# TIME OF SHADOWS

SKY FALLEN
entertainment

1C COMPANY

MANUAL

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# INTRODUCTION

"**Time of Shadows**" is a sequel to "Dawn of Magic" a dynamic third-person RPG released 2007, where magic is the weapon of choice. Every one of four heroes in the game possesses unique powers; however, unlike that of traditional RPG heroes, these powers are always magical. Just like in the original game, the player can choose from over a hundred of unique spells, which can be combined with one another in different fashion. As the game progresses, the player can specialize in weapon enhancement, creating unique amulets, or other things. Over 1500 items are supplemented with the advanced multi-layered system of item crafting.

The story of the new game takes place in the magical world of Absolute. Sentenced by the Higher Court to live and die as a common human, immortal wizard Modo fails to destroy Earth, his prison. Yet, ten years after Modo's death, evil still lingers in the world. Legions of shadows flood Earth with terror and suffering. Our hero must travel the labyrinth of the worlds and find the source of invasion to save the world from its horrible fate. By talking to characters and doing quests, the hero can journey between parallel worlds each of which has some hidden danger. Overall, there are three major types of game maps. Major events of the game as well as acquisition of quests take place on Earth. Boss-battles always happen in the Shadow World. These two main game areas are connected by the Mirror Labyrinth.

The game unfolds in a detailed story line: dialogs and main events are presented by short films. As for the battle system, the emphasis is on the elaborate and unusual boss battles. Every one of twelve bosses displays specific behavior patterns and dwells in its own map designed appropriately. Spell upgrade is only one of many factors required to defeat each boss. To succeed, the player must now discover boss' weak spots and develop proper tactic.

## KEY FEATURES OF THE GAME

• Balanced magic system consisting of twelve schools and over one hundred spells that can be combined with each other.
• Improved system of character development.
• Option of transferring the character from the original game.
• Intense battles with twelve infernal bosses.
• Dozens of new characters and monsters.
• Enhanced engine set apart by new stunning graphics.
• Dangerous and exciting adventures in the heart of mysterious Shadow World.
• Twelve new musical themes and innumerable dialogs.

## INSTALLATION AND SETUP

### SYSTEM REQUIREMENTS

The system must meet the following requirements to run the game.

**Minimum Configuration**
- Microsoft® Windows® 2000/XP operating system
- Pentium 4 1.6 GHz or Athlon XP+ 1800 CPU (SSE support required)
- 512 MB RAM
- 2 GB of free hard drive space to install the game, plus 0.5 GB of free space for saved games
- 128MB video board supporting vertex and pixel shaders 1.1 (nVidia GF4Ti4200 or ATI Radeon 9700, for example)
- DirectX Compatible Sound Card
- DirectX® 9.0c
- 4x DVD-ROM drive

**Recommended Configuration**
- Microsoft® Windows® 2000/XP operating system
- Pentium 4 2.4 GHz or Athlon XP+ 2500 CPU
- 1 GB RAM
- 2 GB of free hard drive space to install the game, plus 0.5 GB of free space for saved games
- 128 MB video board supporting vertex and pixel shaders 2.0 (GeForce 6800 or Radeon 9800, for example)
- DirectX Compatible Sound Card
- DirectX® 9.0c
- 32x DVD-ROM drive

### INSTALLING THE GAME

Open your CD/DVD drive and insert the game disk.
Close the drive.
If Autoplay is active on your computer, the setup program will start up automatically.
If not, open the game disk and start the file setup.exe manually.
Now select the INSTALL option from the installation menu.
Follow the on-screen instructions to install the game.

### STARTING THE GAME

There are multiple ways to start the game after the successful installation:
- Double-click the **Time of Shadows** icon on your desktop.
- Click the **START** button, navigate to the entry **'Programs->1C Company-> Time of Shadows** and click on the **Time of Shadows** icon.
- Navigate to the installation folder (e.g. **C:\Program Files\1C Company\Time of Shadows**) and start the dawnofmagic.exe program.

After a few seconds, **Time of Shadows** will load and you will enter the main menu.

## MAIN MENU

In the main menu, you can select the game type and change the game settings.

## TIME OF SHADOWS (SINGLE PLAYER MODE)

In single player gaming mode, one player can play the game alone. The player can create several game profiles.

### SINGLE PLAYER PROFILE MENU



To create a new profile, click on **CREATE CHARACTER**. You can delete a selected profile by clicking on **DELETE CHARACTER**. To load a game you have previously saved with the selected profile, select **LOAD GAME**. If you wish to start a new game with the selected profile, click **NEW GAME**.

**Warning!** If you start a new game with your profile, your previous saved game for this profile will be deleted automatically. All characteristics and skills of the game character in this profile are transferred to the new game.

### CREATING A NEW PROFILE AND GAME START



While creating a new profile, you can choose from among four available game characters. Type your character's name in the **NAME** field. The option **ALIGNMENT** allows you to set your character's alignment (Good, Neutral, Evil). **TYPE** lets you choose the profile type (Immortal, Mortal). Select the confirmation button to start a new game with the created profile.

