing: An Overview

Septerra Core is a role-playing game. To advance the story of the game, you'll explore and fight through many locations, engaging in strategic, real-time combats. As a reward for successful combats, you'll receive experience points and money. By accumulating experience points, Maya and the other characters' levels will increase; their strength and ability will go up accordingly. The money you accumulate can be used to buy Weapons, Armor and other Items. You will find and acquire many Items if you search locations carefully. You will also encounter puzzles that must be solved in order to proceed - you may have to find hidden switches to open doors, for example, or locate Items that must be used in a certain way to remove obstacles.

Title Screen:

NEW GAME: Select New Game to begin a new game.

CONTINUE: If you have previously saved games, select Continue
to reload the most current game.

Options: Select Options to go to the options screen and
load a specific saved game, or change any other options.

Quit: Select Quit to exit the program.

Exploration Mode

Whenever Maya and her companions (The Party) are not engaged in combat or conversation, they are free to explore their surroundings.

Use your mouse to:

WALK
Left-click once to make the party walk to a desired location. Left-click and hold to make the party walk and continue to follow the cursor. You can also use your arrow keys.

RUN
Double Left-click to make the party run to a desired location. Double Left-click and hold to make the party run and continue to follow the cursor. The arrow keys with the shift key can also be used.

When the cursor is moved over areas of the screen the player can interact with, it will change to show you what your party can do if you click the left mouse button. These are some of the exploration icons that you will see:

LOOK (AN EYE):
Clicking will allow the party to examine the object in question. Most of the time you will then see a picture of each of your current party members at the bottom of the screen. You may click these portraits to have each member of your party examine the object using his or her own area of expertise. For example, Grubb has lots of technical and scientific knowledge that may come in handy.

TALK (A WORD BALLOON):
This option is just like examining objects, but works on people. When you use the Talk icon on a person, you will switch to the conversation interface. From here you have the option of talking to the person with a specific member of your current party (represented by character icons on the left) or asking the person for information on relevant story matters (represented by a series of Talk Topic icons on the right.) It's usually best to start off a conversation using the character icon at the far left of the interface bar. Try having each of your characters talk to the townspeople and other Non Player Characters.

USE (A HAND):
Clicking when the cursor appears as a hand icon will allow you to use objects or pick them up.

EXIT (A GOLD GATE):
This cursor will take you through an exit to the next environment.

WORLD EXIT (A GLOBE ICON):
This cursor will take you through an exit to a World Map. From World Maps you can travel across larger distances and visit new locations.

The players' Core Energy Bar and Current Health Points are displayed when the mouse cursor is moved into the interface section at the bottom of the screen. Core Energy is a measure of how much "Magic" energy the party has, and is a combined pool of points that the entire party can use.

NOTE: Eventually Maya will gain access to a ship that will allow her to fly anywhere on a World Map. In addition, other world Shells can then be traveled to, simply by selecting the Septerra Globe icon that appears in the interface area, and then selecting a destination Shell. Also, her ship is essentially a moving Home Base. Maya can change her party make-up any time she is in the ship, and her friends will also be automatically healed and rested for further adventures.

Inventory

The party inventory appears at the bottom right of the screen when the mouse cursor is moved into the lower interface area. There are two buttons that can be used to switch between Heal Items and Key Items. Heal Items are all of the items that the party can use to refresh their Health, Core Energy or otherwise help their current status, especially in combat. Key Items are items that may come in handy in exploring the world around you, or in solving puzzles.

Simply select an Item from your inventory to make it the mouse cursor. Heal Items can be used on the character's portrait on the left side of the screen. Try using Items on the objects within the environments. To put any unused inventory Items back and return to the explore icon, click the Right Mouse button or hit Escape. Some Key Items that Maya finds can be combined to create new objects. Simply select the first item, then move it over another item and click the left mouse button.

Subscreen Mode

The subscreens allow you to examine the statistics of your characters, use Skills outside of combat, and equip new Items.

