MAGESLAYER

RAVEN

GT Interactive
Software

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MAGESLAYER™

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INTRODUCTION

In ages past the lands were riddled with war and evil magic, and the people were enslaved by the unscrupulous Mages. So awesome was their power that they could destroy or enslave entire armies. But the Mages didn't stop at that. Once they had enslaved the entire populace of their kingdoms, they would conscript them into an army, and then set out to steal the lands of other Mages.

The Mage Wars were the bloodiest in the history of warfare. It was a common practice among the more powerful Mages to create man beasts from their armies. This resulted in legions of powerful creatures that had no desire other than to kill.

After many centuries of slavery, there arose five heroes who unearthed the secrets that could destroy the Mages. The five came from different backgrounds, but they all belonged to a resistance that had unsuccessfully fought the Mages. The demon had been created by the darkest of magical rites to fight in the armies of the Mages. The dwarf was from a race of men who had spent centuries hiding in the mines. The remaining three were human, but very different from those that the Mages so easily controlled. One had found refuge in belief of the Gods, one had embraced the ways of chaos, and the third was a keeper of knowledge.

These five witnessed a piece of the sky fall to the earth one night, with an explosion so powerful that it shook the land. Upon reaching the crater, they discovered the StarStone and the MoonStone. They learned to control the power of the MoonStone to produce effects similar to the Mages, and from the StarStone they created the five Relics. It was only when they combined the two stones did the fledgling MageSlayers discover the true power that had fallen from the sky. When large pieces from both spheres where combined they were crafted into the Oracle. The Oracle became the one artifact that was imbued with sentience. It passed on to them the wisdom that had been

magically invested into it. The wisdom that they would need to defeat the Mages.

Together the five fought back, and for the first time in hundreds of years the Mages sampled the taste of defeat. The five gathered forces behind them as they went, and taught their new disciples everything they knew. Eventually they realized that only a few possessed the power to use the Relics or to control the MoonStones. These few became elite among the clans, and became known as MageSlayers.

For several decades there was peace. The Oracle was placed in a Vault in the very heart of the lands, where all five of the clans could gain access to its wisdom. The MageSlayer clans drifted apart, each adopting the name of its founder, creating the clans of Diabolism, Redemption, The Earth, Chaos, and Knowledge. The outstanding warriors of each clan were given their own titles signifying their superiority: Arch-Demon, Inquisitor, Earthlord, Warlock, and Lore Thane. These revered names were bestowed on a very few.

Eventually, the Mages regrouped and struck back at the Mage-Slayers, striking what they deemed the weakest of the MageSlayer clans, The Clan of Knowledge. Alone against the combined might of the Mages the Lore Thane and his followers were hopelessly outclassed. They pleaded to the other clans for help, but in vain, for the remaining clans knew that if they did not first combine their resources, each of them in turn would be annihilated by the marauding Mages. The Clan of Knowledge held out as long as it could, but in the end they fell.

The Mages knew that by separating the MageSlayer clans they could defeat them. But their plan was flawed in two ways. First, they expected the other clans to support their comrades, and because they were spread out they would arrive one at a time. This, they speculated, would make their task very easy. Second, they under-estimated the power of the Clan of Knowledge. They had picked not

the weakest of the clans, but quite easily the strongest. The Clan of Knowledge inflicted heavy casualties before they were vanquished.

The remaining clans united and devised a plan. They brought the StarStone and the Relics to the battlefield and released their full power. But although the Mages were destroyed, the StarStone shattered into millions of fragments, and the Relics disappeared. Most assumed that they had been destroyed in the massive release of power. The MageSlayers suffered heavy losses as well, but were ultimately victorious.

For a millennium there was peace in the lands, until the Mage-Slayers began to realize that they had a new enemy to contend with. For a thousand years, the sole survivor and founder of the Clan of Knowledge, the Lore Thane, had seethed and plotted. He blamed the other clan's initial inaction for the annihilation of his clan. For what seemed to him an eternity, he unearthed the hidden secrets of the Mages and watched the MageSlayers to learn their weaknesses. He collected all of the knowledge of both, mastering magic and the power of the MoonStone. The Lore Thane discovered that the Relics had not been destroyed; they had been thrown out into the lands during the release of the StarStone. He gathered all five of the Relics, and gave them to his ever increasing minions to guard.