### STARTING A NEW GAME WITH AN EXISTING PROFILE



Once you have confirmed your settings, the **DIFFICULTY** window appears. Choose one of the available difficulty levels to begin a new game with the indicated degree of difficulty.

## TUTORIAL

You can choose to play a short tutorial mission (up to 20 minutes) that will help you to quickly master the basics of the game.

## NETWORK GAME

The game includes multiplayer modes. For more details, read the **MULTIPLAYER** section of this manual.

## OPTIONS

You can customize some game settings according to your preferences.
**Video Quality**
Change certain settings on your PC to improve the graphic output in the game.
**Video Settings**
Customize the graphic output, adjusting the resolution and brightness of your monitor.
**Audio Settings**
This option allows you to customize the audio settings and the sound quality within the game.
**Game Settings**
Customize the gameplay and the minimap here.
**Camera Settings**
Set up the game camera and adjust its sensitivity here.
**Controls**
Here you can change the keyboard layout and hotkeys.

## CREDITS

Find out who developed **Time of Shadows** in a very spectacular presentation.

## EXIT

Click this button to close the game and return to your desktop.

# CONTROLS



The **PRIMARY SLOT** (1) displays the primary spell of the selected quick slot, and the **SECONDARY SLOT** (2) holds the secondary spell of the selected quick slot.

The **EXPERIENCE BAR** (3) shows the character's experience at the current level. If the blue bar reaches the end at the right, the character advances a level and the bar is emptied.

The button **STATISTICS** (4) opens the stats window.
The button **INVENTORY** (5) opens the inventory window.
The button **CRAFT** (6) opens the crafting window.
The button **BOOK** (7) opens the Spellbook window.

The **HEALTH GAUGE** (8) shows your current life, and the button **LIFE POTION** (9) allows you to use life potions.

The button **MINIMAP** (10) toggles the minimap display.

**The QUICK SLOTS BAR** (11) shows the primary spells of quick slots, which can be selected using the hotkeys 1-8. The chosen slot is highlighted by a yellow glow.

The button **MENU** (12) or the Esc key opens the in-game menu.

The button CHI POTION (13) allows you to use Chi potions. The CHI GAUGE (14) shows your current Chi value.

## MINIMAP


Small mode


Medium mode


Large mode

## CURSORS

**Default** - The default cursor.

**Attack Enemy** - This cursor appears when the player is aiming at an enemy that can be attacked.

**Talk to NPC** - This cursor may appear when the player aims at an NPC. It means that the player can talk to this NPC.

**Portal Zone** - This cursor appears when the player points at portals. It means you can travel to another map.

**Break Container** - This cursor appears while aiming at a container. It means that the player has a chance to break this container.

**Take Item** - This cursor indicates an item which the player can pick up.

**Unable to Move** - This cursor appears in places which the player cannot reach.

**Unable to Cast** - This cursor appears in places where the player cannot cast spells.

**Reload to Cast** - This cursor appears after the player has used a spell. It indicates the waiting period before being able to cast the next spell.

**Progress** - This cursor appears during the loading process. It indicates the waiting period until the loading process is complete.

# GAME MODES

## SINGLE PLAYER

### ENVIRONMENT

The world map is divided into two key types of areas, **Towns** and **Outlands**. Towns consist of various buildings, monuments and shops where the player can buy and sell items. Towns are generally where the player will encounter friendly NPCs, though some may be found in the Outlands under certain circumstances. Although combat is possible while in a town, it is generally unadvisable; if the player character attacks an innocent citizen or merchant, the town guards will immediately run to the rescue and attack the player. The exception to this rule is when attacking a not-so-innocent towns-person - the town guards will thank the player character for taking care of the problem for them. That said, the player can usually travel safely through any town.

The Outlands are uninhabited areas between towns. They are where most combat occurs, as nearly everything that dwells in the Outlands will attack the player. There are always creatures or other enemies to kill in the Outlands, so that they offer an easy way for the player to gain experience. With the exception of caves, buildings or other installations in the Outlands, enemy units will always regenerate over time.

### SAVING

The game is saved automatically whenever the player character walks through portals or passes through special save points. It is also saved every time the player exits the game. Saved games can be restored by choosing the profile that was used during that game. All the player character's inventory and stats will remain the same. This is done to keep the player from progressing through a combat area by saving the game repeatedly. When the player character dies, he or she reappears at the last activated save point if the character type is **IMMORTAL**, but disappears forever if the player type is **MORTAL**. The player may leave a combat area in the Outlands, travel to a town and then return to the combat area, but this is not encouraged. Heavy combat areas are designed to be completed without the player needing to travel back and forth to a town to heal or obtain weapons.

## MULTIPLAYER MODES

### GENERAL INFORMATION

While those playing alone in single player mode will doubtless enjoy **Time of Shadows**, the game was also created as a powerful multiplayer project, allowing up to 16 players to compete via LAN. The multiplayer mode offers the player many new capabilities.