Enter the subscreens by clicking the Subscreen button in the main interface (Or hit the space bar). On the left is a portrait of each of your current party members. You can click these portraits to examine each one in turn. In the lower left are some Options icons that can be selected to examine specific areas of the characters.

Skills (A Sword Icon):
Displays the Skills that the current character has. Some Skills can be used in the subscreens (such as Grubb's Repair Skill). Simply select the Skill and then target a player character to use it on. Most of the Skills in the game can only be used in combat. Skills are added either by equipping Weapon components, or by the acquisition of experience points and higher levels. Remember that some Skills require Core Energy to use, even when not in Combat (See below).

Fate Cards (A Card Icon):
This option can be used to build Spells from the various Fate Cards that you have collected. Spells can be built just as in combat (See below). Most Fate Card combinations are attacks or status changes, and can only be used in combat, so you will primarily use the Fate Card subscreen to cast healing Spells on your characters. Remember that Spells cost Core Energy even outside of Combat (See below). Though some will be hidden, you will mainly acquire Fate Cards by defeating key enemy characters, though some will be hidden, scattered throughout the game.

Inventory:
(The Backpack):
This works just as in Exploration Mode above.

Equipment (The Gloved Fist):
This option can be used to change the equipment of your characters. Each character has several open slots that can be assigned different equipment, and some characters can share equipment. If you select a character equipment slot, a list of the equipment that can be used in that slot is displayed at the bottom of the screen, along with the number owned. Grayed out Items are already equipped. To change equipment, simply select a slot and then double click the Item you want to equip into that slot, (or press the Equip Icon that lights up). Notice that any changes in a characters stats are displayed before you actually click (Green Stats will go up in power, Red Stats will go down in power). Use this information to select the right equipment choices for each character. For more information about equipment, see the section about Equipment below.

Form Party (A Triple Sphere):
Use this option to change Maya's companions. This option is only available when you are at a home-base, or in your ship. Home bases are areas where Maya's companions wait for her when she goes out on various adventures. They are usually Inns, but sometimes are merely safe areas of sanctuary. When you see your companions in a location, you may enter the Subscreens and choose the Form Party button. From here, simply select the companion you want to replace from the choices at left, and then select the new character you want from the right. Double click to make the trade, or click the Swap button that highlights at the bottom of the screen.

Exit (A Red Arrow):
Use this (or spacebar) to return to the Game.

You may also get to the Options Screen (A picture of a CD) from the subscreens, and from here you may Save, Load, Adjust Audio Settings or Quit.

Shops

Shops work very much like the subscreens. Each Item for sale is displayed with a price. A portrait, just as in conversation mode, represents each character. Select an Item, and then a character portrait to see what it will do to your characters if you were to buy it and equip it.

While in shopping mode and viewing items for sale, as you move the cursor over the available items, the lower left-hand corner of the screen displays the amount owned of any items already in the party's inventory.

To buy an Item, select it and change the Quantity to reflect the number of that Item that you want to buy. Then simply select the Accept icon to confirm the sale.

You may also sell your Items back to shops by selecting the Sell icon.

If you are feeling lucky (and light-fingered) you can take your chances and try to steal from the shops as well. Be warned, though, that while you may not be sent to jail, you could very well drive prices up or even have your business refused at certain shops. Some characters make better thieves than others.

Some shopkeepers will let you spend the night, for a price. This is a convenient way to heal your characters and restore your Core Energy. You can always spend the night at Junker's Headquarters (where Maya starts the game) for free.
Remember: Shops periodically receive new shipments of goods!

Equipment

Your characters' abilities can be improved with equipment, such as Weapons and Armor. Different characters use different types of equipment. Each character has a specific Weapon type that they will use throughout the game. Equipment works by raising your character's statistics: Weapons and Weapon components generally raise Strike and Power, Armor raises Armor, and optional Items can raise Core and other statistics.

These statistics are combined to determine how much damage your attacks and Spells do, as well as how much damage attacks and Spells do to your characters. For more information about how statistics affect your character's strength, see the section Statistics and Hints.

