

sacrifice™


Instruction Manual



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GETTING STARTED

Installation of Sacrifice

Place the Sacrifice CD into your CD-ROM drive. If your computer is AutoPlay capable, a Sacrifice menu will automatically appear on the screen. Select "Install Sacrifice" from the list of choices to start the installation program. Follow the on-screen instructions to install Sacrifice on your system. After the game is successfully installed, a Sacrifice shortcut will be added to your Start menu.

If your system is not AutoPlay capable, open the "My Computer" icon on your desktop, then select the drive letter that represents your CD-ROM drive. Double click on the "Setup" icon and continue as above.

Installation of Direct X 7.0a

Sacrifice requires Direct X 7.0a in order to run properly. If you are not running Direct X 7.0a on your system, then it can be installed directly off the Sacrifice CD. Insert the Sacrifice CD into your CD-ROM drive. If your computer is AutoPlay capable, select "Install Direct X 7.0a" from the list of choices that will automatically appear on the screen. If your system is not AutoPlay capable, open the "My Computer" icon on your desktop, then select the letter that represents your CD-ROM drive. Double click on the folder marked "DirectX7." Then double click "Dxsetup.Exe" from the icons that will appear. The setup program will launch.

Download Free Sacrifice Maps

Interplay and Shiny Entertainment thank you for purchasing Sacrifice. It is our hope that this product provides you with hours of exciting and challenging game play.

To further enhance your Sacrifice experience, be sure to explore <<http://www.sacrifice.interplaygames.com>>. Here you'll find free downloadable maps submitted by Sacrifice players from all over the world.

Registration is free, and members will be allowed to submit as many maps as they wish. All members have the ability to grade user submitted maps, and the best are eligible to receive exciting prizes.

Welcome to the Sacrifice Community!

I. THE GODS

PROLOGUE

"Being an excerpt from the Book of the Fyllid"


In the beginning there was the Creator. Where there was naught but the cold void, the Creator gave of his flesh, and thus was all matter born. Where all was dark, the Creator spread his arms and gave light, thus was born the stars, the moon, and the sun. Where there was naught but silence and loneliness, the Creator did spill his blood, causing the very beginnings of life.

This life manifested in a multitude of forms, from the ancient behemoths of Thryhring to our own people, the Fyllid. In those times we were the chosen of the creator, the keepers of the lesser beasts and defenders of all the realms. As befit our role as his primary servants, the creator gifted us with power. The power to shape the world, the very trees, the land, the beasts, even the untouchable essence of the elements was granted us. Our people grew heady with the gift of power, and some of us turned our face from the creator. The gift became corrupted, used for forbidden experimentation and malicious purpose.

It was then that the Fallen One, he whose name must not be spoken, tore asunder the earth. In the land of Golgotha, profaning and defying the very laws of nature, the Fallen One opened a permanent gateway from this world to the demonic realms of the nether. The strain of opening this unnatural portal took its toll upon the world and the earth began to shatter. The Fyllid and all of creation watched in stunned silence as the benevolent Creator warred with the Demons of the nether, but the forces of hell proved too much for even he. A cry of unspeakable anguish broke the silence and echoed in the minds of his children as the creator was forever banished from this existence. None of his children heard the cry so loudly as the Fyllid, for it was one of our own that had ultimately betrayed and murdered our master. Most were driven mad and hurled themselves from one of the newly formed floating islands or sat useless, gibbering and moaning.

For a time the Fyllid wandered these new realms seeking signs of our former master. What was discovered was the stuff of nightmares. The creatures of the land began to warp and twist,





the very land was changing. The home realm of the Fyllid, known as Elysium, grew lush and green, seeming to welcome us, even after the horrible betrayal of the Creator. So too did the other lands twist, the high reaches of Empyria grew cold and desolate; the lush, sweltering lands of Helios erupted with liquid hot magma while the arid Glebe grew even more rocky and barren. Most terrible of all were the blasted lands of Dys, which lay near Golgotha. These lands grew pestilent and the very earth rotted.

Five new Gods appeared to take the place of the Creator. Of the five it was our Lady Persephone who took us in. Grateful were we that any God would accept us into their fold and ever since we have served our Lady faithfully. We stand guard against the enemies of our Lady. We are ever vigilant, for it is the Fyllid who know intimately the price of failure.

-Athelas

THE BOOK OF CHARNEL

I am Charnel, God of Strife, Lord of Slaughter, Master of Death. Where there is pain, I am there. Where there is suffering, I flourish. Where there is joy... yes, well, one could hardly have joy without another's suffering, no?

I am called a villain, but mine is a doctrine reflected in the unspoken truths behind all other philosophies. Recognize that truth, my child: Strife is the single element most essential to meaning and existence. Without conflict, without struggle, all of creation might as well be so many unmoving, unfeeling stones. Without me to hate, who would have cause to call themselves holy or just? Oh, only a fool would seek contentment in peace and tranquility.

Come see, come see. I hold dominion over the lands of Stygia, which coil with serpentine grace, engulfing the holdings of my foes. Vile and putrid ground, formed of the flesh of the dead, running with rivers of blood, plagued by swarming vermin--ah, it gives me chills whenever I think of it. Here you will find obsidian gateways to demonic realms, an especial treat for unwitting guests. Witness also the cruel prisons wherein are tortured those rare souls among my enemies who are worthy of such attention, and perhaps a random assortment of others to keep the cells occupied. Oh, but do not overlook the mockeries called villages, populated by mindless zombies--you really must appreciate their simplicity--whose greatest ambition is to toil and die in my

service. Well now, those of low ambition deserve what they get, no?

But I believe you know this, and that is what has brought you to me. If you possess both the hunger and the courage to embrace it, you may yet prove worthy of greatness. And if not, to strive and to fail... to be cast down into an eternal torment worthy of your failure. Ah. I almost envy your mortality.

Envision success. Envision only success. A morose attitude is most unbecoming in a servant of death. Now then, allow me to share with you something of the powers which will be yours to command, assuming you earn a place in my hierarchy, and assuming Acheron or one of my other servants does not strike you down out of jealousy... or cruelty.

Necromancy

Under my guidance, you will have the opportunity to learn the black art of necromancy. Be warned, wielding necromantic magic is no simple task, for my way is not one of blind, clumsy force. You must balance open destruction with more subtle devices. Above all, my servant, you must understand that everything has a cost. Learning to balance these costs, learning to use your pain as a weapon, lies at the heart of necromancy.



Insect Swarm First, however, you will learn to inflict pain. It will be a simple matter to summon a ravaging Insect Swarm to harry and wound your foes. Damage done by this swarm will heal you.

Spell Summary – Swarms of bloodsucking insects shot at a foe.




Protective Swarm As your control over the lesser creatures advances, you will learn to summon a Protective Swarm, which will absorb damage intended for you and deal injury to any foes foolish enough to come within it's reach. Again, any damage they do will heal you.

Spell Summary – A protective shield of swarming insects that damages any enemies foolish enough to come into contact with it.



Slime Your next lesson will be simple and undeniable: Corruption, in magic as in life, stems from fouling what was once pristine and pure. Using this spell you can cause the air over you enemies to foul, emanating forth a ball of





putrid slime. Anyone coated with this slime will be slowed, more susceptible to damage and less capable of inflicting harm upon you.

Spell Summary – A ball of viscous goo that covers an enemy from head to toe, slowing its movements to a crawl and reducing its stats.



Animate Dead Your devotion to necromancy will eventually grant you the ability to animate corpses on the battlefield, so that your minions will rise up even as your foes strike them down.

Spell Summary – Restores life to your dead units by targeting their soul.



Demonic Rift The next barrier for you to pass through separates our world from the demon realm. Even a small Demonic Rift will unleash great carnage. It's the perfect spell to support your creatures in a melee - the demons unleashed will only attack your foes.

Spell Summary – Rips a hole in the earth through which evil spirits rise to attack.



Wailing Wall Then you will learn to awaken the spirits of the damned, who will rise up to form a barrier of misery and sorrow. Any who pass through the Wailing Wall will be slowed to a crawl and stripped of their energy. Archers will be unable to attack, melee attackers unlikely to reach you before they die.

Spell Summary – A wall of pulsating, tormented souls that saps the life and mana from enemies who pass through it.



Plague Along with these new powers over demons and the dead, you will gain greater mastery over the forces of disease. In time, you will learn to unleash a terrible and deadly Plague over a wide swath of land.

Spell Summary – A dark cloud that rains gobs of disease over a section of land.

There are, of course, still greater powers that you may someday possess, but you must have patience. In time, all will be revealed. For now, you would do well to learn something of the creatures that will be under your command. For as enticing as casting spells is, a Necromancer must also learn to lead an army into battle.

Minions

My minions are drawn from a myriad of sources: the pestilent, the corrupt, the dead and the demonic. Well, perhaps not as diverse a group as other gods, but it suffices. Be aware that none of my creatures heal themselves normally, but all of them are capable of restoring their health by harming others. And thus, their pleasure is born of pain. You see, my commitment to such principles is not in word alone. Also note the character summaries beneath my descriptions. Passive abilities come into play automatically when the creature attacks or moves. Special abilities however require mana and have to be activated by you in order to take effect! Not all of my minions possess special abilities. A final point I should like to impress upon you is that all ranged units require mana to attack in their normal fashion



Scythe The bony Scythe, armed with razor sharp blades atop its head, is a masterpiece of destruction. These swift, whirling, skull-faced horrors mercilessly rend the flesh from their victims with such pure delight, well, one can hardly be surprised by their incessant cackles of malignant joy. Scythes feed off the creatures they butcher, regenerating health with every attack.

Unit Type: Melee

Passive Abilities: Replenishes life when attacking.

Special Ability: None



Fallen The Fallen are, how do you say, corrupted versions of beings first formed by that simpleton James. They possess only a skeletal frame and rotting flesh, but this in turn attracts swarms of insects, which they can then send forth to attack their foes. Beautifully conceived efficiency, if I do say so myself. Further, the Fallen may adopt the form of a corpse, and while in this guise, restore lost health. Quite ironic, wouldn't you agree?

Unit Type: Ranged

Passive Abilities: Replenishes life when attacking

Special Ability: Play Dead - While playing dead, its life will quickly regenerate (The only Charnel unit to heal naturally without having to harm an enemy creature).



Locust A bloated and far more insidious version of the sort of winged menace once found in the fens of Abaddon, the Locust was the first of my creations. Though the eons have passed and the fens are no more, the Locust lives on, relentless, sucking the lifeblood and mana out of its victims.

Of my minions, the Locust most of all gains power through dealing damage.

Unit Type: Air

Passive Abilities: Replenishes life and mana when attacking, drains life and mana from targets.

Special Ability: None



Necryl If it were not so large, you might expect to find the Necryl creeping under a rock. It is unctuous, scaly, oozing, many-legged, and generally disgusting, but do not be deceived: its repulsive appearance is only a bonus. Its true value lies in its ability to spread disease. A set of glands and bladders under its pestilent little proboscis allows it to project a stream of infectious bile, conferring a most ruinous and contagious disease on contact.

Unit Type: Ranged

Passive Abilities: Replenishes life when attacking, disease cloud poisons its target and prevents it from healing and replenishing mana. This disease cloud also makes victims susceptible to taking more damage. Be warned, as a diseased creature passes on the affliction to anyone it comes into contact with, your troops included!

Special Ability: None



Blight Carrion beasts have always held a special place in my heart, the Blight most of all. Its ragged little wings and numerous open sores are a testament to how thoroughly inured to pain and hardship is this flying storehouse of parasitic misery. In its jaws and belly, it carries a deadly cargo of Blightmites... thousands of little parasites which feast on its flesh and on the flesh of its victims. There are few sights more satisfying than watching Blightmites raining down onto Druids or

other such creatures who are incapable of attacking the Blight while it's in the air.

Unit Type: Air

Passive Abilities: Regenerates life when attacking.

Special Ability: Blightmites - Slows down enemy units via parasitic infection.



Netherfiend Oh yes, the demonic Netherfiend. Since the Demon Gate of Golgotha has been declared off-limits to any god, there are fewer of them around these days. Those few who are in my service are delightful creatures capable of defeating most foes quite easily in single combat. Netherfiends are mighty creatures comprised of taut muscle and sinew, and their hunger for souls is even more exquisite. Each soul that they devour adds to their strength, their ferocity and... lethal beauty.

Unit Type: Melee

Passive Abilities: None


Special Ability: Devour- By activating this ability, a Netherfiend is able to consume a blue soul of a fallen comrade on the battlefield. Doing so will increase its attack power and resistance to damage.



Deadeye Ever since Persephone brought those pesky Gnomes, with their incessant tinkering and generally meddlesome disposition, into this world, I have known that with the proper inducement they would make fine servants of slaughter and mayhem. Only recently have my efforts in this regard succeeded in producing the Deadeyes. Like their cowardly, living cousins,

Deadeyes prefer combat at a distance. To this end, they developed an extremely accurate weapon capable of firing a highly lethal poisonous needle, which not only does damage but debilitates its victim as well. These weapons are slow to fire and no replacement for masses of the Fallen, but you will find the use of a few of them highly efficacious.

Unit Type: Ranged



Passive Abilities: Replenishes life when attacking, poisons its victims, making them less accurate. Also prevents the target's regeneration of life and mana.

Special Ability: None



Abomination Not even I can tell you the origin of Abominations, but it is clear they are a perversion of nature far beyond any need for improvement by myself. Tall and gruesome, the Abomination reaches into its own body, pulling forth a quivering mass of corrosive blood and intestine (I think) for use in long-range bombardment. It is no wonder they are not very accurate, but that is of little consequence. Their projectiles splatter on impact, affecting a wide area and, while in the air, trail deadly drippings of corrosive blood. It's poetry, I tell you.

Unit Type: Ranged

Passive Abilities: Regenerates life when attacking. Thrown blood and intestine damages all enemies between itself and the assigned target. When its thrown intestines strike the final target, all enemy units in the surrounding area will take damage.

Special Ability: None

There are greater wonders which I have not yet disclosed to you, for you are not yet ready. It is no surprise to see you are repelled and attracted at once, but which of these impulses will master you? Consider carefully, for a bargain struck with Charnel is eternal, and even death will be no escape.

THE BOOK OF JAMES

I am James, God of Earth. You know, rocks and soil and stuff. Some nice gems too. It's not all brown and gray you know. Just... mostly.

I would never claim to be the most exciting of gods, but I ain't here to entertain folks. I'm here to protect 'em and to guide 'em. I'll tell you straight up, if it's peace and quiet you want, I'm your deity. Why should folks be questing for anything? Or go looking for trouble? Or stick their noses in other folks business? Or always muck about trying to change the world? This is the world. Feel it solid beneath your feet. I don't see as there's much need for change at all.

That's the attitude folks' take in the Glebe. They look after

themselves and don't much get in each other's business. A fellow's farm is his castle, if you take my meaning. It's a place of tranquility and prosperity. I see to both of 'em, and the people are glad for it. Now don't get me wrong: I'm not saying there's no room in the Glebe for someone to be great or to stand out or to do amazing things. What I'm saying is that nobody's gonna tell you what it means to be great. You get to decide that for yourself. I, for one, think this attitude is more likely than not to bring out the best in folks... and it causes a whole rock-load less headaches in the meantime.

Tramping about with some other god, you'll never be as safe as you would be in the Glebe, with the earth to shield you and provide for all your needs. The truth of it is, if you want to reach great heights, my granite's the best foundation to build on. It don't matter what you bring or where you want to go. I got room for it here, and I'll do my best to see that you get everything what's coming to you. That's a simple promise from a simple god. It's even written in stone, if you like.

Geomancy

If you want to help me out, you'd best learn a thing or two about geomancy. That's a fancy name for earth-type magic, which is just my kind of thing. As you learn more about it, it'll prolly be just your kind of thing too.



Rock What could be simpler? You take a big Rock and cast it at something you mean to knock down or smash up. I know folks what do this the old-fashioned way, more power to 'em. But a geomancer can do bigger and better rocks--even when there's none handy--and don't risk straining his back nearly so much.

Spell Summary - Hurls a giant rock through the air to strike a selected target.



Skin of Stone I do believe you oughta protect yourself, and there's no defense quite like a Skin of Stone. There ain't too many things what'll hurt you when you use this spell, and it don't even slow you down any or hinder your spell-casting none. You may be wondering how somebody with skin made of stone can be nimble enough for all them fancy hand gestures and the like. Well, duh. It's magic.

Spell Summary -Encases you in a shielding layer of stone.





Soul Mole When the occasion for a fracas arises, you ain't alone out there on the battlefield (Or in life, but I won't preach at you). If you're a decent type at all, the Yeomen of the Glebe will be anxious to fight by your side. That's when you need the Soul Mole. When one of your fellows bites the dust, you use the ole mole to grab up his soul from a distance. That way, you don't get hit by whatever did him in.

Spell Summary - Summons a burrowing creature that travels to blue souls on the battlefield so that you don't have to retrieve them. (They'll come to you!) A soul mole will also knock over any units in its way, stunning them temporarily. Once a soul has been retrieved by a mole, it will be blue to everybody! Beware of other wizards stealing the mole's soul out from under you.



Erupt Sometimes, the direct approach ain't the best way to win a fight. When the odds are stacked against you, a well-placed earthquake can be just the thing to shake things up. Erupt builds up pressure under the ground and releases it in a sudden blast, sending big old shockwaves radiating out. If you want to maim, stun, displace and otherwise distress a cluster of enemy troops, it's not a bad way to go. Not a bad way to go at all.

Spell Summary - Ground rises up, then smashes back down, sending out a shockwave that temporarily stuns foes.



Halo of Earth So many rocks, so little time. Another way to deal with a big group of unfriendly fellows is to surround yourself with a Halo of Earth. Not a ring of lots of little stones, but a big ring of big stones. You set 'em spinning above you, and they go off flying when a proper target comes nearby. Mix that up with some of them other abilities we already talked about and nobody'll want to be on your bad side.

Spell Summary - A swarm of rocks that hovers over you, automatically firing when an enemy unit comes within range.



Wall of Spikes There comes a point when the enemy is scared. A Wall of Spikes is a great way to keep them from going anywhere. I mean, these things hurt a lot if they get you and the wall extends pretty darn far. I don't want to get too strategically complicated on you, but there's also times when you're not quite ready to face the other guy. Wall of Spikes again.

Spell Summary – A wall of stalagmites that rises out of the earth to block and stab your enemies. All enemies that attempt to pass through will be slowed and take damage.



Bombardment Despite the power of my geomancers, there are still those who aren't content to leave the Glebe in peace. Well, when you meet a fellow that dense, I say the best thing for it is rocks, rocks, and more rocks. That's exactly what Bombardment is. Right out of the ground near you, up into the air and down, down, down on the heads that most need a little rattling. If that don't learn 'em, well, you can always try it again.

Spell Summary – Mortar fire that shoots rocks into the air for the purpose of raining hurt over a wide spanse of terrain. The bombardment will deform the landscape as well, due to its sheer power!

Of course, that ain't all there is to geomancy, but that oughta be enough to give you the general idea, so I figure it's time to tell you a little something about the kind of fellas who'll help you protect the Glebe.

Yeomen of the Glebe

The folks that live in the Glebe are all hardy, stalwart types. You may have heard they're none too swift. Well, that's true of how quick they are on their feet, but don't take that to mean they ain't quick on the uptake. No, a smart fella learns to take advantage of his environs and that's what the Yeomen of the Glebe do... so mostly, they've learned special things to do with rocks. Also note the character summaries beneath my descriptions. Passive abilities come into play automatically when the creature attacks or moves. Special abilities however require mana and have to be activated by you in order to take effect! Not all of my yeomen possess special abilities ya know. Finally, all yeomen who fire ranged attacks require mana to attack normally. So if they be doin' nuthin, ten-to-one they're out of mana!





Trogg It is common knowledge that the Troggs are simple, cave-dwelling folk. It is also common knowledge that they don't talk much and aren't skilled at much but thumping other folks upside the head. This is one of them cases when common knowledge ain't all it's cracked up to be. It is true that the Troggs live underground, and true that they ain't much enamored of the common tongue, sticking when they can to their own babble. That means other folks don't know

what they say. That don't mean they've got nothing smart to say. Below the earth, they build the most amazing altars and idols and such. They perform elaborate rituals which must account for their near immunity to spells. Let other folks think it's cause they're too dumb to know they oughta be hurt. You'll know better. And so will they.