With his power at its peak, the Lore Thane finally made his presence known. Thinking himself invulnerable, he sat back and watched the clans. He planned to destroy each of them, but not until he had cut down their strongest MageSlayers, one at a time.

Now, the clans have joined together to combat the Lore Thane. After weeks of debate, study, meditation, and consultation with the Oracle they discover that the Relics of the StarStone have survived. The strongest MageSlayer from each clan is chosen, and they now set out to gather the five Relics, under the watchful eye of the Oracle, in the hope of destroying the Lore Thane.

GETTING STARTED

System Requirements

Operating System:
Windows® 95

Additional Software:
DirectX must be installed

CPU:
Pentium 90 Mhz

Memory:
16 MB Ram

CD-ROM:
2X CD ROM

Video:
1 MB Video Ram (4 MB video card for Direct3D)

Sound:
DirectX compatible Sound Card

HD space:
5 MB if running off the CD (not recommended) approximately 100 MB if you install completely to your hard drive

Recommended

3Dfx Voodoo graphics based 3D accelerator card
16-bit DirectSound-Compliant sound card
2 axis 4 button joystick

Network protocols supported

Direct Play including IPX, TCP/IP, Modem and Serial Cable The game will support all truly D3D compatible cards, but runs best with 3Dfx-Voodoo based D3D cards.

Installation

With Windows 95 already running, place MAGESLAYER CD-ROM in your CD-ROM drive. Click on your Start Menu, select Control Panel, double-click on the Add/ Remove Programs icon and click on Install. Windows 95 will search for the install program on your CD-ROM drive. When it finds the MAGESLAYER install program, click on Finish to start the installation. Follow the instructions on screen.

Starting the Game

Once the game is installed on your hard drive, run the game by performing the following steps. Click on your Start menu. Click on Programs. Next point to the MageSlayer folder. Finally, point to the MageSlayer icon and double click. The introduction sequence will start playing. Press ESC to bypass the introduction and bring up the main menu. Note that you must have the MageSlayer CD-ROM in your CD-ROM drive when you start the game. Once the game has started you can remove the CD and replace it with another CD (a music CD for example).

From the Main Menu screen you can start a SingleSlayer or a MultiSlayer game, save or load games, select from different options, view the Help screen, or Quit. Each of these choices is explained below. Use the up/down arrow keys to highlight the desired option, and press Enter to activate it. Press Esc to cancel or go back to the previous screen.

Playing the Game

The object of the game is to collect the five Relic pieces that can be found in the final level of each of the five regions. Once you have collected a Relic piece, you will be transported back to The Vault. Speak to the Oracle and he will open the door to the next region.

SingleSlayer Game

After choosing SingleSlayer, you will need to choose a difficulty setting. The choices are Initiate (Easy), Clansman (Normal) and MageSlayer (Hard). Use the up/down arrows keys to highlight your choice and press ENTER to select. After selecting a difficulty level you will need to choose a player class. You can choose to play as the leader of one of the four MageSlayer clans — as Earthlord, Archdemon, Warlock, or Inquisitor. Each MageSlayer has a unique set of characteristics with their own particular strengths and weaknesses (Each MageSlayer's attributes

Player Characters

Warlock
First Spell:
Chaos bolt directs
an energy blast
at the enemy.

HEALTH
STRENGTH
SPEED

Inquisitor
First Spell:
Holy Missile
fires a single,
high speed, bolt
from her cross.

HEALTH
STRENGTH
SPEED

Arch-Demon
First Spell:
Flame Strike
fires twin
bolts of flame
at the enemy.

HEALTH
STRENGTH
SPEED

EarthLord
First Spell:
Sledge of
Striking
Throws a
magical
hammer at
the enemy.

HEALTH
STRENGTH
SPEED

When you have chosen your character class, press Enter to begin playing.
See Gameplay, for a summary of the control commands.

are summarized below). In addition, each MageSlayer begins the game with one unique spell attack, that can be used at a distance, and a Melee attack, for fighting in close quarters. For example, the Warlock's basic spell attack is the Chaos bolt. This is a magical blast good for dispatching creatures at a distance. However, if the enemy is in close quarters, the Warlock automatically uses his Melee attack (his punch). Additionally, you can attack with his Melee attack at any time by pressing the ALT key. As you progress through the game, you will earn a second and third spell attack. Additionally, all three spells can be "powered-up" providing you will a total of six different spell attacks. Note that with level II and level III spells, the Melee attack will NOT be selected automatically for close encounters. With level II and III spell attacks selected, you will have to press the ALT key for the Melee attack to occur. All spell attacks cost Mana to cast. Mana is provided by Star Stones and MoonStones. StarStones can be stored in your inventory for latter use. MoonStones are used instantly (note you cannot pick up a MoonStone if you are already at maximum Mana). Use these spell attacks wisely. If you run out of Mana you will only be able to use your Melee attack; not an enviable position to be in!