GUN COMPONENTS:
Maya and others use a gun as their main Weapon. Guns in the world of Septerra, like all machines, have organic components. This allows flexibility and does away with the need for ammo, since the gun can "grow" the projectiles it needs by drawing on Core Power. By adding different components to the gun, it can be converted into a grenade launcher or beam cannon, among other things. Once these Items are equipped, their related Skills appear in the character's Skill list and can be used in combat. Attacks that are enabled by equipping gun components will draw from the party's Core Energy. Other weapons, such as Grubb's staff, work, much like Maya's gun, so be on the lookout for components that can be used by other characters as well.

SWORDS, KNIVES AND OTHER PHYSICAL WEAPONS:
Some of the characters that join your party will use melee Weapons such as swords. Weapons of this kind can be purchased and equipped for greater attack power and different effects.

CORE ENGINES:

Mechanical Weapons such as guns require the player to equip a Core Engine. This is the device that allows a Weapon to convert Core Energy into attacks. The better the Core Engine, the more damage the Weapon can do.

ARMOR AND BOOTS:

Your characters require protection on the field of battle, which you can provide by purchasing the best Armor you can afford. Different kinds of Armor have different properties; for example, some may offer better protection at the cost of speed. Characters with mechanical parts require different kinds of Armor suited to their artificial body parts.

OPTIONAL ITEMS:

Every character has one slot for an optional Item. There are many different kinds of Items that can be equipped in this slot: Items that add helf points, protect from status changes such as poison, increase Core Power, and a host of other benefits.

Statistics

Each of the players has five basic statistics.

STRENGTH

- Measures the physical strength of the character. Contributes to Health Points, Armor and the Power of melee combatants.

AGILITY

- Measures the physical quickness and dexterity of the character. Used to determine the chance to hit for physical attacks. Contributes to Strike, Power and Speed.

PERCEPTION

- Measures the character's ability to sense their surroundings. Contributes to Strike, Core, and to the Power of ranged combatants.

Each of the players also has six derived stats that are used to govern combat.

PSYCHE

- Measures the intellectual capacity of the character. Used to determine the chance to hit for spells, and also serves as the Strike value for spells. Contributes to Core.

VITALITY

- Measures the overall health of the character. Contributes to Hit Points, Armor and Speed.

HEALTH POINTS

- Measures the damage a character can take before becoming unconscious.

STRIKE

- Measures the ability to hit targets.

ARMOR

- Measures the ability to absorb damage.

POWER

- Measures the damage potential of a character.

CORE

- Measures the amount of Core energy that a character adds to the Core Bar, plus the ability to cast Spells. Core grows more slowly than most of the other stats. Equipment tends to have a somewhat smaller effect on Core.

SPEED

- Measures the relative quickness of a character. Speed grows very slowly for most characters and equipment has a much smaller effect on Speed than it will on other statistics.

There are two ways to improve your statistics in Septerra Core, by increasing levels and by changing equipment. As you gain levels, each character improves their statistics at their own pace. Changing your equipment can improve your character in two ways. If you equip an item that increases a derived statistic such as Armor improves that statistic. However, if you equip an item that raises a base statistic it will raise your derived statistics as well. For example, raising your Vitality will affect your Armor, Health Points and possibly even your speed as well.

Combat Mode

While the party never gets attacked on World Maps, once they enter a location environment they are in danger of being spotted by hostile characters. If they see you, combat will begin.

Each character in combat has a meter called the Endurance Bar located just below their portrait on the left-hand side of the screen. This meter is split into three sections and gauges the relative speed of the characters, telling you when they can act. A character cannot be activated until at least one third of their bar has been allowed to fill. At this point, clicking the character's portrait will activate them. This stops the progression of time and allows you choose an action. However, the more sections of a character's Endurance Bar you allow a character to fill up, the more lethal their attacks are, and the more Skill options become available.

They may be unselected, to allow further build-up, using the Esc or U keys, Exit icon, or Right mouse button.