Unit Type: Melee

Passive Abilities: Immune to Magical Damage

Special Ability: None



Earthfling In the Elder Days, the Earthflings arose from the spirit of the soil. Rocky, grainy, sandy, soft. A little bit of everything went into these fellows, and they've haven't forgotten it. As the Earthflings say, "You've gotta know where you come from to know where you're going." So they can draw soil up from the ground they're standing on and send it a-flying outta their mouths, but that ain't all. They can change their

whole bodies into one big rock what's nigh invulnerable. That's staying in touch with your roots, that is.

Unit Type: Ranged

Passive Abilities: None

Special Ability: Rockform - Turns an Earthfling into a large boulder, making it nearly immune to damage.



Gargoyle If you've ever heard a real good sculptor speak, he'll tell you the statue's already in the stone. All he's gotta do is chop away the parts that aren't it. That's pretty much how it is with Gargoyles. Sometimes, a rock don't care that it's made o' stone: it's just gotta fly. Well, as I said before, I'm not one to judge a body's dream. More power to 'em I say. But it's hard

work for a rock to learn to fly, so if you meet one, don't be surprised if it's a bit of a crusty curmudgeon, if you take my meaning. And once they've learned to go flitting about regular like, they want to stay airborne as much as possible. So even though they've got some mean-looking teeth, don't expect them to go biting anybody. No, they prefer to stay aloft and spray down a shower of stones. Whatever works, I say.

Unit Type: Air

Passive Abilities: Rock attacks from the air do area damage.

Special Ability: None



Basilisk The fearsome legends you proly heard about Basilisks are greatly exaggerated. They are creatures of middling size and no great physical attributes or mental acuties. But you can't blame folks for not checking 'em over too closely, cause it is true that they can turn a body

to stone with a single gaze. The transformation is only temporary, mind you, but that don't bother the Basilisk. He can always do it again.

Unit Type: Ranged

Passive Abilities: Attack turns enemy units to stone, rendering them immobile and useless for a limited time. However, a side effect is that petrified enemy units are harder to damage.

Special Ability: None



Taurock Some folks will tell you that the Taurock is a big bull (or bear) of a creature what's covered its hide with rocks. Others'll say it's a pile of rocks that've learned to run about. Hardly matters which is the truth, does it? The

fact is the ole four-legger is tough as a rock and strong as a bear (or bull). Just try getting in one's way if you want to see what I mean.



Unit Type: Melee

Passive Abilities: As it takes damage, its defenses increase. Therefore the more it takes damage the harder it is to kill.

Special Ability: None



Boulderdash In the badlands, prey is scarce, but rocks aren't too hard to come by. The Boulderdash is one badlands predator what's learned to make the most of its surroundings. As you might expect, it can shoot out these rocks, and the things hit hard enough to kill lots of critters outright. Smack! Just like that. But that ain't all. A Boulderdash shoots out three rocks at a time in a narrow spread. Yeah, they've even got a little saying about it: "Two birds with one stone is good fortune, but three stones with one shot is good tactics." Not exactly poetry, but it gets the point across. Same goes for the Boulderdash.

Unit Type: Ranged

Passive Abilities: Boulderdash shot splits into three parts, making it possible to hit multiple enemies at once. (Or to do triple damage to one large target.)

Special Ability: None

There are a few more creatures—ancient, rocky, and none too common—who you may have a chance to command. But that's a ways off and I'll teach you about those if and when you're ready. Well then, if you think the Glebe is the place for you, I'll help you get settled in. I'm sure you won't regret it.



Ikarus You've heard me say that I like the world the way it is. That don't mean I got a problem with folks what got the spirit of invention. Good ole honest ingenuity is something to be used, if it's what comes natural to you. Just ask the inventor of the Ikarus. He took some fellows, strapped wings on their arms and taught them to fly.

Nowadays we got a whole society of fellows with homemade wings. They gotta carry lots of glue on 'em, in case them flappers start coming apart, so they've gotten good at dropping this glue on enemies and mucking up their movement. But when it gets down to a brawl, it ain't about tricks up their wings. They like to get right in there with the fisticuffs, where they put their upper

body strength to good use. Yep, folks used to laugh about my flying men. Not no more. Not one bit.

Unit Type: Air

Passive Abilities: None

Special Ability: Stickbomb – Slows enemy units down with thick glue.



Flummox Flummox, of course, is just what we call a battle-trained lummox here in the Glebe. I mean, I seen the usefulness of the mountain lummox, same as Stratos and Pyro, but here's the difference: I didn't see no need to get all fancy like they done. No, I let mine stick to flinging rocks. It don't sound like much, but I think it's often best just to let folks stick with what comes natural to 'em. Believe me, they're a lot happier than their counterparts in Pyroborea and Empyrea.

Unit Type: Ranged

Passive Abilities: Rock attacks cause earth tremors around the target. All units in the area are temporarily stunned. Useful for interrupting spell casting.


Special Ability: None

THE BOOK OF PERSEPHONE

We are the essence of life. Throughout the ages, We have been known by many names and in many forms. In this time and this place, it must suffice that we are Persephone. And in that name shall you find the Great Healer, who mends the ills of the flesh and cleanses the blemishes of the soul. And you shall come to know We have always stood beside you, in forms more familiar: The beauty and purity of the maiden is Our reflection. The comforting bosom of the mother flows from Us. The wisdom of the matriarch is but a shadow of Our own. Yea, We are the very essence of life.

Our vision is one of peace. Our path, of mercy. We see--as you must also--how those who do not follow Us have been deceived or corrupted by the forces of wickedness. Thus, in their weakness, have they been lured into an existence of treachery and debasement. We weep for them, knowing there is no greater sin against oneself than the failure to believe in one's own worth. And there is no greater sin against Us than the failure to stand by Our side in righteousness.





Learn from their failure and do not fear to seek the greatness within yourself. For even as We are justice, you, as Our servant, must strive to be justice incarnate. So shall you find within yourself a greater good and greater might than would even have touched your dreams ere now. We promise that in the pursuit of justice shall you find peace within yourself.

Lo, and behold, even as Our teachings grant inner harmony, Our realms are a paragon of outer tranquility. Our lands are the rolling, verdant plains and sweet, sheltering forests of Elysium. These are the most resplendent and glorious realms in all the world, and Our creatures the most joyous and content. For all who follow Us, whether of mean birth or noble nature, share in the blessings of Our grace, and thus are the mighty instructed in Our love of humility. Indeed, the devout Fyllid, who provide Druids and Rangers to tend our sacred groves, hold themselves not above the beasts of the field or the simple peasants who each day glory in Our divine mercy.

What, then, shall be your role, in Our grand design? Dare you choose to be a hero, to be an agent of justice? Or shall you fade into the obscurity, self-loathing and emptiness of a life unfulfilled? 'Tis common enough, if you seek an excuse for mediocrity. Innumerable are the souls who shrink from the call of destiny and shirk the mantle of greatness. Can you not see how meager and lowly are the forces which drive them astray? Fear, doubt, sloth, temerity. Are any of these a worthy match for that which you strive to be... that which you can and should be? We shall guide you down the true path if you so desire, and you shall possess power overwhelming, and Our covenant with you shall be as simple and strong as it is pure:

Love Us and We shall requite your love a hundred-fold.

Defy Us and that day you shall surely die.

The choice is yours.

Mysticism

As a defender of Elysium, you shall be granted insights into the primal forces of life and nature. Much of what you learn shall grant you powers of protection and healing, but it is not the role of a mystic to award mercy and succor without discretion. For as you shall see in Us, compassion may hold dominion over the heart, but wisdom must temper the hand.



Wrath By now you must realize that justice cannot tolerate injustice. The iniquitous will claim this intolerance is a sign that We are no different than they. Your first lesson shall be to observe how truly different they are from Us, for when touched by the spirit of your righteous judgment, the wicked convulse in pain, burned by the searing heat of your holy Wrath.

Spell Summary - A blast of energy that tracks and strikes its target with deadly force.



Ethereal Form Next, you shall study the limits of your own nature. For, in seeking the holiness in yourself, you shall learn to step beyond the constraints of the material world. When you attain Ethereal Form, no blows may harm you, no spells may confound you, and yet you shall find your ability to cast spells and command your army lessened not at all.

Spell Summary -The caster becomes a ghost, immune to attack. You may, however lose mana if attacked by mana draining spells or creatures.



Grasping Vines As your inner perfection grows, you will find the forces of nature eager to aid you. In its simplest incarnation, a tangle of Grasping Vines may be sent to reach out from the earth and hold fast a single foe. So long as the vines hold, you will find him at your mercy.

Spell Summary - Targets an enemy and holds it in place for a limited time.



Rainbow The Rainbow is a more sublime union of the natural and the divine. It is the symbol of Our promise to bring justice and peace to all who devote themselves to Us. Any who have faith in its transcendent beneficence will be aided in their hour of need. The Rainbow will arch from believer to believer, mending their wounds and restoring their spirit.

Spell Summary - A healing spell that travels from unit to unit.





Rain of Frogs As you have seen, much of your training shall be in curative and defensive abilities, but there is also a dark side to nature--a roaring, seething fury ready to strike out at those who profane Us. Once you are ready, We shall teach you something of this and unlock for you the secrets of calling forth a vengeful Rain of Frogs. True, it does not sound very dreadful, and true there are no great legends of the overthrow of evil to an amphibian deluge, but rest assured it is not for lack of power, but only because none who face the torrent of croaking judgment survive to tell the tale. (Be aware that frogs, being the simple-minded creatures that they are, will not be able to tell friend from foe. Get your units out of range before casting, lest they croak. Pardon the pun.)

Spell Summary - Small frogs rain to the ground and chase enemy creatures. The frogs leap on them first to slow them down, then explode causing damage.



Healing Aura To preserve the well-being of the faithful, you cannot be content to react to the harm others inflict. To this end, you shall learn to temporarily imbue your creatures with a touch of the divine. A creature so enchanted will radiate a Healing Aura, mending the wounds of true believers around it.

Spell Summary - Healing aura that emanates from a unit to heal others within range.



Vinewall In time, a mighty Wall of Vines shall be yours to command. Stretching forth across the landscape, these suddenly sprouting tendrils are capable of entangling entire legions of your heretical foes.

Spell Summary - Long wall of grasping vines that ensnares enemies.

Of the ways of Mysticism, that is all We shall tell you, but you may be certain that there are mysteries holier still. Yet it shall serve better to leave this talk of spellcraft, and learn something of those living and breathing forces which Our mystics command, a collection of creatures We call "the Faithful."

The Faithful

All who benefit from the blessings of Elysium are more than willing to aid in its defense. None must be forced into service. None must be offered recompense for their sacrifice. Thus, though many of our creatures are neither militant nor violent by nature, We have been able to choose those best suited to warfare to serve in Our armies. Unlike the heretical minions of Our foes, all of the faithful regenerate health, even in the midst of battle. Also note the character summaries beneath my descriptions. Passive abilities come into play automatically when the creature attacks or moves. Special abilities however require mana and have to be activated by you in order to take effect! Not all of my faithful possess special abilities. I should tell you however that all of my ranged units require mana to attack normally.



Druid In time of peace, Druids perform many sacred roles in Fyllid society, from the tending of sacred groves to the keeping of lore. In time of war, they form the heart of Our fighting force. Druids wield no weapons other than their fists, but can use words of protection to create a shield around themselves, protecting them from harm.

Unit Type: Melee

Passive Abilities: None

Special Ability: Lifeshield – Creates a full body shield that reduces damage taken in battle.



Ranger Recruited from among the Fyllid, the Ranger holds sway over the darker heart of the forest. Using a bow skillfully crafted from the precious trees of the Daven Forest, each Ranger strives to attain perfection as a hunter and as a warrior, for they have taken as their creed the most martial aspects of Our teaching, and do not shrink from the tireless pursuit of personal greatness.

Of their arts, none is more unique than their mastery of tracking. At your direction, a Ranger will scry the location of the nearest enemy. Using a group of Rangers, you will find you can uncover the hiding places of all your rivals.

Unit Type: Ranged



Passive Abilities: None

Special Ability: Divine Sight – Shows where enemy units are located, even when hidden or far into the distance.



Shrike Among Our creatures, the most pure are the simple songbirds. The Shrike, 'tis true, is one of these, but its gift is neither so simple nor so harmless as would be expected of such a creature: The minions of darkness cannot bear the purity of the Shrike's song, which wounds them as surely as a Ranger's arrow. The druids, in seeing their fragile nature, have taught them the Lifeshield ability, which they can use to protect themselves from ranged damage.

Unit Type: Air

Passive Abilities: Sonic attack knocks down targets, stunning them. Good for interrupting enemy spell casting.

Special Ability: Lifeshield – Creates a shield that reduces damage taken in battle.



Scarab In the depths of the forest are a great many creatures no outsider has ever seen. A few of these, such as the Scarab, are called forth when the need for them is great. Something like a spider but far larger, the mystical Scarab spins a web, but hers is not a web for catching prey, but a web of healing. Treat her well and she will serve you well.

Unit Type: Ranged

Passive Abilities: Shoots a healing beam at your wounded creatures in order to heal them. Scarabs are a supportive unit not meant for attack.

Special Ability: None



Troll Feared for their destructive might and regenerative abilities--which render them nearly impervious to harm and less capable of understanding the pain others feel--Trolls can be both fearsome and savage. Indeed, of old, many of Our other followers warred against the Trolls and suffered from their raids. But one day, Athelas the Druid besought Us to grant them the gift of speech and thereafter taught them of Our name and instructed them in

Our worship. Thus did the Trolls come to live in harmony with all the Faithful and become for us the bulwark of Our armies.

Unit Type: Melee

Passive Abilities: Trolls regenerate life extremely quickly.

Special Ability: None



Gnome It is clear to you, no doubt, that We seek out righteous souls from other worlds to serve us as Mystics. It is even so that you have been taken into Our presence. Long ago, We brought an entire race--the Gnomes--from another world. Such a thing is not

often to be done, for the balances of nature must be respected, and even now there are times the crafty tinkers do test the limits of Our infinite mercy. Yet they are dear to Us, though not born of Us, and serve well in Our armies. They wield mighty Hand Cannons of their own invention, which, though slow firing, are very powerful, and make these otherwise timid creatures quite effective at defending Our justice.

Unit Type: Ranged

Passive Abilities: Shots strike their target instantly when fired. Allows for a greater chance of hitting moving targets.

Special Ability: None



Gremlin In the first age, all of Our followers were simple creatures. Some of the Fyllid from that age now serve Us as Druids and Rangers, and We would enhance the abilities and intellect of a great many other creatures. The first intelligent race We bore were the Gremlins. They were raised up to serve Us as messengers, and as not all come willingly

when called to Our judgment, the Gremlins have learned to ensnare and draw to them those who resist Our summons. They are not schooled in the ways of war, but you may find their talents useful for dividing Our foes or holding them in check.

Unit Type: Air

Passive Abilities: None

Special Ability: Web Pull - Ensnares an enemy in a sticky web, allowing it to be dragged towards the Gremlin. A useful method

for trapping enemy wizards and pulling them away from the blue souls they desperately need on the battlefield.



Mutant As Great Mother, We accept even the most bedraggled and undeserving under Our wing, teaching them to find the greatness within themselves. In the Mutants you shall doubtless find the most clear example of this principle. These are truly wretched creatures, beset by a grievous malady, by which their own bodies seem to war with themselves. Although this ill seems their greatest weakness, We have turned it to their advantage. Under Our care, they have learned to endure the pain of this loathsome affliction and rend from within their bodies the sprouting polyps in which its agents are concentrated. The diseased and hideous polyps may then be used as devastating projectile weapons which the Mutants throw across great distances, striking fear in the hearts of those who might otherwise abuse these miserable creatures.

Unit Type: Ranged

Passive Abilities: While dying, a mutant's body will shower healing energy upon all your forces in the surrounding area. Healing doesn't apply to enemy units of course. Thrown Polyps have area damage.

Special Ability: None

Of the Faithful, these We have disclosed to you are not the most wondrous. Yet, if you have heard any of what We have said, you need hear nothing more. What greater powers We command matter not, for even the least of Our creations possesses the potential for greatness. So also it is with you. Accept the wisdom of Our insight and be yourself the wiser. Know that you need no other spells or servants, no powers beyond the openness of your heart. It is time to cast aside all fear and doubt and set out to face your destiny, secure in the shelter of Our love.

THE BOOK OF PYRO

I am Pyro. God of Fire. They will tell you I am the god of Destruction and Chaos, but that is not entirely true. Pyro is the spark of imagination and the engine of industry. Pyro is the bringer of knowledge and the bearer of light.

Why do they slander me? Fear and jealousy. I expose their deficiencies. Persephone demands order. What is wrong with order, you say? Nothing, except when it really means fearfully clinging to the past and never taking the steps necessary to improve the world around you. Order cannot be allowed to stop Progress. Charnel promises everyone strife. He glories in it, or so he pretends. The truth is Charnel is afraid. He never builds anything because what if it doesn't work? If he loses a battle, he says, "What does it matter? My creatures were already dead." Cowardice! Then there is Stratos. Stratos is more craven than Charnel-if that is possible. At least Charnel pretends to stand for something. Stratos hides behind a veneer of neutrality and a supposedly noble love of the truth. Pity him most of all; for his lies are innumerable and he believes them all. And as for the god of earth... don't get me started on him.

They are jealous of what Pyro has wrought: The great furnaces of Pyroborea burn day and night, channeling the souls and life blood of my slaves into the creation of ever more powerful machines. Machines to make machines. Machines to fix machines. Machines to design machines. The slaves are only fuel, you see. Oh, I make no denials about its brutality, but you will come to appreciate brutality. Not the random mayhem of Charnel or the false justice of Persephone. No, the brutality of the crucible. Honest. Purifying. Inescapable.

There is an odor here, acrid and sulfurous. The medley of burning flesh and metal. How sweet is that aroma! Some call it pain and chaos, but it is progress plain and simple. I know you are not yet ready to appreciate it. I know it is frightening. You must burn away those parts of yourself that cannot love the smell of progress. Burn them utterly and savor the stench. All my followers do. It makes them strong. It makes them make me strong. If Pyro did not bring them progress, they would cast him aside and find a new god. That is as it should be.



Sorcery

Fire. The words do not exist to describe the beauty and the power of fire. Pyro would invent words to do the job, but this is unnecessary. Fire is already the best form of its own expression. Why be a poet of words, when you can be a poet of fire? That is what Pyro says. And that is why you will want to be a sorcerer, an artist with the flame.



Fireball Simple. Direct. Generate a large ball of heat and molten rock, and send it at your foes. There's nothing quite like a good Fireball.

Spell Summary - Ball of fire that causes significant damage.



Fireform Here is a bit of the wisdom of Pyro. Remember it well: The best defense is a dead opponent. Fireform protects you by burning anyone who dares come near you. If they're dead, they can't attack, can they?

Spell Summary - A shield of flame that burns any enemies it touches. Deal damage by running through a group of enemies, setting them alight!



Rings of Fire Patience is an important element of the discipline of sorcery. You must realize that not every foe can be slain outright with a single blast of flame.

Encircle opponents such as these with Rings of Fire, which continuously burn health bit by bit. Only the hardest of creatures have any hope of surviving this spell.

Spell Summary - Envelops an enemy in a pulsating ring of flame, slowly burning it to death. While enveloped in the rings of fire, the victim will be slowed considerably.



Dragonfire Dragons are celebrated in the lore and legends of this world and many others. They are revered. They are worshipped. They are feared. What rubbish!

Dragons get hungry. Dragons get greedy. Dragons die. What you really want is the dragon's fire. Who cares about the lizard? A good sorcerer can summon Dragonfire with no snake at all and use it to smite several foes, one after the other.

Spell Summary - A flying dragon of pure fire is summoned forth, that strikes a number of targets before burning itself out.



Explosion The name "Explosion" is a bit of an understatement. It is more like a ring of half a dozen explosions, each delivering copious amounts of incendiary and concussive damage. Even the stoutest of creatures are sent careening through the air. Try this spell against low-level creatures who have been guardianed to a Manalith. That's good fun.

