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.

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 you already own Silverfall and have installed it, select the same game installation directory and Silverfall: Earth Awakening will be added to your first game, otherwise it will run independently. 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. You can also activate (or not) the sound hardware acceleration via this panel and activate (or not) the particle physics management (not recommended if the frame rate is too low).

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. Once you have done this, select the game you wish to join.

Internet

Playable online with up to eight players.

Options

Select the game options. Here you can set the volume level of the sound effects, music and the various effects, change the camera behaviour, select various game options, notably the difficulty level, and configure the keyboard keys.

Credits

See a list of the team members who created Silverfall.

Quit

Quit the game and return to Windows.

CHARACTER CREATION SCREEN

Start by selecting your gender using the relevant icon and then click on the race symbols to choose your race from the six available. You can then click the triangles on the left and right to choose the face, skin and hair colour and hair style. Then name your character. You will appear under this name to the other players in multiplayer mode.

Once you are happy with your character, click the tick at the bottom of the window.

If you own Silverfall in addition to Earth Awakening, a new window will then appear where you can choose to start the game at level 1 and therefore play the entire Silverfall campaign before the add-on, or start the new add-on scenario at level 45. If you only have Earth Awakening, you will automatically start at level 45.

If you choose to start at level 45, a new window will open where you can select between several character-type developments to avoid having to assign all your skill and attribute points at the start of the game. Each profile has a set of basic equipment suited to his skills. You can, of course, select "free specialisation", which allows you to allocate all your points yourself. In any event if you happen

to decide that the specialisation chosen at the start of the game is not suitable, you can always reassign the various points as you wish and you must do this before you have progressed a level (i.e. before level 46).

In this same window you can decide if your character should follow the path of nature or technology. This initial choice will determine which alignment skills will be available to you, the appearance of your city and whether certain companions follow you or not. During the course of the game you will be able to modify your alignment via quests, but you will not be able to go over to the opposing alignment.

Once you have confirmed your choices and you have finished creating your character, you then return to the main menu where you can choose which type of game you wish to start with the character. The cross allows you to return to the main menu without saving the character you are in the process of creating.

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.

Life gauge

Power gauge

Inventory

Character

Skills

Quest

Clan

World map

Options

Left click action

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 indicated at the top of the gauge represents the number of healing potions available in your bag. The small number in white below the gauge corresponds to the keyboard shortcut that will make your character drink a potion immediately.

Power gauge

Most of the spells and the special hits carried out during combat consume Power. This will regenerate automatically if you do not use any actions that consume or use Power potions. The number shown above the gauge represents the number of Power potions you have left. The small figure in white below the gauge corresponds to the keyboard shortcut for making your character drink a potion immediately.

Level indicator

The green bar in between life and power gauge represents your progress to the next level.

Left click action

The left click allows you to perform simple actions that do not consume Power. The largest icon circled in gold in the small interface bar (on the left when you start the game) shows the simple action you have selected and the smaller icons shown beside it are shortcuts to other simple actions. The small numbers below each icon correspond to the keyboard shortcuts for switching from one simple action to another without having to click on the interface.

Right click action

The largest icon and the one circled in gold in the large interface bar (on the right when you start the game) represents the complex action you have selected and the small icons are actions placed on shortcuts. You can also switch from one complex action to another among those placed on shortcuts using the keyboard key numbers displayed under the icon.

Drop-down menu

You can use this menu to display the following buttons:

Skills window button

Use this button to open the character's skill panel. You can also display it by pressing the K keyboard key.

Character window button

Use this button to access the character window, which you can also open by pressing the C keyboard key.

Inventory window button

Use this button to access the inventory (I key).

Quest window button

Use this button to display the quest journal (L key).

World map window button

Use this button to display the entire world map (M key).

Clan window button

This button, only used in multiplayer, displays the name of and information relating to all the players connected to the same game as you.

Important! Opening these various windows will never pause the game!

Options window button

Use this button to access the save function, quit the game or return to the menu and also to set the in-game options (Esc key). This button pauses the game.

Skills window

The skills panel comprises several tabs:

· the Combat tab that opens out into three buttons on the left: Melee, Shooting and Techniques;

· the Magic tab that opens out into three buttons on the left: Element, Light and Shadow

· the Other tab that opens out into three buttons on the left: Race, Nature and Technology.

· the Crafting tab, which consists of one panel only.

You can use this panel to make your character evolve.

Number of points to be distributed

The points that have not yet been allocated are displayed under these tabs at the top of the window.

Number of points attributed to skills

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

Information window

Circular attack		
Only possible when armed with a two-handed weapon. Hits all the surrounding enemies.		
	10	11
Cost in Power :	34	35
	+6 %	+10 %
Chances of hitting :	+30 %	+33 %

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

The active skills, i.e. those that must be triggered by clicking or pressing a keyboard key, are represented by a round icon. The passive skills, those that are constantly operational without having to be triggered, are represented by a square icon.