Once a character is activated, the following options become available:

SKILLS (A SWORD):

Allows you to select a Skill. Skills are usually attacks, but some (like Grubb's Repair) can help the party. Skills are divided into three columns, one for each level of Endurance that has been built up. This means that you need to build up three levels of Endurance to use Skills in the third column, and so forth. Some Skills require Core Energy to cast. The amount needed is displayed on the Core Bar at the top of the screen when the Skill is selected. When a character is first activated, he defaults to his best Skill that does not require Core Energy.

Skills that require more Core Energy to cast than you have available are grayed out.

All player character starts the game with three Skills that require no Core Energy to cast.

FATE CARDS (A CARD):

This option can be used to cast Spells. Each Fate Card is a Spell by itself, and can be cast by simply selecting the card, and assigning it to the character you selected by clicking it into the gray box next to his portrait. Additionally, you can double-click on the card with the left mouse button; this will automatically assign the card to the first available character. Then simply select your target to cast the Spell.

All three of your characters can work together to cast bigger and badder Spells by throwing cards together. When a character is activated you will notice that any other characters that have at least one Endurance Bar of power built up, also have a gray box ready for a card. If you assign a card to the character you selected, any cards that can be used in conjunction with the first card are displayed. Select one of those and give it to another character. Now select a target. Both characters use their Endurance and the Spell will proceed.

Two of the cards you will find in the game, "All" and "Mirror", do not create Spells on their own, but must be combined with existing Fate Cards. "All" allows a Fate Card Spell to affect all of your enemies instead of just one, and "Mirror" allows you to cast the inverse of certain Spells.

Remember that you can use the cards as many times as you wish, as long as you have enough Core Energy. However, some characters are better than others at casting Spells, so pay attention to their Core Stat in the subscreens. The character activated in combat will be the primary caster; this character should, whenever possible, have the highest Core Stat of all the members of your current party in order to cast the most powerful Spell.

Cards that need more Core Energy to cast than the party has available are not shown.

INVENTORY (A BACKPACK):
Use these Items just as in Exploration Mode. Some items that Maya finds can be combined to create new objects. Simply select the first item, then move it over another item and click the left mouse button. If the two items can be combined they will automatically be joined, and a new item will appear in the inventory.

RUN AWAY (A PAIR OF BOOTS):
To attempt escape from a combat when you are not prepared to fight, select the Run Away icon. You will not be able to run away from some battles.

EXIT (A RED ARROW):
If you've selected a character, and then change your mind, and want to go back and wait for your characters to build up more power, select the Exit icon, or use the ESC of "U" key (or simply right-click) to un-select the character.

When your party wins in combat, they will gain experience points and money, and sometimes receive other Items.

If a character dies in combat, don't worry, they are really just unconscious, and will get back up when combat is over, with 1 Health Point. However, if ALL THREE of your current party members get killed, the game is over and you will have to re-load a save game to continue.

Enemies

You will encounter many strange creatures on your journey to save the world of Septerra. Most have simple attacks - the enemy strikes you, shoots you, or casts a Spell on you. But be aware that some enemies have additional kinds of Skills. Some enemies can "charge" or gather energy for several turns before releasing a devastating wave of damage; some enemies can call for help, bringing other enemies into the combat. Also, periodically you will have major encounters with large and powerful creatures, most of whom can only be defeated by the use of a certain technique or strategy. Watch your battles carefully; the enemies have some tricks up their sleeve, and mindless brute force may not be the best way to counter them. Leveling up will also help.

Hints

Mechanical characters have some organic parts as well. They do not regain as much health from normal Healing Items as human. Don't forget to use Led or Grubb's Repair Skill to keep them in top shape.

At the beginning of the game, remember that you can heal yourself for free by spending the night in Uncle and Maya's house (Click on the bed). You might also want to snoop around the house a bit for other potentially helpful Items ...

Be sure to explore your surrounding with a variety of player characters. Each one has something to say about most environments and townspeople. If it's information you seek, don't take Runner or Badu with you, as they do not communicate well. Their strength lies in combat.

