



The Keep

User Manual

Epilepsy Warning

Certain individuals have a condition which may cause them to experience epileptic fits and which could also include loss of consciousness, particularly when exposed to certain types of strong light stimuli, such as a rapid succession of images, repetition of simple geometrical shapes, flashes or explosions.

These individuals may experience fits while playing computer games containing such visual stimuli even though they may have no previous medical history of such a condition or may never have suffered an epileptic fit. If you or a member of your family have ever experienced symptoms linked to epilepsy (fits or loss of consciousness) in situations of strong light stimuli, please consult your doctor before playing any computer games. Parents should also monitor their children closely when they are playing computer games. If you or your child show any symptoms of the following: dizziness, disturbed vision, eye or muscle twitching, disorientation, involuntary movement, convulsions or blackouts, you should stop playing immediately and seek medical advice.

Precautions to take at all times when playing computer games:

- ▶ If you are playing a game on a screen, play at a reasonable distance from the screen and as far back from it as the connector cable will reach.
- ▶ Do not play if you are tired or lacking sleep.
- ▶ Always play in a well lit room, and ensure that the screen brightness level is not too high.
- ▶ While you are playing, ensure you take a 10–15 minute break every hour.

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User Interface & Basics



1 Health Bar

The health bar shows how much life you currently have. Each time you get hit, your Health decreases. If the bar is empty, you die. Health regenerates slowly over time, but you can also drink a healing potion.



2 Mana Bar

The mana bar shows how much magic energy you currently have. Whenever you cast a spell, your Mana decreases. Mana regenerates slowly over time, but you can also drink a mana potion.

3 Stamina Bar

The stamina bar shows your current fighting capacity. Each time you attack, your stamina decreases. If the bar is empty, you can't perform standard weapon attacks anymore. Stamina regenerates slowly over time, but you can also drink a stamina potion.

4 Combo Points

You gain combo points from your standard weapon attacks that you can use for combo attacks. The number of available combo points increases with your Melee skill level. Combo attacks are different for each weapon type and don't require Stamina.

5 Hero's Head

If you want to replenish your Health, Mana or Stamina quickly, drag the appropriate potion over the hero's head.

6 Inventory

You can store the items you find during your travels in your Inventory.

7 Buttons, Rods, Items

You can manipulate objects in your environment with mouse freely. You can push buttons, pull levers, pick up and throw items etc.

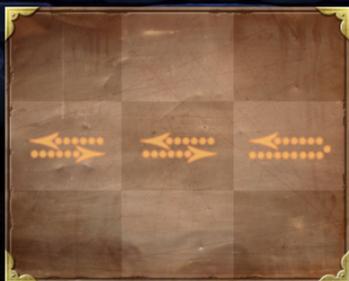
8 Map

You can view the map on this panel. North is at the top as usual.



9 Combat Mode / 3x3 Combat Panel

This is the mode you use when attacking enemies. Slide your mouse cursor across all three squares horizontally or diagonally to perform a standard attack. If a combo point is available, follow the pattern to execute a combo attack.



11 Equip Panel

Use this panel to equip items. All you have to do is drag the item you want to equip on the appropriate equipment slot.



10 Casting Mode / Magic Matrix

In this mode, you can cast your spells. First, you have to find a scroll and learn the incantation. Then you have to move the appropriate runes to the Magic Matrix and slide your mouse cursor across them to cast the spell.



12 Statistics

Level	1	×
Exp 0/900		
Melee skill	1	
Exp 0/250		
Spellcasting	1	
Exp 0/250		
Character stats		
Health	60	
Mana	60	
Stamina	47	
Avail. points	3	
Strength	10	+
Intelligence	10	+
Dexterity	10	+
Armor	0	
Attack	2	

13 In-Game Menu

You can save and load a game, reload a chapter or return to the main menu from here.

14 Controls

Move forward, move backward, strafe left, strafe right, turn left, turn right.



Level

You gain level experience from killing enemies, rescuing children and finding exits.



Combat

Displays 3x3 Combat Panel



Casting

Displays Magic Matrix



Map

Displays Map



Inventory

Displays inventory slots



Equip

Displays Equip Panel



Move

Displays directional pad



In-Game Menu

Save, load, restart, save menu...



Magic

Casting Mode

In this mode, you can cast your spells. First, you have to find a scroll and learn the incantation. Then you have to move the appropriate runes to the Magic Matrix and slide your mouse cursor across them to cast the spell.

Spellcasting Skill

Spellcasting increases your chance to hit with a spell.

Mana Bar (blue)

The mana bar shows how much magic energy you currently have. Whenever you cast a spell, your Mana decreases. Mana regenerates slowly over time, but you can also drink a mana potion.

