

CLANS

In the Beginning

The Return of the Demon

The legend has been handed down for centuries - a nasty story, it was said, designed to frighten naughty children...

Once there was peace in the land, and Goodness thrived. The Four Clans lived in harmony, and the warm days were filled with laughter and song. There was hope for the future... And then one morning the sun did not rise, and the sky turned black as death. From the limitless darkness of the sky, the Demon descended. His hordes of vile henchmen, like a plague of locusts, dropped from the heavens and infested the land. The people were helpless to resist their vile onslaught, and the earth rotted and became diseased. Hatred spread, and there were divisions among the Clans. The people grew angry, and their eyes brimmed with hatred. Brother turned against brother, father against son, and pain and misery reigned in the land.



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But amid the smoke and ruin, wisdom endured. The Elders - sorcerers, shamans, and healers from each of the Clans - met beneath the smoldering earth. Combining their shared arcane knowledge, they forged the Crown of Peace. Under its enchanted influence the Clans were bound together, and the Demon was vanquished.

Peace returned to the land, and the sun appeared, and with this new light the dark memories of the Demon were forgotten. The Elders' gloomy warnings faded, unheeded. The sages retired in silence, and died unmourned. It was as though the dark times had never been.

Now the people now weep and wail at their own complacency! For the Demon has returned, and happiness has once again turned to hatred. Those who, as children, trembled in fear at the mention of the Demon, are now summoning their courage to face him. Each of the Clans has tested its warriors, and selected its strongest and wisest champion. The Demon and his minions must be confronted and destroyed, and the Crown of Peace must be found...



The World of Clans

Clans is a fantasy action/adventure game in which you assume the role of one of four champions selected by your Clan to restore peace and order to the world. Your goal is to confront and destroy the Demon and locate the lost Crown of Peace. You will roam your once-beautiful land, routing out the Demon's hateful minions, solving the mysteries of the fortress, and moving ever-closer to your final encounter with the Demon.

The Demon has occupied an ancient fortress as his base of operations. Your adventure starts at the castle gates, and proceeds ever deeper into the heart of the Demon's lair.

There are 7 levels of play in Clans:

- 1) At the Gates
- 2) Underdark, a cavern realm of molten lava
- 3) Chambers of Torment, the dungeons of the fortress
- 4) The Commoners Quarters
- 5) Garden of Eternity, the fortress courtyard
- 6) The King's Quarters
- 7) The Dragon's Den



You may play Clans by yourself or with friends. To start a single player game, see the section, “Playing the Game”.

For more information about multiplayer games, see the section, “Multiplayer Setup”.

Getting Started

System Requirements

Windows 95/98

DirectX 6.0

Pentium 120 (Pentium 200 recommended)

32 mb ram

DirectX Compatible SVGA Video Card

DirectX Compatible Sound Card

250 mb Free Hard Drive Space

4X Cd-Rom Drive

Microsoft Compatible Mouse

Multiplayer: 56 kbps modem

IPX Network or TCP/IP Internet connection



Installing Clans

It is strongly recommended that you read the readme.txt file, accessible from the Start Menu or on the Clans CD for the most current information about Clans.

To begin play, you must install Clans onto your hard drive. The installation screen opens automatically after the CD is inserted. Click on the Install button to begin the installation process. If the Install screen does not open automatically, double-click on Setup.exe in the root directory of the Clans CD.

Follow the on-screen instructions to run the game.

Uninstalling Clans

To remove Clans from your hard drive, simply click on the “Uninstall” icon in the Clans Start Menu folder. Clans will automatically be removed from your system.



Playing the Game

The Main Menu



When you load Clans, the Main Menu appears.

The following options are available from the Main Menu:

Singleplayer: Start a new game or load a saved adventure.

Multiplayer: Play with friends or strangers on a Local Area Network (LAN) or on the Internet.

(see “Multiplayer Setup Menu”)

Replay Intro: Watch it again. Those who forget the past are condemned to repeat it.

View Credits: See who put the game together.

Quit: This ends your Clans session.



To make your selection, place the cursor over your selection and left-click to activate.

Single Player Game



From the Single Player Game Menu you may begin a new game, load a previously saved game, or return to the main menu. To select an option, place the cursor over your selection and left-click to activate.

To begin a new Clans adventure, select **New Game**.