Shops periodically receive new shipments of goods, so be sure check them out occasionally, especially if you have been away for awhile.

When you are building a Fate Card combination Spell in combat, you will only see the cards that can be combined with your current card selection, and you will only see them if you have enough Core Energy to cast the Spell. In other words, you may have the cards to build Spells that you cannot cast simply because your characters don't have enough Core Energy. For this reason, new combinations and additional Spells may open up to you as you progress through the game.

Whenever you leave a World Map, the game auto-saves a game called WorldMap. It is intended to help out those who forgot to save their game before going into a danger filled location. Use this to restore your game should you ever find yourself levels deep into a location and you don't have HP or Core to get yourself out. Just remember that you will lose everything you have done since you left the World Map.

Mapmode:
When in Exploration Mode, the player may press the TAB key to see a map of the area he is in. While in the map screen the game is paused. To return to Exploration Mode, press TAB again.

Keyboard Shortcuts

The screen that the keystroke works in is listed in <u>Bold Underline</u>.
The keystroke is in Bold with the action following.

General

Esc	Cancel Scene/Movie/Conversation. Drop key item, resource item, Fate Card. Right Mouse also works.
Q	Where the Action Window heads can be selected, in conversation, and in the Equip Subscreen, selects party member 1
A	Selects party member 2
Y/Z	Selects party member 3 To make the change from Z to Y, open the file SEPTERRA.INI in the root directory and change the 3rd line of the HotKeys section to read: Player3Select = Y
F 5	Quick Save
F 8	Reload your Quick Save

Yes / No Box

Esc	No

Title Screen

1	New Game
2	Continue Game
3	Options
4	Quit Game

Explore Interface

Tab	Toggle between explore and map modes (see chapter Hints)
Enter	Switch between Key and Resource item display
Left	Scroll item/conversation icon display left
Right	Scroll item/conversation icon display right
Space	Activate Subscreen mode
X	Activate Options screen
1 - 4	Select conversation icon

Combat

W	Select Skills
E	Select Fate Cards
R	Select Items
Y	Select Run Away
U, Esc	Select Exit (deselect currently selected party member) Right mouse also works
1 - 9	Select numbered skill in Skill subscreen
1 - 3	Select party member to receive next double-clicked Fate Card
Del, BS	Remove Fate Card from currently selected party member
Tab	Switch between Key and Resource item display
Left	Scroll item/card display left
Right	Scroll item/card display right

Subscreens

W	Select Skills
E	Select Fate Cards
R	Select Items
T	Select Equip
Y	Select Party Screen
U, Esc,	}
Space	} Select Exit. Right mouse also works
X	Options Screen
1 - 9	Select numbered skill in Skill subscreen
1 - 9	Select party member in Party subscreen
1 - 3	Select party member to receive next double-clicked Fate Card
Del, BS	Remove Fate Card from currently selected party member
Tab	Switch between Key and Resource item display
Left	Scroll item/card/equipment display left
Right	Scroll item/card/equipment display right
Enter	Swap party members in Party subscreen

Shopping

1 - 9	Select party member
Up	Scroll shopping list up a line
Down	Scroll shopping list down a line
Pg Up	Scroll shopping list up a page
Pg Down	Scroll shopping list down a page
Home	Scroll shopping list to the top
End	Scroll shopping list to the bottom
+	Increment quantity
-	Decrement quantity
Esc	Clear quantities or Exit shop. Right mouse also works
Return	Accept Sale
Tab	Switch between Buy and Sell modes

Globe

1 - 7	Activate shell
Esc	Return to Explore without changing shells Right mouse also works

Options

4	Quit Game
Esc	Clear current filename edit or return to previous screen Right mouse also works
Return	Accept filename for load/save
Up	Scroll file list up a line
Down	Scroll file list down a line
Pg Up	Scroll file list up a page
Pg Down	Scroll file list down a page
Home	Scroll file list to the top
End	Scroll file list to the bottom

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