The plus buttons

These keys only appear next to skill scores if you have points available and if you can add points in this particular skill. Click on it to add a point to the skill associated with it.

Note: A point that has been assigned cannot be removed without going to see a sage unless you are starting the game at the add-on in the interval between levels 45 and 46.

12

The minus buttons
These keys only appear if you are talking to a sage or in the interval between levels 45 and 46 if you started the game at the add-on. The sages effectively allow you use the minus buttons to buy back skill points that you have assigned elsewhere. The cost of buying back the points is indicated in the price window.

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

The character selection tab
This tab allows you to choose a character or companion whose characteristics you wish to view.

Attributes
Your scores in the four attributes and the number of points that remain to be distributed. A point that has been assigned cannot be removed without going to see a sage unless you started the game at the add-on in the interval between levels 45 and 46.

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 everything directly relating to your character or his companions 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.

The equipment slots
The equipment carried by your character or his companions is placed in these squares around their portrait.

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.

Earring — Head — Necklace — Arms — Melee Weapon —

— Armour
— Backpack
— Ring
— Legs
— Ranged Weapon
— 2nd Melee weapon or shield

Gold   30

Armour   Weapons   Misc   Materials

Main inventory
The main inventory is divided into different tabs, each for a specific type of object. Each tab consists of a certain number of boxes and each box can contain an item of any size. Up to 10 objects such as potions can be stored in one square. Materials have a specific box for each type of material and each level of quality and can contain an infinite number of items. The main inventory is common to your character and his companions.

14

Gold

The sum of gold carried by your character.

Quest window

Here you will find the list of your quests
divided into three tabs: current, completed and
failed. You can access all the information on
each quest via this window.

The zone buttons

Each zone has its own button to sort the quests
by location. You can also select to display all
your current quests using the button above the
bar on the left.

Main quest

Lists all of the stages of the main quest that you
have already completed and introduces the
current stage.

The description of the stage you have selected from the list will appear in the
window below.

Secondary quest

Lists all of the secondary quests you have received. If you select one, a
description is shown in the side window. If you select a quest, the relevant
description will appear in the window below and a cursor will indicate the way to
the quest objective on the different maps.

Note: some quests are open and have no cursor linked to them even if the player
selects them.

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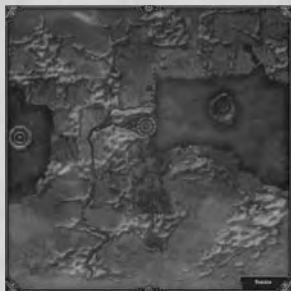
Goal of the selected secondary quest
The place where the current goal of the secondary quest which has been selected from the quest book is found.

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 (Blue)
Where your character is.

Allies (Blue)
The position of allies.

Merchants (Purple)
The location of the merchants.

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 buy an object, select it and then drag and drop it into your inventory or right-click on it. Carry out this process in reverse or right-click on it again 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

The Crafting window

This window enables you to create your own items. To access it, use the O shortcut or click on the relevant crafting skill for which you have previously created a shortcut on your complex actions bar, and then right-click on your character. This window has two main tabs on the left, each consisting of 5 buttons. These two tabs correspond to the two crafting specialities: armour creation is shown first and then weapons creation below it.