To load a previously saved game, select **Load Game** (see “Saving and Loading a Game”)

Select **Cancel** to return to the Main Menu.



Beginning a New Game


When you select “New Game”, the Character Selection menu appears.

Selecting a Character

To begin Clans, you must select a character. There are four characters from which to choose. Each character has his strengths and weaknesses. See table on page 15 for a comparison of the four characters.

The Character Screen allows you to access information about each character. To see a brief character biography, left-click on a character’s image. The character’s attributes and abilities are displayed in the bottom right window. See “Abilities Window” for more information about your character’s abilities.





To select a character, left-click on the character's image. Click the sword icon in the bottom right-hand corner of the screen. The game loads automatically.

The Champions

Each of the four heroes has won the right to represent his clan through a grueling series of tests, both magical and mundane. Any of the characters, if played with a mixture of caution and courage, will allow you to vanquish the Demon.





Warrior

The proud son of a noble family, Alaric champions the city-dwelling Warrior Clans. Using his strong sword-arm and thorough knowledge of the arcane arts of magic, Alaric proved himself to be the best of all competing Warriors. His balanced ability in all skill areas makes Alaric a solid character with which to begin the adventure.



Barbarian

Among the clans that inhabit the harsh periphery of the land, Gard Stoneskin is renowned for his superior strength and vitality. He wields the sword and axe with equal (and deadly) expertise, but the magical arts utterly mystify this matter-of-fact Barbarian.



Elf



In stark contrast to Gard Stoneskin, Leayandor was born into a world teeming with magic. The dexterous Elf views the sword and the axe as clumsy and inefficient. Leayandor's dazzling displays of wizardry more than compensate for his lack of strength and martial prowess. It has been whispered among the Clans that Leayandor stands the best chance of penetrating deep into the Demon's lair.

Dwarf



Legend has it that Thorfinn was born with an axe in his hand, and no one has found reason to dispute this. He sneers at the mere mention of swords and magic, which he calls “useless and unnecessary”. Thorfinn earned his Clan warrior name, OGREBANE, crushing ogre incursions into the mines of the Mountain Dwarf Clans, and has since announced that he will not stop fighting until all evil has been driven from the land.



The Abilities Window



Abilities	
Strength	11
Life Force	14
Agility	10
Magic	11
Sword	14
Ass	10
Pick Locks	8


The Abilities window displays the seven character abilities that define your character. Each ability has been assigned a number between 3 and 18, with a rating of 3 indicating a total lack of ability and 18 indicating near-perfection.

You may customize some of your character's abilities by "rerolling" them. See "Generating New Character Abilities", below.

Strength indicates your character's physical might. Strength is crucial when using a weapon. The greater your strength, the more damage you will inflict on your enemy. The Strength ability may be rerolled.

Life Force represents your character's health. The higher your life force, the more hits you can withstand. When your life force is reduced to zero, your character dies. The Life Force ability may be rerolled.





Agility represents your character's dexterity and quickness. Agility is important when your character must dodge blows or magical attacks. The Agility ability may be rerolled.

Magic represents your character's magical energy. When a spell is cast, your character is depleted of a certain amount of Magic points or Mana. More powerful spells require more Mana to cast. Once a spell has been cast, your Mana slowly replenishes itself. The Mana ability may be rerolled.

Sword reflects your character's proficiency with this weapon. The higher your sword rating, the more likely you are to score a hit on your enemy.

Axe reflects your character's proficiency with this double-edged weapon. The higher your Axe rating, the more likely you are to score a hit on your enemy.

Pick Locks represents your character's knack for opening locked doors and chests.



The following table allows you to compare the various characters before making your selection:

	Warrior	Barbarian	Elf	Dwarf
Strength	13	15	10	15
Life Force	14	15	12	12
Agility	10	16	14	10
Magic	11	6	17	10
Sword	14	12	10	8
Axe	10	12	6	16
Pick Locks	8	6	13	10

If you would like to customize your character's abilities, click on the "die" icon in the Abilities window.

If you have finished selecting your character, click on the sword icon in the bottom right-hand corner of the screen.

The game loads automatically.



