License Agreement

Please read carefully.

This is a legal agreement between you and Monte Cristo Multimedia relating to the use of the product you have purchased. By installing, downloading, accessing or otherwise using the product, you agree to be bound by the terms of this document. If you do not accept these terms please return the product to your reseller.

Copyright notice

License

Monte Cristo Multimedia grants you the right, provided you comply with terms and conditions of this document, to (i) use the software on a single computer system or, in the case of a multi-user or networked system which permits access to the software by more than one user at the same time, at a single working location; and (ii) make one copy of the software in machine-readable form solely for backup purposes. You may not electronically transfer the software from one computer to another over a network or otherwise. You may not use the software from multiple locations of a multi-user or networked system at any time, you may not rent or lend the software. All rights not expressly granted above are reserved.

Warranty Disclaimer

Monte Cristo Multimedia warrants that the DVD-ROM on which the enclosed program is recorded will be free from defects in material and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase, the DVD-ROM proves to be defective in any way, you may return the DVD-ROM to Monte Cristo Multimedia, and Monte Cristo will replace the DVD-ROM free of charge. This constitutes your only remedy under this document.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAWS, MONTE CRISTO MULTIMEDIA DISCLAIMS ALL OTHER WARRANTIES AND CONDITIONS, WHETHER EXPRESSED, IMPLIED, OR STATUTORY WITH RESPECT TO THE DVD-ROM OR THE SOFTWARE PROGRAM RECORDED ON THE DVD-ROM OR THE GAME DESCRIBED IN THE DOCUMENTATION, INCLUDING BUT NOT LIMITED

TO ANY WARRANTIES RELATING TO TITLE, NON-INFRINGMENT, THE QUALITY OF THE DVD-ROM, THE SOFTWARE PROGRAM, THE GAME, THEIR PERFORMANCE, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE; LACK OF VIRUSES, ACCURACY

OR COMPLETENESS OF RESPONSES, QUIET POSSESSION, AND CORRESPONDANCE TO THE DESCRIPTIONS. THE PROGRAM AND GAME ARE SOLD "AS IS". THE ENTIRE RISK AS TO THEIR USE, QUALITY AND PERFORMANCE REMAINS WITH THE USER.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT WILL MONTE CRISTO MULTIMEDIA BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY OTHER PERCUNARY OR OTHER LOSS WHATSOEVER RESULTING FROM OR ARISING OUT OF THE USE OR INABILITY TO USE THE DVD-ROM, PROGRAM, OR GAME, OR IN CONNECTION WITH THIS DOCUMENT, EVEN IF MONTE CRISTO MULTIMEDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. NOTWITHSTANDING ANY DAMAGES THAT YOU MIGHT INCUR FOR ANY REASON WHATSOEVER, THE ENTIRE LIABILITY OF MONTE CRISTO MULTIMEDIA AND ANY OF ITS SUPPLIERS UNDER THE PRESENT DOCUMENT, AND YOUR EXCLUSIVE REMEDY FOR ALL OF THE FOREGOING SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID BY YOU FOR THE PRODUCT.

Story

The ancient tradition

The inhabitants of Nelwë mastered magic since the oldest times of antiquity. Their elementalists, warrior magicians and necromancers learned to draw from the very essence of the universe the power which enabled them to shape the world to their will. Thankful for this, the Nelwëans deified the four elements in a quartet of dragons: Aefis, the king of the air who commands the sylphs, Frakkir, the sultan of the volcano palace where the salamanders live; Elugh, the lord of the depths and the only lover of all the sirens; Toghon, the emperor of the titans who live in the bowels of the earth. From their interplay and their unions were born the world and the creatures that inhabit it. Myths tell of the goblins who, with their aptitude for iron-work, descended from Frakkir. The humans, malleable like clay, would become the children of Toghon. Aefis would be the grandmother of the fleet-footed elves while the grey-skinned trolls would be born in the depths of the lakes created by Elugh.

Each race, each country and even certain cities have their pantheon of gods or patron saints, occasionally numerous ones (like the warrior trolls of Cloudworks, who systematically canonise dead fighters who are thirty years of age or older), but none of them know the universal radiance of the Four Dragons.

Previously each city had its own elementalist temple. There they venerated the demiurgic quartet, but they also taught magic to those who had the talent. The most gifted among the elves would become elementalists, the elite among both

the intellectual and the religious of Nelwë. But times have changed. Today there are no more than two elementalist temples: one at Silverfall, the capital of the enlightened kingdom of Egreïd, and the other in the magical city of Blazis, on the volcanic isle of Forge.

The scientist revolution

With time, the technology of the people improved and increasingly useful and more powerful inventions came to ease the load of the peasants. The invention of the steam boiler by the goblin master craftsman Oplimous in 585 of the second Magma Era set off a veritable industrial revolution, creating a new form of serfdom. The workers do not have a better life than the day labourers of old. The governments, in contrast, have seen their commercial and military power increase ten-fold by the new means of production.

Whether by political will or due to lack of resources, all the peoples of Nelwë have not yet attained the same level of industrial power. Some voices, often labelled as "retrograde" by the progressive lobbyists, rise up to defend ancient traditions. The evolution of the societies has a tendency to leave behind the elementary tradition, and very often it is the priests who advocate reasoned progress and even the categorical refusal of all science.

The savage way and the return to nature

In 658 of the second Magma Era a terrorist movement appeared named the Surveyors of the Savage Way. Founded by an illuminated elf by the name of Falael the Prophet who said that he had been entrusted with a divine mission, it quickly made disciples in all Nelwë. Burning the coal warehouses and assassinating the industrial barons, the followers of savagery within a few years resembled a veritable nation of outcasts of progress.

Allied with the Beast-men, Falael founded in 672 - on the ruins of the scientist duchy of Steelight - the Savage League, a territory where only natural law rules. Under the leadership of the druids, the population of the League worship the Mother of the Woods (the horned woman/ woman of the forests), deifying nature.

Installation,
running and main menu

Installing the game and beginning a game

Insert the Silverfall game disk and follow the instructions that appear on the screen. If no dialogue box appears, do the following:

1. Double-click on the 'My computer' icon on the desktop.

2. Double-click on the DVD-ROM drive icon.

3. Then double-click on the 'Setup.exe' file.

After installing Silverfall, run the game via the Start menu, Programs, Monte Cristo, Silverfall or double-click on the Silverfall icon on the desktop.

Start Menu

Play
Begin a game.

