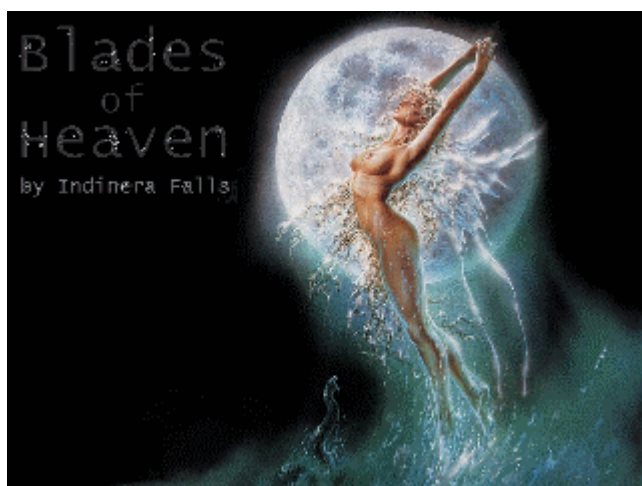




Information:

Game Title: Blades of Heaven

Author: Indinera Falls (laxiuspower@wanadoo.fr)

Release Date: July 17, 2005

Official Website: <http://www.laxiuspower.com>

Site Mirror: <http://laxiuspower.cjb.net>

Plot Summary:

A Shadow Blade, named Laura, is given by her Guild the quest to murder a smuggler living in a neighbouring town. As a proof of her success, she is asked to bring back to the Guild a particular Orb the smuggler always keeps with him. But as she stealthily enters the smuggler's room, something unexpected occurs and makes her fail her mission! What will happen next?

Play the game and find out!

"Blades of Heaven" features a 40 hours old school RPG full of twists and secrets. Indinera Falls, creator of Blades of Heaven, is also the author of the Laxius Power trilogy, a series well-known for its replay value and the sheer size of its world.

Gameplay:

This game uses typical "old school RPG" mechanisms which I probably do not need to explain. Players will discover them all themselves as they advance in the game. However, on the other side, it also uses more personal features.

Here is how to use them.

***** Weaponsmith:**

It is possible to upgrade some of your characters' weapons by asking a weaponsmith to refine it. Players shall notice not ALL smithies can refine ALL type of weapons.

Frechette: upgrade Bastard Sword to Titan Sword

Moorwick: upgrade Dai-Katana to Critical Dai-Katana

Benedict: upgrade Bastard Sword to Titan Sword

Zagmar: upgrade Titan Sword to Berserker Sword

Fey: upgrade Critical Dai-Katana to Ancient Dai-Katana

***** Pets:**

In some towns, players are given the possibility to buy a pet.

The animal is just like a common character to the triple exception that:

- * it doesn't level up
- * if it dies, it disappears
- * it fights by itself (ie you do not control it)

It is not possible to play more than one pet at once, so choose yours wisely!

History:

Frechette: Town of the Shadow Blades, Frechette is also a rural and quiet place.

Moorwick: Moorwick is a bustling town ruled by rich people. A lot of mercenaries gather here, but the gap between rich and poor people is constantly growing.

Benedict: This peaceful and lovely town is dedicated to Yveen, Goddess of Life. A huge shrine was built in the center of Benedict.

The Beacon: This monument was built so that mages could gather in the same place and work hard on increasing their magicka energy. Remote and cut from the continent, it's a place covered by mystery.

Zagmar: Most northern town of the world, Zagmar is a place of scientists. Zagmarians are trying to create new technologies based on knowledge instead of magicka energy.

Fey: Legendary town of Elves, Fey's location has been lost. The town itself might even have disappeared by now.

Shadow Blades: Fighters trained to become Shadow Blades are usually silent and deadly. With their weapon, called Dai-Katana, they can deal huge damages.

Shark-Men: Within the depths of the ocean live Shark-Men, a powerful humanoid specie of warriors. Though they are primitive and hot-tempered, Shark-Men are gifted with a huge body and strong muscles.

Mages of the Beacon: Far from the main land was built the Beacon, the homeplace for the mages. The people from the Beacon are studying Magicka, trying to develop new spells and ways to cast them.

Characters:

Name : Laura Vujovic

Gender : Female

Age : 21 ans

Height : 1.78 m

Weight : 65 kg

Measurements: 92B-61-94

Personality : Determined

Birth Place : Frechette

Family : Parents murdered, a little brother named

Color of Eyes : Black

Color of Hair : Dark Brown

Favorite Color : Red

Favorite Food : Strawberries

What she likes : Her little brother, her job

What she hates : People hitting on her, complicated plots

Fighting Style:

Laura relies on skills learnt with the Blade she is holding. Fast and accurate, she can do devastating damages. She also tries to find new ways to hurt enemies, like hitting them in their weak point or using ancient technics.

-> High learning capacities, either from teaching or using new weapons

Name : Karol Brok

Gender : Male

Age : 16 ans

Height : 1.84 m

Weight : 93 kg

Personality : Light-hearted

Birth Place : Kajaar (city in the Ocean)

Family : Parents Jerka and Muyia still living in the ocean

Color of Eyes : Blue

Color of Hair : N/A

Favorite Color : Green

Favorite Food : Krill

What he likes : Laura, sunbathing, joking around

What he hates : Racism, Shark-men badmouthing his specie

Fighting Style:

Karol likes brute strength and will never be reluctant to bite fiercely his enemies.

Strong, he is not the kind to be easily wounded, and he can even be more powerful if he gets the chance to drink appropriate water from the ocean.