### TYPES OF MULTIPLAYER GAMES

**Time of Shadows** includes several types of multiplayer games for any taste. Their detailed descriptions are below.

### 1. Free For All

The game takes place on a single map.
*Available maps:* Special multiplayer maps.
*Number of players:* 2-16.
*Game:* While creating the game, a time limit is set. All players fight for themselves, ignoring alignments, and not dividing into teams.
The personal score interface is available.
Each kill grants you 1 point. The killed character drops a body part (eye, skull, etc.). When picked up, the body part grants you a certain amount of life potions and Chi, depending on the level of the player that dropped the body part.
*Goal:* Collect as many points as possible before the end of the game. A final score screen is displayed at the end of the game (personal score interface).
Spectators are allowed in this mode.

### 2. Team Deathmatch

The game takes place on a single map.
*Available maps*: Special multiplayer maps.
*Number of players:* 2-16.
*Game:* While creating the game, a time limit is set. This mode differs from **FREE FOR ALL** in that the players fight in teams. Each player selects a team after connecting to the game. The player cannot switch between teams during the game. The players of different teams are distinguished by well noticeable effects/symbols of different colors. The team score interface is available.
Each kill grants you 1 point. The killed character drops a body part (eye, skull, etc.). When picked up, the body part grants you a certain amount of life potions and Chi, depending on the level of the player that dropped the body part.
*Goal:* Collect as many points as possible before the end of the game. The team score interface is displayed at the end of the game, along with an inscription above the winning team.

### 3. Capture The Flag

The game takes place on a single map.
*Available maps:* Special multiplayer maps.
*Number of players:* 2-16
*Game:* Each map holds 2 bases. The players are divided into two teams (see **TEAM DEATHMATCH**), with each team occupying a base. Each base has a team flag.
*Goal:* Capture the opposing team's flag and bring it to your team's base to score 1 point. If the player carrying the flag is killed, the flag remains at the place of his or her death. If the flag is taken up by a player of the team to which it belongs, it is automatically returned to its base. If it is taken up by an opponent, it belongs to the enemy. The modified team score interface is available.
The game ends after the time limit set during the game creation has elapsed. The winner is the team which achieved a higher score before the game ended. A final score screen is displayed at the end of the game, showing the final score, player ratings with points scored, and the winning team.

**4. Market**
*Available maps:* Special multiplayer maps.
*Number of players:* 1-16
No battles take place in this mode.
*Goal:* Characters trade with each other.
Apart from the players, there are NPC traders on the maps. Visit them to obtain objects.

**5. Survival**
The game takes place on a single map.
*Available maps:* Special multiplayer maps.
*Number of players:* 1-16
The map is a large, relatively flat arena. Each player controls an area of a definite size. Monsters appear from beyond this area, constantly attacking the players. After a certain time, the game progress is paused to allow players to collect items dropped by the monsters and trade with a special character that appears on the map.
The game ends when the last monster to appear on the map is killed. After the first level, the players continue to the next difficulty level, which offers more ways to develop and perfect their characters.

# LEVELS OF DIFFICULTY

**Time of Shadows** contains three difficulty levels. The player must begin the game at the easiest level. Once the game has been completed at this first level of difficulty, the player can play through the game a second time, now at the second level of difficulty. The player must therefore complete the game twice, with increasing difficulty, before playing it at the highest level. The game itself does not change with each level of difficulty, but the enemies become more numerous and harder to defeat. The skill and experience gained by a player's character are carried over to each new level of difficulty. By utilizing this system, the player is encouraged to play the game repeatedly, and is rewarded with the highest levels of magic spells and the most difficult combat situations in which to triumph.

# PLAYER CHARACTERS

The player can choose to play **Time of Shadows** as one of four characters, known collectively as the Unlikely Heroes. They are so named because they are actually caricatures of everyday individuals, similar in nature to the various pilgrims in Chaucer's "Canterbury Tales". The idea underlying this somewhat strange selection is that anyone can be the hero of this story. Each of the Unlikely Heroes has unique abilities, strengths and weaknesses that influence their initial attributes.

## THE AWKWARD SCHOLAR

The Awkward Scholar is a tall, lanky youth with long arms and even longer legs, balancing a pair of spectacles on the end of his long nose. Being of a rather sickly nature, his life value is quite low, but his Intellect is superb. The Awkward Scholar is the quickest when it comes to learning spells ... provided he can stay alive long enough.

Energy: Low
Intellect: High
Strength: Medium
Maximum life: Low
Maximum Chi: High
Maximum weight: Medium

## THE WEIRD GYPSY

Like so many others of her people, she has spent her whole life under mystical pretense, earning her living with palmistry and telling fortunes with the help of cards and coffee cups.

Being of a creepy, secretive nature, the Weird Gypsy has a special affinity with fortune that makes her very lucky.