Spell Summary - Ignites a targeted area with a flurry of small explosions. Creatures that are flung off cliffs will be lost, along with their souls.



Fire Wall We find that as a sorcerer grows in power, the cowardice of his enemy grows as well. A well-placed Wall of Fire can be just what you need to discourage the enemy from running away. It is also very useful for dispersing a line of enemy attackers.

Spell Summary - A long wall of flame that burns any who attempt to run through.



Rain of Fire Rain of Fire is a storm of fireballs directly out of the heavens. Persephone talks of being in tune with nature, and Stratos speaks of mastery of the elements, but tell me: Don't you think they would teach their wizards to rain down a shower of burning death if they could? If you've seen a Rain of Fire devastate a throng of enemy warriors just once, you know the answer to that.

Spell Summary - A shower of fiery meteors will rain havoc over a targeted area.

Pyro could describe even more powerful spells, but some powers are so mighty you must see them to believe them. Stick around and you will see them all. I promise you that. Whether you join me or not, one way or another, the day will come that you see the full destructive fury of Pyro unleashed. Take that however you like.

But enough of spells. To be a good sorcerer, you must also learn to employ the creatures of Pyroborea to wreak havoc for you.



Proles of Pyro

As is only sensible, Pyro has not relied on the natural abilities of his creatures, instead making every effort to enhance their military effectiveness. What better way to do this than granting them the ability to set their opponents on fire? Not very subtle, I know. But subtlety is overrated. Their destructive capabilities are so great, in fact, that an unskilled sorcerer will find his creatures are their own worst enemies. Also note the character summaries beneath my descriptions. Passive abilities come into play automatically when the creature attacks or moves. Special abilities however require mana and have to be activated by you in order to take effect! Not all of my disciples possess special abilities. My ranged units require mana to fire, so make sure they're fully pumped before sending them into a heated scrap. After all, wouldn't want them to sputter out!



Cog The lowliest of my slaves is the mindless Cog. Unfortunately, its heat energy is entirely used up in powering its deadly spinning bludgeons; so it is one of the few proles that does not burn its victims. That is, up until it is destroyed. You use them as fodder and then, whenever your enemies destroy one, it erupts in a searing steam blast, scalding anything near it.

Unit Type: Melee

Passive Abilities: Upon its death, it releases steam, causing area damage. (Careful, this will damage nearby friendly units!)

Special Ability: None



Flame Minion Back when the God of Earth still had an inkling of where he might find a shred of good sense, he sent me a tribe of Earthflings. Payment for favors I had done for him. Flame Minions are the result. They are quick on their feet and can shoot little fireballs out of their mouths. They're very good at taking down enemy flying creatures, and they can give themselves a temporary speed boost to escape more powerful enemies. Not that I approve of that kind of thing.

Unit Type: Ranged

Passive Abilities: None

Special Ability: Run Away – Don't confuse this ability with retreating. Run Away charges your flame minions up to speeds greater than even your level one wizard spell can bring about. The perfect ability for quick attacks or any other strategy you can devise.



Spitfire Spitfires talk big, but they aren't very tough. Don't let them fool you. They can't take much damage, and the cone of fire they project strikes a wide area but doesn't do that much damage. So used one at a time, they aren't all that effective. No, you fly a group of them in.

Then all that fiery breath adds up and probably hits several enemies at once. Good stuff.

Unit Type: Air

Passive Abilities: Area damage when breathing fire on targets.

Special Ability: None



Tickferno My engineers tried several experiments trying to make a Tickferno that could shoot out a stream of flame, but the weak, little things kept setting themselves on fire. We had to settle for the current ones, which can blast a line of targets with a powerful heat ray that saps strength and wipes out energy. We've started a program of extermination, but they breed fast, so there are still plenty available if you can find a use for them.

Unit Type: Ranged

Passive Abilities: Attacks take away large amounts of mana but little health. Perfect for draining magical targets.

Special Ability: None



Firefist What do you get when you take a big, savage brute, put burners on its forearms, and attach fuel tanks around its body? Even distribution of weight is one thing, but more importantly, something you might call instant devastation. Pyro calls it a Firefist. More than that, Pyro doesn't care to say.

Unit Type: Melee

Passive Abilities: As it takes damage, it deals out more damage.

Special Ability: None



Pyromaniac It is difficult to believe any self-respecting gnome would worship Persephone. They claim to have an interest in building and inventing things, but there they are making sacrifices to the Goddess of Antiquities. It can

only be that they're afraid. By staying in those rustic environs, they ensure that they know more than everyone else about the only kinds of things that matter: things. Well, don't despair. There are some who show more sense than that. They are very devoted to my cause, even abandoning their old, trusty hand-cannons to arm themselves with rocket launchers. They are so enthusiastic about Pyro's principles, they call themselves Pyromaniacs.

Unit Type: Ranged

Passive Abilities: Attack instantly hits enemies, setting them alight. While on fire, enemy units lose health at a significant rate.

Special Ability: None



Pyrodactyl Don't think that the proles can do nothing but set the enemy on fire. As important as this is, Pyro does recognize the need for diversity. Hence, the Pyrodactyl, which can swoop in on your foes and spray them with a coat of oil. This oil often blinds its victims

temporarily, but, most importantly, it makes them even more susceptible to being set on fire.

Unit Type: Air

Passive Abilities: None

Special Ability: Viscous Oil - This attack blinds enemy units and makes them more flammable to fire attacks. They provide the oil, you provide the match! Blinded units will lose their given orders and will remain useless until the blindness passes.



Bombard Maybe you've seen a lummox before? Big, slow, not too bright, but they can carry a large load and are pretty good at throwing things with their tails. Stratos has some throwing imploding "storm crystals" and calls them Flurries. And he claims to be smart. Ha! I fixed mine to toss bombs. True, these Bombards, as I call them, are none too accurate

but that hardly matters when the explosions start. Explosions beat implosions any day in my book.

Unit Type: Ranged

Passive Abilities: Sets targets alight over a wide area, causing burn damage as long as they're aflame.

Special Ability: None

That is not the end of the forces of Pyroborea, but why say more? Clearly Pyro's forces are the most powerful. If you don't understand that by now, Pyro has no use for you.

THE BOOK OF STRATOS

I am Stratos, God of Air and Supreme Lord of the Heavens. I am the bringer of storms. The mover of the firmament. Ah, let's do be honest, shall we? In any halfway-civilized world, I would be the only god.

My true form is too divine for mortal eyes to bear, but I find that lacking physical representation, I am too abstract for mortal comprehension. Some even have the temerity to believe me to be an unthinking elemental force. Au contraire. I am as cerebral as I am celestial. All of which I present as a simple explanation for the form in which you now observe me. Sleek, refined and dignified. A form nearly worthy of my perfection.

Speaking of which: It is not merely mastery of the heavens and all things godlike that lead me to this claim of superior divinity. (Although, if I may momentarily digress, I am master of the celestial and the elemental, the transcendental and the temporal, the meteorological and the epistemological, to name but a few of my areas of expertise.) No, such simple braggadocio does not speak to the quintessential nature of me. It is merely the plainest of facts that I am smarter, cleverer, and more insightful than all the other gods combined.

Look at my creations if you are in need of further evidence: Empyrea is, literally and figuratively, the loftiest of all realms. Its inhabitants more talented than any other's. The great libraries that hold the chronicles of our time are to be found in Empyrea. (If I may be candid, I am not certain many of the other gods' followers even know how to read.) Sacrosanct peaks onto which no mortal foot has tread: Also in Empyrea. (There are places in Dys where mortals do not go, to be sure, but it is for lack of



interest, not ability.) From the fantastical to the fearsome, the elusive to the erudite, Emphyrea—much as her lord—reigns supreme.

Elementalism

Many are the names which one might properly apply to the disciplines that are studied by my wizards: theurgy, thaumaturgy, sophistry, and so on, ad infinitum, but the preferred term is Elementalism. True, it does not include any of that crude fire-starting or rock-tossing that some arcane (or should I say "inane") scholars associate with the Elements, but let us leave that to the lesser wizards (and lesser gods). Mastery over air and frost and storms is far superior.



Lightning Simple and direct, a single blast of Lightning can do grievous injury to a greater enemy or strike down a lesser creature outright. The lightning will arc directly from you to your target; so it is advisable to ensure that none of your creatures are in the path.

Spell Summary –A painful blast of electricity. Shocking, positively shocking.



Air Shield By surrounding yourself with an Air Shield of small but very powerful swirling winds, you can mitigate much of the damage enemy creatures seek to inflict upon you.

Spell Summary – A mini-tornado that offers shielding properties.



Freeze Freeze causes a temporary condensation of frost around your target, rendering him completely immobile. The effect passes very quickly (and ends immediately if the subject is attacked), but is quicker still to cast and can be most effective at interrupting an enemy wizard's spells.

Spell Summary – Encases enemies in a block of ice.



Chain Lightning As you grow more powerful, you will learn to cast forth Chain Lightning, which strikes your initial target and then several more. This is a very potent ability, but it must be used with some discretion: If there are no other targets your creatures or even you may suffer a blast or two.

Spell Summary – A blast of electrical force that spreads to multiple enemies at once.



Soul Wind Even the best of wizards has a creature die every now and again. This is especially true of Elementalists, whose servants are often quite swift but admittedly less hardy than some others'. When the souls of your fallen creatures litter a still-active battlefield, you may use Soul Wind to reclaim them without putting yourself in harm's way.

Spell Summary - Mini-tornado that fetches and brings a blue soul back to you. While seeking the soul out, it shoots lightning at enemies. A soul possessed by the Soul Wind is up for grabs by anyone, so be cautious of people attempting to steal!



Frozen Ground When you create an area of Frozen Ground, any creatures within it are temporarily immobilized. As with freeze, this effect ends for each subject if it is attacked, but combined with a judicious deployment of your creatures, Frozen Ground can be devastating.

Spell Summary - Freezes an area of ground and all creatures on it.



Fence To defeat your enemies you must learn to divide and conquer, fight the battles you can win and avoid the battles you cannot. One of your best tools in this regard is the Fence spell, which summons, for a time, a line of glittering orbs. Potent lightning flashes course between the orbs, striking any foolish enough to pass near them.

Spell Summary - Wall of electrified orbs that strikes any units with lightning upon approach.

You are impressed, of course, but if you believe those spells are all I have to offer, you are sadly mistaken. True mastery of Elementalism will bring powers even grander and more awe-inspiring. Nonetheless, as I have sufficiently elucidated the general character and spirit of my magic, I shall stop there and now turn to enlightening you with a brief treatise on the creatures whom you will have the privilege to command as one of my chosen wizards.



Servants of Stratos

Though the realm of Empyrea is not as populous as Elysium or the Glebe, its denizens (through the guidance of my superior intellect) form a nonpareil fighting force. Without a doubt my servants are the most talented of all creatures, gifted with cunning abilities which may turn the tide of battle in your favor. Cunning, of course, is not always a good match for brute strength, but rest assured the superior speed of my servants should allow you to control where and when the battle is staged. Also note the character summaries beneath my descriptions. Passive abilities come into play automatically when the creature attacks or moves. Special abilities however require mana and have to be activated by you in order to take effect! Not all of my servants possess special abilities. My ranged servants do require mana to attack normally, so make sure they're fully charged before sending them into a conflict.



Frostwolf In the first days, the Frostwolves were slaves to Persephone's "circles of life." They were simple predators, swift of foot and sharp of fang, traveling in small packs. Always in a desperate search for sustenance. Always in fear of the great mountain Yeti. Helplessly subject to the cruel vicissitudes of ecological cycles.

Had it been up to the Goddess, they would never have arisen from this pitiful state of barbarity, but I intervened. I taught them to use their minds and free themselves of primitive superstitions. Their unmatched swiftness is still their greatest asset, but—having learned the fashioning and wielding of knives—they are quite deadly as well.

Unit Type: Melee

Passive Abilities: None

Special Ability: Run Away – Not to be confused with retreating! This ability speeds up your Frostwolves to an alarming rate. Utilize the extra speed to strategic advantage!



Sylph There have always been tales of the elusive mountain nymphs—mystical creatures of immense beauty, finding comfort in the solitude of the high peaks of Empyrea. Many are the men who have died atop the frozen heights when seeking to catch a Sylph for a bride.

As you would expect, there is some truth behind the tales that inspire such folly, but the secret of the Sylph is not where she hides, it is how she hides. For you see, a Sylph can remain unseen in plain sight so long as she does nothing to harm you. In battle, they are invaluable, appearing suddenly to loose a flight of arrows and then fading once more into the mist.

Unit Type: Ranged

Passive Abilities: None

Special Ability: Stealth – Can make itself nearly invisible. When in this state it cannot be targeted by spells or missile attacks, even if seen by the enemy. Must reappear when attacking.



Brainiac When unencumbered by the artificial constraints of the body, the power of the mind is an amazing thing. Though the Brainiac does (technically speaking) possess a body, it is of far less substance (if you will) than his mind.

Using his modest wings to keep him aloft and out of the fray, a Brainiac focuses his mental energies against an opponent in an irresistible psychic attack. In addition to traumatizing the subject so thoroughly that it physically suffers all the damage it imagines, this attack will often briefly debilitate the subject, causing it to fall to the ground helpless. Sheer genius.

Unit Type: Air

Passive Abilities: Knocks enemies down by the use of psychokinesis, causing a target to be stunned as well as wounded. Perfect for interrupting an enemy wizard's spell casting.

Special Ability: None



Vortick Not all of my creations possess great intelligence. However, this is not a problem because one of the (many) qualities of my genius is the insight to make the most of what natural abilities a creature does have. For the longest time, the simple-minded "tick" was a hapless herbivore which rapidly sucked air through a series of chambers in its carapace to make a frightful din and scare predators away. Typical Persephone rot.

Calling it a "Vortick," I modified its thoraxial carapace to channel the air into a swirling vortex—much more powerful and minus the unpleasant sounds. (Allow me to digress briefly, for I believe you are wondering if this "vortex" has influenced the name of the vortick. An excellent deduction. I would have expected no less of you.) The vortex casts its victims into the air and subverts any attempts they might make to attack.

Unit Type: Ranged

Passive Abilities: Creates a vortex to lift enemy units into the air. This causes some initial damage, followed up by the damage caused by the subsequent dropping of the victims back to the ground.

Special Ability: None



Squall I was so pleased by the unmitigated success of the Vortick, I began immediate work on the high mountain birds of prey called "squawks." (That's what the frostwulves called them, at any rate.) Again, rather than all that unpleasant sonic drivel, I re-fashioned its body to project an immensely powerful (gale force) blast of air. Initial experiments were disastrous, I do not mind telling you, until I removed their wings. Anchored on the ground, they were much, much more effective, knocking their subjects back instead of themselves. And thus the Squall was born.

Unit Type: Ranged

Passive Abilities: Gale force knocks targets back when hit.

Special Ability: None



Storm Giant In the elder days, before the hegemony of the five gods, great titans ruled the world. We obviously exterminated the great majority of them. It's very difficult to get the undivided worship of a group of villagers when the Fire Giant up the road demands offerings in exchange for not burning the village down.

Of these titans, only the Storm Giants survive in any great numbers. Ever the diplomat, I was able to come to an accommodation with their leader, Lord Surtur, and to this day they wear these very handsome masks in tribute to me. In addition to being big and strong, they are especially useful to an Elementalist.

Unit Type: Melee

Passive Abilities: A storm giant's passive abilities are activated via its special ability, "Call Lightning." When struck by lightning, a Storm Giant gets enhanced statistics, despite taking some initial electrical damage this powering-up also causes the giant to spew electricity in all directions.

Special Ability: Call Lightning – This ability calls down the lightning bolt from the heavens to activate the Giant's passive "power-up" ability.



Seraph Persephone does not talk about this (because it shames her and she's got an unhealthy preoccupation with meaningless concepts such as honor), but those gremlins she uses as messengers are not really the complete species that she represents them as.

You see, during the War of Purification (as the druid scholars call it—War of Persephone's Tantrum might be more accurate), not all of her creatures bought into the whole "wisdom and justice of our crusade" blather she was trying to pawn off on them. A great number of her messengers used their embassies to other lands as an opportunity to defect. These are ancestors of the Seraphim who serve me now. Like their gremlin counterparts, they fly and are able to ensnare a single victim, pulling it toward them.

Unit Type: Air

Passive Abilities: None

Special Ability: Cage Pull – Causes the Seraph to snare an enemy in a cage of pure energy. While ensnared, an enemy creature can be pulled towards the Seraph.



Flurry It's a cruel world out there. Rarely does one see creatures of different species in close cooperation. (I am not talking about those graft jobs Pyro does, either.) But it is a beautiful thing when it happens. What we call a Flurry is actually two creatures: an apprentice elementalist riding atop a cerulean lummox.

The lummox, of course, is a lumbering but docile mountain creature whose only defense is tossing things with its adept prehensile tail. To give them something better to toss, the young elementalists are taught the transmutation of ice into Storm Crystals, which create a powerful vacuum upon impact—a damaging implosion, instead of an explosion. Though not terribly accurate, the Flurry can rain down a devastating barrage of storm crystals from a great distance.

Unit Type: Ranged

Passive Abilities: Vacuum shot sucks enemy units towards the point of impact.

Special Ability: None

As wondrous and sublime as are the creatures I have just described, they pale by comparison with those few I have not mentioned. As you can see, everything I touch becomes far better than ever it was or might have been without my influence. I do hope you realize that, after you have entered into my service, the same shall be true of you.

II. SACRIFICE MENUS AND OPTIONS

Whew! I'm so glad those blowhard gods finally quit talking! It's as if the laurels atop their heads (or between their ears) give them some divine right to Babylon, and on, and on. I must mock subtly initiate, lest I get a lightning bolt in the behind.

Now that I've got that off my chest, allow me to introduce myself. I am Zzyzx, your practical helper and (dare I say) friend in the world of Sacrifice. You shall see me as the familiar that's always hovering about, ready to aid you with advice at the drop of a hat. Presently it's my sworn duty to sort out some of the

more mundane aspects of the Sacrifice gaming experience for you, so that you can slip more easily into the boots of a conjurer.

While the information that I shall relay to you now has nothing to do with gods, wizards, creatures, conjuring or fighting (unless you're having it out with your operating system), it's important to understand. I heartily recommend that you keep this portion of the manual marked for the occasional spot reference.

So without further ado, let's learn more about Sacrifice's menus, options and game mechanics, shall we? After all, if any harm should come to you, I should never forgive myself!





A. THE MAIN MENU

Single Player Campaign

Have your fellow wizards abandoned you? It could be that they are off relaxing somewhere, thoroughly engrossed in a tome of forgotten lore. Either that or they've all been banished. No matter. You will be pleased to know that Sacrifice comes complete with a large Single Player campaign to keep you busy. This campaign's challenging enough to make a Storm Giant weak in the knees, and is a good way to test your skill before heading into the multiplayer realm. Simply click on the "Single Player" button in the main menu and you're off to experience the campaign on your own terms.

Multiplayer Game

The gods of Sacrifice are enlisting new wizards everyday, and no doubt you'll want to pit yourself against some of them. If you feel strong enough for the challenge of multi-mage combat, click the "Multiplayer" button. Play against a remote opponent over the Internet, take on a friend or associate via LAN, or play against a few computer-controlled wizards.

Load Game

If you wish to continue a previously saved game, click on the "Load Game" button to access the game-loading screen. Choose the saved game you'd like to continue from the list displayed. You'll soon find yourself where you left off, for better or for worse! Use a degree of caution when saving and loading your character's position during the single player campaign. Loading a save game will overwrite the character's current position in the

single-player campaign with the position in the save file. Loading and saving data for a specific character will not effect any other characters you might have.

Options Menu

Click the "Options" button to open up Sacrifice's options menu. Here the game's graphics, sound, keyboard and network options can be tweaked to meet any wizard's preferences. You can also access the system information screen from this menu, designed for people who might be experiencing hardware or software issues.

Quit

All good things must come to an end, regardless of whether you've just completed a portion of the single player campaign or humbled a fellow spell caster in multiplayer. (Don't feel too bad, the demons of the pit shall make him welcome.) Click quit to close the portal to the world of Sacrifice and return to the world of Windows. There you'll be free to consort with other wizards of the corporate and the social kind - until your next adventure!