Stamina Bar (yellow)

The stamina bar shows your current fighting capacity. Each time you attack, your stamina decreases. If the bar is empty, you can't perform standard weapon attacks anymore. Stamina regenerates slowly over time, but you can also drink a stamina potion.

Intelligence Attribute

Intelligence determines your Mana and the power of your spells.

Crystal

All runes contain a piece of magic crystal. You can improve any fire, frost or lightning spell by adding a crystal to the incantation.



Scrolls

FIRST, YOU HAVE TO FIND A SCROLL AND LEARN THE INCANTATION. THEN YOU HAVE TO MOVE THE APPROPRIATE RUNES TO THE MAGIC MATRIX AND SLIDE YOUR MOUSE CURSOR ACROSS THEM TO CAST THE SPELL.



Scroll of Healing

This spell restores 25 Health.



Scroll of Cure

Restores 4 Health points every 3 seconds for 30 seconds.



Scroll of Transmutation

This spell converts some of your Health to Mana. Use it at your own risk.



Scroll of Silence

Silences your target and prevents it from casting spells for 9 seconds.



Scroll of Concentration

Decreases your Health by 30 points and increases your Intelligence by 10 points for 60 seconds.



Scroll of Immunity

Protects you from all spells for 12 seconds.



Scroll of Stun

Stuns the target for 7 seconds.



Scroll of Fireball

Hurls a fiery ball that deals 15 to 25 points of fire damage. Some enemies are more vulnerable to fire while others are immune to this element.



Scroll of Fireblast

Hurls a fiery ball that deals 20 to 40 points of fire damage instantly and additional fire damage over 10 seconds.



Scroll of Burning

Deals 9 points of fire damage every 3 seconds for 12 seconds.





Scroll of Fire Field

Deals 9 points of fire damage to everyone on a field over 9 seconds.



Scroll of Fire Wall

Creates a fiery wall that deals 20 to 65 points of fire damage to all enemies in front of you.



Scroll of Light

Creates an aura of light around you for 180 seconds.



Scroll of Freezeball

Hurls a ball of frost at your enemy that deals 20 to 35 points of cold damage. It has a 25% chance to freeze your target.



Scroll of Frost Field

Deep-freezes a target field for 8 seconds.



Scroll of Freeze

This spell freezes an enemy for 5 seconds and deals 8 to 18 points of cold damage.



Scroll of Ice Shield

Encases you in a block of ice and protects you from all physical attacks and spells for 15 seconds. You cannot attack or cast spells for the duration of this spell.



Scroll of Frostbolt

This spell launches a bolt of frost at your enemy, causing 15 to 30 points of cold damage.



Scroll of Gale

Creates a storm that deals 12 points of lightning damage every 4 seconds to everyone on a field over 12 seconds. Deals 75% more damage to frozen enemies.



Scroll of Lightning Strike

Instantly deals 10 to 25 points of lightning damage to an enemy target. Deals 75% more damage to a frozen enemy.



Scroll of Munder

Instantly deals 13 to 27 points of lightning damage to an enemy target and has a 25% chance to stun it. Deals 75% more damage to a frozen enemy.

Melees

Combat Mode

This is the mode you use when attacking enemies. Slide your mouse cursor across all three squares horizontally or diagonally to perform a standard attack. If a combo point is available, follow the pattern to execute a combo attack.

Melee Skill

Melee skill increases your chance to hit with a melee attack.

Strength Attribute

Strength determines your Health and the power of your attacks.

Dexterity Attribute

Dexterity determines your Stamina and allows you to regenerate Health faster.

Stamina Bar

The stamina bar shows your current fighting capacity. Each time you attack, your Stamina decreases. If the bar is empty, you can't perform standard weapon attacks anymore. Stamina regenerates slowly over time, but you can also drink a stamina potion.

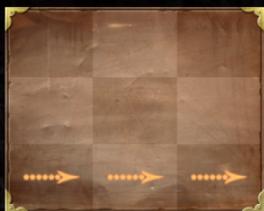
Combo Points

You gain combo points from your standard weapon attacks that you can use for combo attacks. The number of available combo points increases with your Melee skill level. Combo attacks are different for each weapon type and don't require Stamina.

Standard attacks

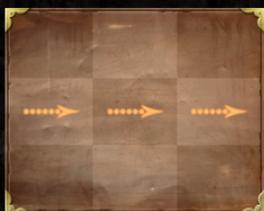
Basic attack

Available with any weapon or a torch equipped or even without any weapon.



Lower hit

An attack aimed at the lower hit zone.



Center hit

An attack aimed at the center hit zone.



High hit

An attack aimed at the high hit zone.



Long hit

A hit that strikes all hit zones.