Silverfall configuration
Your system configuration will be automatically detected. If you would like to modify the settings you can use this option and modify the resolution as well as the graphics quality. By lowering the level of graphics quality you will improve the game performance.

If you have any problems with the video parameters, check that you have the latest drivers installed for your graphics card and consult the troubleshooting section.

Options
Choose the game options. You can adjust the volume of the sound effects, interface, and music. You can also change the difficulty level, activate or deactivate certain options such as the area change confirmation display, tutorials, or character outlining.

www.silverfall-game.com
Visit the official game site to join the community and get news about the game.

Uninstall
Uninstall the Silverfall game.

Quit
Quit the game.

Main menu

Creating your character
Once the game has been installed and is running, you are ready to play. To begin
a game you must first of all create a character. To do this select New at the
bottom of the screen. You will be taken to the creation screen where you will be
asked to choose your race, sex and name as well as to customize your
appearance.
Once your character has been created, he will appear when you begin the game,
in the main menu at the centre of the screen. In the box at his feet you will find
any important information concerning him. Use the arrows under the character
description box to scroll through all the saved characters.

Eliminating a character
If you wish to eliminate a saved character, use Erase, and confirm when asked.

Starting
Click on this option, once you have chosen your character, to run the game in
single player mode. If you have a game in progress your character will reappear
in the city closest to where you left off. If not, the game will begin at Silverfall,
with the introduction to the story.

LAN
You must also choose or create your character before being able to begin a game in LAN.

Internet
Playable online with up to eight players.

Options
The same options as on the start menu. You can adjust volume, difficulty and certain game options.

Credits
See the team that created Silverfall.

Quit
Quit the game and return to Windows.

CHARACTER CREATION SCREEN

Begin by choosing from among the four available races by clicking on the portraits. Then choose your sex by using the appropriate icon. Move the cursors from left to right to choose the face you would like, the colour of skin and hair as well as hairstyle. Finish by giving your character a name. This is the name that the other players will see when you are in multiplayer mode.

Once you are satisfied with your character, click on the box at the bottom of the screen and you will return to the main menu where you can select what type of game you would like to start playing with this character. The cross allows you to return to the main menu without saving the character being created.

The basics

The controls in Silverfall are very simple.

Left click

The left click allows you to carry out almost all actions. Click on the ground and you will move to that place, click on a monster and you will attack it with the selected basic action, click on an object and you will pick it up, click on a safe, box or door and you will open or break it, click on a character and you will talk to it. You can hold the left click to continue the action, attack, cast a spell or move.

Right click

The right click allows you to carry out complex actions. More destructive than basic actions, their use is limited by the amount of Power you have as each click consumes some power. At the beginning of the game you will not have any available complex actions. But as soon as you have added points to active skills you will be able to use them.

Character evolution

Each fight or quest successfully completed will give you experience points. These accumulated points will allow you to increase your character's level. At each new level you will earn four Skill points as well as four Attribute points that you can then allocate as you like. In this way you can make your character progress exactly as you want and face increasingly powerful creatures.

GAME SCREEN

Summary indicators

These indicators allow you to quickly see the general state of your character and his allies. Each shows the name of the character, his positive and negative spells, as well as his Life and Power gauges.

Inventory window
Character window
Skills window
Quest window
Clan window
World map window
Options
Left click action
Life gauge
Level indicator
Power gauge
Right click action
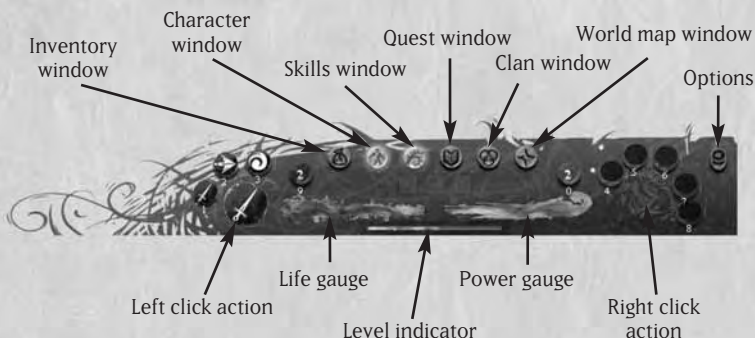
Life gauge

This gauge represents your health; any harm done will lower it. To regain life, use health potions or spells. If you choose to do nothing it will gradually rise.

The number written in the red circle at the end of the gauge shows the number of health potions you have available in your bag.

Power gauge

The majority of spells, as well as special combat blows, use Power. It regenerates on its own if you do not use an action that will consume it, or by using Power potions. The number written in the blue circle at the end of the gauge shows the number of remaining Power potions.

Level indicator

The orange bar shows your progress towards the next level.

Left click action

Left-clicking allows you to use basic actions that don't consume any Power.

The large icon at the left of the interface shows the selected basic action and the other smaller icons right beside it are shortcuts towards other basic actions. The small numbers written below each icon correspond to the keyboard shortcut to be used to move from one basic action to another without having to click on the interface.

Right click action

The large icon to the right (circle) shows the selected complex action and the small icons show the actions which have shortcuts. You can also move from one complex action to another by using the keyboard for which the numbers appear below the icons.

Skills window

This button opens the character's skills panel. You can also make it appear by using the S key on the keyboard. It will blink if you earn a level and have skills points to distribute.

Character window

This gives access to the character window, which you can also open with the C key on the keyboard. This button will also blink if you earn a level until you have distributed your points.

Inventory window

Shows the inventory (I key).

Quest window

Shows the quest journal (Q key).

World map window

Shows the entire world map (M key).

Clan window

This button can be used only in multiplayer mode and shows the name and information of all the players connected to the same game as you.

Careful! Opening these different windows doesn't pause the game!

Skills window

The skills panel has several tabs:

- The **Combat** tab which then opens onto three sub tabs: Melee, Shooting and Technique.

- The **Magic** tab which then opens onto three sub tabs: Elements, Light and Shadow.

- The **Other** tab which then opens onto three sub tabs: Race, Nature and Technology.

You can use this panel to make your character evolve.

Number of points to be distributed

This window shows the number of points that have not yet been distributed.

Number of points attributed to skills

The number written under the icon shows your mastery level in this skill.

Information window

On passing the mouse over the skill icons, a window will appear giving you all the useful information about the skill: its description, its effect at the next level and any potential prerequisites.

Active and passive skills

Active skills, meaning those which must be activated by a click, are represented by a round icon. The passive skills, meaning those which are always functioning without having to be triggered are represented by a square icon.