Generating New Character Abilities

You may randomly change some of your character's abilities by left-clicking on the "die" icon in the Abilities window. Each of the first four abilities will now be "rolled" automatically by three throws of the die. You may speed up this process by left-clicking on the animated dice window. After the four abilities have been rolled, you may allocate 10 additional ability points among all of the seven abilities. This allows you to exceed the normal maximum 18 rating. To add points to an ability, left-click on the +/- icon located next to the ability you would like to change. To remove allocated ability points, right-click on the +/- icon. You may not go lower than the character's base ability score.

When you are finished customizing your character, click on the sword icon in the bottom right-hand corner of the screen. The game loads automatically.



The Gameplay Interface



The Gameplay Interface provides you with everything you need to know while adventuring. It consists of several icons, slots, and windows, as well as the gameplay screen.

To find out the function of an item or icon, place the cursor over top of it. The name of the item or icon appears in the display window just below the gameplay screen. To activate any of the Gameplay Interface options, place the cursor on your selection and left-click.

Ankh Icon: Indicates the number of lives remaining for your character. Each character begins the game with 1 life. You may gain an additional life by drinking an Extra Life potion.



The following options are available from the Game Menu:

Resume: Exit the Game Menu and return to play.

Save game: Allows you to save the current game (see “Saving and Loading a Game”).

Load game: Allows you to load a previously saved game (see “Saving and Loading a Game”).

Abort: Quit the current game and return to the Main Menu.

Quit: Exit Clans and return to Windows.

View Map: Check your character’s location on the current level. A red “X” marks your current location. The map also shows you the areas that your character has already explored (on the current level only). You may “tag” important rooms for future reference by pressing the ‘.’ key. The room will now appear highlighted whenever you view the map. Pressing the ‘.’ key a second time will “untag” a room.




View Abilities Screen: Left-click the View Abilities icon to access the Abilities Screen. The Abilities Screen shows your character's abilities. It also displays the Ring Slots. When you find a ring, access the Abilities Screen. Drag the ring to an empty ring slot and left-click. To exit the Abilities Screen and return to play, click the View Abilities Screen icon.

The Red Skull: Located in the bottom left-hand corner of the screen, the red skull provides a visual indication of your character's life force. The first number indicates your current life force level. The second number indicates the maximum number of life force points for your character.

The Blue Skull: Located in the bottom right-hand corner of the screen, the blue skull provides a visual indication of your character's magical energy, or Mana. The first number indicates your current Mana level. The second number indicates the maximum number of Mana points for your character. Mana is drained when a spell is cast, but is automatically replenished.





Inventory slots: Inventory slots are located along the right side of the screen. Each item currently in your character's possession will appear in one of the inventory slots. When you find an item, drag it to an empty inventory slot and left-click to add it to your inventory. You may store extra weapons and spell scrolls in your inventory slots as well.

Weapon slots: Weapon slots are located along the bottom of the screen. A red circle surrounds the weapon currently in use by your character.

When you find a weapon and pick it up, left-click over an available weapon slot to place it there. You may also exchange for another weapon by left-clicking over top of the desired weapon slot. You may carry up to four weapons at one time but you must always have one weapon in a slot at all times. The two slots located below the weapon slots are for armor (left slot) and shield (right slot).

Getting Around

To move your character anywhere on the screen, click the cursor on your desired destination. Your character automatically walks to that location.



Paths

Paths to neighboring rooms are identified by red arrows. Move the cursor onto the red arrow. The cursor turns into a hand icon. Left-click and you will automatically move to the exit point. Your character now appears at the edge of the next screen.

Some paths are visible in the background, and are not marked with red arrows. These can be discovered by moving the cursor around the gameplay screen until the cursor turns into a hand icon. Left-click and you will automatically move to the exit point. Your character now appears at the edge of the next screen.

Hidden areas in the background can be detected by moving the cursor around the screen until it turns into the hand icon. Click on your desired destination, and your character will automatically move to that location.





Doors

To open a door, place the cursor over the door. The cursor turns into a hand icon. Right-click to open the door, and left-click to enter the room. Your character now appears at the edge of the next screen.

Locked Doors: Some doors cannot be opened using the normal door opening procedure. You must have a key to open these locked doors. Remove the key from your inventory and position it on the door. Left-click to unlock the door, then right mouse click to open the door. You may now cautiously proceed.

There are many other ways of moving through the Clans environment. Mastery of keys, levers (both for draw-bridges and as part of puzzles), and portals (which transport you to other areas of the same level) are all necessary to successfully complete your mission.