The Vault

The vault is where all MageSlayers begin their quest. Explore the Vault and you will find five closed doors, a chamber of 'replenishment' and the Altar. Approach the Altar and speak with the Oracle. He will direct you through your ordeal with the minions of the Lore Thane. After speaking with the Oracle he will open the door to the first region. Pass through the door and enter the teleporter. When you defeat the first Keeper and return to the Vault with the first Relic piece, approach the Altar again. For every Relic piece recovered, the Oracle will open the door to the next region. He will also increase the maximum for both your health and Mana. After the second and third Relic pieces are returned he will grant you a new spell attack as well.

Before returning to the bowels of the Lore Thane's world, visit the chamber of 'replenishment'. One pool will restore your Mana, the other will restore your Health. Good Luck MageSlayer.

MultiSlayer Games

Selecting MultiSlayer from the main menu displays a list of connection services. Available protocols are IPX, TCP/IP, Modem and Direct Connect. After selecting a protocol choose whether you want to join an existing game, host a game (start a new MultiSlayer session) or run a dedicated server (start a new MultiSlayer session where the host does not play, and is "dedicated" to hosting the game).

If you choose to JOIN an existing game, you will be shown a list of games currently being played. Use the arrow keys to select the game you want to join and press Enter. If you have not already entered a name, you will be asked to do so at this time. Next choose the clan type you wish to play as. Before a game begins, you can choose to opt out by pressing Esc to reactivate the MultiSlayer game menu, and Esc again to redisplay the main menu. Doing so disconnects you from the MultiSlayer game, giving you the option of signing on to a new MultiSlayer game, playing a single player game, or starting a MultiSlayer game of your own.

If you choose **HOST** or **DEDICATED SERVER**, you will next be asked to select a difficulty level. Next choose the type of game you wish to start. Your choices are COOPERATIVE, where you and your friends can battle the Lore Thane's minions together, SLAYFEST, your typical free-for-all "DeathMatch" type of game, and CAPTURE THE RELIC; a variation of the popular team game Capture The Flag. To start a new MultiSlayer game, select the game type you want, using the arrow keys, and press Enter.

Depending on what type of MultiSlayer game you choose, you will be asked to answer various questions about how you want your MultiSlayer game to run. Some of the options you have are:

Host Name: Enter a name for your game session

Level: Use the Left and Right arrow keys to cycle through the available levels.

Max Players: Enter the maximum number of players that can enter the game, up to 16 (including yourself). *Note, there is a limit of four players for cooperative games.

Slay Limit: Enter a number, up to 99. Whatever player reaches this number first will win the level. A slay limit of 0 means no limit.

Time Limit: Set a time limit, up to 99 minutes, for your game. Whoever has the most Slays when the time limit is reached will be declared the winner of the level. A time limit of 0 means no limit.

Team Play: With team play on players are automatically assigned to one of two teams (RED or BLUE).

Friendly Fire: In a cooperative game, with Friendly Fire on, your spell attacks will injure your teammates. Turn Friendly Fire off to blast away without having to worry about what your aiming at.

Once you have set all your options, highlight Start Net Game and press Enter. If you haven't already entered a name for your character, you will be asked to do so now. Enter a name, up to twenty-four characters long and press Enter. Note: If you are setting up a dedicated server, you will not be asked to enter a name. Finally you will need to select the player class you want to play as. Highlight the player class you want using the up/down arrow keys and press Enter. Your MultiSlayer game will now start.

Except for the host, any player can quit playing a MultiSlayer game at any time without affecting the other players. If the host leaves a game, all the other players are forced to exit.

MultiSlayer Rules
Cooperative

In a Cooperative game, you and your friends can battle the Lore Thane's hordes as a group. The goal of the game is the same as in Single Slayer; defeat the Lore Thane's minions and recover the

five ancient Relic pieces. Beware though... the more MageSlayers are in your group, the stronger the Lore Thane's minions will be.