Plus buttons

These buttons only appear if you have available skill points and if you can add points to the skill. By clicking on them you will add points to the related skill.

Note: a point which has been attributed cannot be removed until a wise man has been consulted

Minus buttons

These buttons only appear if you have spoken to a wise man. This character allows you to buy back skill points that have already been allocated by using the minus button. The cost is shown in the price window.

CHARACTER WINDOW

Here you will find all of the information about your character.

Attributes

Your scores in the four attributes and the number of points that remain to be distributed.

Note: a point which has been attributed cannot be removed.

Life and Power

Your current number of Life points over your maximum number of Life points, and your current number of Power points over your maximum number of Power points.

Attack

The damage per second that your character can cause with the weapon he is holding. The type of attack, whether melee or at a distance, depends on the action chosen by left-clicking.

Complex action

This line shows the damage per second of the complex action selected by right-clicking.

Armour

Your character's total protection and the effect of this protection regarding damage reduction.

Resistance

Your resistance to Ice, Fire, Air, and Shadow.

Loyalty

Your gauge of loyalty between Nature and Technology.

Experience level

Your current level as well as the number of points you have over the number of points needed to reach the next level.

INVENTORY

Here you will find everything that your character and his companions possess.

Character icons

These icons allow you to access your character or his companions in order to equip them.

Name

The name you have given to your character, or his companions.

Character

Representation of your character or one of his companions and their equipment.

Earring	Head	Necklace
Arms	Armour	Backpack
Rings	Legs	Rings
Ranged weapon	Melee weapon	Shield or second weapon

You can outfit your choice of a shield or a second weapon in this box. Note: if you have a two-handed weapon in the melee weapon box you will not be able to put anything in this box.

Main inventory

Each box can contain an object, no matter the size. You can pile up to ten potions or parchments in a single box. The main inventory is common to your character and his companions.

Gold

The sum of gold carried by your character.

QUEST WINDOW

Here you will find the list of quests in progress and completed, as well as their description.

Main quest

Lists all of the stages of the main quest that you have already completed and introduces the current stage. A description of the selected quest appears in the side window.

Secondary quest

Lists all of the secondary quests you have received. If you select one, a description is shown in the side window. If it is a quest that you have not yet completed, selecting it in this window will indicate the direction of the goal on the different maps.

Note: certain quests are open and do not have an associated cursor, even when clicked on.

WORLD MAP

Here you will find a complete world map of Nelwë. To zoom, turn the wheel of the mouse. To move, left-click and hold on the map to move in the direction you desire. Let go when you have reached where you want to be.

Goal of the main quest

The place where the current goal of the main quest is found.
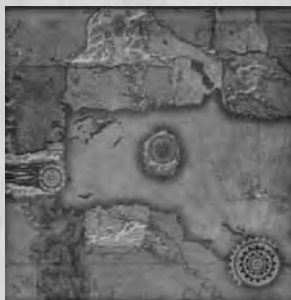
Goal of the selected secondary quest
The place where the current goal of the secondary quest which has been selected from the quest book is found.

Explored area
The part of the world which has already been explored in previous games.

Unexplored area
The part of the world still to be discovered.

Character
Where your character is.

Allies
The position of allies.

Cities
Cities that you have already discovered. To go to them click on the point and confirm. You will then be teleported to the centre of the chosen city.

CLAN WINDOW
Here you can see a list of players that are connected to the same game as you. You can communicate with them, invite them to join your group or throw them out of the game.

Available players
List of players having not yet joined a group or who are part of another group (in red).

Allies
Players who belong to the same group as you.

Invite
If you are a group leader this button allows you to send and invitation to a selected player.

Evict
This button allows you to throw someone out of the group (you must be its leader).

Quit
This button lets you leave a group.

Ban
This button lets you throw a player out of the game (server only) and to ban him.

Merchant window

This window lets you see the different objects that the merchant with whom you are speaking to can offer you. There are three tabs: Weapons, Armour and Other. To purchase an object select it and then drag and drop it into your inventory. Do the opposite to sell it.

Weapons
Presents all the weapons that the merchant has for sale.

Armour
Presents all the armour that the merchant has for sale.

Other
Presents objects such as potions and parchments that the merchant has for sale.

Description window
This gives a description and the price of an object that you point your mouse on. The window to the side gives a comparative description of the object that you already have at the same spot.

Apprentice's Holy armour
Armour
- Level 20 Ordinary -
Required level: 15
Required strength: 25

Armure : 64
Bonus aux sorts de soin : 16%

39 Gold

Current equipment:
Apprentice's Mechanical armour
Armour
- Level 23 Good quality -
Required level: 18
Required strength: 28
Required Technology 23%

Armure : 142

+13 Armure

Controls

To move, left-click on the ground.

Combat

In combat, to use a simple attack on an enemy, left-click on him. A red circle appears at his feet if he is hit.

If your character has a Melee attack selected in active attack, he will automatically approach the enemy until he is close enough to attack. If he has a Distance attack selected in active attack he will remain where he is if he is close enough to attack, if not he will approach just within firing distance.

To continue attacking the same enemy until he dies, hold the left-click.

To go from one simple action to another, for example from bow and arrow to sword, if you are currently in contact with the enemy, click on the small circle to the left of the shortcut that represents the new simple action that you wish to complete, or use the keyboard shortcut shown below the icon. Then click on the enemy as before and you will see your character automatically use the weapon corresponding to the action desired and use this new attack on the chosen enemy.

You can allocate new shortcuts with a left-click, but only a few actions, and only simple actions. In order to do so, select the skill that you would like to have as a left-click shortcut, then drag and drop it to the left of your bar where you want it.

To use a complex attack, you must first have the skill. When you earn a level, after having seen the prerequisites, allocate if possible points to the skills you are interested. If you still have space in your shortcut bar at the bottom of the screen, the icon of your new skill will automatically appear among them. To use it you will only need to select it by clicking on the interface bar with a left click or by using the keyboard shortcut allocated to this action. This is now your quick complex action; you only have to right-click on the enemy of your choice to see the result.

If your shortcut bar is full, you will have to configure it yourself. Select the skill that you would like to add to your shortcut bar and then drag and drop it to the right of your bar where you would like it.

Each time you use a right-click skill your Power bar falls since all complex actions consume Power.

When your Power bar is empty, or an action requires too much Power, a message and a sound advise you of this. You must then take a Power potion or wait without using a complex action, until your bar regenerates.