Energy: Medium
Intellect: Medium
Strength: Medium
Maximum life: Medium
Maximum Chi: Medium
Maximum weight: Medium

## THE FAT FRIAR

The Fat Friar is a short, portly, elderly gentleman. The good life he has led is clearly reflected by his rosy cheeks and full, round belly. He compensates his lack of intellectual prowess with his sheer bodily Strength. His wild past, much of which he spent brawling in pubs and roaming around, allows him to obtain bonuses for additional damage and defense.

Energy: Medium
Intellect: Low
Strength: High
Maximum life: Medium
Maximum Chi: Low
Maximum weight: High

### THE BAKER'S WIFE

The Baker's Wife is a big, jolly woman who likes nothing better than to make people happy with her bread and pastries. Energetic as she is, she has an incredibly high life value, but all the time she has spent behind a counter hasn't allowed her to become terribly smart. She receives health and regeneration bonuses, making her a hard opponent to get rid of.

Energy: High
Intellect: Low
Strength: Medium
Maximum life: High
Maximum Chi: Low
Maximum weight: Medium

# CHARACTER TYPE

In every game of **Time of Shadows**, you may choose one of two types of characters. Characters' types determine what will happen to them if they are killed. The available types are:

**Immortal Heroes**
These characters come back to life every time they die. When an immortal hero dies, he or she drops only money and some items, but can be brought back to life again an unlimited number of times.

**Mortal Heroes**
They die only once. If such a character dies, the game ends. There are no advantages to choosing a mortal character, except one: It's more fun.

# CHARACTER ATTRIBUTES

The character attributes in **Time of Shadows** are not as extensive as in some other role-playing games. This draws the focus away from traditional, well-rounded character building, instead emphasizing spells and spell skills. The two basic components within the essential gameplay are life and Chi.

Life refers to the functioning of the character's body. Anytime a character takes physical damage, he or she loses some life. If a character's life gauge is drained completely, he or she will die. Life regenerates with time, but not very quickly.

Chi is the energy responsible for the character's magic abilities. It is necessary in order to cast spells. Each spell cast by a character decreases the level of Chi in the gauge by an amount equal to the spell's level. If a character loses too much Chi, spell casting becomes impossible.

## PRIMARY ATTRIBUTES

These three attributes are the basics for every character, and are not restricted by maximum levels.

### STRENGTH
This refers to the character's physical capabilities. It directly affects how much damage a character can inflict with a weapon. When a character's Strength is increased, he or she can also carry more weight.

### INTELLECT
This statistic directly controls a character's spell casting ability. The higher a character's Intellect, the higher the starting amount of Chi that character possesses. At very high levels, Intellect will regenerate Chi at a slightly faster rate.

### ENERGY
The higher a character's Energy level, the higher the starting amount of life that character possesses. At very high levels, the character's life will be restored at a slightly faster rate.

## PLAYER STATISTICS

# EXPERIENCE

## LEVELING UP

Each character has a level and experience. The player receives new experience points for completed quests, killed monsters, and sometimes out of sheer luck. The player will lose experience points if his or her character dies, and sometimes just out of bad luck.

As soon as the player's experience reaches a certain number of points, the player character goes up one level. The number of points required is different for each new level. Once the player's experience crosses the level threshold, it cannot drop any lower. Therefore the player can never drop down a level, only advance.

## WHAT HAPPENS UPON LEVEL UP

When the number of experience points gained by the player reaches the required amount, the character advances to a new level.

The levels are divided into "intermediate levels" (1+, 1++, 1+++) and "full levels" (1, 2, 3). Each full level has three intermediate levels. Here is the sequence of level progression:

1, 1+, 1++, 1+++, 2, 2+, 2++, 2+++, 3, and so on.

The player receives skill and spell points for each intermediate level. Skill points are needed in order to develop the character's skills. If the player has magic scrolls, the spell points can be used to increase the spells' strength.

As you progress through the game levels, the amount of skill and spell points you receive increases, but at the same time the requirements for the development of the corresponding parameters increase as well.

For each full level, the character receives one stats point along with the skill and spell points. This stats point is used to increase the player's primary parameters such as Intellect, Strength and Energy.

When a full level is completed, the player's parameters - life, Chi and maximum weight - are increased as well.

# CHARACTER SKILLS

These eight skills provide players with advantages when using magic and in combat. Players can experience more varied gameplay by distributing their characters' skill points.

The skills are divided into two categories: passive and active skills. Active skills are ones that can be employed. Passive skills function all the time.
Active skills are used in a similar way to spells.

## TELEPORT

Active
This skill moves a character to a certain location.
The teleportation distance and ability grow as the level increases. At the same time, the length of time required to employ this skill decreases. Using the Teleport skill also heals the character.

## BASH

Active
Allows characters to strike with their fists and cold steel (even with a shield).
As the level increases, additional damage is dealt and the striking rate improves.
Does not require Chi.