-> Tough warrior

Name : Bellenue de Labacca

Gendre : Female

Age : 15 ans

Height : 1.61 m

Weight : 47 kg

Measurements: 80A-50-82

Personality : Quiet

Birth Place : The Beacon

Family : Father living in the Beacon, Mother killed by a random encounter on the beach, no brother or sister

Color of Eyes : Brown

Color of Hair : Red-Brown

Favorite Color : White

Favorite Food : Roasted Tuna

What she likes : Learning new spells, discovering people and places

What she hates : Nothing

Fighting Style:

Bellenue massively relies on a variety of spells unmatched in the world.

Considered a genius by her peers, and despite her young age, she is able to master mostly any type of spells, including Magicka, Holy, Healing, Curing, Absorbing, Status Ailments et all.

-> Awesome spellcaster, good status all around

Name : Frankie Mesmola

Gender : Male

Age : 32 ans

Height : 1.87 m

Weight : 91 kg

Personality : Angry

Birth Place : Moorwick

Family : Parents living in Moorwick (old town)

Color of Eyes : Green

Color of Hair : Blond

Favorite Color : Orange

Favorite Food : Leg hare

What he likes : Straight-minded people, fighting

What he hates : People stronger than him, girls teasing him

Fighting Style:

Frankie is a Berserker, which means he'll do better hits if his health is low. Also, while in a fight, he can recover steadily, more and more as the fight lasts. Yet he is a stubborn fighter with very little sense of tactic.

-> Gets better attack if hurt enough, slowly regens in fights

???:

Spell Attributes:

Try all the spells to experience their effects!

***** Weapon:**

A spell with "Weapon" attribute uses material such as Iron or Silver to harm.

***** Magicka:**

Magicka includes any form of magic. Humans can wield inner energy to cause explosions and damages, but Magicka isn't actually limited to that particular kind of damage and gathers Fire, Freeze, Air or any type of Elemental attacks.

Magicka's sub-classifications is as followed:

Single Damage (Orbs of Energy), Large Damage (Explosions), Alteration, Absorption.

Orbs: Humans gifted with a deep mind found a way to violently hurt their enemies,

which they called "Orbs". Basically, the mental power turns inner Magicka into a huge sphere of energy, resulting in varied damages.

Versatile kinds of Orbs were progressively made by the mages themselves, and taught in school.

Explosions: Following the Orbs researches were the Explosions discovery. Using the body's inner energy in a different way, spellcasters could cause a violent explosion hurting a whole group of enemies. Though explosions were harder to master, especially at higher levels, they quickly became the major focus of most mages, as they could cause devastating results in the enemy's ranks.

Auras: General Healing spells

White & Dark Auras: Those Auras are not healing spells, they create an halo of energy that either boosts DF and MD (White) or AT and SP (Dark).

***** Holy:**

Holy and sacred attacks can cause very violent damages to undead creatures.

Holy spells "wrap" their target into some huge compressing energy.

***** Dark:**

Dark is the natural counterpart of Holy. It can hurt greatly sacred creatures.

Dark spells "tear" the enemy apart, making a wise choice against unstable or defensively weak creatures.

***** Demonia:**

Very rare and powerful energy, a refined dark power.

It is very good against some types of enemies.

***** Other:**

Heavenly (power of the Heaven), Weak Point, Ancient
Spells using those attributes are rare, yet deadly.

Special spells:

Some spells aren't learnt only by getting more experienced.

They can result of the user holding a certain type of weapon/equipment.

This list isn't exhaustive. It only shows a few of the most well-known combinations.

It's up to you to find out more of them!

(Laura)

Dai-Tsin Move

Requires: Dai-Katana & Shadow Ring

Typical Shadow Blade move.

Critical Wave

Requires: Critical Dai-Katana

Typical more advanced Shadow Blade move.

Full Credits List (June 2005):

Game "Blades of Heaven" by Indinera Falls (laxiuspower@wanadoo.fr)

Story, Characters and Game Mechanisms by Indinera Falls

RPG Maker 2000 by ASCII/Yoji Ojima
Chipsets & Charsets ripped from RPG "Lufia" by various persons
Monsters for the most part ripped from various videogames by Copoff (Charas-Project Database)
Musics mainly from "The 7th Saga"
Title Screen by The White Rainbow
Other resources belong to their respective owners
Beta-Testing by Karks and Indinera Falls

Bonus!

From the same author:

<<< LAXIUS POWER I, II & III >>>



Discover and play an epic trilogy of massive RPG games, available for free!

Full Downloads:

Click Here to Download Laxius Power (2002):

http://www.laxiuspower.com/modules.php?name=Downloads&d_op=getit&lid=2

Click Here to Download Laxius Power II (2003):

http://www.laxiuspower.com/modules.php?name=Downloads&d_op=getit&lid=1

Click Here to Download Laxius Power III (2004):

http://www.laxiuspower.com/modules.php?name=Downloads&d_op=getit&lid=12

Official Website:

<http://www.laxiuspower.com>

<<< IF WE GO TO HEAVEN... (book) >>>

Readers can give a chance to "If we go to Heaven...", a book made of 2 stories. The first story, "La Donne Mobile", is an exciting and mysterious thriller about an evil abductor and his victim. Will she manage to escape him? Read the story and find out!

As for the second story, "Until the Very Last Second of Life", it's a sheer fantasy story full of twists and surprises. The mercenary Alison Zankutovich plans to do

one last quest for her longtime boss, but will that quest ends like she would like?
Once again, read and find out!
Both stories are meant to surprise the reader and make him think about what happened, yet they also have their scary and intense bits.