In Silverfall you can also obtain skills for invocations or beneficial spells. For invocation spells, after having selected them in quick action, you must right-click on the ground. Your creature will appear at the designated place.

Beneficial spells can be cast on yourself as well as on your allies. To do this you can also take them in quick action by clicking on them with the keyboard shortcuts and then selecting the desired ally or your character. A blue circle appears at the feet of the selected friendly character.

PICKING UP OBJECTS

When enemies die they often drop objects that your character can pick up. These objects let off a bit of smoke, so that you can see them more easily.

If you press the Alt key on the keyboard you will see the name of all of the objects on the ground. The colour used depends on the quality of the object. To pick them up, left-click on the object itself, or on the name in the box shown by using the Alt key.

Apprentice's Studded leather armour
Gloves
- Level 15 Ordinary -

You will at times find chests during your exploration. Click on them to open them, they could contain objects.

Equipping oneself

Once an equipment object has been picked up, you can equip yourself with it. To do this, open the inventory window (I or inventory icon). Move the mouse over the object. A comparative window appears showing you the differences and potential improvements that this object will bring you compared to the one you currently have. If it seems better, drag and drop it to the inventory box that corresponds to the object. The new object will then replace the old one and will take its place in your bag.

Certain objects have prerequisites to be used. If you don't have the prerequisites yet, and you try to equip yourself with the object, a red cross will appear in the appropriate box.

The bank

In Silverfall, you have the possibility of having a safe at the bankoblin. This safe allows you to store all the objects you want to keep, without having to carry them with you. It is magically transported from city to city so that you can always access your possessions.

To use this safe you must first speak to the banker so that he will open the safe for you. Once open, you can move the objects with a drag and drop to your inventory or do the opposite if you wish to lighten your inventory.

Earning a level

During the game you will earn experience points by killing monsters or by completing quests. Periodically you will have enough points to move up a level. The two icons in the character panel and one in the skills panel will then begin to blink.

You can then click on them (or use the I and A keys on the keyboard). In the character panel small plus signs appear next to the attributes: Strength, Constitution, Agility and Intelligence. The number of points that you have is also shown (four points to be distributed by level).

Strength has an influence on the damage done during melees and also interrupts enemy attacks.

Constitution has an influence on the number of Life points and their regeneration. It also increases the chances to withstand an interruption.

Intelligence has an influence on the number of Power points and their regeneration. It also increases the chances of interrupting or withstanding an interruption caused by a spell.

Agility increases the damage made by distance weapons, the chances of hitting a target and critical blows. It also increases the chances of dodging successfully.

By clicking on the plus signs you can also increase these four attributes, depending on the type of character that you would like to play. Careful, the distribution of these points is permanent, so think carefully before distributing.

As with the character panel, plus signs and the number of points to be distributed appear on the skills panel. Certain skills won't have any plus signs: these are the skills for which you have not yet fulfilled the prerequisites. Read the information given in the floating window by moving the mouse on the skill icons to find out which one to choose or what you need to do to unlock a skill that is currently inaccessible.

To add points to a skill, simply click on the plus situated beside the icon that you have chosen.

Life, Power, Death and Insurance

During combat you risk being wounded. The damage that you have received appears in red over your head and your Life bar will diminish by so many points. With time your character will regenerate these points. If you would like to quickly regain your maximum health, particularly during combat, you can use health potions (red) or spells.

To drink a health potion use the 9 key or the icon in the interface. To cast a health spell you must have it as a complex skill and right-click on your character (see combat controls).

Your number of Life points and your ability to regenerate will evolve during the game, depending on your Constitution score, as well as certain skills.

In the same way using complex actions will diminish your Power bar. This will also regenerate with time, but if you wish to quickly regain these points you can take a Power potion (blue). Your number of Power points and your ability to regenerate will also evolve during the game depending on your Intelligence score as well as certain skills.

Sometimes you will die. In this case you will leave your body with everything you were carrying, and you will find yourself at the centre of the nearest village, in the company of any companions you had. In Silverfall it is possible to be insured through the bankoblin in order to regain the things you have lost on resurrection for a sum of gold which depends on the number of deaths you have had.

Nature or Science

The world of Nelwë is, since the invention of the steam machine, divided into two opposing philosophies: the supporters of nature and the supporters of science. And the moment has come where everyone must choose a camp.

The way of Science focuses on progress; they master steam, electricity, flying machines and alchemy, but tend to seriously neglect their environment. The progress that is made hinges on nature.

The way of Nature preaches a return to the earth and ancient animist traditions. All forms of technology should be destroyed since they are harmful. Communion with the environment and respect of the balance of nature is fundamental. But this harmony with natures includes no notion of progress.

While at the beginning of the game the player belongs to one of the neutral factions, he will have to choose a side during his adventures. Numerous secondary quests, as well as numerous dialogues will allow you to earn loyalty points for one side or the other.

To see the evolution of your character, look at his character page. The loyalty bar indicates if you lean towards Technology or Nature.

The consequences of loyalties

The way chosen not only impacts the welcome that the non playable characters will extend to you, but will also give you access to different skills specific to one path or the other. This will also allow you to use the equipment linked to these paths and to recruit allies.

The reaction of non playable characters

Certain characters are very engaged in one path or another. Their reactions will depend on your loyalty score. If you are neutral they will also be so, but if you are from the opposing path they are likely to be much more aggressive. However if you are from the same side they will be much more friendly. These different reactions have a direct impact on prices of merchandise depending on the loyalty of the city. In addition, certain characters likely to give you a quest will not do so if you are of an opposing loyalty.

Loyalty skills

Following either the way of Science or Nature will also allow you to access new specific skills.

The way of Nature offers you the possibility of metamorphosing into a lycanthrope, calling the creatures of nature to your aid, as well as casting spells such as a swarm of insects, or acid blood.

The way of Science allows you to use implants and firearms, to summon mechanical creatures, and to use a certain number of skills such as radiation or steam blasts.

Loyalty equipment

Numerous objects have been created by the defenders of nature or the disciples of science. A character following one of these paths will be particularly rewarded if he finds and uses this type of object. However a character from the opposite path, or neutral, will not be able to use it.

Companions

Throughout the game you will meet non playable characters which can help you. Some have already chosen their path and will only follow your character if he is on the same side.

Races

Once enemies, the four dominant races are today capable of coexisting, sometimes in close cooperation. The majority of the kingdoms are dominated by a race, but certain ones are comprised of a combination of different races more or less accustomed to living together.

Humans

The humans are similar to those of our world. All of them are as skilled with magic as with arms and adapt faster to their environment and to knowledge than the others.