### WEAPON MASTERY

Passive
This skill increases the chance to deal double damage, the knockback chance when employing the Bash skill, and the knockback distance.

### ARMOR MASTERY

Passive
Decreases the damage resulting from physical attacks.
Increases the chance to block physical strikes.

## CRAFTING

Passive
The Crafting skill (blacksmith) allows you to modify items' properties.
It can only be used in the Crafting interface.
Does not require Chi.
Changing the material of an item will modify its properties.
Each material requires a certain level of the Crafting skill, which must be reached in order to create items using this material.



1. **FORGE** adds the selected material to the selected item.
2. **CLEAR** deletes the material from the selected item.
3. **CLOSE** closes the Crafting interface.

## ENCHANTMENT

The Enchantment skill (enchanting an item) allows you to work with runes, which lend an item magical attributes. It is a passive skill that can only be used in the Enchantment interface.
The Enchantment skill does not require Chi. Runes can only be added to an item if the character has the Enchantment skill. The higher the skill level, the more powerful the runes that can be used. Runes can also be removed from an item. When a rune is removed from an item, it disappears. The item's durability is not restored.



1. **ADD** adds the selected rune to the selected item.
2. **DELETE** deletes the last rune from the selected item.
3. **CLOSE** closes the Enchantment interface.

## REPAIR

Passive
Allows you to repair items.
Does not require Chi.
Can only be used only in the Repair interface.



1. **REPAIR** restores the selected item's durability.
2. **CLOSE** closes the Repair interface.

## TRADING

Active
Allows you to summon a trading genie.
Increases sales prices.
Decreases purchase prices.



1. **SHOW ALL ITEMS** shows all the merchant's items.
2. **SHOW WEAPONS ONLY** shows only the merchant's weapons.
3. **SHOW ARMOR ONLY** shows only the merchant's armor.
4. **SHOW ACCESSORIES ONLY** shows only the merchant's accessories.
5. **SHOW SCROLLS ONLY** shows only the merchant's scrolls.
6. **SHOW RUNES ONLY** shows only the merchant's runes.
7. **SHOW MATERIALS ONLY** shows only the merchant's materials.
8. **SHOW OTHER ITEMS** shows only the merchant's other items.
9. **TRADE** applies the deal with selected items.
10.**CLOSE** closes the Trading interface.

# TRANSMUTATION



1. **MIX** transforms the selected item(s) using poison potions.
2. **CLOSE** closes the Transmutation interface.

## TATTOOS

Tattoos implement additional bonuses in the game. A tattoo grants a character additional properties or changes parameters. To obtain a tattoo, you can visit a special NPC in town and have one made for a certain price. At the beginning of the game, several simple tattoos will be available for the player to buy straight away. Other tattoos only become available once certain requirements are fulfilled. The number of tattoos a character can have is limited: Only 8 tattoos can be made. Tattoos cannot be removed. Once they're there, they stay forever.

## MORPHING

Changing a character's appearance as a result of the development through magic schools will add new character skills, and modify old ones. Example:
TITAN'S WINGS - "Dark Path" skill level +2
The altered appearance affects the character until this body part is modified again. In that event, the old properties will be removed, and new ones will appear instead.

# PLAYER INVENTORY

1. The button **SHOW ALL ITEMS** shows all the character's items.
2. The button **SHOW WEAPONS ONLY** shows only the character's weapons.
3. The button **SHOW ARMOR ONLY** shows only the character's armor.
4. The button **SHOW ACCESSORIES ONLY** shows only the character's accessories.
5. The button **SHOW SCROLLS ONLY** shows only the character's scrolls.
6. The button **SHOW RUNES ONLY** shows only the character's runes.
7. The button **SHOW MATERIALS ONLY** shows only the character's materials.
8. The button **SHOW OTHER ITEMS** shows only the character's other items.
9. The button **SHOW QUEST ITEMS** shows only the character's quest items.
10. The button **SHOW / HIDE DOLL** allows you to view or hide the character's equipment model.
11. The button **CLOSE** returns the player to the game screen.

# MAGIC SYSTEM

### SPELL LIST

#### FIRE MAGIC



**FIRE MASTERY**
This spell passively increases immunity and resistance to Fire.
As a secondary effect it also adds Fire damage to all the spells and reduces Freeze duration.

**FIREBALL**
A fireball is thrown into the enemy.
It creates «Explosion» as it hits the target.

Learning «Explosion» spell is recommended.

**EXPLOSION**
This spell is used as a supplement to other Fire spells. It causes Fire damage within certain range. It also causes «Burn» as it hits the target.

Learning «Burn» spell is recommended

**BURN**
It is used as a supplement to other Fire spells. Within a certain range, it sets enemies on fire. It can also be used to set landscape elements on fire.
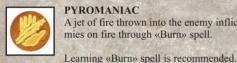
### FIRE SHIELD
Several fireballs circle around the mage and explode on impact with enemies. Their damage depends on the «Fireball» level. In addition, this spell increases fire resistance.