Armour creation

Viewing window

Weapon creation

Properties window

Customisation lines

Creation button

Materials panel

Gold

2-handed Weapon   Stick

Two-handed weapon
- Level 80 -
Required level: 70
Required constitution: 62

Damage: 197 to 459
Attack speed: +8%
Parry: 8%

1 Gold

80

Gold   200
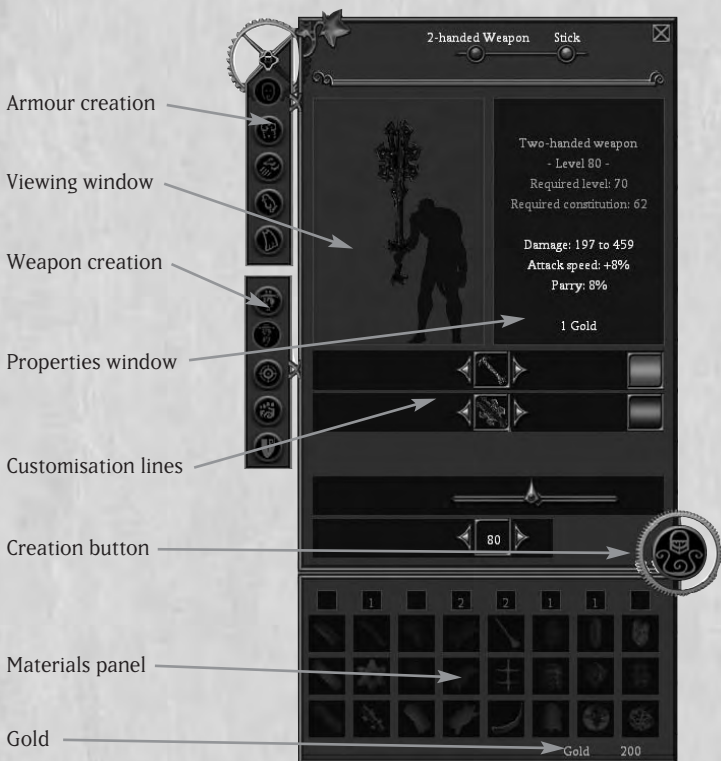
Armour creation

In this tab you will therefore find 5 buttons, each corresponding to a part of the body: head, torso, arms, legs and the last button allows you to create the cloak. You can then use the bar at the top of the window to select the type of armour you wish to create (heavy, light or robe).

Weapons creation

In this tab you will also find 5 buttons each corresponding to a type of weapon: 1-handed weapons, 2-handed weapons, ranged weapons, handheld weapons and finally shields. In certain cases (e.g. ranged weapons) you can also select the type of weapon you want to manufacture using the bar at the top of the window (i.e. bow, crossbow or gun).

Viewing window

This window enables you to view the object you are creating.

Properties window

This window allows you to view the properties of the object you are creating. Each time you make a change to your choice, the modifications will immediately appear in this window to give you a permanent overview of the properties of your creation.

Customisation lines

This section enables you to modify the item you are creating, to add new parts to it in the case of armour and to change its material, shape and colour. Use the triangles on either side of the selection icon to scroll through all the choices available to you. You will only be able to access some choices if you fulfil certain conditions (i.e. level in the crafting skill or alignment). To select the colour, simply click on the white square and then click on the palette presented to you and use the tick to validate.

The materials panel

In this panel you must add the materials necessary to create your object. The number of materials per type is shown in the small squares above the icons representing the different materials.

Gold

The amount of gold required to create your object is indicated at the bottom of the materials panel.

The creation button

The creation button lights up when you have fulfilled the necessary requirements to manufacture the object. You then simply have to click on it to create the object and it will be added to your inventory in the appropriate place (weapon or armour).

THE ENCHANTMENT WINDOW

The enchantment window allows you to cast one or several spells on an object created by a player using the crafting skill (you cannot enchant objects picked up on the ground or acquired during a quest). Use the J key to open the window or, once you have equipped your enchanting skill on your complex action shortcut bar, select it and then right-click on your character.

The object slot

This slot is for the object to be enchanted. You can add an object here by right-clicking on it in your inventory or by dragging and dropping it into the relevant slot.

Gold

Here you will see the amount of gold required to enchant the chosen object.

Enchant button

When you click on this button you therefore accept to enchant the object for the sum requested. The object icon will change, which indicates that you have enchanted the object.

THE PLAYER EXCHANGE WINDOW

This window enables you to swap objects with other players; left-click on the player in your faction to open the window. This window only works in multiplayer mode and only with the players in your faction.

You can then add your objects either by dragging and dropping or by right-clicking on the object. You can also change the amount of gold exchanged and, once this is done, each player must validate the exchange by clicking on the tick to confirm the transaction.

CONTROLS

To move the character, left-click on the ground at the place where you want to go. You can also use the keyboard to move around using the A key to turn right, D to turn left, W to move forwards, S to move backwards, Q to move several paces left and E to move several paces right.

CAMERA

To move the camera, simply hold the mouse wheel down and turn the camera in the direction you want. Turn your mouse wheel to zoom in or out. You can also use the keyboard to control the camera: use Home and End to toggle the camera views around your character, Delete and Page Down to turn the camera around your character and Insert and Page Up to zoom in and out.

COMBATS

En combat, pour utiliser une attaque simple sur un ennemi, faites un clic gauche sur lui. Un cercle rouge apparaît à ses pieds lorsqu'il est sélectionné. Si votre personnage a une attaque de Mêlée sélectionnée en attaque active, il se rapprochera de l'ennemi automatiquement jusqu'à être à une distance suffisante pour l'attaquer. S'il a une attaque à Distance en attaque active il restera sur place s'il est assez près pour attaquer, sinon il se rapprochera jusqu'à être à distance de tir. Pour continuer à attaquer le même ennemi jusqu'à ce qu'il meurt, maintenir le clic enfoncé. To continue attacking the same enemy until he dies, hold the left-click.

You can also use the keyboard to select and attack your enemies. To select an enemy, use the Tab key and then launch your attack using the keyboard shortcut you want to use (1 to 3 for simple attacks and 4 to 8 for complex attacks).

To toggle from one simple action to another, i.e. from shooting with a bow to using a sword if your enemy is now at close range, click on the shortcut icon corresponding to the new simple action you wish to carry out or use the keyboard shortcut indicated under the icon. Then click on the enemy as before and you will then see your character automatically pick up the equipped weapon that corresponds to the action required and carry out this new attack. If you are using the keyboard to control your character, simply use the shortcut for the new simple attack you wish to trigger and your character will continue to attack the enemy he is fighting, but now with the new action you have selected.