Elves

The elves are smaller and frailer than the humans. Inherently magical, they are particularly gifted not only with the ability to cast magic spells but are also formidable archers.

Trolls

The Trolls are large and strong creatures with projecting jaws and pronounced builds. They are without contest the best and most powerful combatants of Nelwë.

Goblins

The goblins have a greenish hue and are quite small. Their apparent weakness is nevertheless compensated by an incredible dexterity and great intelligence. They are without any doubt the best technicians of Nelwë.

The skill system

Silverfall leaves you completely free to create exactly the character you want. At each level you can distribute four points to the skills of your choice among these families:

The combat family, consisting of three different panels: Melee, Shooting, and Technique. **The magic family**, consisting of three different panels: Element magic, Sacred magic and Black magic. **The race family**, in the 'other' tab, which includes the skills linked to your character's race, and which will differentiate him if you develop them. And finally the **Nature and Science families** also in the 'other' tab.

Skills include passive skills which function continually from the moment they are learned and don't need to be triggered, and active skills such as combat techniques, to be used instead of a normal attack, and spells.

The **Melee** panel includes postures such as berserk or defensive, as well as the skills and techniques for handling different weapons: one-handed, two-handed and bare fisted.

The **Shooting** panel includes postures such as precision shooting and rapid fire, as well as the skills and techniques for handling different distance weapons: bows, crossbows, firearms.

The **Technique** panel only includes passive skills which allow an increase in speed, poisoning attacks or improving marching abilities.

The **Element magic** panel includes mainly attack spells based on the different elements such as lightning or fire balls.

The **Black magic** panel includes spells that weaken the enemies' abilities, but also invocations of creatures and passive skills to improve them.

The **Light** panel includes beneficial spells which improve the capabilities of the character and his allies, as well as spells such as regeneration or resurrection.

The **Race** panel will change depending on your character, and includes mainly passive skills which improve certain abilities. Humans, for example, can increase the power of their spells or of the complex actions that they use. Trolls can increase the damage they cause in melees or their possibilities of hitting their target. Elves can increase the damage caused by their element spells or their resistance to black magic. Goblins can be more effective with their firearms or improve their constitution.

For the **Nature** and **Science** panels: When you distribute your points, you can decide to learn a new skill, or to increase the level of mastery of a skill that you already have.

The maximum level of mastery of a skill is ten. The higher the level the more efficient your use of the skill is. A level ten attack spell will cause much more damage than a level one attack.

Prerequisites
All skills will ask for prerequisites before being able to be increased to their maximum level. Prerequisites may ask for an increase in another lesser skill, or they can require a certain character or loyalty level. If you don't have the necessary prerequisite to increase a skill, it will appear red in the information window.

Synergy bonuses
So that all the skills remain useful no matter what the level of your character is, even the skills that you may have acquired at the first level will give you bonuses on the last skills of the same family. Therefore each point invested remains useful whatever the level of your character is.

Wise men
All cities of Nelwë have a wise man. This man lets you buy skill points in exchange for a sum of gold which depends on the number of points to be purchased. Therefore, if you have made a mistake, you can always go back, regain the point and reattribute it wherever you like.

Equipment

In Silverfall you can gather numerous types of different objects. Pieces of armour, jewellery, hand weapons, distance weapons, etc. Each of these objects has the potential of being magical and can have different charms. They also have a level.

Armour

There are four types of armour and each one has different parts (head, torso, arms, legs). Robes are the preferred armour of sorcerers; they often give interesting bonuses of magic abilities. However a high intelligence score is often required. Light armour, often made of leather or lightweight materials protects less, but doesn't require any special strength to be carried. Medium armour is a compromise between protection and required strength. Finally heavy armour protects very well, but requires Herculean strength to be worn.

Weapons

There are numerous weapons in Silverfall that are arranged in six categories: hand weapons, one-handed weapons, two-handed weapons, bows, crossbows and firearms. In each category you will find a wide variety of different weapons that your character can handle as you like. For example, among the one-handed weapons you will find swords, spears, clubs, axes, etc. Depending on the type of weapon, the bonuses and above all the speed, attacks will vary.

Magic objects

When you pick up objects some appear with a name in colour and an indication of quality. These are magic objects. The degree of quality depends on the number of charms that an object has. If a merchant is selling these objects, they will be very expensive.

Normal objects	Gray
One charm (good quality)	Yellow
Two charms (excellent quality)	Green
Three charms (elite quality)	Blue
Four charms (ultimate quality)	Brown
Unique object	Orange

Companions

Throughout his journey your character will come across non playable characters likely to help him. They will accompany your character after he has completed a quest for them, for as long as you want to keep them in the group.

You can only have two companions at the same time; the others will wait for your character at the nearest village. You can go back and change the composition of your team at any time.

Each of the companions has his own abilities, so try to choose companions that compliment your character.

If the behaviour of your companions isn't satisfactory, speak with them about it. That way you can modify their way of fighting and better adapt their technique to yours. They are not, however, playable characters and you will not be able to take complete control of them.

You just have to speak to them to send them away from the group.

You can however interfere with the equipment of your companions. To do this, once they are in the group, you can simply use the icons representing the portraits in the inventory and drag and drop the pieces of equipment to your companion.

Quests

Throughout the story certain characters will give you missions which are likely to change your future and that of your city. They will often come to you on their own, but sometimes you must click on them for them to tell you what they have to say.

Certain non playable characters are equally likely to give you additional missions. These are secondary quests. Click on them to prompt the dialogue and follow with the answers that you think correspond most to your character. You will surely refuse some quests which don't correspond to your chosen path. Always think carefully about your answers, they can allocate loyalty points, or permanently anger a character of the opposing path.

There are numerous secondary quests in Silverfall. Some are more important than others. You can have, for example, quests that give you companions or others which help you rebuild Silverfall.

Quest journal
Whenever you advance in the main story, instructions for your new objectives will be added in the quest journal. Consult it if you don't have anything to do. The secondary quests that you have accepted will also be added to your journal. Select the secondary quest tab and all of your quests will appear, sorted by region of the world where they must be accomplished. Select the name of the quest to see the details and to show a goal marker on your map.

Quest objects
Certain quests will ask you to look for specific objects. They do not have any value themselves, other than for the character who has asked you for them.

Multiplayer gaming

In Silverfall you can also play in multiplayer mode and share your adventures or face seven other players online or via LAN. You can even use your character from single player mode in free multiplayer mode whenever you want. Companions won't be present in multiplayer mode, and their quests will not be accessible. In addition it will be impossible to pause the game.