Portals


There are three types of portals. Each one transports you to a different section of the level. Portals are also used to end a multiplayer round.(see “Multiplayer Setup Menu”)



Interacting With Objects, Items and Puzzles

Exploring your environment is as necessary as killing the monsters who inhabit it. To discover those elements of the environment with which you can interact, move the cursor slowly around the screen. When the cursor changes to the hand icon, the selected item can be picked up or used for some purpose.





For easier identification, many objects in the Clans environment are highlighted when you pass the cursor over them.

To pick up an item, place the glove icon on top of it, and left-click. Move it to the appropriate slot, and left-click.

The following is a list of commonly found items and the slots where they are stored.:

Place gold into the purse in the inventory slot

Place any weapon in a vacant weapon slot

Place any ring in a vacant ring slot, located in the View Abilities menu.

Place armor into the armor slot

Place a shield into the shield slot



Combating Evil

The four holes at the bottom of the Gameplay Interface are the weapon slots. At the beginning of the game, your sword occupies one of these slots. The weapon slots may be filled with either weapons or scrolls. You must always have a weapon in one of the weapon slots.

To use a weapon, place the cursor over the desired weapon in your weapon slot. Left-click to select the weapon. A red circle surrounds the weapon icon, and the weapon now appears in your character's hand. Move the cursor on top of your enemy. The cursor changes into the weapon. Right-click to attack.

You may switch weapons at any time during a battle by left-clicking on the desired weapon, or by using the shortcut keys to select the slot that contains the weapon you wish to use:


Press 'A' to select slot 1

Press 'S' to select slot 2

Press 'D' to select slot 3

Press 'F' to select slot 4





You may also switch weapons and spells by placing the new weapon or spell over the item you wish to replace. Left-click to make the switch.

Weapons, armor, and your shield are all available in enchanted forms of varying strength, ranging from +1 to +5.

You will find out soon enough that the sword (or axe) alone is not enough to defeat the minions of the Demon. Spells, rings and potions are potent means of defeating the enemy, especially at higher levels of the game.

Magic

There are many magical items that will aid you in your quest. Some of these items are defensive (for example, a Health Potion), while others are offensive (for example, the Ring of the Sword). Magic comes in three forms: Potions, Rings, and Spells.



Potions

To select a potion, position the cursor on top of it and left-click. You may now move the potion to your inventory, or use it immediately.

To use a potion that is in your inventory, position the cursor on top of the potion you wish to drink and right-click.

To use the potion as soon as you have found it, position the potion icon on top of the face at the bottom of the gameplay screen and left-click.



Health Potion

This red potion adds 8 points to your current health. You cannot exceed your maximum health value.

Mana Potion

This blue elixir adds 8 points to your current mana. You cannot exceed your maximum mana value.

Potion of Strength

Consuming this green concoction adds 4 points to your strength rating.

Potion of Magic

Imbibe this yellow potion to add 1 point to your maximum mana rating.

Potion of Life

A purple brew that adds 1 point to your Life Force rating.

Extra Life Potion

This blood-red potion gives your character an extra life.



Poison

As black as death. In the Single Player Clans game, the Poison potion may be used to kill some plants.

Poison is a very effective weapon in multiplayer mode.

Contaminate a perfectly good potion by moving the poisoned potion on top of either a health or mana potion in your inventory. Right-click to combine the contents of both bottles and leave it behind to surprise your rivals.

Rings

To use a ring, access the Abilities Window from the Gameplay Interface. Drag the ring to a vacant ring slot and left-click. The powers of a ring are effective as soon as the ring is placed in a ring slot.

Each ring has unique properties.





Ring of Agility

Wearing the ring of agility adds 3 points to your Agility rating.



Ring of Fire

Cast a fireball spell while wearing this ring and you'll do additional damage to your enemy.



Ring of the Sword

Wear this ring while wielding your sword to do additional damage to the enemy.



Ring of Destruction

Cast an Explosion spell while wearing this ring for maximum detonation.



Ring of the Axe

Any axe-wielding character will deliver mighty damage while wearing this ring.



Spells

Spells are a powerful and effective means of eliminating your enemies and discovering the secrets of the Clans environment. All spells are in the form of scrolls, which can be found on each level of the game.