Now let's look at what you'll find in each of these menus in greater detail.





SINGLE PLAYER GAME MENU

Tutorials

Do you find yourself challenged in the magical arts, lacking savoir-faire in the prestidigitation department? If so, then Sacrifice's tutorial section is for you. Choose a tutorial to experience Wizardry 101 on the lush, sprawling campus of Magic U. (Situated amidst the ivy covered trees and forests of Elysium!) After completing the three available tutorial missions you will understand just about all there is to know about being a top practitioner of the arcane arts. Don't expect to wear a mortarboard at graduation, pointy wizard hats have become standard issue!

Tutorial 1

In this tutorial you'll discover that there's a lot more to moving around in the world of Sacrifice than meets the eye. (It's not as simple as point, click and go, you know.) Select this tutorial to learn about wizard movement (hither, thither and yon?), basic spell casting (sim-sim-salabim isn't on the list), and basic creature commands. You will find that professor Zyzyx will be with you every step of the way. Which reminds me, don't be tardy.

Tutorial 2

Possessing leadership skill isn't in the genes; it's acquired through hard work and practice. If you want people to follow you, you must set a powerful example. (Charnel will tell you that fear and intimidation is best to keep folks in line, but just ignore him.) Tutorial 2 teaches how to command creatures during

battle, and how to keep an eye on their life force and mana. There's also a nifty little lesson regarding Sacrifice's user-friendly X menu.

Tutorial 3

Call this tutorial, "Arcanum 201 - An Introduction to Spells and Sacrificing." Besides being the final tutorial, it's where you'll learn about advanced spell casting techniques. You'll find out what an altar is and how to keep it safe. Desecration of enemy altars is also a part of the curriculum. How does one desecrate an altar you ask? By sacrificing of course! If you ever hope to win, it's the skill to be mastered.

Sacrifice Campaign

Plunge headfirst into the mystical world of Sacrifice by clicking on the campaign button. It's a perfect way to meet the gods and to experience an epic adventure one episode at a time. What does Pyro have in store for the verdant pastures of Elysium? What's behind the quarreling of the gods? Find out over the course of this story-driven interactive adventure!

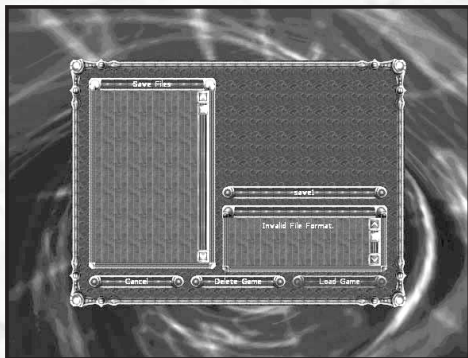
Scenario

Clicking here will allow you to play missions created using Sacrifice's Scapex level editor. The Scapex editor is included with the game. Missions downloaded from the Internet, created using Scapex, can also be accessed and played by clicking this button.

Cancel

Did you mean to choose "Multiplayer" but hit "Single Player" instead? Don't be embarrassed wizard, it happens to the best of us. Simply select "Cancel" to return to the main menu. Here you can start afresh with your navigation through the game's modes, options and scenarios.





LOAD GAME MENU

Save File Display

This convenient window reveals a list of previously saved adventures. Select one by clicking on its name with the mouse, then click "Load Game" to play. Or, just double click on the game name to load it and continue playing.

Description

This window shows the contents of the saved game that you selected. Detailed in the window are the wizard's name, map name and type of saved game you picked.

Cancel

Clicking here takes you back to the main menu - no harm, no foul.

Delete Game

If the battle simply cannot be won, if the field is strewn with the corrupted souls of your slain minions, then perhaps it is time to strike the whole dark episode into oblivion. Click here and the game you wish to delete will pass on into the netherworld. (Sigh. If it were only this easy to rid us of Charnell!)

Load Game

Conjures up a game file that you choose under the "Save File Display" for play. Pick up the adventure where you left off, and replay your scenario if things didn't turn out as you'd hoped the first time around.

Loading a save game will overwrite the character's current position in the single-player campaign with the position in the save file. Loading and saving data for a specific character will not effect any other characters you might have.





MULTIPLAYER GAME MENU

Local Game

The "Local Game" option is for those wizards who don't really wish to play alone. By clicking this button, you can play a single player game against one or more of the computer's artificially intelligent wizards. Take heed initiate, for while they may only be of the mage clan known as the "AI," they will wipe you from the face of the realms given half a chance!

Local Area Network Game (LAN)

This option allows you to create a local area network game, or to join a LAN game in progress. Please note that if your computer is not connected to a local area network, you will not be able to choose this option. Players should make sure that the IPX protocol has been successfully installed under windows.

Internet

Select "Internet" to take your Sacrifice skills worldwide! Pit yourself against other wizards hailing from all parts of the globe! The Internet's a wonderful thing, no?

Cancel

Returns you to the main menu without having made any selections. The perfect choice for self-conscious wizards who don't feel up to a challenge with sentient beings!



OPTIONS MENU

Graphics Options

Click here to adjust Sacrifice's video resolution and 3D settings. Higher resolutions depend largely on your system's specifications and 3D capability. Thus not all options may be available to you. If a problem running the game should arise, especially with a specific configuration, Sacrifice will issue a warning that you may choose to ignore. (At your own peril, I might add!)

Sound Options

Click here to adjust the game's sound options and volume levels. This menu shows the sound card and driver in use. Sound effects volume and music volume can be tweaked here using the available slider bars. After all, some people are all about the effects, some go just for music. As for me? I'm a familiar who leans towards the default settings.

Keyboard Options

Ah, variety is the spice of life! Of course James would beg to differ, but then he never leaves his earthy abode to know what variety is. Click here to change Sacrifice's keyboard controls and bindings to match your playing tastes. It's total freedom, initiate.

Miscellaneous

This is where you go to adjust mouse settings, clicking speed and other game factors such as friendly fire and pop-up tips.





System Information

Click here to see Sacrifice's interactive troubleshooting screen. Go here to see your system specifications, and for troubleshooting Sacrifice should the need ever arise.

B. OPTIONS

Graphics Options

Resolution

This window allows you to change and view the video modes available to Sacrifice. The higher the resolution, the more demands on your system.

Use Detail Textures

Click here to turn detail textures on or off.

Use Light Maps

Click here to turn light maps on or off. The light maps determine how far back lighting effects appear in the distance. It's a matter of personal taste, and won't affect performance.

Use Multitexture

Click here to turn multitexturing on or off. Having multitexture turned on greatly enhances the detail of the terrain by pixel enhancement.

Triple Buffering

Click here to turn triple buffering on or off. Clicking this option on allows for smoother framerates at the expense of video memory.

Widgets

Click here to turn widgets on or off on the 3D landscape. Widgets are the little decorative things you see on the terrain, such as blades and tufts of grass. Turning widgets off improves the performance, but takes away some of the beauty of the environment.

Blood Stains

Click here to turn blood stains, that splatter all over the landscape, on or off.

Explosion Scars

Click here to turn landscape explosion scars on or off.

Disable Fogging

Click here to turn fog effects on or off. This pertains to visual fog seen in the environment and has nothing to do with the mini-map. Don't confuse this fog with "Fog-of-War."

Disable Texture Strips

Activating this feature disables one of the more advanced features of direct 3D that may give some video cards problems.

Character Texture Resolution

This slider allows you to change the texture resolution of the creatures and wizards in Sacrifice. Higher resolutions make the level of character detail sharper and more refined. This takes up more VRAM that your machine might not be able to spare, so keep this in mind before selecting a high level of resolution.

Max Scars

This slider allows you to adjust the maximum number of scars that will be displayed on the landscape during battle. Scars on the landscape are patches of blood, or black charred areas caused by explosions and spell casting. By reducing the maximum number of scars displayed on the landscape at once, this frees up more memory, allowing for an even smoother framerate.


Target Framerate

This slider allows you to change the target framerate in the game. By adjusting the framerate you can find the best balance between level of detail and frames per second on your machine. The recommended and default setting is 20 frames per second. This allows for high playability with a high polygon count. (Note: Setting at 20 fps does not limit performance to 20 fps)

Gamma Correction

This allows you to adjust your video card's gamma correction in the game. If your screen is too dark or too light, adjusting the gamma correction is the solution.





Texture Filter Mode

This button allows you to adjust the texture filter mode from point, bilinear, or trilinear. Point texture filtering offers low quality textures with high machine performance. Trilinear texture filtering offers the highest quality textures with lower machine performance. Bilinear is a mix of the two.

Texture Resolution

Changes that resolution of all textures not on the characters. You must exit to windows and restart the game for this feature to take effect.

Sound Options

Current Provider

This window shows the current sound driver being used by Sacrifice.

Provider

Shows and allows you to change Sacrifice's sound driver and mode.

Sound Volume

This setting allows you to change the volume of Sacrifice's sound effects.

Music Volume

This slider allows you to change the volume of Sacrifice's background music.

Keyboard Options

Control Keys

This window allows you to view and change the keys that are used to move yourself around in the game. To change the control keys, click on the key you want to change with the left mouse button. Then press the new key you want to bind. Repeat this procedure with as many keys as you'd like.

Command Bindings

This window allows you to view and change the keys associated with spell casting, making formations and all other activities not related to movement. To change a command key binding, click on the command you wish to change with the left mouse button.

Then press the new key you want to bind. You will also find it a simple matter to bind command keys while in game. To bind a key while playing, first move your cursor over the icon of the command you wish to bind. Hold the "Ctrl" key plus the "Shift" key and the desired key that is to be your hotkey. (Make sure your cursor is still over the icon of the desired command while pressing the keys.) The selected command should instantly take place when your chosen key is hit.

Add New Binding

Click here to add a new key binding not on the command list. Select the type of command you want you bind in the left hand window. Then select the specific command under that category on the right hand side. Finally, press the key you want to bind to the command.

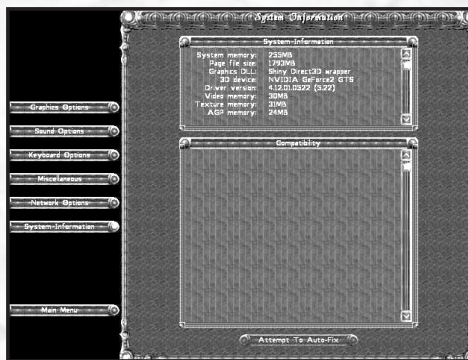
Reset To Default

The perfect choice for when you've botched things up completely! Removes all new key bindings and restores the game controls back to their original settings.

Miscellaneous Options

The options under this menu deal with those little aesthetic extras that make playing Sacrifice all the more enjoyable. Tweak your mouse speed, clicking speed, or mouse wheel controls. You can even toggle the pop-up gameplay tips and friendly fire on or off. Zyzyx, that's who.





System Information Screen

Computers, having been made by mortal men, are prone to act up on occasion. Sacrifice's System Information Screen will tell you if there's any problem your computer might have running the game. Such problems will be displayed in the box marked "Compatibility." Sacrifice, after identifying a problem, can attempt to rectify the issue. The most common problem Sacrifice will identify is that your personally chosen settings exceed the capabilities of your hardware. If you choose to have Sacrifice auto-fix this problem, the game will calculate and adjust your settings for the best performance possible on your PC. If you continue to experience problems running Sacrifice, make sure your computer meets all of the minimum system requirements marked on the game box. If all else fails, consult the technical support section at the end of this manual.

III. THE GAME OF SACRIFICE

A. CREATING A CHARACTER



The Character Roster

I, Zyzyx, am pleased to inform you that Sacrifice is a game with character. The five gods, their ideologies and separate agendas will quickly immerse you into a world overflowing with mystery and magic. Before setting foot into the realms, I suggest creating a character. To assist you in character creation there are over 13 different wizard models to choose from. There's also a nearly infinite amount of names that you can give them, your imagination's the limit. You will be prompted to either create or choose an existing character each time you select the Single Player Campaign or a Multiplayer game.


Multiplayer:

When on this character roster screen, selecting "New Character" takes you to a place where you can scroll back and forth through the wizard models. A graphical representation of each will be presented before your eyes. Once you've found the wizard you want, you can use the text bar at the top to manipulate its default name or to create one from scratch. When you're finished, click "Create" to create the wizard. You'll see that the new character has now been added to the character roster.

Single Player:

In the single player campaign you will assume the role of Eldred, a powerful wizard. Since the single player campaign is his story,





he is the only selectable character in this mode.

When you're done creating and naming wizards, click your mouse on the wizard that you wish to play as. Now click on "Select Character" to continue on to the game. Selecting cancel will return you to the main menu without selecting a wizard.

B. THE GAME LOBBY SCREEN AND GAME SETTINGS MENU

The game lobby screen appears whenever you decide to play a local, LAN or Internet game of Sacrifice. It serves as the place where players log in, select their patron god and decide upon a map for play. Once gathered in the lobby, wizards can choose to team up or compete against each other. The upper left hand portion of the screen shows the open slots (shaped like rings) that players fill upon logging into the game. The player rings reveal a person's slot number, player type and team affiliation. The buttons to the right of the rings provide each player's character name and chosen god. Note that the player slots can be closed to narrow down the maximum number of players, or to add computer players into the mix. Please note that if you're playing Sacrifice's single-player campaign, you will not be brought to this screen.

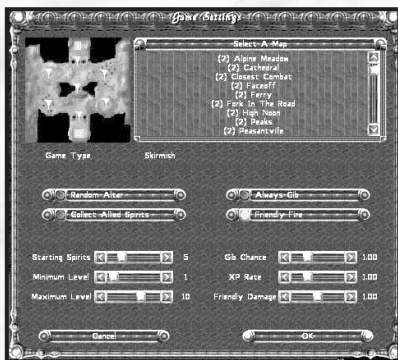
The large box on the lower left of the screen is for chat. Players who have logged in can type messages back and forth. The upper right hand portion of the "Game Lobby" screen shows the current map selected for the game. It will always be blank until the game creator selects a map for play.

Once enough players have logged in and you're ready to go, you'll need to choose a map on which to play on. There are multiple options for gameplay that you can adjust as well. Click on the "Game Settings" tab in the lower right hand corner of the screen to make your selections. You cannot start the game without selecting a map using the "Game Settings" menu. Below is a detailed description of all the choices the "Game Settings" menu offers.

Selecting A Map

In the world of Sacrifice, there are five lands, all wondrous in their own sort of way. There's Elysium, with its lush forests, tranquil waters and verdant fields. Conversely there's Dys, a domain of the damned where blood, charred lava crust and death holds dominion over all. The Glebe is a mountainous and earthy

domain filled to the brim with...rocks. Pyroborea is a land of fire, forever scarred and altered by the march of technological progress. Finally there's Empyreia, the sky domain where graceful winged creatures soar over idyllic valleys and vistas.




These dominions all have unique topographies on which to do battle, and there are plenty of maps included with Sacrifice that make the most of them. For example, the map entitled "Close Combat" is a small, cramped battle arena designed to maximize the casualty rate. The "Valley of the Dead" consists of a tight land bridge situated in the midst of hell, where taking and holding it is the only means to victory. To add a little flavor to your multiplayer gaming experience, try "Gladiator," a map that features tough bosses in the center of the playing field. They'll pick a fight with anyone!

The "Select Map" window displays the entire catalog of maps you can play in the game. Scroll down the list, check out the maps, and have fun trying each of them out. The number of wizards allowed on each map is listed in parentheses next to the map's name. You will not be able to start a game if the number of players in the lobby exceeds the maximum number of players next to a map.

Game Types

I am sure you know this wizard, but I shall tell you nonetheless. Everything in life, no matter how enjoyable gets stale from time to time. You'll be pleased to know that Sacrifice offers four variations of gameplay to ensure that there's always something new to try. Each type of gameplay offers its own style of play and



objective. I will now offer you descriptions of the game types, so that you will know what it is you'll be getting yourself into!

Skirmish

This game variation is Sacrifice's take on "Last Man Standing." (Wizards taking the place of men!) It's a winner-take-all game of domination and subjugation; the player who desecrates all of his opponent's altars wins the game.

Slaughter

Well now, the name of the game kind of gives it away, eh? In this game type, competing wizards must aspire to racking up a high body count. The player who reaches the winning number of creature kills first is the victor. Clever deployment of forces and the timely application of healing spells will make all the difference in this game of kill or be killed. The number of kills needed to win can be adjusted when this type of game is chosen.

Soul Harvest

Persephone, Pyro, Charnel, James and Stratos are constantly struggling to be top deity of the realms. This never-ending thirst for supremacy gives rise to their need for more and more loyal subjects. It's not unusual therefore for them to ask their wizards to go on a little soul-harvesting sojourn now and again. In this game type the first wizard to harvest a set number of souls wins. Not only is it necessary to be good with spells and creature deployment, it's more vital to deploy brigades of Sac-Doctors. Protecting them as they go about delivering souls back to your altar is also vital in this variation. As in slaughter, the target number of souls needed to win can be adjusted when "Soul Harvest" is chosen from the "Game Settings" menu.

Domination

While soul harvesting is a great way to get Sacrifice's powerful creatures under your control, scooping up every Manalith in sight is essential to get a monopoly on raw, magical power! Domination is a fast-paced game of "capture-the Manalith." The first wizard to control a set number of Manaliths is the winner. Players determine this winning number before the match begins. Keep in mind that the more Manaliths you control, the faster you replenish mana (with the right number of Manahoars of course).

Game Settings

These game settings can be applied to a multiplayer game of Sacrifice. Below you'll find a description for each. Not only do they add even more variation to the game experience, they serve to speed up or slow down the game's pacing as well.

Random Altar

Selecting this box will randomly start each wizard at a different altar on the map. (All altars on the maps are in fixed positions, this option just mixes up who starts where.)

Always Gib

When playing Sacrifice, you will notice that when creatures die, they expose their souls for conversion and collection. By selecting this box, you will ensure that all enemy creatures will "gib," (splatter into gory kibble) instead of just falling down lifeless. This little variation makes various levels fun to play again and again, as souls won't have to be converted. Gibs only yield blue souls! The perfect choice for those in a bloodthirsty mood looking for a fast game!


Collect Allied Spirits

Clicking this option will allow you to collect the souls of your allies without having to convert them. (Perfect for team play!) This makes the game flow more quickly, enabling players with time constraints to possibly squeeze more games in. The realm's Sac-Doctors are overworked as it is, so try this style of play and give them a break!

Starting Spirits

This slider allows you to set the number of spirits each wizard receives at the start of a game. The more spirits you start with, the easier it is to get moving with a bunch of creatures and Manahoars. The fewer souls everyone start with, the more it forces people into quick combat in a quest for souls. Depending on the style of the game you like best, set the spirit value accordingly.





Minimum Level

This slider sets each player's experience level at the start of each game. Start off as a neophyte conjurer or make a splash on the scene as a sorcerer. Note that starting at higher levels gives players access to more powerful spells and creatures right off the bat!

Maximum Level

Adjusting this slider acts as an "experience cap," that is, it sets the maximum experience level each player can reach during the game. This function can level the playing field between experienced and beginning players. In Sacrifice, players can reach a level of 9, but no higher.

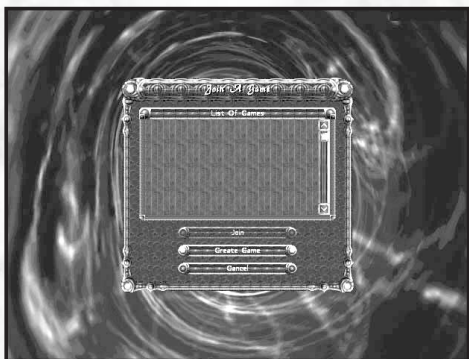
Gib Chance

Tweaking this setting allows you to set how often each player will be able to gib enemy creatures. The higher the setting, the more frequent a gib will occur. (Also, the more blue souls you can instantly collect as bonuses!) Setting the slider to 100% (4.00) will ensure that nobody is spared from a good splattering!

XP Rate

This slider allows wizards to set the rate at which all players in the game gain experience. A higher value equates to a more rapid rate of leveling up. A lower value, especially a value less than one, really slows down the rate of leveling up in a game.