Connection
Once you have selected your character, click on Internet or Local network in the Silverfall main menu to access the menus of multiplayer games.

Local network
To begin a local network game, click on the corresponding option in the Silverfall main menu. A window will show you the current game sessions.

You can then choose to create a new game or join an existing game.

Creating a local network game

If you create a game you become the host, and your computer will be used as the server. Therefore it is recommended that if you are playing with friends, the player who has the fastest computer should serve as the host.

Click on 'Create' in the lower part of the screen and the game creation window will appear. Enter all the details of your game (including the mode, name of the game, number of authorized players, etc.) and then confirm.

When the host disconnects, the game is ended. The host also has the possibility of expelling a player from the game at any time.

Joining a local network game

In the game sessions window, select a game and click on 'Join'.

INTERNET

To begin an Internet game, click on the option 'Internet' in the Silverfall main menu.

Existing Silverfall user account

If you already have a user account, enter your ID and password in the relevant fields and confirm. A window will show you the existing game sessions. You can then choose to create a new game or join an existing one.

Creating a user account in Silverfall

If you don't yet have an ID and password click on 'Create' to create your user account.

Enter your user name and password. Your user name is not related to your character name. Confirm your password and confirm account creation by clicking on 'Create'.

Once you have returned to the identification menu, enter the details of your new user account and confirm.

A window will show you the current game sessions.

You can then choose to create a new game or join an existing one.

Creating an Internet game

Click on 'Create' in the lower part of the screen to make the game creation window appear. Enter the details of your game (including the mode, name of the game, number of authorized players, etc.) and then confirm.

Joining an Internet game

In the game sessions window, select a game and click on 'Join'.

Multiplayer game modes

To begin a network or Internet game you must have already created a character.

Campaign mode

In Campaign mode, players have the possibility of playing the entire main scenario with several players. However this mode has a certain number of restrictions:

- Only a newly created character can begin and participate in a game. It can only be used in this mode and specifically in this game.

- Only the quests of the player having created the game (server) are accessible and can only be accepted and validated by him. The players who join a game will automatically obtain these quests and can help the server (the player who has created the game) accomplish them. They will not, however, be able to choose their own quests.

- Only the player who has created the game in the first place can restart the campaign. The other players can join when they like.

In Campaign mode, the players are allies and cannot challenge each other.

Free mode

In Free mode, the main restriction is that the main quest is inaccessible, but all players are free to carry out any of the secondary quests.

Free mode can be played with any character that has been created previously (other than those reserved for Campaign mode), with the condition that the character complies with the characteristics of the game that you wish to join. You can join a game at any moment, the only restrictions being those created by the host player (server).

In this mode it is possible to carry out secondary quests independently from the other players and to challenge them or create alliances to help each other.

Skills in detail

Combat Skills

Includes all skills which help the character fight using weapons or techniques.

Melee

These skills are used in close armed combat. These include offensive and defensive skills, as well as mastery of their specific associated techniques.

Master of small arms
Increases the effectiveness of one-handed weapons.

Master of heavy weapons
Increases the effectiveness of two-handed weapons.

Hand to hand
A basic attack which passively increases all melee abilities.

Berserker
A savage hand-to-hand attack which damages armour.
Does not allow any parrying.

Berserker charge
Only active in berserker.
Charge against a distant enemy, increasing the strength of the attack.

Circular attack
Only possible when armed with a two-handed weapon.
Hits all the surrounding enemies.

Counterattack
Only active when in defensive stance.
After a parry, the following attack is more powerful and cannot be interrupted.

Critical knowledge
Only possible when armed with a one-handed weapon.
The attacks have more probability of giving a critical blow.

Defensive stance
Attack in defensive position at the expense of the strength of the attack.

Double attack
Only possible when armed with a one-handed weapon.
Powerful attack that hits the target twice.

Master of hand weapons
Increases the effectiveness of hand weapons.

Knock down
Only possible in berserker. A kick that knocks down the enemy and makes him vulnerable for a short moment.

Smash
Only active when in defensive stance.
A powerful blow that temporarily demolishes the adversary's armour.

Volley of punches
Only possible when armed with a hand weapon.
A powerful attack that can hit the adversary five times.

Stun knowledge
Only possible when armed with a two-handed weapon.
The attacks are more likely to knock the adversary out.

Knowledge of injuring attacks
Only possible when armed with a hand weapon.
The attacks are more likely to injure the adversary.

Shooting

These skills are used in ranged armed combat. These include skills for using different types of weapons, as well as mastery of the specific techniques related to these weapons.

Aiming stance.
Long-range attack in aiming stance.

Weakening shot
Only possible with a firearm.
Special shot that reduces the enemy's attributes.

Long-range shot
Long-range shot that passively increases all shooting abilities.

Master of bow and arrow
Increases the effectiveness of bow-and-arrow shots.

Master of crossbow
Increases the effectiveness of crossbow shots.

Element shot
A magic shot that hits the target without fail.

Explosive quarrel
Only possible when armed with a crossbow. The shots have a better chance of exploding on impact and wounding all surrounding enemies.

Rapid fire
Long-range shot of rapid fire.

Master of firearms
Increases the effectiveness of shooting with firearms.

Disabling arrow
Only possible when armed with a bow and arrow.
A shot that disables the enemy by reducing his speed of movement.

Multiple shots
Shoots several projectiles in a single attack.

Destabilising quarrel
Only possible when armed with a crossbow.
A particularly vicious shot which knocks down the opponent for a short moment.

Stun shot
Only possible with a firearm.
The shots have a better chance of stunning the adversary.

Wounding arrow
Only possible when armed with a bow and arrow.
The shots have a better chance of wounding the adversary.

Head shot
Only active in aiming stance. Shots at enemies at a distance are very powerful and each hit does critical damage.

Reflex shot
Only active in rapid-fire stance.
The speed of the shot against nearby enemies is increased.

Technique

These skills are used to improve overall combat ability. They include improvement of speed, attack or defence precision and even the possibility of poisoning.

Master of parrying
Only active hand to hand or in defensive stance.
Increases the chances of parrying.

Rapid missiles
Increases the speed of all missiles.

Master of dodging
Increases the chances of dodging.

Armour penetration
Melee attacks and shots pierce a part of the adversary's armour.

Reflexes
Increases the chances of parrying and dodging, but also the chances of being critically wounded.

Master of critical blows
Increases the chances of making a critical blow.