When a player exits the level in cooperative play, all players are taken to the new level. If a player dies, they drop all the items they were carrying and restart back at the beginning of the level. A player who dies keeps all his spell attacks however. If you die, be quick to catch back up with your group. Teamwork is important... if you die and lose all your stuff, see if your friends can get it while you catch back up with them. Hopefully they'll give some of it back to you. You'll all need to work together to defeat the Lore Thane and his armies of evil.

SlayFest

A SlayFest game is a free for all killing spree. There are no predetermined teams, and the only goal is to kill as many of the other players as possible. When a player dies they will drop all the items they were carrying and will restart in a random location. The game ends only when the host leaves the game. If there is a slay limit or time limit set, the level will restart when either of the limits is reached, and player scores will be reset to zero. If one player leaves the level for another level, everyone is taken to the new level. While the level is restarting or a new level is loading, the final scores of the previous level are shown for all the players. The winner of the level is the player with the most slays (kills). Remember that killing yourself will subtract slays from your score. If the host has Team Play enabled, players with the same color (BLUE or RED,) will not be able to hurt each other. Everyone else is fair game.

Capture the Relic

This game is based on the classic team game Capture the Flag. Each player belongs to the RED or BLUE team. Each team has a "base"; an area of the map that is considered their territory. Within each base there are two pedestals; the team pedestal and the capture pedestal. The team pedestal matches the color your team, and the capture pedestal matches the color of the opposing

team. At the start of the game there will be a Relic, also matching the teams color, floating above the team pedestal. The team needs to guard this Relic with its life, as it is the life blood of the team. While individual slays can still be gained by killing members of the opposing team, the team objective is to steal the opposing team's Relic and get it back to the home base's capture pedestal. When one team controls both Relics (both Relics are on their proper pedestals at one team's base), the player making the capture gains 20 slays, and all other members of the team get 12 slays each, for team effort. After a capture, the opposing Relic will be returned for team to the opposing team pedestal. At this point, play continues.

Players carrying a Relic are identified by a ghost image of the Relic floating above them. If a player carrying the capture Relic is killed, the Relic will be dropped. It can either be picked up by another member of the same team, in an attempt to continue the capture, or by a member of the opposing team, who can attempt to return it to its team pedestal. A player can only hold one Relic at a time, so if you're holding your team's Relic, you'll have to take it back to its pedestal before you can try to capture the enemy Relic. You can also trade the Relic, between team members, by selecting it in your inventory and pressing "D"rop.

In addition to the four regular pedestals (two at each base), there is also a fifth pedestal, positioned between both bases. This pedestal houses the gray Cursed Relic, a sinister device which is not a Relic at all, but a beast created by the Lore Thane that has a mind of its own. Most of the time during the game, the Cursed Relic will sit atop its pedestal and behave. On occasion though, it will teleport itself into the inventory of an unsuspecting player that it deems unworthy of existence. While in the player's inventory, it will slowly siphon away their health, eventually killing the hapless victim if they don't keep an eye out for it. If you happen to find the Cursed Relic gone from its pedestal, check your inventory and warn your teammates before it's too late. If you find yourself with the Relic, simply return it to its pedestal

and it will let you live... for a while.

Another feature of Capture the Relic games are the cannons. When you find a cannon walk up to it. Your player will enter the cannon and you can control it directly. Use it to rain cannon balls down on your enemies. Use the left/right arrow keys to rotate the cannon and the up/down arrows keys to tilt it up and down. You can also use the strafe left and right keys to increase or decrease the power of the shot. If you fire with the normal fire button it fires normally, if you fire with the melee attack button the camera will track the cannon ball until it hits something.

Chatting while in a MultiSlayer Game

While in a MultiSlayer game you can communicate with the other players through the Chat command. There are three different message types: Messages to everyone in the game, messages to all players on your team (team games only) and messages to one specific person.

* All Players- To send a message to everyone in the game, press the T key. A message window will appear. Type your message and press Enter. This message will appear on each players' screen.

* Team Message- To send a message to your teammates, press the R key. A message window will appear. Type your message and press Enter. This message will appear only on your team members' screens.

* Private Message- To send a message to just one player, press the Y key. A window will appear. Type the name of the player you wish to send a message to and press Enter. Next the message window will appear. Type your message and press Enter. This message will appear only on the named player's screen.