C. JOINING OR CREATING A MULTIPLAYER GAME



List of games

After you've decided to jump into a LAN game or a game on the Internet, you will see a screen that shows the current games being played and created. This screen shows itself immediately after you have chosen your wizard from the "Character Roster" screen.

Join

Clicking on this button allows you to join a selected game while it is in progress.

Create Game

Selecting this button allows you to create a Sacrifice game that others will be able to see and join.

Cancel

Going here returns you to the multiplayer menu.

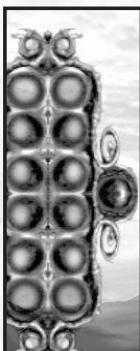


D. THE IN-GAME SCREEN

Now that we've covered the dry stuff, we can move on to talking about the gameplay. So pay attention wizard, as these lessons will prove the most valuable to you.

The first of these lessons deals with the "In-Game Screen," namely the screen you see at all times while playing Sacrifice. If I don't teach you about the In-Game Screen, the gods should surely think me mad for sending you out into the field unprepared! This information can mean the difference between life and death, so let us tarry no further. One of the most important parts of the "In-Game Screen" is the USP, or Unit Selection Pane.

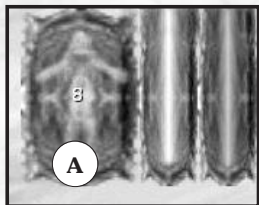
Unit Selection Pane



The Unit Selection Pane appears as two rows of 6 rings enclosed in a box on the left hand side of your screen. It shows up to 12 creatures (one creature per ring) that you've selected at a time for movement. If you look closely you will also see that there's a single ring on the right hand side of the box. This ring displays a creature's special ability. For example, if you select one Druid, or a group of 12 of them, you would click the special ability icon to activate their life shields. Not all creatures have special abilities, but if they do, an icon will appear in this special circle, ready to be activated at your command. If a group is comprised of heterogeneous units, then the special

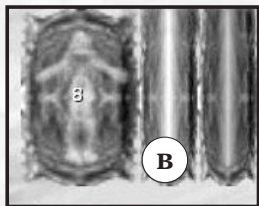
ability of the highest ranking unit will be displayed in the special ability circle.

Soul Counter (A)



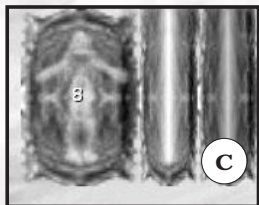
The Soul Counter is to the left of your mana and health bars in the shape of a hovering blue soul. The number in the center of the counter displays how many souls you have available for creature summoning. Summoning small creatures requires one soul, while summoning really large creatures requires two or more. If the counter reads zero, you will have to collect more souls or convert others before you can summon more creatures.

Mana Bar (B)



The Mana Bar is found in the upper right hand corner of the screen, located right of the Soul Counter. A glowing band of aqua, this Mana Bar shows how much mana you have remaining for casting spells. If the bar is full, you have 100% of your mana at your fingertips. If your mana should drop below 25% of your total allotment, you will receive the warning, "Your mana is low." Tapping into Manaliths and using Manahoars effectively greatly improves the refresh rate of your mana supply. A final thing to remember is that each time your wizard levels up in the course of game, your maximum mana capacity is increased. The better you get, the more mana you will have to spend.

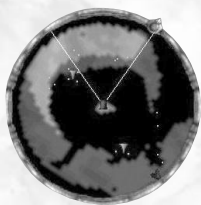
Life Bar (C)



Adjacent to the Mana Bar, the red Life Bar shows how much more damage you can sustain before you are killed. Speaking as your friend dear wizard, I urge you to keep an eye on it at all times, especially during the heat of battle. If your life should ever reach zero you will die and change into spectral form. As a specter you will only be able to give orders to your troops. You will NOT be able to cast spells or

collect souls. If you should die, I urge you to return to a Manalith, mana fountain or your altar. (Manaliths are the best means of replenishing your mana supply, altars the worst.) At one of these locations your mana will start to recharge. When you have replenished 25% of your mana bar, your life bar will fill completely. When this occurs you will be resurrected, turning into physical form once again. If your altar should ever become desecrated, the death you will suffer will become permanent! So protect your altar with your life, because if it's gone, your God will not be able to save you.

Mini-Map



This is a round diagram found in the lower right hand corner of the game screen. It gives you a bird's eye view of where you are and where you can go in the surrounding area. Places you have yet to venture are blackened out, ready for you to explore (this phenomenon is known as the "fog-of-war").

Sometimes the need will arise to see a larger or smaller portion of the map. This is accomplished by zooming the map in and out. Zoom in by clicking and holding down the middle mouse button on the map, and dragging up or down. If your mouse isn't equipped with a middle button, hold the control (ctrl) key down, click the left mouse button on the map and drag up or down.

Lots of information about your surroundings can be gleaned from the mini-map. You will appear as an oblong white shape directly in the middle. I, Zyzyx, will sometimes appear as a green dot if you zoom in on the area around you.

Other creatures will appear on the mini-map as dots too, colored according to their team affiliation. You can get information on just about anything on the mini-map by placing your cursor over it. When off the map your creatures and buildings will appear around the edge of the mini-map as small grey arrows. These arrows indicate the direction you will need to travel in order to reach them. This is useful for knowing where your altar and Manaliths are located. These arrows will flash in case your buildings are being attacked. If so, simply select the teleport spell and click on the arrow that's flashing. You'll be taken to the building under attack in time to defend it!

The map always orients itself in the direction that you are facing, so when you turn, it rotates in a complementary fashion.

It's possible to teleport all over the map by invoking the teleport spell and clicking on the building that you'd like to warp to (you can only teleport to a structure that's yours). This is very helpful if the tide of combat is turning against you and you want to regroup somewhere peaceful. Your altar perhaps? There will also be times when you will need to teleport back to your Manaliths or altar for defensive purposes. The ring shaped structure on the mini-map shows the exact location of your altar, and your Manaliths will appear as colored spheres. Shrines are indicated by "plus" symbols.

You can also use the mini-map to issue orders and select troops, but I will get to that much later.

Spell Tabs

The spell tabs are a wizard's first (and last) line of offense and defense. They are found in the lower left hand corner of the game screen. There are 3 kinds of spell tabs.



Creature Spell Tab: The first tab, located on the left, is for creature creation. Every wizard starts off with a Manahoar spell. The other starting creatures available for summoning will vary depending on your patron god (or goddess, all apologies Persephone).

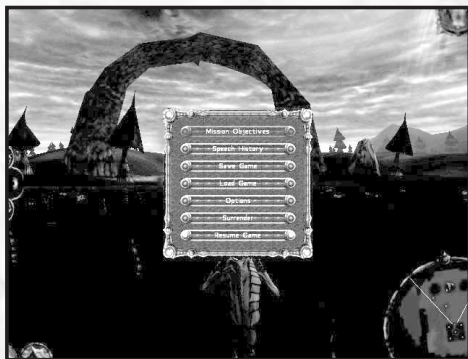


Combat and Healing Spell Tab: The middle tab is for spells having to do with fighting and staying alive. You'll find a speed up spell, attack spell (such as fireball or wrath) and a healing spell. Other spells will be acquired through experience. The gods, knowing of your growing power, shall pass this knowledge unto you when you level up.



Structure Spell Tab: The tab at the extreme right is for structure spells, which deal mainly with the buildings within Sacrifice (Altars and Manaliths). You can also find the conversion spell listed under this tab when you wish to convert a slain enemy's soul. At the beginning of a game, you will find spells for Manalith creation, guardian, conversion, desecration and teleportation ready for use. Others spells will be acquired when you level up.

E. THE PAUSE MENU



The pause menu is called up when the escape key is pressed during a game. Calling up the pause menu freezes the game, making it a perfect way to take a bathroom break. Wizards, despite their immense power, are extremely prone to the call of nature. Some wizards think this is a side effect of too much mana absorption, but I think the root of the problem can be traced back to Pyro's immense breweries. To him, beer is on a par with progress. Here's what you can find when you pull up the pause menu:

Mission Objectives

Clicking on this tab displays the key tasks that must be performed in order to complete the current mission you are on. For example, if Charnel orders you to produce over 12 fallen to complete the mission, you will see this order listed in the Mission Objectives box. A handy tool if you are stuck about what it is you should be doing.

Speech History

In case you get distracted in the course of an adventure and miss some of the dialogue or plot, simply call up the speech history by hitting escape to recap the text you missed! This feature only recaps the dialogue up to your game's present point, so don't expect it to give away what happens next!

Save Game

Simply click here to save your game at anytime.

Load Game

Click here to load a game at any time. Perfect for slinking out of those disastrous episodes you'd care to forget. Loading a save game will overwrite the character's current position in the single-player campaign with the position in the save file. Loading and saving data for a specific character will not effect any other characters you might have.

Options

Click here in order to quickly adjust graphical detail, texturing, mouse speed, texture framerates, gamma correction, and sound and music volume.

Surrender

If your back's against the wall, when all seems lost and the corpses of your creatures lie strewn and heaped all around you, it's time to surrender. Click here to resign and live to fight another day (or stay and be banished to the nether regions where you'll be chained to some rock, crows eternally pecking at your liver). If you surrender during the single player campaign, the choice to restart your mission from the beginning will be presented to you.

Resume Game

Takes the game out of pause mode. But then again you knew that already initiate. . . I hope?

F. SACRIFICE GAME MECHANICS

After all that's been said about the game's many options and menus, your old friend Zyzyx has not forgotten you. Nay, I am here and ready to continue on to the final part of your training.

The gods have ensured that Sacrifice's game mechanics are straightforward and easily mastered. Henceforth I shall describe how to move, cast spells and just about do everything else in the game, so that you may at long last get on with adventuring.

Keep in mind that all this information can be practically applied by going through each of the three tutorial missions located under the "Single Player" menu. I recommend completing them before jumping directly into combat. Of course, if you're one who learns best by losing. . .





Basic Movement

Basic movement in Sacrifice couldn't be easier to describe, or mystic one. To run forward, press and hold the "W" key. To run backwards, press and hold the "S" key. Pressing and holding "A" will turn you left, while pressing and holding "D" will rotate you to the right.

So simple, you'd think there was a catch!

Camera Control

Know thy divine gifts wizard, one of them being camera control. The gods have blessed you with the ability to take yourself out of your own body and see extreme close ups or aerial views of the gaming action.

Zooming with Sacrifice's camera while playing can be achieved in one of three ways. The first is the mousewheel. Spin the wheel up or down to zoom in or out. If your mouse has no wheel, then pressing the + and - keys will work nicely (plus key to zoom in, minus to zoom out). Finally, you can zoom in or out by moving the cursor to the extreme top or bottom of the screen. Looking left or right can be accomplished by moving your cursor to the extreme left or right side of the screen. Look in any direction by holding down the middle mouse button (or mousewheel) and dragging the mouse where you want to focus the camera (if you do not have a middle button, simply hold down the Ctrl key and use the left mouse button instead).

Summoning Creatures

A general is only as good as the troops that carry out his orders, and so it goes for wizards. To win at Sacrifice, armies of creatures must be summoned and deployed with skill and precision. The right troops at the right time can mean the difference between a wizard's victory or defeat.

When starting a game, you find yourself alone or with a small complement of creatures. In order to begin creating an army you must first be sure that you are getting enough mana. To this end you should do two things - create a Manalith and summon a Manahoar. First, locate a mana fountain and cast the Manalith spell on it. After it's built, open the Creature spell tab and cast the "Summon Manahoar" spell by left clicking on it. In a few seconds a Manahoar will be summoned by your side. Notice that

when you summon a creature it is automatically added to the "Unit Selection Pane," ready to be controlled.

Now, with a good source of mana, you can summon as many creatures as you have souls. Practice summoning a few more times, selecting some of the other available creatures from your Creature Spell tab.

Any creatures summoned will follow and guard you by default unless given other orders.

Commanding Your Creatures

Now that you've got a few creatures summoned, let's boss them around a bit. First select one of your creatures by clicking on it. Now right click on a place you'd like them to move to. Practice moving a little bit more. Know that when you right click to issue a creature an order, the creature will perform a default action. This means that it will try to do the sensible thing based on the current situation.

You now know that when you right click anywhere on the ground, you will tell a selected creature (or group) to move there. If you select a creature and then right click on another friendly creature, the first creature will guard the second. This applies to a group of creatures as well. In fact, a good way to have a large group of heterogeneous creatures move at the same rate is to have the quicker ones guard the slower ones. Right clicking on an enemy creature or building will cause your selected creature or creatures to attack the target.

A series of consecutive commands can be issued all at once. Let's say for example that you wanted a creature to run around a boulder in a complete circle. You would give this one order as a chain of smaller orders by marking a series of waypoints.

When a series of orders are given as waypoints, they will execute in the order that they are given, one after another. To issue waypoint orders, hold down the shift key and then click a series of tasks. Both right-click orders, and orders issued via the X menu (such as formation, special ability and attack) can be given as waypoints.

Group Selection

In Sacrifice, wizards don't attack with one puny unit at a time. They attack en masse! After all, nothing instills fear in the enemy more than a huge rampaging horde about to bear down on them.



To select multiple creatures to form a group, hold down the left mouse button and drag the mouse over all units you wish to be included. If you double click on any creature with the left mouse button you will notice that the action selected all units of the same species in the immediate area (this can also be accomplished by clicking your middle mouse button if you have one). This is an easy way to separate different kinds of troops quickly in case they get mixed up. Keep in mind that these actions can be done on both the main screen and mini-map.

Numbers can also be assigned to creature groups. When you have a group made that you'd like to assign a number to, select it. Then hold down the Ctrl key and hit the number 1 key on your keyboard. You should hear yourself declaring that they are now group 1. You can assign numbers to a maximum of 9 groups. Group 10 will be comprised of any 12 creatures not yet in a group (summoning creatures puts them in group 10 by default unless they are assigned to another group). To create the first 9 groups, use the number keys 1-9, following the above procedure.

The X-Menu



You will notice wizard, that if you right click anywhere on the game screen an X menu will appear. If you keep the right mouse button depressed, you can traverse this X menu by moving up, down, left or right. Moving in all four directions opens up a variety of commands you can quick select. Below the commands are listed in detail. The other commands available via the X menu deal with putting your units in formation. These formations are described in the following section.

Change Camera



Selecting this command zooms the camera in and out through the default camera positions.

Use Creature Ability



Selecting this command activates your chosen creature's selected ability. (Your selected creature must possess such an ability for this to work.)

Guard



First, select the creatures you want to do the guarding. Next, select guard from the X menu. A "Guard Cursor" will appear. Finally left click this cursor on the unit or units you wish to be guarded. You may also click on an area of ground you'd like your creatures to defend.

Retreat



Only use this command in case of extreme emergency. By selecting retreat from the X menu, ALL non-guardian units will fall back to guard you.

Attack



First, select the creatures you want to do the fighting. Next, select attack from the X menu. An "Attack Cursor" will appear. Finally, left click this cursor on the creatures or structure you wish to attack. Or, click on an area of ground and your creatures will attack any enemy units they come across on the way there.

Go To




First, select the units you wish to move. Next, bring up the X menu over the exact location you wish to move the unit or units to. Select the "Go To" command. Your units should automatically move to the desired location.

Formations

You may have noticed that your troops will gather in a straight line by default whenever they reach a destination. They will continue this default line formation until you issue them new formation orders.





Changing the formation of your creatures is as easy as pulling up the X menu. Hold down the right mouse button over a creature you wish to give a command to. Without letting go of the button, and after you see the X menu appear, move up, down, left or right to see some available formations. Let go of the right mouse button after you choose your desired formation.

After selecting a new formation, you should hear yourself shout out the order to your troops. They will not take on their new formation until they are given their next order. As a final note, your troops will continue to use a given formation until ordered to use another.

Below is a complete list of the formations in Sacrifice and their various uses:



Circle Formation The circle formation is perfect for when you want your troops to guard a specific creature, or even yourself. Units will surround the individual they are assigned to defend, preventing other units (hopefully) from getting through. To assign creatures a character to defend, right click on the unit you want protected after issuing the circle formation order.



Phalanx Formation This formation commands units to move in a small, tightly knit group. Being a good way to bash through enemy lines, it's also the perfect formation for your Manahoars. Summon a few, select phalanx formation and right click on yourself. They should follow you around and stay out of your way (wouldn't want to trip over them now would we?).



Semi-Circle Formation The semi-circle formation arranges your troops in a crescent, shielding the units directly behind them. A semi-circle of melee troops backed up by a line of ranged units is a formidable combination. While the enemy tangles with your infantry, your ranged units are free to attack at their leisure.



Line Formation The line formation is the default formation that all units travel in until you issue them a new formation order. In line formation, units stand shoulder to shoulder, turning to face any threat when attacked.



Wedge Formation Here are the basics of wedge formation: approach a fellow wizard from the rear and give his underwear a hearty upward yank. Ahem. Well, not really. Seriously, when troops move in wedge formation they

travel in the shape of an arrowhead. This "V" shape is useful for attacking creatures on your left and right flank simultaneously. This formation conversely serves to defend your left and right flanks.



Skirmish Formation Skirmish formation is perfect for when you wish to send a mass of creatures into battle.

When lined up in skirmish formation, creatures will line up to resemble an "M." The spaces between the forward and rear flank of skirmish troops allow your creatures to deal damage over a wider surface area.

Adding And Removing Units From Groups

If a group is short of a few units, follow this procedure to add more units into the group. Select the extra units that you'd like to place, pressing shift plus the group number you'd like to add them to. You can also shift click on a unit icon in the USP to remove an individual from the selection. Just click on him and tell him to take his act elsewhere!

Commands Using The Mini-Map


The mini-map is an extremely useful gift from the gods, as it allows you to see enemy units and to issue commands to your troops beyond your line of sight.

With this section, I will teach you how to issue commands to units using the mini-map alone. To select a unit on the mini-map, click on it using the "Eye" icon that will appear above it. Simply move the cursor over the unit and it will change into an eye. After selecting the unit, it can be told to move anywhere on the mini-map. Right click the mini-map where you want the selected unit to move.

You will find that left clicking on the mini-map and dragging will produce a red box. To select multiple units to command, left click and drag the box around the units you wish to move. Then right click, on the mini-map, where you want them to go.

Attacking using the mini-map is performed in the same fashion. Select the unit you wish to control on the mini-map, and then right click on the unit you wish to attack. You can also select the unit you want to use, right click and without releasing the button, choose attack from the X menu that will appear. Then left click the attack cursor on the units you wish to attack.





Getting creatures into an attack formation using the mini-map is carried out exactly like attacking. Right click and hold on the desired unit or units you wish to put into formation, select the desired formation from the X menu and release the button. They will then take the shape of your chosen formation.

Using Special Abilities



In Sacrifice, wizards are not the only beings who possess magical powers or special abilities! Nay. In fact, most of the creatures under your command have some mystic arts or devious talents tucked up their sleeves. A creature with a special ability can be easily spotted because it will reveal its mana bar when clicked on. All creature special abilities require mana to use.

To use a creature's special ability, select it and look for the icon that will appear to the right of the unit selection pane located on the left side of the screen. It will appear in the single ring next to the double row of rings. Click on the icon to activate the ability.

Mana

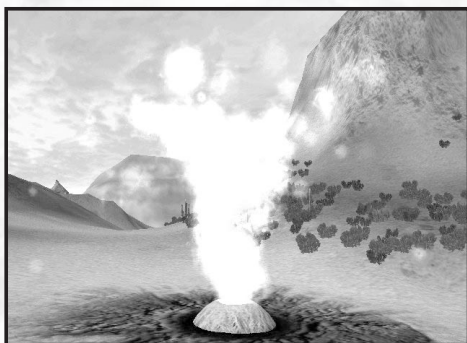
Mana is found in abundance throughout the lands of Sacrifice. This proliferation of magical energy came into being when the land ripped apart after the fall of the Creator. This is all ancient history, so I won't harp on it. Just remember that mana fountains are readily available, waiting for you to tap them. Mana is the sole source of a wizard's power, and must be managed effectively if you hope to be triumphant in your conquests.

Mana can be drawn from a variety of sources:

Altar



Your altar serves as your home base, and will recharge mana at a slow rate. If you want to get mana more quickly, I highly recommend seeking out a mana fountain or Manalith instead!