Master of armour
Increases the effectiveness of armour.

Deadly weapons
Increases the effectiveness of all weapons.

Speed
Increases movement speed.

Poisoned weapons
The weapons have the potential of poisoning the hit adversary.

Concentrated poison
Increases the chances of poisoning and the duration of the poison.

Corrosive poison
Adds an armour reduction effect to the poison.

Weakening poison
Adds a slowing down effect to the poison as well as diminishing the agility and strength of the enemies that have been hit.

Endurance
Gives the chance of resisting attacks that stun, wound and destabilise, as well as the effects of poison.

Glimpse
Increases your chances of finding magic objects and those from a higher level.

Magic Skills

Includes all the skills which use magic (element, sacred or dark magic).

Element

These skills originate from the use of element magic, including air, water and fire and their various forms.

Element projectiles
Throw one or more pure-energy missiles.
Passively increases the range of all element spells, and decreases the cost in power points.

Fire blood
Adds fire damage to the attacks and gives a better resistance to fire.

Firebal
Launches a fireball that causes heavy damage to the target.

Combustion
Ignites the targeted adversary, who will suffer damage from the fire for a while.

Fire rain
A rain of fire descends on the targeted area and causes heavy damage.

Ice ball
Launches a ball of ice that causes little harm, but freezes the target.

Cold ring
Sends out a cold ring that causes little harm, but freezes the surrounding enemies.

Ice crown
Increases the resistance to cold.
Freezes all melee attackers.

Tornado
Invokes a tornado on the adversary which provokes heavy damage and slows down all of his actions.

Lightning
The target is hit by lightning.

Wind spell
Gives better resistance to air damage.
Increases the speed of incantation.

Shock wave
Sends out a shock wave that wounds and destabilises all the surrounding adversaries.

Shock
Calls up a powerful bolt of lightning that interrupts the enemy and inflicts heavy air damage. The enemy is slowed down for a short moment.

Applied spells
Increases the chances of doing decisive harm with the element spells.

Servant
Invokes an element servant.

Master of elements
Increases the damage caused by all element spells.

Sacred

These skills originate from the use of sacred magic. They include healing, protection and benedictions.

Rapid healing
Reduces the incantation time of the healing spell.

Healing
Gives life to the target.

Master of healing
Increases the quantity of life returned with the healing spell, as well as its cost in power points.

Rapid recovery
Speeds up the natural regeneration of life.

Power regeneration
Speeds up the natural regeneration of power.

Pure light
Passively increases the effects of the healing spell on you.

Resurrection
Gives life back to an ally.

Applied healing
Gives the chance of doubling the effect of the healing spell.

Sacred shield
Passively increases armour under the effect of the illumination spell.

Superior benediction
Passively increases all attributes under the effect of the illumination spell.

Fervent prayer
Passively increases the duration of illumination.

Illumination
Increases damage and protects against the spells of the Shadow.

Reverend's prayer
Allies in the area and others also benefit from the illumination spell.

Serenity
After a fight, immobility allows for quicker life and power recuperation.

Life absorption
Healing an ally causes harm to nearby enemies by taking life from them.

Transmutation
When one of the gauges (life or power) is full, a part of the unused regeneration is converted into regeneration for the other gauge.

Dark

These skills originate from the use of dark magic. They include necromancy and curses.

Abomination
Invokes a dead servant.

Amplified curses
Increases the duration of curses.

Master of death
Increases the damage caused by the Shadow.

Contagion
Damned enemies can spread the curse that is on them to any enemies that are close by.

Shadow rage
Throws several projectiles that inflict damage from the Shadow.

Education
Increases the abomination's combat abilities.

Element curse
Powerful curse that reduces the target's resistance to elements.
The enemy's resistance can become negative and therefore will suffer additional damage.

After-life
Increases the lost soul's abilities.

Life drain
Drains life from the target.

Lost weapon
Invokes an avenging spirit.

Master of necromancy
Increases the characteristics of your invocations of the Shadow.

Power leak
Reduces the intelligence of the cursed adversary.
Also reduces his incantation speed.

Putrefaction
Reduces the defensive capabilities of the cursed adversary.

Reconstitution
Increases the abomination's ability to drain.

Damned pact
Transformation into Shadow.
Light spells can wound you, but you are immunised against harm from the Shadow. Increases armour but decreases resistance to the elements
All attacks provoke additional damage from the Shadow.

Vampire hit
A part of the physical harm inflicted on the adversary drains life.
All of the harm from the Shadow inflicted on the adversary drains life.

Other Skills

Includes all the skills of race and loyalty to Nature or Technology.

Nature

These skills are available when the character is loyal to Nature. They include the skills and the specific techniques needed for offence, defence or invocations.

Acid blood
Your blood, which has become acid, wounds attackers in melee.

Ancestral power
Ancestors' souls give power points over time.

Master druid
Passively increases the duration of lycanthropy, purification, ancestral power and nature's help.
Passively reduces the cost in power points of all nature spells.

Protective bark
Temporarily increases all resistance to elements and poison.

Rust
Inflicts direct damage on the adversary; very powerful against mechanical enemies.

Survival
Natural instinct that passively gives the chance to ignore physical or magical damage.

Lycanthropy
Metamorphosis into an animal for a certain amount of time.

Swarm
Projects an insect egg that emits a purulent swarm on impact. Inflicts damage on the target and his nearby allies.

Nature's help
Invokes a ferocious beast.

Wild marks
Increases strength and agility.

Technology

These skills are available when the character is loyal to Technology. They include the skills and the specific techniques needed for offence, defence or invocations.

Shield
Generates a shield that blocks all missiles.

Steam jets
Releases a high-pressure jet of steam that can wound the adversary up to five times.

Implants
Mechanical implants that increase intelligence and constitution.

Magnetic shield
Passively absorbs a part of the damage sustained.

Master engineer
Passively increases the duration of the overload, the shield and the mechanical slave. Passively reduces the cost in power points of all technology spells.

Mechanical slave
Invokes a mechanical slave.

Neural modification
Passively increases the effectiveness of dodging and parrying.

Overload
Increases for a time the speed and physical harm of an attack.

Power siphon
Steals power points from the adversary up to five times.

Radiation
The irradiated enemy and his close allies sustain damage over time.

Race

These skills offer bonuses that depend on the specific affinities of each race.

Human

Inspiration
The next spells used are more powerful.

Toughness
Reduces the chances of being interrupted.

Knowledge
Reduces all costs in power points.

Invoker
Increases the power of your invocations.