You can assign new shortcuts to the left-click, but only a limited number of actions and these can only be simple actions that cost no power. 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 you wish to add to your shortcut bar and then use drag and drop to put it in the relevant slot in place of another skill that you no longer use.

On the keyboard, complex attacks work in the same way as simple attacks; you must first select an enemy using the Tab key and then trigger the skill using the keyboard shortcut. You can switch from one enemy to another by pressing Tab again. Once your character has killed the enemy he was fighting, he will then automatically attack the nearest monster, provided he is within sufficiently close range. Your Power bar will reduce each time you use a complex skill. 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 acquire invocation skills or beneficial spells. Once you have selected invocation spells as a quick action, right-click on the ground or use F1 on the keyboard to select yourself even before triggering the invocation using its keyboard shortcut, and your creature will now appear in front of you. You can use beneficial spells on yourself or on your allies. To do this again, simply use them as a quick action by clicking on them or using keyboard shortcuts and then select the ally required or your character with the mouse or the F1 button for yourself, F2 for your first companion and F3 for your second companion. A blue circle will then appear under the "friendly" character you have selected.

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, leftclick on the object itself, or on the name in the box shown by using the Alt key.

You can also use the X key to pick up all the objects around you or the B key to pick up magic objects only.

You will sometimes find chests during your travels; click on them to open them and objects may spring out! Certain chests may also be smashed open and will release objects.

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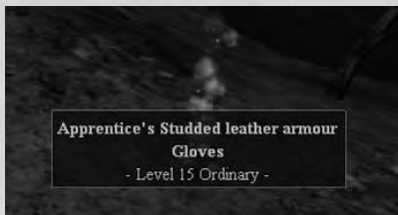
Equipping oneself

Once you have picked up an item of equipment you can equip your character with it. To do this, open the inventory window (I key or the inventory icon in the drop-down menu). 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 you think the item is an improvement, click and move it to the inventory box corresponding to that type of object or double-click on 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 chest, you must first talk to the banker, Lilitip, to ask him to open your chest. Once it is open, you can take objects from it by dragging and dropping them into your inventory or by double-clicking. You can of course perform the operation in reverse if you want to free up 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. You should then click on the character window icons and the skills window (or use the K and C keyboard keys) to distribute your points. 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. If you want to change these scores at a later date, you will have to go and see a sage to buy your points back.

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. You can also buy back points from a sage if you finally want to change your profile or if you have made errors in your skill allocation.

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 healing potion, click on the life gauge or use the 9 keyboard shortcut. To cast a healing spell, you must have equipped it as a complex skill and right-click on yourself (see combat controls) or, with the keyboard, use the F1 key to select your character and then use the keyboard shortcut corresponding to the spell.

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). To drink a power potion, click on the power gauge or use the 0 shortcut. 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.

You may sometimes die. In normal mode you will return to the village with all your equipment and companions with no further penalty other than that of having to make your way back again to the point at which you died. However, in difficult mode and beyond, you will leave your corpse where it is with everything it was carrying and you will find yourself in the centre of the nearest village accompanied by any companions who were with you at the time. In difficult mode in Silverfall: Earth Awakening, you can take out life insurance with the bankoblin to retrieve all the material you lost once you are resurrected in return for an amount of gold, which will depend on the number of deaths have experienced.

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.

Whereas at the start of Silverfall your character belongs to one of the last neutral factions on the continent, he will have to choose a side as he progresses in his adventures. Various secondary quests, along with numerous conversations, will allow you to earn alignment points for one path or the other. If you start the game with Earth Awakening, you will have to choose your alignment when you create your character and you will have an average score in the alignment selected. You will also be able to improve this score notably to access skills and objects that require a higher alignment score, but you may also lose alignment points if you accept to undertake quests for the opposite side, which could prevent you from using some of your skills or objects if your score is too low. You will not be able to change to the opposing alignment once you have made your choice at the start of Earth Awakening.

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.

Dwarves

The majority of the dwarves in Nelwë, the mountain dwarves, inexplicably disappeared 5 centuries ago and some strange rumours are circulating about them. This race has not disappeared entirely however, as it has many other representatives. Small but extremely resistant both to magic and physical damage, dwarves are fierce defensive fighters.

Lizard-men

The lizard-men are fine examples of grace and agility and their long supple bodies enable them to dart around everywhere. They are both expert archers and highly skilled swordsmen.

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. **The nature and science trees** also in the "other" tab. And finally, **the crafting tree**, which comprises all the skills that will enable you to create objects.

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. Dwarves can improve their resistance to magic and physical attacks and the lizard-men can increase their agility and their combat abilities and inflict damage using 1-handed weapons.