Learning the «Fireball» spell is required.

### BURNING MAN
This spell explodes a selected corpse. The primary explosion creates fireballs shooting in different directions. Their damage depends on the «Fireball» level.

Learning «Fireball» spell is required.

### PYROMANIAC
A jet of fire thrown into the enemy inflicts Fire damage. It also sets enemies on fire through «Burn» spell.

Learning «Burn» spell is recommended.

### FIRE ENCHANT
By setting a weapon on fire, it temporarily adds Fire damage to primary weapon damage. While this spell is in effect, caster's Cold damage is nullified.

Learning «Burn» spell is recommended.

## EARTH MAGIC

### EARTH MASTERY
This spell passively increases immunity and resistance to Fire. As a secondary effect it increases duration of Earth spells and adds a chance to knock the enemy back with «Boulder», «Ice Ball», or «Fireball» spells.

### BOULDER
A small Boulder is thrown into the enemy. As it hits the enemy, it inflicts Physical damage. This spell also has a chance to cause «Stun».

Learning «Stun» spell is recommended.

### EARTH GOLEM
This spell summons an Earth Golem. The Golem uses «Boulder» spell to cause damage.

### QUAKE
It stuns all enemies within a certain range.

Learning «Stun» spell is required.

### EARTH SHIELD
Temporarily creates a shield of falling stones, which inflict physical damage.

### STUN
It inflicts slight physical damage and temporarily stuns and paralyzes the enemy. Any additional damage received by the stunned enemy ends the spell effects.

### STONE SKIN
This spell makes caster's skin as hard as the stone, which decreases any damage the caster receives. It also reduces Speed.

### GORGON'S KISS
This spell creates a boulder falling on the enemy. The boulder casts «Slow», which inflicts physical damage every second of the spell duration.

Learning «Slow» spell is required.

## WATER MAGIC

### WATER MASTERY
This spell passively increases immunity and resistance to Cold. As a secondary effect it reduces duration of «Burn» and increases chances to freeze the enemy with any Cold damage inflicted.

### ICE BALL
An ice crystal is thrown to an enemy. It inflicts Cold damage and creates «Ice Blast» on contact with the enemy.

Learning «Ice Blast» spell is recommended.

### ICE BLAST
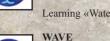This spell is used as a supplement to other water spells. It inflicts Cold damage within a certain range.

### BLIZZARD

Blizzard spell creates a storm of hail that inflicts Cold damage.

Learning «Water Mastery» spell is recommended.

### GEYSER

A jet of icy water throws the enemy into the air while inflicting Cold damage and freezing the enemy.

Learning «Water Mastery» spell is recommended.

### WAVE

A wave of icy water radiating from the caster freezes enemies around.

Learning «Water Mastery» is recommended.

### ICE SHIELD

Every time the mage receives physical damage, an «Ice Blast» hits enemies inflicting Cold damage.

Learning «Ice Blast» spell is required.

### WATER SPHERE

This spell creates a sphere of water that negates the spell effects of «Boulder», «Ice Ball», and «Fireball». It also negates blessings and curses.

## AIR MAGIC

### AIR MASTERY

This passive spell increases immunity and resistance to Lightning. As a secondary effect it adds Lightning damage to all spells.

### LIGHTNING

A bolt of lightning hits the earth inflicting Lightning damage within a certain range. It also has a chance to cause «Shock».

Learning «Shock» spell is recommended.

### CHAIN LIGHTNING

A bolt of lightning hits the selected enemy, and then jumps over to other nearby enemies.

### AIR SHIELD

This spell creates several «Twister» spells that fly around inflicting Lightning damage. It also increases resistance to Lightning.

Learning «Twister» spell is recommended.

### SHOCK

This spell inflicts slight damage with a chance to cause «Stun».

Learning «Stun» spell of Earth magic is recommended.

### LIGHTNING BALL

A ball of lightning is thrown toward the enemy. As it flies, it creates «Shock» spells within a certain range. As it hits the target, it inflicts Lightning damage and casts «Lightning» spell, which inflicts additional damage.

Learning «Lightning» and «Shock» is recommended.

### TWISTER

As soon as a small twister created by this spell chases the target down, it inflicts Lightning damage and disappears.
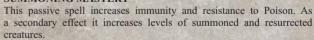
### TORNADO

A large tornado moves toward the enemy. As it treks the terrain, it causes «Shock» and «Lightning» spells hitting enemies around. When the tornado dissipates, it divides into several «Twister» spells.

Learning «Lightning», «Shock», and «Twister» is recommended.

## SUMMONING MAGIC

### SUMMONING MASTERY

This passive spell increases immunity and resistance to Poison. As a secondary effect it increases levels of summoned and resurrected creatures.

### RAISE UNDEAD

Raises a skeleton or a zombie. Skeletons follow and protect the mage. This spell requires a dead body to work.