Tenacity
Gives greater possibilities of making another decisive action after a first decisive action.

Troll

Fury
Increases the speed of an attack and the harm done by the next attacks.

Butcher
Increases harm inflicted in a melee.

Troll strength
Increases strength.

Terrifying sight
Increases the chances of hitting a target.

Channelled strength
Increases the harm caused by using strength.

Elf

Affinity with magic
Gives the opportunity to cast the next spells without any cost in power points.

Inflexible
Increases resistance to black magic.

Premeditation
The first action in combat is more powerful.

Amplification
Passively increases the damage of inflicted elements.

Agility
Increases the ability to dodge and to make a decisive attack.

Goblin

Powder son
Increases the precision and harm done with a firearm.

Resistance to spells
Increases resistance to magic.

Thick skin
Improves your constitution.

Evolved armour
Improves armour.

Elusive
Increases dodging and movement speed.

Monsters

Encountering them usually results in a confrontation, most often a violent one. Their number remains as much an enigma as the number of people who have tried to count it. Some stories speak of species that have never been identified. The following monsters will cross your way frequently...

Beastmen

Being allied with nature, they mainly occupy the plains and forests of Nelwë. Their way of living in harmony with nature allows them to communicate with the animals that are around them, and the teaching of the Shamans has made them vegetarians. It is generally against the henchmen of technology that their savagery rages.

Dark Elves

Originally, the elves are the protectors and sages of nature. Their knowledge and sensibility made them the most refined of its representatives. At the time when the story takes place, some of them seem to have changed radically: they gradually abandon their former customs, turn away from the paths of nature and seem even to change physically. Their aggressiveness has also increased considerably.

Mandrake Fairies

Also called the sirens of putrefaction, these fundamentally carnivorous creatures have only one idea on their minds: to eat anything that is living. Their voracity is legendary and even the most hardened warriors cannot repress a shiver if one speaks about them. They can be found essentially in swampy regions and humid zones.

Laughing Goblin

Is it still a goblin? Is it a machine? This mass of goblin corpses possesses long mechanical joints assembled with the extremities of other, more massive races, thus giving a presence of height and breadth markedly greater than its original build.

Its eyes and mouth have been kept; sculpted and melded into a hidious grin.

Necro Canon

A humanoid body in the midst of which a powder cannon has been grafted. It has powerful legs to hold it all up and above all to take the hit when the shots fly. This is a powerful enemy who will not wait to see you on a ship before trying to lay into you tooth and nail.

URGULN

Commonly called "Water Dragons", the Urguins are large creatures equipped with dragon wings. Their tails end with a point which few arms and shields can resist. Their mouths and claws are quite formidable, especially if they come sufficiently near their prey by propelling themselves with their powerful hind legs..

ARACHNOID

A true gem of goblin know-how, the Arachnoid is fully dedicated to combat. Comfortably installed in his seat, the goblin pilots the six feet of this monster made of wood and steel. The two feet situated at the front end with sharp scythes, and a "discus" allows the hurling of cutting discs on his adversaries. Its handling is difficult, but the damage it inflicts on enemies is considerable.

CREDITS

MONTE CRISTO GAMES

Jean-Christophe Marquis
Jérome Gastaldi

Project manager
Jehanne Rousseau

Assistant project manager
Viktor V. Sinenko

DESIGN

Lead game designer
Stéphane Versini

Game designers
Amandine Lacomme
Thomas Iacobone
Thibaut Trampont

Assistant lead level designer
Anton Nedodonov

Level designers
Andrei V. Shevchenko
Olga A. Derkach
Aleksandr Boiko
Yevgen L. Kulikov

Script
Bachir Francis

Scenario, dialogue
Thomas Cheilan
Eric Nieudan
Julian Lemonnier

PROGRAMMING

Lead programmer
Wilfried Mallet

Programmers
Senior : Rémi Quenin
Martin Milenkovic
Fabien Poupineau

Physics
Laury Michel

Network and sound
Hervé Denis

Graphics programmers
Senior : Guillaume Werlé
Paul Chabas

GRAPHICS

Artistic director
Julien Briatte

Modeling/textures
Senior : Arnaud Barbier
Andrey A. Tutunnik
Dmitry A. Shpilevoy
Geniya Y. Lisunov
Kravchuk Gerard
Maxim M. Vekovshinin
Olga Sobolevskaya
Pavel Dmitrov
Ruslan Mutsaev

Lead animation
Catherine Tirran

Animation
Sergiy E. Drupov
Yevgen P. Alokhin
Alexander Kalyuznuy

Special effects
Catherine Tirran
Viacheslav O. Shishkin

Concept drawings
Romain « Geyser » Gachet
Arnaud Simon-Laforest
Tristan Meudic

Interface concept
Nicolas Demare
Sabrina Miramon

LOCALISATION
DL Multimedia
Toneworx

Language Testing

Toneworx
Jérôme Tarroux
Martina Magri
Léon Gomez

Sound and Music

Sound manager
Sylvain Prunier

Music
Dynamédion
Markus Schmidt
Alexander Roeder
Alex Pfeffer
Tilman Sillescu

Voice Recording
Hifi-Génie (French-English)
Toneworx (German)

Testers

Lead tester
Frédéric Pierrat

Assistant lead tester
Andrei Shevchenko

Testers
Vasiliy Kosilov
Vadim Vasiliuk
Maxim Lyashenko
Denis Bliznyuk
Taras Volyansky
Alexandr Prokhorenko
Andrey Trachuk
Artem Gubenko
Yegor Bondar

Additional Testers
Alexandre Legay

François Bedu
Arnaud Orcil
Gauthier Bled
Robin de Lathouwer
Nicolas Papon
Florent Vandangeon
Christopher Rood
Ghislain Joliot
Rémy Bonnin
Mickael Jullien
Jean-Michel Matteï
David Gérard
Nicolas Delille
Thibaut Machin

QA Manager
Sandro Hoffmann

Sales & Marketing
Sandrine Chastang
Stéphane Grand-Chavin
Stéphane Roger
Julia Salmon

Team acknowledgements

David H. for his constant help with masters and translations, Cédric L., our first and greatest fan, Christophe G. and his pizzas that often distracted us from our worries, The dandelions and their team for the good food, a black drink with rich head whose name begins with a 'G' because it's good for us, Cyril L. for the last minute rush jobs, Audrey Briatte, Gael, Galadrielle, Mathilde Bourcier, Mélanie Buffet, Jim Parisy, and all those who had the patience to put up with our absence during the development of the game.