Mana Fountain

A mana fountain is a giant hole in the ground that spouts magical energy into the atmosphere directly above it. Wizards who seek to replenish their exhausted mana bars only have to stand close to the plume to charge up. A mana fountain recharges mana at a more rapid rate than an altar, and in its natural state can be used by all.



Manalith



A Manalith is a structure erected by a wizard who wishes to claim all of a fountain's mana for his own personal use. Once a Manalith is constructed atop a mana fountain, rival wizards cannot draw mana from it, not even if they are surrounded by Manahoars. If an enemy wizard really wishes to draw from the fountain, he must first destroy the Manalith. You must therefore protect your Manaliths at all costs! Please note that Manaliths and mana fountains replenish mana at an equal rate.

Manahoar



Manahoars are creatures that were designed by the gods to assist their faithful wizards with portable sources of mana. Realizing that wizards could not tap mana when far away from a fountain or Manalith, Manahoars were the instant solution. They are short, rotund beings with stubby legs and large, flapping ears. Their most distinctive characteristic (besides the fact that they have no arms) is a crystal dome embedded deep into their craniums. This dome maintains a psychic link with the Manaliths created by their owners. By remotely sucking up the mana through this link into their bodies, they are able to channel it outwards through the cranial dome to a recipient. Thus, mana is supplied to wizards at just about any location imaginable. Wizards who lose their Manahoars in battle often retreat, for they cannot fight with a cut supply line.

Know that a single Manahoar is a weaker source of mana than a Manalith, but summoning several often makes up for this lack of power. Be cautious not to become too much of a Manahoar junkie, as a soul used to create one could be used to create a fighting creature instead.

Shrines



Third level wizards have the option to construct a shrine on top of a mana fountain instead of a Manalith. A shrine serves as an outpost where Sac-Doctors can purify souls quickly, without having to run back to your altar. In addition to being a place for soul conversion, a shrine recharges a wizard's mana at an altar's rate.

Therefore build shrines only in key places, as building too many of them will cut down your number of Manaliths significantly.

Casting Spells

Tis' true you're a wizard, but do you know how to unleash your power? This section will make all as it should be, assuring you your place as one of the realm's most powerful mages.


In the lower left hand corner of the game screen are the spell tabs. (See the Spell Tabs Listing under "In-Game" Screens for more information.) Below the tabs will appear a row of icons representing the spells contained within the currently opened spell tab.

Left clicking on a tab will ensure that the spell book is open.

For demonstration purposes, let's look at the "General" spell tab, being the one in the middle. Open it and you should see three spell icons on the bottom row (Speed Up, An Attack Spell, Heal). Hold the cursor over an icon to obtain information about that particular spell. If the icon is dimmed, it means that you don't have enough mana to select it. Next to the name of the spell you highlight will appear two numbers. The number on the left is how much mana is required to cast the spell. The number on the right is how much mana you have left in your total mana supply.

You can select the spell you wish to cast from the spell list by left clicking on its icon. As an example, choose "Speed-Up" by left clicking on its icon and your cursor should immediately change into a targeting cursor. Move the cursor over yourself and left click. The spell will take effect and you can now run at breakneck speed!





To use an attack spell such as wrath or fireball, left click on the icon to select the spell, then place the targeting cursor over your intended target. Left click again to unleash the spell.

For structural spells, such as constructing a Manalith, left click the icon to select the spell, then left click on the Mana Fountain you wish to build on. A Manalith will be built before your eyes! (You must be standing very close to mana fountain to cast a manalith spell).

Since the spells "Speed-Up" and "Heal" are common to all wizards, let's take an in-depth look at them:

Speed-Up



By casting this spell, the caster will be able to reduce the effects of gravity upon his own body, allowing for springy steps and an incredible lightness of being.

Wizards can traverse great distances quickly, cutting traveling times by half. This spell has a multitude of practical uses, such as fleeing a battle or hastening to defend a nearby group of creatures with your presence. Casting the spell on a creature has the same effect.

Heal



By invoking the heal spell, wizards summon forth the most divine of magical energies with which to cure their wounds. Torn flesh, broken bones and shredded sinew is repaired before the caster's eyes. Perfect for boosting a low health bar or for saving a favorite creature. A creature targeted for healing will regain its life over a short period of time as opposed to all at once.

Creature Health, Mana, and Unit Color

When you select a character, you will notice two colored bars and a triangle floating over it. The triangle represents unit color, while the two colored bars represent health and mana. It is possible that a creature will not have a mana bar. This simply means that the creature has no special abilities.

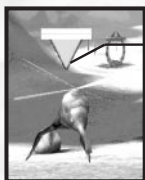


(A) Mana Bar (A): This bar, colored blue, indicates how much mana (or magical force) the creature has remaining. This mana is used up when a creature summons forth its special ability. A druid for example will use half of his mana when using his lifeshield ability.

Creature mana can be recharged by placing them near a Manalith or one of your Manahoars. Ranged creatures require mana to fire, so even the most healthy Ranger will not do anything if his mana bar is at zero. Make sure all ranged troops have plenty of mana before sending them into fight.



(B) Health Bar (B): This bar, colored red, indicates how healthy or injured the selected creature is. The shorter the bar, the closer the creature is to death.



(C) Unit Color (C): In the midst of a melee, it helps to know who's on whose side. That's where the concept of unit color comes into play. In one game you and your troops might make up the white team, while the enemy team is red. Team colors will be assigned by the computer at the start of each game. In Campaign mode

your color will always be white.

Unit Color helps to locate enemy units on the mini-map. Use this to your advantage for setting up advanced defenses or for planning your attacks.



All About Souls

In Sacrifice, you're going to need souls if you ever hope to summon creatures to fight for you. The cost for summoning one creature is one soul, except in the case of larger beasties. They require two souls or more to summon! Before you trample off and grab any soul in sight, let me fill you in on the two types of souls in Sacrifice:



Blue Souls – These souls are pure and share the same faith that you have in your patron god. Blue souls can be collected instantly by simply walking near (or over) them. A wise wizard, after seeing his creatures die, will attempt to collect as many blue souls as possible before fleeing a battle. Leaving them behind dooms them to conversion by enemy hands. In essence, your own creatures' souls will be turned against you!



Red Souls – Red souls are unclean, corrupted souls left behind by slain enemies. Their red glow comes from their heretical belief in the ideology of a god other than your own (or they could believe in your chosen god, but belong to a rival wizard).

In order to harvest these red souls, you must first cast "Conversion." By casting this spell, you are summoning forth a Sacrifice-Doctor (or Sac-Doctor for short) to come claim it. After sucking up the soul into a giant hypodermic, the Sac-Doctor resurrects the slain creature and runs it all the way back to your altar for purification. After the ritual is over, the soul will automatically be added to your Soul Counter for instant use. (Be warned, for if one of your Sac-Doctors is killed while transporting a soul, the creature in tow will be resurrected!)

The Locals



In the course of your adventures you will meet many interesting creatures. Some are powerful uniques, others have something extremely important to say. Your cursor will change to look like a mouth when placed over such a being. When you see them, simply walk over to them and they'll begin to speak.



You should also know that the realms of Persephone, Pyro, Charnel, Stratos and James are inhabited by peaceful peasants or zombies (is there a difference?). In Multiplayer don't hesitate to blast them into oblivion in order to collect their precious souls. On the other hand, if they have something important to say, or they are essential to the mission, keep them alive.

Guardians



The gods might be able to be everywhere at once, but mere wizards cannot. Therefore, your Manaliths are highly susceptible to attack if there's nobody left behind to guard them.



The Guardian spell forms a symbiotic link between the Manalith and any creature chosen to be its guardian.

After casting the spell, a beam of red energy will bind the creature to the Manalith. The tethered creature will only be able to travel in the immediate vicinity of the structure, but in return will be granted enhanced statistics such as enhanced missile and magic defense, better health and mana regeneration, and more powerful attacks. Guardians are not invincible, and are

very susceptible to melee attacks. I suggest that you create at least three or four guardians per Manalith for a strong defense! (There is no limit as to how many guardians you can have on a structure. Note: that any creatures guardianed to a Manalith will lose any special ability they may possess.)

A Manalith being guarded will have enhanced defenses. If the building itself takes damage, the damage will be distributed amongst all of the creatures connected to it. All guardian creatures must be killed off before the Manalith can be destroyed. In all, it's a very powerful spell, and if used properly it can turn the tide of battle.

Altars



In the world of Sacrifice there are grand structures known as altars, used by the gods to maintain communication with the mortals who serve them. All the altars in Sacrifice are easily recognizable, having a giant ring of stone sitting atop intricately carved pillars. At the center of each altar is a dais which sends a beam of mana into the heavens. Via this beam, a wizard can communicate with his patron god. This beam also has a dual function as a mana fountain and soul purifier. The altars of Elysium are mostly peaceful places, covered with ivy and lush vegetation. The altars of Dys are quite the opposite, their giant rings and pillars bristling with razor sharp thorns. Regardless of form, the functions of all altars are the same.

In Sacrifice, each wizard will get an altar to maintain a link to their chosen god. You should know that this link must be severed if they are to be killed off for good.

Desecrating An Altar



As I taught you before, as long as your altar is standing you will have immortality. If you wish to rid yourself of a rival wizard, then you must sever his link to immortality by desecrating his altar. If the desecration is successful, you will sever his link with his god and his death and banishment will be imminent. If someone should desecrate yours, you will be lost forever and your game will end. Prevent this at all costs!



Here's how to desecrate: First, approach an enemy altar with one of your summoned creatures. When in close proximity, cast the desecration spell upon the creature and the desecration ritual will begin (it takes a moment to kick in, as a Sac-Doctor must be summoned to perform the ritual). When successful, your Sac-Doctors will start to circle the altar. As long as the desecration ritual stays in motion, the wizard who you are targeting will take damage from deadly magical energy. This energy onslaught takes away a wizard's health, mana and experience points. If he should die from these repeated attacks, his altar is destroyed and his game is over. As long as the targeted wizard is still alive, he can attempt to interrupt your desecration. So until his altar crumbles, be on the lookout for a counterattack!

In the case your altar is being desecrated, launch your first level attack spell at one of the enemy Sac-Doctors. The desecration will be interrupted and you will be saved. Only one of the doctors needs to be killed for the desecration to stop. Melee creatures cannot interrupt desecrations due to a barrier of magical energy that will keep them out. A missile attack or magical spells are the only thing that can get through to save your skin.

When you desecrate all enemy altars and kill off all enemy wizards, you shall be victorious!

Teleportation



In Sacrifice, the ability to rush back to your altar in case of an emergency is essential. To teleport back to your altar simply click on the teleport spell icon, then click on your altar's icon on the mini-map. You can only teleport next to structures that you own, so don't think that you can jump anywhere you like!

Any nearby creatures will be teleported with you to the





chosen location.

Quick Saving And Quick Loading

My final lesson, before I send you out into the world, regards quick saving and quick loading a game of Sacrifice. These commands can be given at any point during a game. To quickly save your game at any time, without having to call up a menu, simply press F2. Your game will be saved. To quick load this saved game at any time, press F4. Loading a save game will overwrite the character's current position in the single-player campaign with the position in the save file. Loading and saving data for a specific character will not effect any other characters you might have.

IV. HINTS AND TIPS

This section is intended to inform you a bit more about the intricacies of playing Sacrifice. Here you will find suggestions on how to control units and manage mana more effectively. There are even tips on getting yourself out of a pinch. It is hoped that by reading these you will appreciate the true depth of the game, becoming a well-rounded player in the process.

This section has been divided into six sections:

1. **Manahoar Tips**
2. **Creature Management Strategies**
3. **Mana Tips**
4. **Structure Tips**
5. **Soul Advice**
6. **General Tips**

Manahoar Tips

What to do with the guys who spout Mana!

1. After summoning your desired number of Manahoars, order them into phalanx formation and tell them to guard you. This keeps them out of harm's way, and keeps them from blocking your line of vision.
2. If at any time during the game you find yourself low on mana with a large number of souls, summon more Manahoars. This will increase the rate at which your mana recharges. Now you can summon creatures more quickly.

3. After killing an enemy wizard in the heat of battle, watch his Manahoars to see where he is retreating. If you pursue and kill the Manahoars, this will set him back significantly!

4. Only make as many Manahoars as necessary. They cost one soul each, and sometimes it is better to have one more creature around to attack or defend!

Creature Management Strategies

Me Troll. Me ugly. Me thump you skull. You no head. Now I beautiful.

1. Sacrifice's creatures adhere to the rules of "rock, paper, scissors" when on the battlefield. Flying creatures counter melee troops, which have no air attack. Ranged troops counter flyers. Melee troops counter ranged troops.

2. Ranged creatures such as Rangers, Flame Minions and Sylphs need mana to fight. They will feed off your Manahoars or when next to your Manalith or mana fountain.

3. Convert enemy souls as quickly as you can, without having to bring your creatures into harm's way. One acquired soul plus one creature loss equals a gain of zero.


4. Cast speed up or heal on your creatures to enhance their performance and longevity.

5. Note that when multiple units that have special abilities are grouped together, the ability for the highest-ranking unit will appear in the Unit Selection Pane.

6. The Guardian Spell is very important to utilize, but use it wisely. If you guardian your creatures to varied places, your ranks will be spread thin. Concentrate on an optimal spot on which to concentrate your guardians.

7. If Ambassador Buta (or any other opponent) is kicking the @#!%& out of your creatures in battle, don't settle for a total rout. Instead, select the retreat option from the cross menu. This causes all your units to fall back at once in order to guard you.





Mana Tips

Spark, Crackle, Fizz-Fizz, oh what bliss. . . to have mana.

1. Two Manaliths minimum are needed in order to cast many expensive spells (such as convert), without having to wait too long for your mana to recharge between spells.
2. If you are killed, you can use any mana source (except enemy manaliths) to resurrect yourself. Your Manahoars, altar, Manaliths or any mana fountains are all means for resurrection.

Structure Tips

What goes up, will come down. If you're careless.

1. When your altar is being desecrated, there's no time to be lost. Use your teleport spell to return to your altar in a hurry. Click the teleport spell, then target your altar on the mini-map. The mini-map is also perfect for teleporting to locations that are out-of-view.
2. Be sure to guard your altar when fighting against an enemy wizard. An unguarded altar is an invitation for desecration. Desecration will not only kill you if left uninterrupted, it will cost you experience and time as well.
3. You can only teleport in the vicinity of one of your own structures. Try to construct Manaliths in key locations to facilitate jumping to key areas.

Soul Advice

For a ghost of a chance at winning, souls are the sole way to go!

1. The indigenous creatures that dwell on each map (peasants, zombies, farmers) are souls waiting to be converted. A painless way to get more creatures fast. Such creatures will run away only when near their village. Once on the outskirts of town, they will cower and wait to be sacrificed.
2. Keep an eye out for creatures that "gib." Gibbing completely destroys a creature's body and yields a blue soul that any wizard may take.
3. The more souls a creature has, the more damage it will do to the enemy wizard when used in a desecration.
4. Cast "speed up" on your Sac-Doctors to help them bring enemy souls to your altar more quickly.

General Tips

General tips for armchair adepts.

1. Simplicity is bliss. Your first level damage spell is the best way to interrupt a desecration taking place at your altar.
2. Keep your wizard out of battle as much as you possibly can. Stay at the outskirts of a fray, offering support to your troops via spells and summoning reinforcements.
3. In Sacrifice, death is not the end. If your wizard is killed, regroup your creatures, jump back into the battle wisely and you may win the field after all.
4. To get a heterogeneous group of creatures all moving at the same speed, have the faster creatures guard the slower ones.

V. SCAPEX LEVEL DESIGN INFORMATION

Scapex is Shiny Entertainment's single and multiplayer level editor and landscape creation toolkit for Sacrifice. It easily allows any end user to edit or create complete scenarios and landscapes, without the need for any programming experience.


I. Getting Started

1. How to generate a simple landscape:

1. Launch Scapex.exe
2. Select from FILE menu NEW. And the NEW SCENARIO dialogue will appear.
3. Type in <any name> into CHOOSE A NAME
4. Check GENERATE FRACTAL MAP
5. CHOOSE STEEPNESS (0-flat 4-mountainous) SELECT 1 (bumpy)
6. CHOOSE INITIAL SIZE 256x256
7. CHOOSE TILESET JAMES_A
8. Click on OK

Scapex will pause for about 5-10 seconds before bringing up a dialogue box showing you the landscape generation in progress.





2. How to move around and view the landscape:

To move around you will need to use your mouse and cursor keys together for maximum freedom and ease.

3. Rotating the landscape

Using your mouse hold down the **Right Mouse Button** over the window and move the mouse around. You will be able to look all around, and up & down.

4. Moving around.

Using the W.A.S.D. keys or **Cursor Keys**, you can easily fly wherever you want in 3D space.

Up Cursor Key – Forward in the direction you are facing
i.e. if you are pointing up, you will gain altitude when you fly forward.

Down Cursor Key – Backwards

Left/Right Cursor Keys – Rotate (Yaw)

N.B. If you have a 3-button wheeled mouse, you can use the wheel to move forward and backwards instead of the cursor keys. Some users may find this slower, since there is no acceleration in movement.

5. Hyper-Jump

To quickly **JUMP** to any visible point on the landscape, hold your mouse over the place you want to jump to, and press **TAB**

Fly around until you feel comfortable with the controls.

How To Edit The Topography:

Press **Control-W** to turn on **wire frame**.

You will see that the landscape uses a grid of vertices. Each vertex connects to every neighboring vertex, making up a total of 8 triangular faces. This allows us to generate smooth and rough landscape details with ease. Also you may notice that toward the distance the faces appear larger. That's because they are. The dynamic level of detail works all the time, even within Scapex. For the meantime, ignore it. Oh, and turn off the wire-frame mode. It makes it easier to see without it.

1. Raising and lowering the terrain

Select from the View rollout, BRUSH BAR. - A floating tool bar containing **brush sizes** and **brush falloff** will appear.

Select from the main Toolbar the icon with the little green landscape and an up arrow (raise Lower Landscape)

Move your mouse over the landscape...

As you move your mouse around the landscape you will notice a blue patch that contours the landscape as you move around. This is your brush.

Adjust **Brush Thickness** on the floating toolbar to 24.

Adjust **Brush Falloff** to 1

Select **Shape - Circle**

Ignore Density (that's for another tool)

Choose a point on the landscape **and while holding the left mouse button** move the mouse **up & down**. This raises or lowers that piece of land. When you let go of the left mouse button, the landscape is then set to that height.

You can repeat this, as many times as you like to get desired height and slope.

Try out different brush shapes, sizes and falloff settings.

Falloff works as an influence to the surrounding faces. The higher the falloff setting, then the softer the influence is towards the edge of the brush. Try it! Perfect for canyons at low falloff settings.

Press **Control-L** to **update light map** and **Striation** (Landscape striation depends on the highest and lowest points on the landscape.


If you make a mistake you can step back using multiple **control-z (Undo)**. N.B. Undo doesn't always work well on certain changes; so don't rely on this feature too much. Save your work frequently.

2. Smoothing and flattening the terrain

Smoothing allows us to take rugged terrain and smooth out all the edges to create undulating rolling hills where craggy mountains once stood. Used sparingly it can help to accentuate mountaintops and sides with smooth valleys and rugged peaks.

Flattening allows us to apply a uniform height to an area.



- 
1. Select Level Landscape Icon (the green/black landscape one with the downwards green arrow)

The brush tool size and falloff can be adjusted in the same way as the raise and lower terrain brush.

Smoothing

2. Try dragging the mouse while holding down the left button. You will notice that the terrain smoothens out. Press Control-L to update the light-map and shadow-map and see your changes more clearly on your newly deformed landscape.

Flattening

3. Do the same actions, but this time, also hold down the Shift key. This will level the terrain at that height. If you drag the mouse around, while continuing to hold down the left mouse button, then ALL the terrain it touches will level to this height.

This is particularly useful for cutting canyons through mountains or creating plateaus. Its primary use is to create a flat area for ALL altars to stand on. N.B. Altars must have all 4 pillars levels, but we'll cover this a little later on in this manual.

3. Creating edges and islands

The edging tool allows us to easily create islands and fill in holes from the basic square map.