**RESURRECT**
Temporarily resurrects the dead enemy to follow and protect the mage. This spell requires a dead body to work.

**SUMMON DEMON**
This spell summons a demon who attacks good and neutral mages. Only one demon can exist at the time.

**SUMMON CHAMPION**
This spell summons a champion who attacks evil mages. Only one champion can be summoned at the time.

**UNSUMMON**
This spell affects only summoned creatures. As the result of this spell, the creature dies, and the summoner receives damage equal to a portion of the creature's hit points.

**TURN UNDEAD**
Seizes control over any undead (a zombie or a skeleton) who wasn't summoned by the mage.

**BEAST MASTER**
This passive spell increases life duration of summoned and resurrected creatures. In battle, the summoner who mastered this spell has a chance to destroy the summoned creature with a single blow.

### BONE MAGIC

**BONE MASTERY**
This spell passively increases immunity and resistance to Blood. As a secondary effect it also increases the amount of bones scattered by all Bone spells.

**RAINBOW**
Bones inflict additional damage of a random type.
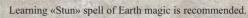
**BONES**
Scattered bones inflict physical damage. As a bone hits the target, it may split causing «Stun».

Learning «Stun» spell of Earth magic is recommended.

**BONE SPEAR**
A bone spear is thrown into the enemy. As it hits the target, it may split causing «Stun».

Learning «Stun» spell of Earth magic is recommended.

**SPIKES**
Bone spikes strike from underground throwing the enemy into the air and inflicting physical damage. There is a chance for the enemy to get stunned.

Learning «Stun» spell of Earth magic is recommended.

**SKULL**
As a self-guided skull hits the target, it inflicts physical damage and splits into several bones.

Learning «Bones» spell is recommended.

**BONE ARMOR**
Summons several skulls that circle around the mage and attack the approaching enemies. Bone armor partially absorbs physical damage.

Learning «Bones» spell is recommended.

**BONE SPIRIT**
From a dead body, this spell raises a skeleton that throws bones and bone spears.

Learning «Bones» spell is required.
Learning «Bone Spear» spell is recommended.

### PENTAGRAM MAGIC

**PENTAGRAM MASTERY**
This spell passively increases immunity and resistance to cold. As a secondary effect it increases pentagram duration time.

**PENTAGRAM OF PROTECTION**
Decreases any damage received by any creature inside this pentagram.

**DEMON WEB**
This pentagram can be entered but cannot be exited.

**CASTER'S PARADISE**
Decreases Chi consumption and increases levels of all spells (except for Pentagram Magic) within its range.

**PETER'S GATE**
This pentagram can be exited, but it cannot be entered.

**OASIS**
This pentagram significantly increases life regeneration rate within its range.

**RAT TRAP**
At the moment of its termination, this pentagram inflicts damage to anyone inside. If the pentagram is empty as it terminates, its summoner receives the damage.

**LAST BREATH**
At the moment of its termination, this pentagram transforms bodies located inside of it into life energy, which is transmitted to the caster.

## ALCHEMY

**ALCHEMY MASTERY**
This spell passively increases immunity and resistance to Poison. As a secondary effect it adds Poison damage to every spell.

**TRANSMUTE**
This passive spell increases quality of transmuted items.

**MELT**
Increases Poison resistance and Life regeneration rate.

**ACID**
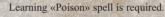When this spell is used as secondary, it adds Poison damage to all attacks and spells. It doesn't require Chi but uses a Poison potion instead.

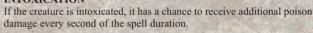**POISON**
A drop of poison is thrown into an enemy. As it hits the target, it inflicts poison damage and temporarily poisons the enemy.

**PLAGUE**
An infected enemy periodically receives Poison damage. There is also a chance to transmit the disease.

Learning «Poison» spell is required.

**INTOXICATION**
If the creature is intoxicated, it has a chance to receive additional poison damage every second of the spell duration.

**CHOLERA**
This spell explodes a body spreading «Plague» to nearby enemies

## LIGHT MAGIC

**LIGHT MASTERY**
This spell passively increases the immunity and resistance to radiation. As a secondary effect, it also adds radiation damage to all spells.

**RADIOACTIVITY**
Periodically inflicts Radiation damage within a close range from the mage.

**GLOW IN THE DARK**
This spell causes Radiation sickness. The enemy receives a small Radiation damage every second. It decreases Radiation resistance. There is also a chance to affect other nearby enemies.

**DARKNESS**
Temporarily increases resistance to Lightning and Radiation. Prevents Flash.

**RAY OF LIGHT**
Creates a radioactive ray. As it hits the target, it inflicts the damage and may cause Radiation sickness or burn enemies. The ray is reflected by the obstacles.

Learning «Burn» spell of Fire Magic and «Glow in the Dark» spell is recommended.

**CIRCLE OF LIGHT**
Inflicts Radiation damage to all enemies within a certain range. The caster also gets additional Radiation resistance.