Saving and Loading MultiSlayer Cooperative Games

A MultiSlayer cooperative game can be saved just like any other game. To load a previously saved cooperative game, start a cooperative game. After everyone has joined, load the previously saved cooperative game. When loading a saved cooperative game, the person loading the game becomes the host.

Save Game

This option is only available if you are currently in a SingleSlayer or are the host of a MultiSlayer game. Otherwise it is grayed out. While in a game, press Esc and highlight Save Game, using the up and down arrow keys. Press Enter and you will be presented with the Save Game screen. There are nine save game slots available. Highlight one, using the up/down arrow keys and press Enter. Now type in a descriptive name for the game you are saving. Press Enter to save your game and resume the current game. Note: While editing a saved game name, hold down the shift key and press backspace to erase all the characters.

Load Game

Select this option to load a previously saved game. The Load Game menu displays a list of saved games. To load a saved game, highlight it by using the up/down arrow keys and press Enter. The game will load and game play will continue from the point of the save. Press Esc to exit the Load Game menu and return to the Main Menu.

Options

Select Options if you wish to modify the controls, or to adjust the audio or video settings. Each of these options is described below. Use the arrow keys to highlight the Options menu item, and press Enter to display the current settings.

Controls

Choose Controls from the Options menu to select the input device you wish to use. You can select to use Mouse control or Joystick control. Keyboard control is the default. Additionally, you can customize which keys or buttons perform various actions in the game. If you wish to play using a mouse, highlight Mouse and press Enter. You can toggle the mouse On or Off by highlighting Mouse: On (or Off) and pressing Enter or the Left or Right arrow keys. You can also adjust the sensitivity for the X (horizontal) and Y (vertical) coordinates by highlighting the appropriate option and pressing the Left or Right arrow keys. Follow the same

instructions to adjust the joystick controls.

To customize your controls, highlight Customize Controls and press Enter. You will be presented with four categories of controls that you can customize and a Reset Defaults option. These four categories are:

* **Movement Controls:** Allows you to customize controls dealing with the movement of you character.
* **Spell Controls:** Allows you to customize controls dealing with your spell attacks.
* **Inventory Controls:** Allows you to customize controls dealing with the items in your possession.
* **Misc. Controls:** Allows you to customize the camera controls (zoom and look ahead) as well as the screen size adjustment keys.

Using the up and down arrow keys, highlight the category you wish to modify and press Enter. You will be presented with a table showing the command, on the left, and the key or button currently assigned to it on the right. Use the up and down arrow keys to highlight the command you wish to customize and press Enter. Now press the key or button you want to assign to that command. Notice that the grid will read "new key or default key". This is because you can have two keys assigned to the same function. To assign only the new key to the command, press Enter again and type the new key again. The display will now only show the new key assigned to the command. If you assign a key that is already assigned to another command, the key will automatically be removed from the existing command. This prevents you from accidentally assigning the same key to two different commands. When you've finished changing your controls press Esc to return to the Customize Controls screen.

Audio

* **MIDI On/Off:** Toggles MIDI background music on or off. If your sound card does not support MIDI sound, you may want to turn this option off to avoid potential sound problems. Press the Left or Right arrow keys to toggle MIDI on or off.

* **MIDI Volume:** Use the Left and Right arrow keys to adjust the volume of the MIDI music.
* **CD On/Off:** If you leave the MageSlayer CD in your CD-ROM drive you can choose to play the CD quality background music. You can also put your own music CD in the CD-ROM drive and play MageSlayer to your own tunes!
* **CD Volume:** Use the Left and Right arrow keys to adjust the CD music volume.
* **SFX On/Off:** Leave on to hear the sound effects in the game, such as weapon sounds, doors opening and creatures growling. Turn SFX off if you don't want to hear these sounds.
* **SFX Volume:** Use the Left and Right arrow keys to adjust the volume of the game's sound effects.

When you are satisfied with the new settings, press Esc to accept them and return to the previous menu.

Video

Use the up and down arrow to highlight the option you wish to change. Use the left and right arrows to alter the settings. For the video modes sub menu, highlight video modes and press Enter.

* **Gamma Correction:** Use this to adjust the screen brightness and contrast together.
* **Brightness:** Adjust just brightness without affecting contrast.
* **Contrast:** Adjust contrast without affecting brightness.
* **Screen Size:** Use this to adjust the size of the window you play in. Playing in a smaller window may improve the performance of some slower CPUs.
* **Video Modes:** Selecting video modes will display a list of resolutions that you can play MageSlayer in. If you have a 3D accelerator card you will see some D3D video modes listed as well. Select your preferred video mode, by using the Up and Down arrow keys and press Enter to confirm you selection. Note that selecting a higher resolution may compromise performance on some slower CPUs.