Select the edge tool from the tool bar (the green/blue landscape icon). Select a size and brush shape. N.B. The edge tool does not support falloff.

4. Making holes and edges

1. **Drag the brush** around using the mouse and holding down the left mouse button. Holes will start to appear according your brush shape and size.

You should now create an edge around the whole map. This may take some time if using a small brush, so use a large brush size and edit any fine details with a smaller size.

2. Cut a hole of size 24 in the center of the island.

5. Filling in the gaps.

1. Select brush size 8

2. This time drag the mouse around over the center hole while holding the left mouse button and holding the shift key. The ground should start to reappear.

Practice cutting holes and filling them back in again. In a few minutes you'll have the hang of it.

N.B. When you create "empty areas" in Scapex, the terrain details remain invisible to the game. However, Scapex remembers and stores their height details, making it easier to replace or fill in gaps and holes without having to adjust their height to fit the surrounding scenery.

As a by-product of this, this "invisible detail" also effects the striation (those lines that hug the landscape at different levels. E.g. If a mountain is created higher than all the surrounding scenery, then the striation will stretch out to the top of it. If this mountain is then "hidden", then the striation is not effected. This is a clever way to stretch out the striation by creating hidden landscape details.

Sometimes, you'll notice strange spikes or sharp slithers in the ground close to edges. Just make sure the hole is filled properly, and smoothed in the case spikes appear.


Laying Down Textures (Using the Tile sets)

1. Brief Introduction

Each tile set (1 per god) contains all the textures for general texturing of your islands. This is split up into several tile groups (rock, sand etc..) and these groups contain up to 12 textures, which are variations on the set. Each variation, within the group, tiles seamlessly with each other.

- Each texture covers one grid square, the equivalent in real world scale of 10 meters by 10 meters.
- In order to make the different tile groups blend with each other, join groups are created, however these are hidden from the user, as joining is performed automatically.
- NOT ALL groups can be joined to each other. This is not ideal, however, the permutations in creating every group joining with every other could run into the hundreds and the





game just couldn't handle that many textures. For example, if you place 'sand' on top of 'cracked earth' these two have a join set. However, if you place 'sand' on top 'fossils', these two don't. The quickest indication is simply in trying them out. Most groups will blend with the primary group...in the case of James, that set is 'cracked earth'. Some are designed to sit on top of others, e.g. salt on sand. Salt wouldn't work in any case if it were forced to match all the sets...it would look too strange.

- When you place a texture, it will automatically blend (or not) with the other group, so you don't have to worry either way. If they don't blend, DON'T use them next to each other.
- If the blend is disjointed, then the tiles are trying to blend with an already blended tile, and you can remedy this by simply spacing it out a little further. N.B remember Undo is always available.

2. Getting Started with texturing

Go to the **window rollout** and select **New Tile set Toolbar**. A floating window will appear listing ALL of the available textures for that tile set.

In this example (assuming you are still on a JAMES A tileset) you will see 7 texture groups.

Salt, Sand, Cracked Earth, Grass, Rock, Scrub and Fossils

You can select the group, and a random texture will be picked every time you place that group onto the landscape, or you can expand the group and select the specific variation you need.

You will also notice, that when the landscape is first generated, the land is textured. This is based on several factors that are pre-defined for quick generation. This doesn't always work or suit, and depends on the height variations and size of the generated land. But in many cases, this generated tiling is always a good starting ground for editing, to suit the look and feel you desire.

1. Start by selecting **Cracked earth**
2. Set your **brush size** to 8 and choose **CIRCLE brush** shape (if you don't already have a brush window go to **VIEW - brush bar** and a new floating window will appear)
3. Select the **brush Icon** from the **main tool bar**

4. Using the mouse **paint** onto the landscape by holding down or clicking the left **mouse button**.
5. Using different brush sizes, cover the whole landscape in this cracked earth texture group. (Zoom-out using the wheel mouse or down cursor key to gain some height).
6. Select Tile group **Grass**
7. **Paint on top** of cracked earth. You will notice the two groups blend.

Practice doing this with different texture groups and individual tiles within the groups until you feel you have the hang of it, and can see which tiles work with which others. Future revisions will show this much clearer. In the meantime an appendix to this document contains details of all the join groups for your reference.

3. Light Map Painting

The light map feature allows you tint the individual tiles on the landscape with subtle or not so subtle color. It works by removing color.

1. Select VIEW - Light Bar. A floating window will appear with RGB sliders.
2. Select the Light Map icon from the main tool bar (the one that looks like 4 colored crayons/pens in a row). You may want to open up a brush bar window also if you closed the last one.
3. Adjust the RGB values to 255,0,0. You will notice your brush in the scene changes color to match the selected RGB value.
4. Paint away!!!! Adjust the colors, brush falloff and brush size for different effects.

The light maps primary use is for adding extra detail, contrast and color to the world. It can be used to accentuate edges, add features, simulate reflective light, and blend textures for greater variation. Used creatively it can produce some very dramatic results.

Try painting some cloud shadows, or darkening the whole land and placing bright white spots for sunbeam effects. Tint the island edges for greater contrast, or run cracks through your land. Paths and streams, even crop circle effects are all possible.





Placing objects and structures onto the landscape.

4. Scars

Scars are laid onto the landscape as a result of an explosion, bloodletting or spell aftermaths. Scapex allows you to place these same scars prior to a mission to add substance to your story. A dead creature with a trail of blood leading away from the body at the start of a mission can guide the player towards a focal point.

N.B. Scars are controlled by a buffer, so be warned. Every time a new scar is laid down in the heat of battle etc, the buffer gets fuller. Once the buffer is full scars, will automatically start to disappear in the order they where placed. So if you have some scars far into the map, the chances are they may be gone by the time you reach there, so try and plan ahead if you do intend to use them.

1. Select the Scar Brush Icon from the main tool bar. (The one with the 3 diagonal lines)
2. Select from the WINDOW rollout - New Scar toolbar
3. Select Blood Spot
4. Start painting using the left mouse button

5. Environment Settings

Select Scenario - Environment Properties

This little dialogue of tricks contains all the settings for the environment. Here you can set:

1. Sun color
2. Ambient/shadow color
3. Fog color
4. Fog distances
5. Sun angle and position
6. Specular lighting values
7. Sky alpha data.

With the exception of the sun's direction, everything here is pretty self-explanatory containing RGB values or percentage/strength values. As for the sun, experiment!!!!

Adding Structures, Objects and Creatures

1. Placing a structure

Structures of course, flesh out and add depth and detail to the landscape. Some structures are fundamental to game play and are necessary for a level to start properly. i.e. without any altars the level won't run. Others help focus events in the story line. Most are used for decoration and defensive barriers.

1. Before placing a structure, clear an area that is just textured using "Cracked Earth". Make it about 12x12.
2. From the main toolbar select the **Item icon** (the one the has the hand holding the crosshair). An item toolbar window will appear.
3. **Select Neutral** from the Item toolbar rollout. (Details of side assignments are covered later in this document. For now we'll just concentrate on adding structures, creatures and objects to the world)
4. **Select Structure** group. (Double click to expand the group). A complete list of all the available structures is visible.
5. **Select Altar**
6. Left click at the center of the cleared area. This will place an altar. You'll notice that it also places textured tiles around the base of the structure. These are known as the **BASE TILES**. You may also notice that the structure and its tiles snap to the tiles grid (control-w to see this clearer). This is necessary for the base tiles to match the landscape tiles and the structure to match the base tiles.

N.B. Not all structures have base tiles. Those that don't can be placed anywhere. Those that do, snap to the tiles grid.


Experiment with placing different objects in the list structure list.

2. Rotating Structures

All structures can be rotated **using the two rotation icons** on the **Main Toolbar** (they are clockwise and anticlockwise arrows).

N.B. Some of the structures that contain base tiles or multiple parts cannot be, or at the very least it is not recommended, that





they should be rotated. Some structures like trees for example, usually rotate very well.

3. Placing a Creature

You can place a creature anywhere on the landscape. Their properties and scripts are best defined in the "Setting Up Scenarios" part of this document.

4. Adding Widgets

These little objects are only drawn to the foreground of the landscape from your camera view. Since they are only drawn close to the camera, it is possible to lay down hundreds even thousands of these widgets, having them clustered and scattered throughout the land to add extra variation and detail with little overhead to the processor.

They are extremely low detailed 3d polygon objects (from 1 to 15 polygons), however, too many clustered in any one spot may cause slow down on slower video cards and machines, so its best to keep them lightly scattered until you have tested the level.

1. Select Widget Brush Icon form main tool bar. (The little hand with the yellow sparkle tip)
2. Select the WINDOW rollout - New Widget Toolbar. This will bring up a floating window containing all the widgets for this tileset (god)
3. The brush bar will now contain a set of sliders to adjust the Thickness, Falloff and Density.
4. Adjust Thickness to 12, Falloff 1, Density 0.25
5. Select Shrub 1 from the Widget tool bar
6. Left click on mouse to drop a cluster of widgets of that type.

Experiment with different falloff settings, thickness and density, and of course different widgets.

Keys

Move/Fly

Cursor Keys & W, A, S, D

Update Light map

Control-L

Wireframe on/off

Control-W

Sky On-Off

Control-K

Mouse Left Button

Draw/ Place/ Select

Mouse Button Right

Rotate Landscape

II. SETTING UP SCENARIOS

Overview


Once you have built a level in Scapex you may want to add cinematics and other dramatic events. This is accomplished by using the built in "trigger" system. Through judicious use of the triggers in Scapex the player can build their own complex missions complete with changing objectives, cinematics, and customizable AI. These missions can then be strung together to form a custom campaign.

1. The Basics

A trigger is composed of three basic elements. The first element is *applicable sides*, the second *conditions*, and the final *actions*. When creating a trigger the first element that you need to set is which sides that the trigger applies to (for more info on sides see *Side Properties*.) In general, a trigger should apply to only one side. Applying a trigger to multiple sides can result in some unusual behaviors. Please note the following with regards to triggers applying to multiple sides:

- In a trigger's action list, the actions are applied to nnts only on the side the trigger is applied to. The condition list however can check nnts on any side.
- For each side a trigger is applied to, it is applied to that side once. Specific nnts referred to in any trigger of course belong to only one side.
- Be careful to never reference a variable or mission objective in a trigger that applies to multiple sides, as variables and mission objects are global and there will be a conflict as the multiple sides execute that trigger multiple times.





- If there are specific nnts referred to in a trigger that applies to multiple sides, one or more sides will not have those nnts. When a trigger references a specific nnt in a way that assumes that it is there, it ignores that particular action and goes on with the next action.

- The best way to guard against referenced non-side creatures in a trigger is to put the condition "current-side commands nnt" in the condition list.

- Note that rescuable creatures present an additional problem: they can be rescued at any point in the evaluation of the various sides' trigger condition and at any point in the execution of the actions so you can never be sure that the trigger will only execute for the proper side. The solution here is to not order rescuable creatures in triggers, but to "rescue" normal creatures manually with triggers.

After deciding which sides a trigger applies to, one or more *conditions* must be set. *Conditions* determine when a trigger is activated. A trigger may have more than one condition but remember that all of the conditions must be met for the trigger to activate. For a list of individual conditions and their explanations see the section marked *Conditions*.

Now that you have set your triggers conditions it is time to set its actions. This is the real meat of the trigger system, where you can accomplish tasks as diverse as issuing orders to setting in-game variables. A trigger can result in multiple actions that will be executed in the order they appear in the actions list. Also note that an action will wait for the previous action to resolve itself before starting. For more specific information see the *Actions* section.

Each trigger will run one time, once all of its conditions are met. To get a trigger to run multiple times you can uncheck the "run once" box located in the bottom left corner of the action list dialogue. This will cause the trigger to run every time its conditions are met.

2. Conditions

Conditions are used to determine when the actions in a trigger will be activated. Text noted in blue refers to a field that is user definable. For example when you see the phrase side-spec in blue, it means that you can define a specific side for that condition. A few general notes about some of the terms and concepts used by individual conditions.

Game time:

- Game units are in 1/60th's of a "game second"
- Game time is not real time necessarily, but it tries to be. If the game ever has multiple speeds then it will vary greatly.

Locations:

- Conditions and orders typically can reference ntt types at locations.
- Locations can be markers, structures, or creatures. When referenced as a region (order all creatures at location order) the location is a conditional region. When referenced as a location then the specific location is used.
- If the location is a marker, the range and shape of the conditional region is determined in Scapex by setting properties on the marker object itself.
- If the location is a creature, then the conditional region is anywhere within 5 meters of the creature.
- If the location is a structure, then the conditional region is anywhere within 20 meters of the structure.

Always - This condition will be met as soon as the level starts regardless of any other factors.

If side-spec commands entities - This condition checks whether a user defined side controls a specific creature, type of creature or number of creatures.


If side-spec commands entities at location - This condition checks whether a user-defined side controls a specific creature, type of creature or number of creatures at a user defined location.

If side-spec commands entities within quantity meters of ntt - This condition checks whether a user defined side controls a specific creature, type of creature or number of creatures within a definable number of meters of the defined creature or structure.

If side-spec does not command entities - This condition checks whether a user defined side does not control a specific creature, type of creature or number of creatures.

If side-spec does not command entities at location - This condition checks whether a user-defined side does not control a





specific creature, type of creature or number of creatures at a user defined location.

If elapsed game time is quantity – This condition will be met when the level has been run for the defined number of game cycles.

If game timer is quantity - This condition checks the game timer, which can be set and displayed as a trigger action. Note that this game timer is different from the elapsed game time.

If side-spec sees entities – This condition checks to see if any unit on the defined side has spotted either a specific creature, type of creature, or number of a given type of creature as set by the user.

If ntt sees entities – This condition checks to see if a specific unit has spotted either a specific creature, type of creature, or number of a given type of creature as set by the user.

If side-spec is attacked by side - This condition checks to see if any unit on the defined side has been attacked by any unit on the other defined side.

If creature is attacked by side-spec - This condition checks to see if a specific creature, type of creature, or number of a given type of creature has been attacked by any unit on the defined side.

If variable equal var-quantity - This condition checks to see if a specific variable has a specific value assigned to it. For more info on variables, see the variable section.

If ntt has quantity resource – This condition checks to see if a specific creature or structure has a specific quantity of the defined resource.

If creature has quantity Statistic – This condition checks to see if a specific creature or structure has a specific value for the defined statistic.

If player has creature list selected – This conditions checks to see if the player has selected a specific creature, creature type or quantity of a given creature type.

If creature has orders order – This condition checks to see if a specific creature currently has the defined order in its order list.

If structure has active value quantity – This condition checks the active value of a specific structure.

If current side is an AI side - Checks to see if the current side that the trigger is running for is an AI side.

If current side is a player side - Checks to see if the current side that the trigger is running for is a player side.

Condition OR condition - This condition can be used to link two other conditions such that either one of them can be met to activate the trigger.

Condition AND condition - This condition can be used to link two other conditions such that both must be met to activate the trigger. This has no practical uses unless combined with the "Condition or Condition" condition in which case it can be used to make complex conditions.

Not condition - This adds a negative modifier onto any condition.

3. Actions

Actions are used to determine exactly what effect a trigger will have. Text noted in blue refers to a field that is user definable. For example when you see the phrase creature type in blue, it means that you can define a specific type of creature to be referenced by that action. A few general notes about some of the terms and concepts used by individual actions.


Game time:

- Game units are in 1/60th's of a "game second"
- Game time is not real time necessarily, but it tries to be. If the game ever has multiple speeds then it will vary greatly.

Locations:

- Conditions and orders typically can reference ntt types at locations.
- Locations can be markers, structures, or creatures. When referenced as a region (order all creatures at location order) the location is a conditional region. When referenced as a location then the specific location is used.
- If the location is a marker, the range and shape of the conditional region is determined in Scapex by setting properties on the marker object itself.



- 
- If the location is a creature, then the conditional region is anywhere within 5 meters of the creature.
 - If the location is a structure, then the conditional region is anywhere within 20 meters of the structure.

Orders:

- Some creatures in the game, such as peasants or indigenous animals, are not selectable or orderable by the player or the triggers. They have their own programmed behavior. If a trigger orders one of these creatures to do something, it's unlikely to achieve the desired results. You can set various states on these creatures (such as giving them a passive notify order), but you can't order them to do things (such as giving them a non-passive notify order).
- Be aware that if a trigger orders a creature to do something, that order is given only once. If the order is not valid at the time it is given, then it is lost forever. Also, various game state changes can cancel orders given by triggers (or by players for that matter).
- Spells: You can order creatures to cast spells... be aware that you can order creatures to cast spells they do not have. Doing so will result in no effect.
- The term orders encompass a wide variety of actions from turning to face a location to attacking a location.
- The "notify" order is only cancelled if the ordered creature initiates a speech action or if the creature receives the "cancel orders" order.

Cinematic mode:

- Cinematic mode breaks all orders issued prior to the game entering cinematic mode. These orders will then be resumed when cinematic mode ends.
- Any orders issued during cinematic mode will be broken when cinematic mode ends.

Text:

- When typing any text in a text box returns at the end of lines are unnecessary. Scapex will add returns at the appropriate places.
- Scapex will auto justify the text on both sides.

- A single string of text can be 256 characters long.

Order creature order - Issues the targeted creature an order.

Order creature - list order - Issues multiple creatures an order.

Order all creature type at location order - Issues all of a single creature type at a defined location an order.

Order all creature type order - Issues all of a single creature type an order.

Pause for number game units - Pauses the trigger for a defined number of game units. Note that this does not pause the game but only the series of actions that this action interrupts. Other triggers may activate during this time.

End mission in defeat - Brings up the defeat screen and ends the mission for all affected sides.

End mission in victory - Brings up the victory screen and ends the mission for all affected sides.

End Mission - This trigger ends the mission without bringing up a victory or defeat box.

Declare stance to side - Declares an alignment (hostile, allied, etc.) for all affected sides toward the defined side.

Change side ntt to side - Changes the owner of a particular structure or creature to a defined side.

Change side all ntt type to side - Changes the owner of a particular type of structure or creature to a defined side.

Change side all ntt type at location to side - Changes the owner of a particular type of structure or creature at a defined location to a defined side.


Display variable - Displays the defined variable. For more information on *variables* see the section Variables. Note that the variable will be displayed until the "hide variable" action is used.

Display text text - Displays the text entered into the text box. Note that this text will remain on screen until the "clear text" action is used.

Hide variable - Causes the defined variable to no longer be displayed on screen.

Clear text - Clears all text from the screen.





Play sample sample – Plays the selected sample. For more information on importing and playing samples, see the section marked *Samples*.

Create creature type at location – creates a single creature of the selected type at the defined location. Note the creature will be on the side for which the trigger was run.

Create creature type on side at location - creates a single creature of the selected type, owned by the defined side at the defined location.

Create quantity creature type on side at location - creates a user defined quantity of creatures of the selected type, owned by the defined side at the defined location.

Set variable equal to var-quantity – Sets the chosen variable to a defined value. For more information on variables see the section Variables

Set variable equal to number of quantified entities - Sets the chosen variable to be equal to the current number of the defined entity type that is owned by the side the trigger was run for. For more information on variables see the section Variables

Set variable equal to resource of entity -Sets the chosen variable to be equal to the current number of the specified resource that the given entity type has. For more information on variables see the section Variables

Set variable to random number in range quantity to quantity - Sets the chosen variable to be equal to a random number within the given number ranges. For more information on variables see the section Variables

Speech actor speaks text, timing sample-spec – Causes the chosen creature, god, or narrator to speak displaying the text entered into the text box, and playing the defined sample. The creature will display a word balloon containing three dots, a question mark, or an exclamation above its head when appropriate. Note that the text can be defined as auto length in which case it will stay up for the length of the sample or for an amount of time depending on the length of the text if no sample is given. For more information on importing and playing samples, see the section marked Samples. Setting an emotion via this trigger will cause the creature or god speaking to play the appropriate animation.

Creature says text with sample sample – Causes the chosen

creature to speak displaying the text entered into the text box, and playing the defined sample. The creature will display a word balloon containing three dots above its head for the duration of the speech. Note that the text will only stay up for the duration of the sound file being played. For more information on importing and playing samples, see the section marked **Samples**.