Each spell has a power rating ranging from 1 to 5, with 1 being the weakest version of a given spell, and 5 being the most potent.

Casting a spell drains your character of Mana. The more powerful spells, such as Explosion, the greater the amount of Mana drained by casting it. Mana gradually replenishes after a spell is cast.

Casting a Spell

A spell scroll is used like a sword or any other weapon. When you find a spell scroll, pick it up and move it to one of the four weapon slots at the bottom of the Gameplay Interface screen. Place the cursor over the desired spell in the weapon slot and right-click. A red circle surrounds the spell icon. Right-click again to cast the spell.





You may switch spells and weapons by placing the new spell or weapon over the item you wish to replace. Left-click to make the switch.

Combining Spells

Spells of the same type can be combined to dramatically increase the potency of a spell. Left-click on the scroll, drag it on top of the other scroll in the weapon slot, and right-click. Combining two spells in this way creates a level 2 spell. You may combine up to 5 spells in this way.



The following is a list of the spells you may use:



Fireball

An enormous flaming orb shoots forth from the spellcaster's fingertips.



Explosion

A blazing blast of pure energy engulfs the target.



Confusion

Your enemy is befuddled and freezes in his tracks for several seconds. An excellent, even noble way to effect a retreat from an intimidating enemy.



Lightning Bolt

The sky crackles, and a bolt of forked fire hurtles down on your enemy.



Meteor Rain

A torrential meteor shower rains down on your unsuspecting adversary.

Use caution: Meteor Rain causes damage in the area surrounding the immediate target area. Don't get trapped in the impact zone.



Non-Player Characters

There are many characters in the Clans environment with whom you may interact. These characters usually want something from you - demanding a certain object or that a specific task be performed - and will reward you for your efforts.

Saving and Loading a Game

To save a game, press the Game Menu icon (accessible from the Gameplay Interface) at any time during the game. You may also access the Game Menu by pressing the Esc key. Select the Save Game option. Select one of the “Empty” save slots and left-click. You may erase a previously saved game by left-clicking on one of your previously saved games.

When you save a game, you are returned to the action. “Game Saved” appears for a few seconds at the top of the gameplay screen.

To load a previously saved game, press the Game Menu icon (accessible from the Gameplay Interface) at any time during the game. You may also access the Game Menu by pressing the Esc key. Select the Load Game option. Left-click on the game you wish to load. Each game is named for the level at which it was saved. For example, if



you have saved the game while on Level 1, your saved game will be called "At the Gates". The game now loads automatically.

Click Cancel to return to the Main Menu.

Winning the Game

The goal of Clans is to restore peace to the land. Vanquish the demon and retrieve the Crown of Peace, and your mission is accomplished.

The Demon and His Footsoldiers

The Demon has brought with him a fierce entourage.

These creatures are entirely devoted to their dark master, and will stop at nothing to terminate your courageous quest. Prepare to battle to the death. These monsters won't retreat, and will hunt you down if you try.

In their jealous pursuit of the Demon's favor, any of these creatures will turn on one another if they think they can please their Master. Take advantage of the squabbling.





Goblin

The Goblins make up the bulk of the Demon's infantry. They compensate for their small size and lack of strength by attacking in packs. Goblins are also very agile combatants.



Dark Elf

The degraded Dark Elves have lost their magical powers, but their lightning-quick attacks are deadly. The Dark Elves look down on their inferior Goblin comrades.



Lillfet

The lumbering Lillfets are notoriously slow, but when they pummel you into dust you'll understand why they conserve their energy.



Green Orc

The mighty Green Orcs wield their spiked clubs with savage accuracy. They turn to stone when slain.





Orc

The Demon rarely employs his prized Orc troops, who are even stronger than their fierce green-skinned cousins.

Orcs turn to stone when slain.



Skeleton

Lean and mean, the Skeletons are the animated remains of the Demon's slain enemies.



Troll

The ferocious Trolls haunt the darkest and dingiest regions of the land. Slow-moving, but exceptionally strong, Trolls are often used by the Demon to guard his prized possessions.



Reptile

Reptiles dwell in the realm's deepest caverns, fiercely protecting their subterranean lairs. They attack with powerful, razor-sharp claws.