The **Nature and Science** panels: these are only available to you depending on your alignment and you cannot add points to both tables. Once your alignment is fixed, you must continue to invest in one path if you want to attain the most powerful skills, as a certain level of alignment will be required of you.

The **Crafting** panel consists of all the skills that allow the player to create objects, to enchant them to improve the quality of the materials he finds and to manufacture objects of a higher quality level.

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 the towns in Nelwë have a sage; this man allows you to buy back your skills and attributes points in exchange for an amount of gold which depends on the number of points you want to buy back. 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 favourite armour of mages; they often grant substantial bonuses to magic abilities, but you will often need a high score in intelligence to wear them. Light armour items, often made of leather or lighter materials provide less protection, but do not require a particular strength to be worn and this is generally the type of armour the player will wear at the start of the game. 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

Objects created by crafting

In Earth Awakening you can create your own objects and enchant them if you have the appropriate skills. Once these objects have been created they will appear in your inventory as a "crafted object" and you can equip them in the same way as normal items. They may also have specific requirements and you must bear these in mind when creating an object. You can of course equip objects created by other players.

Demons

You will sometimes pick up objects called demons which can be bound to an item of equipment or a weapon to grant it additional powers. There are minor demons that you will find randomly and major demons that can only be found during quests. There are 5 types of minor demon: water, fire, ice, shadow and light.

When you pick up a demon, he will be placed in the "other" category of your inventory. To link a demon to an object, simply right-click on the demon. A new window will then appear in which the demon you wish to link to the object will be shown on one side and a square in which you can place a weapon or an item of armour will appear on the other. Then click on "demonise". Your object icon will change and you will now see the bonuses granted by the demon in the object properties.

You can also "undemonise" a demon from the object to which you linked it. To do this, simply right-click on the demonised object and the demon window will then appear. Click on "undemonise" and your object will revert to its original icon and the demon will return to your inventory.

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. The characters that can help advance the main quest have large exclamation marks above their heads.

Certain non playable characters are equally likely to give you additional missions. These are secondary quests. The characters are indicated by small exclamation marks above their heads. 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 you have accepted will also be added to your journal in the same way as those of your companions or in the same way as the tombs. Select the "current" tab; all the quests that have not yet been completed will appear here. You can see only those relating to a particular region by clicking on one of the buttons to the left. You can also see the quests you have already completed via the "completed" tab or those you have failed using the "failed" tab. Select the name of the quest to view more details on it and to display an objective 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.

CRAFTING

Among the other objects dropped by monsters or awarded as rewards for a quest, you will now be able to pick up materials. These can be assembled to be made into objects. If you want to create your own equipment or manufacture equipment for other players, you will have to develop your crafting skills and have sufficient quantities of materials and gold.

The materials

There are 8 materials: wood, cloth, bone, gems, steel, leather, scales and precious minerals. Each of these materials is divided into three levels of quality. An object can be created from material of any quality level, but the higher the quality level of the materials used, the greater the number of bonuses carried by the object created.

CREATING ARMOUR

Creation skills

To create an item of armour, you must first develop the skill "armour creation". This skill allows you to create basic armour. The more points you have in this skill, the greater the choice available to you in the creation of your armour and the more you will have access to choices that grant better bonuses. You can also develop the skill "add armour elements" to add a range of secondary modifications that carry extra bonuses. Finally, you can develop the skill "altruistic smith" to change the level of the object you have created and therefore swap it with another player at a lower or higher level than you.

Choice of the object and the type of armour

Once you have enough points in the different armour crafting skills, you can create the object you want. Open the creation window using the O shortcut or by selecting the armour creation icon that you have placed on your complex actions shortcut bar and then click on your character.

In the open creation window, select the item of armour you wish to create using the buttons in the tab to the top left. You can create protection for the head, torso, arms, legs or a cloak. Click on the required button and a bar will appear at the top of the panel that you can use to select the type of armour you would like to create: robe, light armour or heavy armour. Once you have chosen the armour type, you can proceed to the creation of your object.

Creating armour items

The lines under the display window of the object created allow you to modify it. Each line consists of an icon with triangles on both sides that allow you to toggle from one option to another.The first line is always used to select the main material for the armour and this choice will of course influence the basic properties of your object.

Then, depending on the type of object (there are many fewer creation options for helmets than for torso items), you can opt to add (or not) a certain number of rigid items to the object created. Several types of item exist of course (e.g. for torso armour items there are epaulettes, leggings and belts) that can be used in various combinations to provide visual variety and to grant different bonuses.

You can select the colour for any main material (the basis for the armour) or accessories. To to this, click on the white square on the same line as the accessory or material you wish to colour. A small window will then appear with a colour chart. Click on the colour required to select it and confirm your choice using the tick at the bottom of this window.

You have a permanent view of the result of your choices in the creation window and, since most of your choices (apart from the colour) will modify the object properties, you will always be able to see its characteristics at any time in the window to the right. You can also add accessories to each additional item, such as barbs or gems, and these also carry different bonuses. Finally, you can change the level of the object created; basically an object is always the same level as its creator.