Creature asks text with sample sample - Causes the chosen creature to speak displaying the text entered into the text box, and playing the defined sample. The creature will display a word balloon containing a question mark above its head for the duration of the speech. Note that the text will only stay up for the duration of the sound file being played. For more information on importing and playing samples, see the section marked **Samples**.

Creature exclaims text with sample sample - Causes the chosen creature to speak displaying the text entered into the text box, and playing the defined sample. The creature will display a word balloon containing an exclamation mark above its head for the duration of the speech. Note that the text will only stay up for the duration of the sound file being played. For more information on importing and playing samples, see the section marked **Samples**.

God says text with sample sample - Causes the chosen God to speak displaying the text entered into the text box, and playing the defined sample. The portrait of the god will appear for the duration of the speech. Note that the text will only stay up for the duration of the sound file being played. For more information on importing and playing samples, see the section marked **Samples**.


Narrator narrates text with sample sample - Causes the chosen Narrator to speak displaying the text entered into the text box, and playing the defined sample. Note that the text will only stay up for the duration of the sound file being played. For more information on importing and playing samples, see the section marked **Samples**.

Set mission objective complete - Crosses off the chosen objective in the mission objectives box.

Disable mission objective - Marks the chosen objective as being inactive and causes it to no longer be displayed in the mission objectives box.

Enable mission objective - Marks the chosen objective as being





active and causes it to be displayed in the mission objectives box.

Teleport all creature type at location to location – Teleports all creatures of a given type at a defined location to another defined location. Note that there is no automatic teleport effect. If an effect is desired you must use the "cast autopell at location" action.

Teleport all creature type at location away - Teleports all creatures of a given type at a defined location off of the map. The creatures affected by this spell are for all intents and purpose "dead" and cannot be accessed in any way. Note that there is no automatic teleport effect. If an effect is desired you must use the "cast autopell at location" action.

Teleport creature to location - Teleports a single creature to a defined location. Note that there is no automatic teleport effect. If an effect is desired you must use the "cast autopell at location" action.

Teleport creature at location away - Teleports a single creature of a given type at a defined location off of the map. The creatures affected by this spell are for all intents and purpose "dead" and cannot be accessed in any way. Note that there is no automatic teleport effect. If an effect is desired you must use the "cast autopell at location" action.

Set game timer quantity – Sets the game timer to a specific quantity. The timer will immediately start counting down from that quantity.

Display game timer – Displays the game timer. Note that if the game timer is not first set using the "set game timer quantity" trigger, the displayed timer will be at 0:00. Also the game timer will be displayed on screen until the "hide game timer" action is used.

Hide game timer – Hides the displayed game timer.

Set AI setting – Sets the AI to one of several states. Setting the AI to paused causes it to become completely inactive. The only way to break it out of this state is to use this action to tell it to unpaue.

Turn beacon switch at location – Sets the state of the beacon on a location. The beacon has two states and can either be on or off. Note that the beacon cannot be used to illuminate a marker.

Cinematics start – Turns cinematic mode on.

Cinematics end – Turns cinematic mode off.

Set view focus to location – Controls the camera by setting the location it is pointing at. Note that camera controls only work during cinematic mode.

Set view origin from location - Controls the camera by setting the location it is starting from. Note that camera controls only work during cinematic mode.

Set view origin from location, focus to location - Controls the camera by setting the location it is starting from and the location that it is pointing at. Note that camera controls only work during cinematic mode.

Set view zoom to zoom-level - Controls the camera by setting the degree to which it is zoomed out from its origin. Note that camera controls only work during cinematic mode.

Set view speed to quantity - Controls the camera by setting the speed that the camera travels at. This speed is expressed as the number of game units it takes for the camera to make its next transition. This transition can be either a change in focus or a change in origin. This speed is set only for the next camera transition and will default back to instantaneous unless the speed is again set. Note that camera controls only work during cinematic mode.

Give creature quantity resource – Gives a creature a defined quantity of a chosen resource.


Give all creature type at location quantity resource – Gives all creatures of a certain type at a particular location a defined quantity of a chosen resource.

Give wizard wizard spell – Gives either a pre-placed wizard or the single player wizard the chosen wizard spell. The wizard will be able to cast this spell no matter what level he/she currently is. Note that mana restrictions still apply.

Cast autospell at location – Casts a spell from a list of spells at a chosen location. Note that not all of the game spells are available to be cast by this trigger. In addition there are several spells, which produce only a graphical effect and can be used to simulate things such as dust clouds and teleportation effects.

Set ntt state switch – Sets the state of a particular structure or creature. These different states are all things that can be set in the item properties dialogue. This action however allows these





states to be set dynamically during a mission. To learn more about item properties please refer to the Item Properties section.

Set all ntt type state switch – Sets the state of a particular type of structure or type of creature. These different states are all things that can be set in the item properties dialogue. This action however allows these states to be set dynamically during a mission. To learn more about item properties please refer to the *Item Properties* section.

Set all ntt type at location state switch - Sets the state of a particular structure or creature at the defined location. These different states are all things that can be set in the item properties dialogue. This action however allows these states to be set dynamically during a mission. To learn more about item properties please refer to the *Item Properties* section.

Set creature stat quantity – Sets the defined stat of the chosen creature to the defined quantity.

Set weather switch – Turns on or off the chosen weather type. Note that weather has no effect on game play and is set for purely ambient purposes.

Set next mission filename – Sets the next mission that will load when the current mission ends. Note this must be set right before the desired victory/ defeat action that it will apply to. Type the mission name in the text box. The .scp file extension should not be typed.

Fade to color over quantity frames – Fades the entire screen to the selected color over the chosen number of frames.

Screen shake at location – Shakes the screen at the given location.

Turn interface element switch – Turns the selected interface element either on/off.

Set structure active level to quantity – Allows the user to set the defined structure to a predefined activity level. Note that this trigger will have no effect on most structures.

Ask text, give choices text or text with variable – This brings up a text box giving the player a choice. The first text string asks the question, with the next two text strings being the first and second choices respectively. The variable chosen is always set to 1 if the first choice is selected and 2 if the second choice is selected. Note that this action should only be used during

cinematic sequences as it pauses the game but allows mouse movement.

Ask text sample, give choices text or text with variable – This brings up a text box giving the player a choice. The first text string asks the question with the chosen sample being played, the next two text strings being the first and second choices respectively. The variable chosen is always set to 1 if the first choice is selected and 2 if the second choice is selected. Note that this action should only be used during cinematic sequences as it pauses the game but allows mouse movement.

Show random tip – Displays a random tip from the sacrifice tip database.

Show tip text – Displays the entered text as a tip.

4. Samples

The samples dialogue allows you to import samples for use in the missions. These samples must follow a few simple rules. First they must be in the .wav format, secondly they must be 8 bit samples. Whenever a sample is imported into a mission it is saved out as part of the .scp file. Because of this it is good to delete unused samples to help maintain smaller file sizes. From this dialogue there are several options available.

Select – Use this option to select the highlighted file for use in a trigger. (Will be grayed out if a trigger did not access this dialogue.)

Close – Used to close this dialogue.

Add – Used to add a .wav file to the mission. Effectively this allows you to browse your computer to import a sample.

Delete – Deletes the highlighted sample.

Replace – Replaces the highlighted sample with a newly imported sample.

Play – Plays the highlighted sample.





5. Objectives

This dialogue is where mission objectives are set. Objectives are accessed in game by hitting the esc key and selecting "objectives" from the menu. Mission objectives can be named in whatever manner the player chooses although short concise names are usually the best. Each objective in the list has a check box next to it to indicate whether or not the trigger is enabled. If the box is checked then the objective will be displayed at the start of the mission. If the box is not checked then the objective will only be displayed if enabled by a trigger action. From this dialogue there are several options available.

Select - Use this option to select the highlighted objective for use in a trigger. (Will be grayed out if a trigger did not access this dialogue.)

Close - Used to close this dialogue.

Add - Adds a new objective.

Delete - Deletes the highlighted objective.

Edit - Allows you to edit the name of an existing objective.

6. Variables

This dialogue can be accessed from the triggers panel and is often brought up automatically when using actions and conditions that refer to variables. A variable is basically a text string with a value associated with it. In the case of Scapex a variable can have a number value and a true/false state assigned to it. All variables in Scapex start with a numerical value of 0 and a state of false. Here are a few things to remember about variables:

- Trigger variables can hold integers only.
- A variable's name can be composed of arbitrary text with the following useful exceptions:
 - o <n> will substitute the integer value of the variable
 - o <side> will substitute the name of the side that displayed the variable
 - o <spirits> will substitute the number of spirits on the side that displayed the variable
 - o <creatures> will substitute the number of creatures on the side that displayed the variable

- o <structures> will substitute the number of structures on the side that displayed the variable
- o <time> will substitute the value of the variable displayed as an HH:MM:SS game time converted from 1/60th's of a second
- Once a variable is displayed, the displayed value is kept in sync with the variable's value indefinitely

The variable dialogue itself allows you to edit variable names but not variable values. To change a variables value you must use trigger actions. From the variable dialogue there are several options available.

Select - Use this option to select the highlighted variable for use in a trigger. (Will be grayed out if a trigger did not access this dialogue.)

Close - Used to close this dialogue.

Add - Adds a new variable.

Delete - Deletes the highlighted variable.

Edit - Allows you to edit the name of an existing variable.

7. Scenario Properties

The scenario properties dialogue is used to access several global scenario properties and is broken down into the following categories.

Scenario Creator - This is used to indicate the name of the person responsible for creating the scenario.

Description - This field is used to describe the scenario. The text entered here is read by Scapex and displayed on the loading screen for the level.


Single-player Attributes - These attributes are used only if the mission is played in single player campaign or scenario modes.

Start Souls - This is the number of souls that the single-player wizard starts the mission with.

Start Level - This is the level that the single-player wizard starts at.

Maximum Level - This is the maximum level that any wizards in the scenario are allowed to attain.





Associated God – This determines the allegiance of the single-player wizard.

Single-player Attributes – These attributes are used only if the mission is played in multi player or skirmish modes.

Start Souls – This is the number of souls that all wizards start the mission with.

Start Level – This is the level that all wizards start at.

Maximum Level – This is the maximum level that any wizards in the scenario are allowed to attain.

8. Side Properties

The side properties dialogue contains a list of all the various sides set for the mission. There are two default sides that are always present when this dialogue starts up. The first is a default player one side, and the second is a true neutral side. The true neutral side is very helpful as most decorative objects such as trees that you may want to place can only be placed on the true neutral side. From this dialogue there are four options available.

Close – Closes the dialogue box.

Add – Adds a new side and take you to the edit screen.

Edit – Takes you to the edit screen from which there are several options.

Side name – This is where the name of the side can be entered. The default name for the side will be "player" followed by the appropriate number.

Allies – This list box shows all other sides in the mission. Check the box next to a particular side name to set that side as an ally to the side you are currently editing. Creatures will not attack allied creatures unless specifically ordered to do so. Souls from slain allied creatures will appear as blue. Note that if neither the allies nor the enemies are checked for a particular side then the side is considered neutral. A neutral side will not be automatically attacked but slain creatures will produce red souls.

Enemies – This list box shows all other sides in the mission. Check the box next to a particular side name to set that side as an enemy to the side you are currently editing. Creatures will automatically attack enemy creatures. Souls from slain enemy creatures will appear as red. Note that if neither the

allies nor the enemies are checked for a particular side then the side is considered neutral. A neutral side will not be automatically attacked but slain creatures will produce red souls.

Single-player assignment – Here you can set how the side will behave if the mission is played as a single-player mission. The "none" option will make the side inert in single-player. Creatures set on an inert side will not move or attack unless they are attacked first. Setting it as "single-player side" will make the player start as that side in single-player. Choosing the "AI side" option will make the computer control that side using its general AI settings.

Color – This selects which side color. Note that multiple sides may use the same color.

Multiplayer assignment – A side may be set as either multiplayer capable or not. If not then that side will be unavailable in multiplayer.

Delete – Deletes a side.

9. Item Properties

The Item properties dialogue consists of two main areas. On the left hand side is a list box containing all of the Creatures, structures, wizards and markers that have been placed on the level. These items are broken up into their respective categories. The area to the right contains information and settings for the currently selected item or items. There are two tabs available for each item. One tab contains general properties and the other tab contains properties specific to the type of item being referenced.


General –

Sides – This box sets the side that owns the particular item. Pushing the edit button will take you to the side properties edit screen. For more information on sides see the *Side Properties* section.

Facing – This determines the direction the selected item is facing. A number can be input here or the arrows can be used to rotate the item in a particular direction.

Flags – There are two flags here both of which default to being unchecked. If the "cannot damage" box is checked then the item never receives damage from any source in the game. If the "cannot destroy/kill" box is checked,





then the item can still receive damage but will never be killed or destroyed as a result of that damage.

Go to Item - If this button is pressed then the screen will center on the currently selected item.

Creatures -

Flags - There are five flags in this section all of which default to being unchecked. The five flags have the following properties.

Rescuable - This sets the creature to being rescuable. This means that the first allied side to bring a unit close to the creature will gain control of it.

Harmless - The creature will not attack.

Corpse - The creature will be dead.

Damaged - The creature starts off with only a small amount of health. Note that most creatures will immediately begin to regenerate.

Cannot Gib - The creature can never have its body destroyed (gibbed) by an attack.

Markers -

Type - Sets the area of influence of a marker to be either circular or rectangular in shape.

Major radius - The radius of a circular area or the length of a rectangular area. The number is given in meters.

Minor radius - Only used with a rectangular area. Defines the width of that area in meters.

Description - A field to enter a short description of a marker for reference purposes.

Structures -

Flag - The only flag available here is the "destroyed" flag. If this is checked then the building will start the mission in a destroyed state.

Wizards - Wizards use the creature tab in addition to their own tab. Note that a Single-player or Multi-player wizard is never pre-placed, all that is required is an altar belonging to the appropriate side. AI controlled wizards must be

pre-placed and must have an altar on their side in order to function properly.

Level - This determines the starting level of the wizard. Note that this setting overrides the starting level as set in the scenario properties dialogue but cannot exceed the maximum level set in the scenario properties dialogue.

God Allegiance - Sets which God the wizard owes allegiance to, thus determining his/her starting spells and creatures.

Start Souls - Sets the number of souls the wizard begins with. Note that this overrides the number set in the scenario properties dialogue.



CREDITS

Sacrifice Team

PROGRAMMING

Martin Brownlow
Lead Programmer

Dan Liebgold
Tools/ Ai Programmer

Michael "Saxs" Persson
Character Technology

Torgeir Hagland
Character Tools

Joe Virskus
Front End & Installer

ART

Joby-Rome Otero
Art Director

Jon Gwyn
Lead Character Modeler

Manjit Jhita
Lead Character Animator

Paul Varney
Primary Scenery Artist

Charlie Bloomer
Spell FX Artist

Chris Naves
Character Conversion

Klaus Lyngedel
*Addition Characters
and Modeling*

Alain Maindron
Additional Animation

DESIGN

Eric Flannum
Lead Designer

David Msika
Level Designer

Andrew Delapp
Level Designer

Scott Holty
Level Designer

David Merrick
Level Designer

STORY

James Phinney
Story And Game Script Writer

THE MANAGEMENT

Mark Teal
Producer

Jay Nielsen
Assistant Producer

SPECIAL THANKS

Dennis Quinn,
Daniel Chevalier, Mike Damian,
Shawn Berryhill, and Clyde.

SHINY ENTERTAINMENT

Dave Perry
President

Stuart Roch
Executive Producer

"Miss M"
Web Mistress

Scott Barrett
Video Production

Art Currim
*VO Director & Additional Sound
Effects*

Mike 'Bob' Lewis
Hardware & Software Support

Christian Williamson
Compatibility Coordinator

SPECIAL THANKS

**Pamela McSwain, Justine
Corradino, Tony Bennett**

CREDITS

MUSIC

*Music Score Composed and
Conducted by*
Kevin Manthei,
kmmproductions.com

Orchestrations by
Rossano Galante, Bill Boston

Music performed by
The Sacrifice Orchestra

*Additional Musicians: Michael
Davis - African Vocals and
Chants*

SOUND EFFECTS

Tommy Tallarico &
Joey Kuras

Tommy Tallarico Studios Inc

VOICE OVER

Ginni McSwain
VO Director

Margaret Tang
VO Coordination

SPECIAL THANKS

All The Staff At Screenmusic
Productions.

VO ACTORS

Grey Delisle
Johnathon Cook
Bill Farmer
Kath Soucie
Brad Garrett
Kevin Michael Richardson
Cam Clarke
Melissa Disney
Castulo Guerra
Michael Bell
Charlie Adler
Michael Gough
Cory Burton
Neil Ross
Dwight Schultz

VO ACTORS (continued)

Pat Fraley
Eli James Keltner
Pat Pinney
Frank Welker
Paul Eiding
Greg Berger
Rob Paulsen
Jan Rabson
Rodger Bumpass
Jason Marsden
Susan Silo
Jeff Bennett
Tara Strong
Jennifer Hale
Tim Curry
Jess Harnell
Tony Jay
Joe Lala
John Kassir

Interplay Entertainment Corp.

Brian Fargo
President

Scott Burfiitt
Interplay UK Producer

Katy Hammond
Public Relations & Marketing

Chris Borders
VO Director

Gary Koltookian
Manual

Kathy Helgason
Manager Creative Services

Sherry LaVertu
Traffic Manager

Sandie Minguez
Manual Design & Layout

Paul Cox
Box Art Design

INTERPLAY ENTERTAINMENT CORP.

CREDITS

QUALITY ASSURANCE

Michael Motoda
Director of Quality Assurance

Monica Vallejo
Division Operations Manager

Greg Baumeister
Quality Assurance Manager

Doug Finch
Shanna Takayama

Kevin Osburn
Damien Evans

QA Project Supervisors

"GJ" Ramirez
Amy Presnell

Kristopher Giampa
QA Senior Testers

Seth Baker

Josh Grant
James Pyle

Jeff Husges

Reuben Park

Ismael Quijano

Rick Avalos

Charles Salzman

Jeff Mitchell

Robert Evinger

Daniel Sato

Steven Schneir

Joseph Chang

Michael Los

Kevin Miller

Adam Parker

Austin Williams

Nichole Rund

QA Testers

Derek Gibbs
Compatibility Supervisor

Josh Walters
Jack Parker
David Parkyn
Tony Piccoli
Compatibility Technicians

SPECIAL THANKS

Intel Corporation
Creative Labs, Inc.
NVidia Corporation
3DFX Interactive, Inc.
ATI

INTERNATIONAL

Tom Decker
International Product Manager

Olaf Becker (German)
Carole Huguet (French)
Rafael Lopez (Spanish)
Language Specialists

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX
Joysticks

Modems and Networks

www.interplay.com/support/directx/

www.interplay.com/support/joystick/

www.interplay.com/support/modem/

(For game-specific information and additional troubleshooting, visit our main page at www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 8:00AM-5:45PM and Friday 9AM to 4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp. Technical Support

16815 Von Karman Avenue

Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com

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Once again, welcome.

Brian Fargo
C.E.O.

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How to get there
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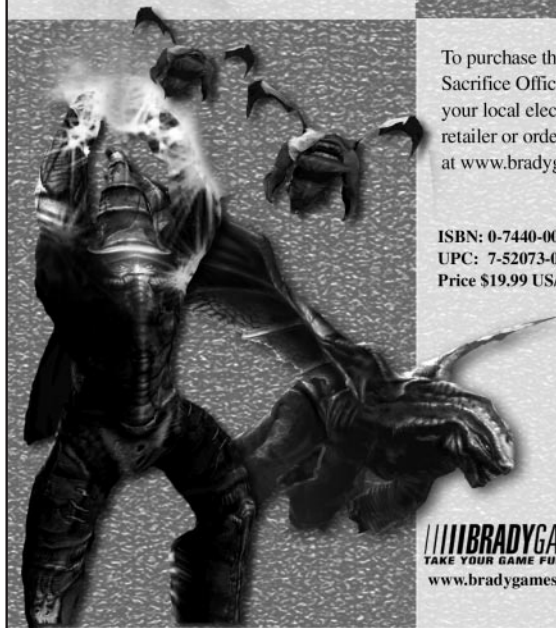


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