Help

Select Help to view the Help screen, which summarizes the control commands. You can also press F1 at any time, even during gameplay, to view the same screen.

Quit

Select Quit to exit the game. If you select Quit you will be asked to confirm your desire to leave the game. Answer "y"es to the confirmation to exit back to Windows95.

GAMEPLAY
Movement/Controls

You can control your character with a mouse, joystick, or keyboard. Or you can use the keyboard for some of the game functions (such as saving, loading, obtaining help, etc.), and use the mouse or joystick for character movement. The following is a summary of the default keyboard commands:

Esc	Menu
F1	Help Screen
F2	Quick Save
F3	Quick Load
F12	Quit
Arrow Keys	Use Up/Down Left/Right arrow keys to move player
X	Jump
CTRL	Attack with selected spell
ALT	Melee attack

1	Select Spell 1 - press a second time to activate powered up spell (if available)
2	Select Spell 2 - press a second time to activate powered up spell (if available)
3	Select Spell 3 - press a second time to activate powered up spell (if available)
Backspace	Use Special ability
****	Display Inventory Wheel
]	Select Next inventory item
[	Select Previous inventory item
Enter	Use Selected inventory item
D	Drop selected Inventory item
Caps Lock	Toggle autorun on or off
, (Comma)	Strafe Left
. (Period)	Strafe Right
Z	Zoom camera closer to player
Space	Look Ahead (while holding space, use arrow keys to rotate view around)

Inventory System

As you proceed through the game you will discover items that you can pick up. Some items can be stored in your inventory for later use. These include Artifacts (non-instant), Relic pieces, and keys. Press the "\"key to bring up the inventory wheel. You can then cycle through the items by pressing [to rotate the wheel left or] to rotate the wheel right. To select one of your stored items, rotate the wheel so that the item you wish to use is at the bottom-center of the wheel and press Enter. Your currently selected item will be displayed in the lower right corner of the screen. To use this item, press Enter. If you wish, you can choose to drop the item by pressing 'D'. This is most useful in a cooperative game where you may want to share health or Mana items with other members in your party. If you want to remove the wheel without selecting a new item Press the "\" key a second time. You can also cycle through your inventory items without calling up the inventory wheel. To do this, simply press the [and] keys to cycle the items. Press Enter to use the displayed item. Note that game action is not suspended while the inventory wheel is visible.

Inventory Artifacts

These items may be picked up and saved for later use:

StarStones:
These glowing, gem shaped stones contain stored power that increases your Mana level.

Artifact of Healing:
A magical item with strong healing powers.

Medallion of Speed:
Increases your speed and your jumping distance.

Shield of Protection:
Creates a magical shield around you and provides some protection from damage.

Dynamite:
A handy bundle of dynamite. Light fuse and get away!

Proximity Bombs:
These spiky bombs wait patiently until a creatures gets close enough. Then they go BOOM!

Bouncing Bombs:
These bombs bounce a long way to take care of creatures at a distance.

Dust of Invisibility:
Makes you invisible for a short while. Creatures will not be able to see you while you are invisible. If you bump into them however, they'll attack blindly.

Artifact of Summoning:
Summons all the artifacts in the level to your location, for a limited duration. If not collected they will return to their previous location.

Time Stop:
Freezes all creatures on a level, for a brief period of time.

*Note: You can use more than one item at a time. For example, you can use Medallion Speed and Shield of Protection together.

Instant artifacts

These items are activated as soon as you run over them, and are not picked up and placed into inventory for later use. Note that if you are at full health and Mana you will not be able to pick up Icons of Healing or MoonStones.

Icon of Healing:
Provides a small increase in your health level.

MoonStones:
These glowing, glass-like orbs contain stored power that increase your Mana level.

Skull of Damnation:
Pick this up and you are "DEATH INCARNATE". For a brief period you'll be able to dispatch any creature you touch. Be careful, when it wears off, you'll be vulnerable again.