Mage

The cunning Mage are the Demon's pride and glory. Their preferred status permits them to live a luxurious lifestyle, and they are usually found in the richest surroundings. The Mage are masters of magic, and always choose a tactical melee over a mindless brawl.



Black Mage

The Black Mage are the most powerful of the Demon's beloved magic-using minions. They have learned much from their dark Master.

Raven

Although easily destroyed, the pesky Ravens attack in flocks, and their quick and agile attacks are not easily repulsed.



Demon

Legend has it that the Demon's command of magic is flawless, and that one blow of his mighty axe can cleave the sturdiest warrior in two. Move quickly and use every trick in the book to vanquish this truly evil monstrosity.



Playing a Multiplayer Game

Multiplayer Setup Menu

Clans can be played competitively or cooperatively with friends and strangers alike on a Local Area Network (LAN) or on the Internet (TCP/IP). Up to four players may play at any time. You may play any combination of characters, including four of the same character type. To hone your adventuring skills, you may play any of the game modes alone on the Local Area Network.



To host a game, left-click on the Host Game option.
To join an existing game, left-click on the Join Game option.

Host Game Menu



To Host a game, select a name for your game by left-clicking in the Host Name dialogue box. Press the backspace key until the default Host Name, “Clans”, is removed. Now type in the new name. Press the Enter key.

You may also select a name for your character and multiplayer persona by left-clicking in the Player Name dialogue box. To change from the default, “Unnamed”, press the backspace key until the default is erased. Now enter your new name. Press the Enter key.

Select LAN Game or Internet Game by left mouse clicking on the appropriate option to setup the multiplayer game.

The view now changes to the Multiplayer Lobby screen.



Join Game Menu

You may select a name for your character and multiplayer persona by left-clicking in the Player Name dialogue box. To change from the default, “Unnamed”, press the back-space key until the default is erased. Now enter your new name. Press the Enter key.

Select LAN Game or Internet Game by left-clicking on the appropriate option to begin searching for a multiplayer game.

When you left-click on LAN Game, a list of games that are available on your LAN connection appears. Left-click on the title of the game you wish to play.

When you left-click on Internet Game, the IP setup screen appears. Enter the IP address of the Host's computer (including periods) in the dialogue box located below “IP Address”. Click on Connect. The name of the Host's game appears. Left-click on the name.

The view now changes to the Multiplayer Lobby screen.



Game Settings: These options determine the nature of the Gold Rush or Death Match game.

No Monsters: When toggled on, no monsters appear in the game.

Time Limit: Set the length of play time in minutes.

Kills Limit: To play the game in Death Match mode, you must enter the number of kills that players must reach to win the round.

Gold Limit: You may set the gold limit to a maximum of 10000. The player who reaches this pre-set limit wins the round.

World Category: You may play Gold Rush and Death Match games in 4 different environments: Mud, Lava, Commoner, and King levels.

World Size: You may set the game world size to a minimum of 5x5 rooms and a maximum of 20x20 rooms.

Chatting: You may chat with other players in the Multiplayer Lobby by entering a line of text in the dialogue box located at the bottom of the screen and pressing Enter.

Sword: The Host starts the game by clicking on the sword icon.



Dialogue Boxes and Chatting



To change the text in a dialogue box, left-click in the box. A flashing cursor appears. Backspace until the old text is deleted. Now, type in the new text and press Enter. You may chat in the Game setup screen and in the

Stats screen after a game is completed.

Multiplayer Modes

Clans offers a number of modes of multiplayer action. Make your choice in the Multiplayer Game Lobby (see the “Multiplayer Game Lobby” section).

Each mode of play is completed when a character exits the level via a portal. The portal becomes active only when a player has entered the treasury room. Once a player has entered the treasury, anyone may exit through the portal to end the level.



Death Match games are completed when a player reaches the pre-set number of kills.

Gold Rush games are completed when a player acquires the pre-set amount of gold.

Gold Rush

This mode involves collecting as much gold as you possibly can. There are two ways of playing Gold Rush:

- a) Collect as much gold as possible before one of the players exits through the portal. You may still win if you have more gold than the player who exits the level. You do not need to set any limits to play in this mode.
- b) Establish a pre-set amount of gold. The first character to obtain that amount of gold wins the game. However, if a player exits through the portal before the limit is reached, then the victor is the player with the most gold.