Combos

DAGGER ATTACKS



Repelling Strike

A resolute attack aimed at the lower hit zone. A dagger and 1 combo point required.



Heavy Strike

A massive strike that strikes all hit zones. It deals twice as much damage when the enemy is at full health. It also increases your critical hit chance by 25%. A dagger and 2 combo points required.



Bold Thrust

A thrust that strikes the center hit zone once and the high hit zone twice. It also increases your critical hit chance by 25%. A dagger and 3 combo points required.



Carving Lesson

An elaborate attack that strikes all hit zones. It also increases your critical hit chance by 50%. A dagger and 4 combo points required.

SWORD ATTACKS



Downward Slash

A forceful blow that strikes all hit zones. It also increases your critical hit chance by 50%. A sword and 1 combo point required.



Vampire Fangs

This attack drains the life energy from your opponent and may restore a small amount of your Health. A sword and 2 combo points required.



Precise Cut

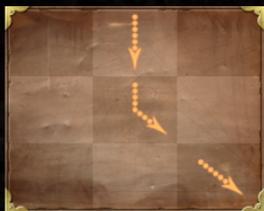
This attack hits the target three times. It deals twice as much damage when the enemy is at full health. A sword and 3 combo points required.



Avenger's Swing

Tento legendární útok ochromí nepřítele. Pro meč a 4 kombo body.

AXE ATTACKS



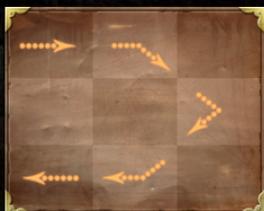
Aggressive Swipe

This powerful swipe strikes both the high and the center hit zone. An axe and 1 combo point required.



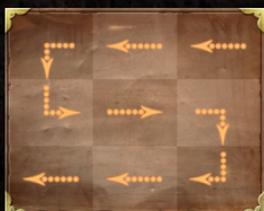
Grounding Strike

This attack deals damage and has a chance to stun the target. An axe and 2 combo points required.



Berserker Blow

This violent blow critically hits its target if the target is below 50% Health. An axe and 3 combo points required.



Revenge Strike

This complex strike deals damage to your enemy and restores some of your Health. An axe and 4 combo points required.

Tips

Torch

Take the torch and equip it to your right hand slot so that you can use it as a weapon. You can hold it in your left hand as well, but it will only be used as a light source.

Throwing

When throwing items, the height and speed of the slide affects the throw's distance.

Combat

Don't forget that different kinds of opponents have different armor for their different hit zones – some cannot be hit in certain hit zones at all.

Magic

Remember that some creatures are resistant to certain magic elements such as fire, frost, and light.

Crystals

All runes contain a piece of magic crystal. You can improve any fire, frost or lightning spell by adding a crystal to the incantation. In the mines you will come across magic crystals that can also be placed in the magic matrix. Spells do more damage when used as part of an attack spell incantation – particularly to magic users.

Controls

MOVE FORWARD	W	↑
MOVE BACK	S	↓
TURN LEFT	Q	←
TURN RIGHT	E	→
STRAFE LEFT	A	SHIFT + ←
STRAFE RIGHT	D	SHIFT + →
COMBAT PANEL	1	 ↑
MAGIC MATRIX	2	 ↓
MAP	3	M
CHARACTER	4	C
STATISTICS	SHIFT + 4	SHIFT + C
INVENTORY	5	I, 
GRAB ITEM		
MOVE ITEM TO INVENTORY		
MOVEMENT CONTROLS	6	N
MENU	7	Esc
HIDE INVENTORY AND PANEL	H	
HIDE PANEL	J	
CHANGE TARGET	TAB	
LOOK DOWN	LEFT CTRL	
LOOK UP	RIGHT CTRL	
TOGGLE COMBAT/MAGIC/MAP	R	
TOGGLE COMBAT/MAGIC	F	
SAVE GAME	F5	
LOAD GAME	F9	

Inventory

USE/EQUIP ITEM		
CONSUME POTION/CRYSTAL		
ADD RUNE TO MAGIC MATRIX		
MOVE ITEM		
MOVE STACK	SHIFT +	
NEXT ROW	,	 ↓
PREVIOUS ROW	.	 ↑
SELECT ACTION SLOT]	X
SELECT ACTION SLOT	[Z
USE ACTION SLOT	ENTER	SPACE

Panels

MAP		
COMBAT PANEL		 ↑
MAGIC MATRIX		 ↓
MAGIC MATRIX / EDIT MODE		

User Interface

ZOOM IN USER INTERFACE	ALT +	 ↓
ZOOM OUT USER INTERFACE	ALT +	 ↑
ZOOM IN PANEL	SHIFT + ALT +	 ↓
ZOOM OUT PANEL	SHIFT + ALT +	 ↑



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