**LIGHT ELEMENTAL**
Temporarily turns any friendly summoned creature into a Light Elemental. The creature becomes radioactive and inflicts additional Radioactive damage at any attack.

Learning «Light Mastery» and «Radioactivity» spells is recommended.

**FLASH**
A bright flash blinds and confuses surrounding enemies. It may also cause Radiation sickness.

Learning «Glow in the Dark» spell is recommended.

### BLESSING MAGIC

**BLESSING MASTERY**
This spell passively increases immunity and resistance to Lightning. As a secondary effect it increases duration of Blessing spells.

**HOLY TOUCH**
It increases life regeneration of all living beings and causes damage to undead.

**SANDALS OF ANGEL**
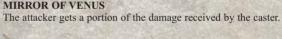Temporarily increases the caster's Speed.

**OCCAM'S RAZOR**
Decreases duration of all curses and blesses.

**HERCULES**
Temporarily increases the caster's Strength. Prevents stunning.

**INFIDEL**
This spell causes temporary increase of Strength, Energy, and Intelligence of the caster, and then temporary decrease of maximum Life, Chi, and Weight.

**MIRROR OF VENUS**
The attacker gets a portion of the damage received by the caster.

**SHIELD OF GOLIATH**
Temporarily increases all the resistances.

### CURSE MAGIC

**CURSE MASTERY**
This spell passively increases immunity and resistance to Radiation. As a secondary effect it increases duration of curses.

**LOW RESIST**
Temporarily decreases Fire, Cold, Lightning, and Radiation resistances.

**WEAK**
Temporarily lowers maximum Life of the target.

**THICK-BLOODED**
It decreases Poison resistance and stops Life regeneration.

**SLOW**
Temporarily decreases the enemy's speed.

**CHOKER**
For a certain time, the cursed creature loses Life and Chi.

**COWARD**
Every time the cursed creature attacks, it may get frightened and flee. The cowardly creature is then attacked by every one.

**DUMMY**
Every time the cursed creature casts a spell, it receives damage equal to the portion of Chi points used. The increase of the spell level raises the percentage of Chi returned as damage.

## BLOOD MAGIC

**BLOOD MASTERY**
This spell passively increases immunity and resistance to Blood. As a secondary effect it adds Blood damage to all the spells.

**MASOCHISM**
Turns a portion of the received damage into Chi.

**VAMPIRE**
Every hit steals some Life and Chi points from the enemy.

**WOUNDS**
Opens wounds on the enemy's body through which Life seeps away.

**BLOODLINE**
Creates a chance to inflict Double damage.

**BLOODLUST**
Adds a chance to open «Wounds» and inflict Double damage during the attack.

Learning «Wounds» and «Bloodline» is required.

**QUEEN OF HEARTS**
Creates a shield that absorbs a portion of the damage. Spell termination may cast «Wounds» or «Bloodline» on enemies.

Learning «Wounds» and «Bloodline» is recommended.

**SACRIFICE**
Increases Strength, Energy, and Intellect and stops life regeneration. Doesn't require Chi.

# DEFAULT KEY CONFIGURATION

| | |
|---|---|
| [Left mouse button] | Run/strike enemy |
| [Right mouse button] | Use spell/skill |
| [Middle mouse button] | Control game camera |
| [`] | Switch minimap modes |
| [Shift] + [left mouse button] | Strike peaceful resident |
| [Ctrl] | Highlight containers and items on the ground |
| [Alt] | Highlight characters |
| [Esc] | Access main menu |
| [Print] | Take screenshot (*.bmp in game folder) |
| [Del/Pg down/Home/End] | Control game camera |
| [Ins/Pg up] | Zoom in/zoom out |

**Hotkeys**

| | |
|---|---|
| [1] - [8] | Select active spell/skill from quick slot |
| [Spacebar] | Select all items on ground within reach of the game character |
| [Z] | Use life potion |
| [X] | Use Chi potion |

**Interface**

| | |
|---|---|
| [F1] | Open/close the player's inventory |
| [F2] | Open/close the player's characteristics |
| [F3] | Open/close item modifications |
| [F4] | Open/close the Spellbook |
| [F5] | Open/close Spells page |
| [F6] | Open/close Skills page |
| [F7] | Open/close Tattoos page |
| [F8] | Open/close Magic Influence page |
| [F9] | Open/close Quest Journal |
| [F10] | Open/close recipes |
| [F11] | Open/close encyclopedia |

**Multiplayer Hotkeys**

| | |
|---|---|
| [Enter] | Open/close chat |
| [F12] | Open/close advanced chat |
| [Tab] | Open/close multiplayer stats |
| [W/S/A/D] | Control spectator camera |

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# KALYPSO MEDIA SUPPORT

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# TECHNICAL SUPPORT

If you encounter problems while installing or playing the game, do the following before you contact us:
- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

### INFORMATION REQUIRED

- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

### CONTACT

Via e-mail at: **support@1cpublishing.eu**
Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.
For more information and updates please visit:
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# NOTES