Death Match

Death Match requires you to kill your fellow characters to reach the preset number of kills as quickly as possible.

Killing monsters does not count towards your kill total. If a player exits through the portal before the Kills Limit is reached, then the victor is the player with the most kills.

To set up a Death Match game, select the Gold Rush game type. Now enter a kills limit in the Kills Limit dialogue box.

When you complete a Gold Rush or Death Match game, the Stats Screen appears. The name of the winner appears in yellow at the top of the list.

Cooperative Mode

Up to 4 players may participate in a cooperative attempt to slay the Demon. When your character is killed, you do not die but must start at the beginning of the level you are currently playing.

A word of caution: Your spells and weapons may damage the other characters in your party.



Multiplayer Spawn Version

Up to 4 players may play multiplayer games on a LAN with 1 Clans CD-ROM. To do so you must install the Multiplayer Spawn version of Clans onto your hard drive. The installation screen opens automatically after the CD is inserted. Click on the Install Multiplayer Spawn Version button to begin the installation process. If the Install screen does not open automatically, double-click on Setup.exe in the root directory of the Clans CD.

Follow the on-screen instructions to run the game.

When using the Multiplayer Spawn version of Clans you may only join a Multiplayer game. All other game modes and options are disabled. The Host must have the full version of Clans installed on their computer and the Clans CD must be in the CD-ROM drive.



Menu Hot Keys

Following is a list of hot keys that will save you time and make your gaming experience more rewarding:

HOT KEYS	EFFECT
Left Mouse Button	Walk, Pickup, Drop, Unlock
Right Mouse Button	Attack, Open/Close
ESC	Access Game Menu
Tab	Show Map
Period (.)	Tag/Untag a room on the map overlay
I or	Shaow character abilities
Enter	Open Multiplier chat dialogue box
A	Use weapon or magic in first equipment slot
S	Use weapon or magic in second equipment slot
D	Use weapon or magic in third equipment slot
F	Use weapon or magic in fourth equipment slot
Space	Drink Health potion
M	Drink Mana potion
Insert	Increase brightness
Delete	Decrease brightness
PgUp	Increase SFX volume
PgDown	Decrease SFX volume
F5	Quick Save
F8	Quick Load
F12	Save screenshot to Clans folder



Credits

Computerhouse AB

Executive Producer: Mikael Ostberg

Producer: Anders Larsson

Project Manager: Calle Hansson

Lead Programmer: Anders Larsson

Programmers: Per Jahn
Johan Dohl

Additional Programming: Rickard Prieto
Bjorn Winkler
Erik Moller
Peter Pettersson


Graphic Artists: Henrik Andersson
Alf Svensson

Additional Graphics: Hakan Persson
Hampus Gimfalk
Anders Larsson
Anders Caspersson

Music and Sound Effects: Calle Hansson

Additional Sound Effects: Olle Netzler





Voices: Hakan Persson
Calle Hansson
Anders Hejdenberg
Alf Svensson

Voice-Over Sound Engineer: Calle Hansson

Story and Game Design: Calle Hansson
Anders Larsson
Henrik Andersson
Johan Dohl
Alf Svensson
Patrik Haggblad

Strategy First

Producer: James McNeely

Associate Producer: Paul Thibault

Quality Assurance: Stéphane Brault
Michel Chouinard
Prokopios Sotos
Emanuel Protopapas
Yvon St-Louis
James Miguel
Michel Therrien
Michael LeDrew

Voice-Over Script: James McNeely



Manual: Calvin Campbell

Marketing: Steve Wall
Catherine McDermott

Design and Packaging: Litsa Babalis
Theo Skalkos

Voice-Over Sound Engineers: Stéphane Brault
Peter McLaughlin

Voice Talent: Edward Wheeler
Adam Kelly
Bonnie Wurst
Michael Smith
Paul Thibault

Special Thanks: Elizabeth Kular


Don McFatridge
President

Steve Wall
V.P., Marketing

Richard Therrien
V.P., Product Development

Dave Hill
V.P., Systems





Technical Support

Should you experience a technical problem concerning the operation of this product, please contact our technical support staff. Before you call, please read the README.TXT file on the Clans CD to see any last minute recommendations pertinent to your problem. Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available:

- * Computer make and model
- * Windows version
- * Total system RAM
- * Total Hard Drive space
- * Video card make and model

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