Relics

At the end of each Region you will encounter one of the Lore Thane's Relic Keepers. Four Keepers guard a Relic piece in the first four Regions. The Lore Thane himself guards the fifth Relic piece. When you defeat one of the Keepers the Relic piece will be released. Pick up the Relic piece and you will be transported back to the Vault. Bring the piece to the Oracle and he will open the door to the next region. For every Relic piece delivered the Oracle will also increase your health and Mana maximum. After the second and third Relic pieces are returned he will grant you a new spell attack as well.

Runes

Runes are platforms with different symbols etched into the surface. These runes are scattered throughout the game. When you approach a rune it will begin to hum and a column of energy will rise from it. Each rune has a different effect when a player steps on it.

Teleport Rune

These runes teleport you to different areas in the game. There are three types:

In Level-
You teleport to another location within the same level.

End of Level-
You teleport to the next level within the same region.

**Secret Level-**
You teleport to a secret level.

Rune of Ascension:
This rune will give you the "powered up" version of the spell attacks you have.

Status Area

The status area, located at the bottom of the screen, is where information about your MageSlayer is displayed. The spell attacks you have attained are displayed in the lower left corner. Each MageSlayer can acquire three different spell attacks. These are numbered I, II and III, in a vertical column. Each spell attack has two power levels; the base spell and the "powered-up" variant. To power-up your spell attacks you must find the Rune of Ascension. To select a spell attack press the number key corresponding to the spell attack level; 1 for level I spells, 2 for level II spells and 3 for level III spells. To select the power-up variant of a spell (assuming you have powered-up your spells at a Rune of Ascension) press the number of the spell attack a second time. This will change your current spell to the powered-up variant. This will be indicated by the spell marker taking on the color of the player clan. Below the available spell attacks display is your Mana bar. Mana is needed to power ALL spell

attacks. Higher level spells do more damage but use more Mana than lower level spells. Your currently selected item is displayed in the lower right corner of the screen. If you have nothing in your inventory, nothing will be displayed. Below this your Health bar is displayed. Keep an eye on this bar; it will start flashing when you are low on health and about to lose your battle against the Lore Thane's minions.

SPELL ATTACKS

MANA BAR

CLAN RUNE

HEALTH BAR

CURRENT INVENTORY ITEM
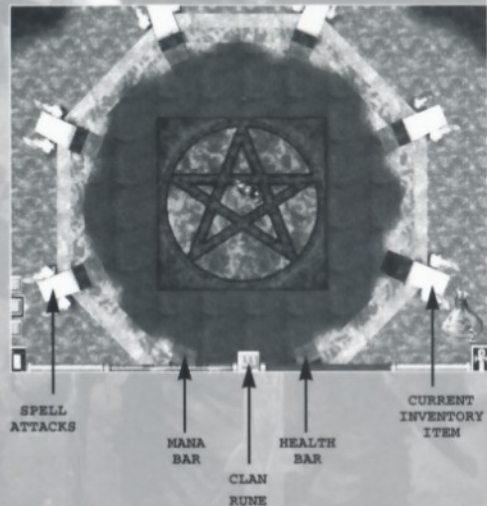
THE SPAWN OF LORE THANE

The monsters you will encounter in MageSlayer are a testament to the evil and the awesome power of the Lore Thane. Every new region brings with it a hellish gallery of creatures destined to do only one thing - to cause you grievous harm. Few have survived the nightmarish ordeal to find the Lore Thane, and those who did were unable to articulate the horror they had experienced. But some reports did filter through of giant worms that spit fire and Zombie Lords who can reanimate the dead. Some of the creatures with magical abilities can cast spells on other creatures and change them, enhancing their capacity for evil. One Slayer reported a Ratmage turning common rats into Wererats, and a Snow Witch turning Ice Toads into Barbarian Toads.

In addition to the creatures forged from flesh and blood and teeth and claws, the Lore Thane has created other hazards which the MageSlayer must be wary of. These include the mindless Sentinels. The Sentinels are said to be very strong, able to fly and able to suck the life and Mana right out of a Slayer. Finally, the Lore Thane has placed portals throughout his domain. With these he can conjure a never ending army of minions and deliver them to select locations. The portals have glass walls and should be destroyed quickly when found. Beware...

While no complete report exists of the evil creatures that exist in the Lore Thane's domain, this much you can know for sure - from the moment you set foot in the stronghold until you meet the Lore Thane himself, it will be all you can do to survive your nightmarish ordeal.

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Attn: TS/QA
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Edison, NJ 08817

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