Manufacture

Once you have made all your choices, you must assemble all the necessary materials. When you opened your creation window your inventory should also have opened on the "materials" tab to give you a permanent overview of what you possess.

To see what materials are required to manufacture your object, look at the red figures in the squares above each type. To add a material, left-click in its slot on the required quality. To remove a material you have already added, right-click on it and it will then automatically return to the inventory. You can also use drag and drop from one window to another.

Check that you have the amount of gold required to manufacture the object. When all the small figures have turned white and you have the required amount of gold, the large armour crafting symbol should have changed colour. Click on it and the object you have created will immediately appear in your inventory in the armour tab.

CREATING A WEAPON

Creation skills

To create a weapon, you must first develop the skill "weapon creation". This skill enables you to create basic weapons. The more points you have in this skill, the wider the choice available to you to create your weapon and the greater availability of choices that will grant better bonuses. You can also develop the skill "alloy thickness" to change the size of the weapon you manufacture and which will influence the speed and damage bonuses. Finally, you can develop the skill "altruistic smith" to change the level of the object you have created and therefore swap it with another player at a lower or higher level than you.

Choice of type of weapon

Once you have enough points in the different weapon crafting skills, you are free to create your object. Open the creation window using the O shortcut or by selecting the weapon creation icon that you have placed on your complex action shortcut bar and click on your character. With the creation window open, select the type of weapon you wish to create using the buttons on the tab to the bottom left. You can create 1-handed weapons, 2-handed weapons, firearms, handheld weapons or shields. Click on the required button, in some cases (firearms notably) a bar will appear at the top of the panel which you can use to refine your choices concerning the type of weapon you wish to create: e.g. bow, crossbow or gun. Once you have chosen the weapon type you can then proceed to the actual creation of your object.

Creating weapons

The lines under the display window of the object created allow you to modify it. Each line consists of an icon with triangles on both sides that allow you to toggle between the options. Each weapon has two lines of different icons and therefore two options that you can combine to create your object.

You are free to choose the colour of each of the two items comprising your weapon. To do this, click on the white square on the same line as the item you wish to colour. A small window will then appear with a colour chart. Click on the colour required to select it and confirm your choice using the tick at the bottom of the small window.

You can permanently view the result of your choices in the creation window. Also, since most of your choices (apart from the colour) will modify the object properties, you can view its characteristics at any time in the window to the right.

You can also change the size of your weapon if you have the required skill; the smaller your weapon the faster it will be, but it will inflict less damage. The larger your weapon the slower it will be, but it will inflict more damage. Finally, you can change the level of the object created if you wish; basically an object is always the same level as its creator.

Manufacture

Once you have made all your choices you must assemble all the necessary materials. When you opened your creation window your inventory should have also opened on the "materials" tab. You therefore have a permanent overview of what you possess.

To see which materials are necessary for your item, look at the numbers in red in the squares above each type. To add a material, left-click in its slot on the quality required. To remove a material you have already added, right-click on it and it will then automatically return to the inventory. You can also use drag and drop from one window to another.

Ensure that you have the amount of gold required to manufacture it. When all the small numbers have turned white and you have the required amount of gold, the large weapon crafting symbol should have changed colour. Click on it and the object you have created will immediately appear in your inventory in the weapon tab.

ENCHANTING

You can also enchant objects created by crafting (but not particularly by your character) and this is carried out as follows:

Enchantment skills

To enchant an object, you must first develop the skill "enchanting weapons and armour" that allows you to cast spells on objects created by crafting. The more points you assign to this skill, the more enchantments you will be able to add to an item up to a limit of 4 enchantments. If you also develop the skill "enchanter emeritus", you will benefit from increasingly powerful enchantments.

Enchanting

Once the required points have been assigned to the enchantment skills, open the enchantment window using the J key or select the enchantment icon you have previously added to the shortcuts on your complex task bar and then click on your character. The enchantment window will now open.

To enchant an object, place it in the enchantment window either by dragging and dropping it from your inventory to the window, or by right-clicking on the object in your inventory. The object will now appear in the enchantment window. To enchant it, check that you have the amount of gold required and then click on enchant. You can repeat this to add a certain number of enchantments to your object.

Enchantments are chosen randomly when you enchant an object, thus your level in "enchanter emeritus" will influence the strength of the enchantment and the object itself will also influence the type of enchantement. A mage robe will be more likely to grant bonuses for resistance or spell damage, whereas weapons will carry bonuses for damage inflicted or criticals. Once you have enchanted an object the appearance of its icon will change.

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.

Start

LAN

Internet

Options

Mods

Credits

Quit

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.
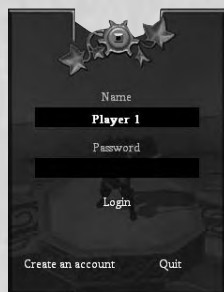
Creating a user account in Silverfall

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.

Warrior's fury
Channels the power of the equipped weapon to release it violently in a circle of fire that injures any enemies nearby.

Huge breath
Enemies hit by Warrior's Fury are rebuffed. Also increases physical damage inflicted with this skill.

Heroic strike
All the power stored in the weapon while wielding it is released in a violent blow against the enemy. Takes into account the damage of the weapon and adds extra air damage.

Fearless
While Heroic Strike is loading, the caster remains concentrated, even though he is receiving blows in the meantime. The blow is also more powerful.

Ultimate combat skills

Cursed touch
A powerful spectre rises up to attack an enemy. Takes into account the damage from the weapon and adds shadow damage.

Dazzling brambles
Razor-sharp thorns rise up from the ground and pierce all the enemies nearby, inflicting heavy damage. Every second the injury generates damage proportional to that of the impact.

Circular saws
Circular saws rise up around the caster and attack all the enemies in range, inflicting heavy damage. Every second the injury generates damage proportional to that of the impact.

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
Enchants a missile so that it inflicts extra elemental damage. The fire, ice and air damage depend on the basic damage.

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
Each arrow can inflict an injury. Every second the injury generates damage proportional to that of the impact.

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.

Barrage fire
Enchants the missile which explodes on impact, inflicting fire damage over an area. The fire damage is proportional to the basic damage.

Inflammable substance
Each barrage of fire releases an inflammable substance which lasts several seconds before burning up. The enemies in the zone of fire will sustain damage.

Lightning shot
Slower rate of fire, but it cannot miss its target. Adds a portion of physical damage as air damage.

Increase in intensity
Each lightning shot electrocutes the target and stuns them for a few moments.

Ultimate shooting skills

Avenger spirits
Enchants a missile, which on impact releases a vortex containing several avenger spirits. All the enemies nearby are attacked for a brief period.

Totem of support
Erects a totem that fires on all enemies nearby and that cannot be targeted. The average damage is proportional to that of the main attack at the moment the totem is erected.

Experimental rocket
Fires a large rocket which explodes on impact and injures all the enemies nearby. Works only when a firearm is equipped.

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.

Increase in power
Strike the enemy at long range with an elemental attack. No cost in power but low level of damage inflicted. Passively doubles the costs in spell power and increases their effect.

Defender of the Flame
The player knows everything about fire magic. The spells fireball and firerain have a chance of casting combustion on the enemies hit.

Tempest Guardian
The player knows all about air magic. The spells Lightning and Shock may rebound onto enemies in the vicinity.

Polar Protector
The player knows everything about ice magic. It reduces the water temperature to an extremely low level. Even enemies who are accustomed to the cold cannot withstand it.

Ultimate Magic Skills

Celestial wave
The power of the celestial light elements combine to release a powerful wave. The wave heals the allies and inflicts damage on the enemies.

Sphere of torpor
Creates a large sphere around the caster. Reduces the speed of all the enemies caught in the sphere. The missiles remain unaffected by this spell.

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 amount of life restored with the healing spell and reduces 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
The character enters into a stasis where he regenerates his life and power more quickly provided he remains still.

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
Substantially increases damage and the chances of critical hits from the spell Shadow rage. Also prolongs the duration of Damned pact.

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
The targeted enemy loses a percentage of his current life up to 5 x per attack. A part of the life drained in this way is absorbed by the caster. The effect is reduced on enemies that do not regenerate.

Lost weapon
Invokes an avenging spirit.

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

Power leak
Very powerful curse against enemies using magic. Reduces damage from spells, but also incantation speed.

Putrefaction
Reduces the defensive capabilities of the cursed adversary.

Reconstitution
Increases the abomination's ability to drain.

Damned pact
The caster is partially transformed into a shadow. In this form the light spells injure, but the physical damage is reduced. Also increases resistance to the shadow to the detriment of resistance to the elements. All the attacks inflict extra shadow damage depending on the basic damage.

Vampire hit
A portion of the physical and shadow damage sustained in melee are converted into life for the caster.

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 by physical or magical attacks.

Knowledge
Reduces all costs in power points.

Invoker
Increases the power of your invocations.

Tenacity
After having carried out an attack or a critical spell, it increases the chances of repeating a critical spell in the next 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.

Dwarf

Luck of the blessed
The chance that the materials found are of a higher level. Common items become rare and rare items become highly prized!

Happiness
Increases the overall efficiency of companions.

Lucky star
The legendary luck of the dwarves allows them to be immune to elemental damage inflicted on them.

Stocky
Dwarves are less vulnerable to critical hits owing to their small size.

Tortoise technique
The dwarf curls up to shield all his weak points to remain as invulnerable as possible. However, his speed is reduced.

Lizard man

Duellist
Equipped with one or two one-handed weapons, increases both damage and the chances to parry.

Sharpness
A part of the agility value is added to the strength value when calculating damage in melee combat.

Swiftness
Use the minimum of movement for maximum effect. Increases agility.

Toad technique
Once this power is activated, size is increased, raising both power and vulnerability levels.

Treachery
Critical hits inflicted with a weapon result in an extra damage bonus.

Craft Skills

Craft armour
Craft items of armour from the materials collected. A higher level of mastery offers a wider choice of items.

Add armour elements
Adds elements to the items of armour crafted: spikes, runes, reinforcements, etc.

Craft weapon
Craft weapons from the materials collected. A higher level of mastery offers a wider choice of items.

Alloy thickness
Varies the size of the weapon. The size has a direct influence on the weight of the weapon and therefore on its speed and damage.

Put a spell on weapons and armour
Put a spell on a weapon or armour crafted. A higher level of mastery offers a wider choice of enchantments and allows the player to enchant the same item several times.

Skilled enchanter
Extends the list of possible spells.

Snooper
The smith increases his chances of finding materials on the enemies he slays.

Treasurer
The smith can use methods that are cheaper on resources. This reduces the cost in gold of the crafting of weapons, armour and spells.

Altruistic Smith
Changes the level of objects crafted so that players at a lower level can also benefit.

Master Blacksmith
Mastering the forge enables the smith to reduce the requirement for manufactured objects. All the requirements are reduced, except those of alignment.

Technical Support

If you encounter problems during the installation of, or whilst playing your game, please follow the directions below to obtain help:

From Australia

By phone: +61 7 3358 8888

From 9:00 am till 5:30 pm EST

www.auran.com/helpdesk

Website: www.auran.com

From Benelux

By phone: 08 26 30 36 83

From Monday to Friday, 10 am to 7 pm

By email: support@montecristogames.com

From Scandinavia

By email: support@paradoxplaza.com

Before contacting technical support, please have ready the following:

1 - A detailed description of the problem (error message, at what moment the problem arrives).

2 - A DirectX report (see below)

3 - A pen and paper in order to take any necessary notes.

4 - An immediate access to your PC (support will be quicker and more efficient if you are guided through step by step).

To generate a DirectX report, please do the following:

1. Click Start, then Run.

2. In Open: enter the command DXDIAG, then click OK.

3. Click the button 'Save all information'.

4. Save the DXDIAG.TXT file.

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
Gauthier Da Souza
Thomas Iacobone
Olivier Neumayer

Scenario, dialogue
Arthur Clare
Jehanne Rousseau

PROGRAMMING
Lead programmer
Wilfried Mallet

Programmers
Christophe André
Thomas Bousquet
Aurélien Besson
Vincent Domela
Rémi Quenin

Graphics programmers
Senior : Guillaume Werlé
Paul Chabas

GRAPHICS
Artistic director
Julien Briatte

Modeling/textures
Arnaud Barbier
Vlad Costin
Eduard Makovskiy
Serge Nagorny
Viacheslav o. Shishkin
Serge Zavolokin

Lead animation
Arnaud Beaumes

Animation
Sergiy E. Drupov
Andrei Revutskiy

Special effects
Julien Briatte
Andrei Revutskiy

Concept drawings
Jérome Florencie
Arnaud Simon-Laforest

Interface concept
Tine Abrac

SOUND AND MUSIC
Sound manager
Sylvain Prunier

Music
Dynamédion
Markus Schmidt
Alexander Roeder
Alex Pfeffer
Tilman Sillescu

Voice Recording
Hifi-Génie
Toneworx

Actors (German voices)
Bernd Stephan
Michael Grimm
Jürgen Holdorf
Svenja Pages
Kai Henrik Möller
Tim Kreuer
Achim Schülke
Holger Mahlich

Music
Dynamédion
Markus Schmidt
Alexander Roeder
Tilman Sillescu

Testers

Lead tester
Aymeric Henault

**External Testing: Playsoft
Smart QA Labs**

QA Producers
Lucie Durcudoy
Thibaut Séguret

Testers
Przemyslaw Biesek
Mateusz Latalski
‚ukasz Korusiewicz
Piotr Mieszaa
Jacek Prabucki
Adam Klimowicz
Karol Seweryn

**Additional testers
(Gameplay)**
Sébastien « Gorkk » Gautrin
David Gérard

QA Manager
Sandro Hoffmann

QA tester
Frederic Lasseret

Marketing & Sales
Julia Salmon
Philippe da Silva

Special thanks from the team to:

L. Cartensen, always available to help us even at the last minute! E. Kreuz and C. Streil for their constant support, Christophe "zaza", the team from "Les Variétés" and "Les Pissenlits" restaurants whose food is always good and people always so nice, Tételle, Bobby, Rémi and Mathilde, the marmots, Eliane and Franc, Audrey and Maël, Lucas, Aleksi, Galadrielle, Dom and everyone who has provided their patient assistance during the game development.

NOTES