AMBROSIA
SOFTWARE INC.

*presents...*

Pillars of Garendall

**Welcome to Pillars of Garendall**
**Pillars of Garendall** is a huge epic fantasy role playing game created using the Coldstone game engine. You'll need a sharp-edged blade and a heart of steel to make it through this classic action-oriented role playing game.

Don your weather-worn adventuring boots, and gather up your courage as you journey into the kingdom of Garendall, where Gidolan Keep lays under siege. Huge monsters, all tooth, claw, and muscle are assaulting the capitol city, threatening to crush the very heart of the kingdom in their malignant grasp.

As the dark beasts scale the castle ramparts, their heads towering over even the tallest buildings in Garendall, the sound of steel being drawn against improbable odds and valiant battle cries fill the night air. As the brave Royal Guard attempts to fend off the invaders, or grimly to just delay them with the sacrifice of their lives, Queen Ariana beseeches you:

"My valiant friend, it is a time of crisis, and we have to do something! Our city seems to be lost, and our people doomed. We need all the help possible to resist this wave of destruction that has crashed against our city -- ride with all haste to Fantrima and Berglum to warn the people and rally our troops. Ride now!"

Your heart, moved by the queen's stoic resolve, causes you to blurt out "On my honor and your glory, I accept!" And with that, your life is forever changed...

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# Credits

Developed by:  Beenox inc

Project lead.....................................Dee Brown
Engine Development.......................Vincent Bherer-Roy, Dee Brown

Game Designer...............................Etienne Arsenault
Additional Design...........................Daniel Marcoux

Art Director....................................Daniel Marcoux
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Characters......................................Daniel Marcoux

Concept and Interface Artist...........Carl Loiselle

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Published by Ambrosia Software, Inc.
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Front Desk.....................................Jen Tontarski

Made with the Coldstone Game Engine, developed by Beenox inc.

http://www.AmbrosiaSW.com/coldstone/

# Quick and Simple

*Down and dirty instructions for those who hate manuals.*



## Getting Started
To start a game in **Pillars of Garendall** (PoG), click on **Start** at the main menu.  To resume a saved game, click on **Load** at the main menu.  Then select the game you want to play, and hit return.

If you are registered, and have any plug ins in the Plugins directory, a dialog will come up allowing you to select which plugins to load.

## Controls
**Keyboard**
You can use the **Arrow** keys, or the **Keypad** keys to move your character around.

Move your character on to an NPC to talk with him or attack him.  PoG is smart enough to not let you attack an ally, nor waste time talking with an enemy.

Move your character onto an object to use it or pick it up.

The **X** key is the action key.  Pressing this key will take or use any object, attack any enemy, or talk to any friendly character within range.

The **Z** key is the defense key.  It blocks any attacks or projectiles with your shield.

**Other important keys**
Display Map - **Tab, M**
Display Inventory - **I**
Display list of Quests - **Q**
Display Journal - **J**
Display Statistics - **S**
Display Skills - **K**
Pause - **P**
Toggle to full screen mode - **Command F**
Toggle Music on and off - **Command M**
Save - **Command S**
Open - **Command O**
Quit - **Command Q**.

To cycle through the interface controls press the **Tab** key.  To activate an interface control, like a button or a highlighted list item, press **Return** or **Enter**.  To close the interface press **Esc**.  To cycle through answer choices in dialog, press the **Arrow** keys.

**Mouse**
Click where you want your character to move, or click and hold in the direction you want to move.

Click on a character to attack him or talk to him.
Click on any objects you want your character to use or pick up.

## Interface
The fields across the bottom of the screen give all of the relevant information about your character.



The **Heart** value indicates your character's health.  The left field indicates his present health.  The right indicates his optimal health.  When the left field reaches zero, your character dies.

The **XP** values indicates how many points necessary to reach the next level of experience.

The **GP** value indicates how many gold pieces your character has.

The **Save** button saves your game in its current state.  **Note:** You can't **Save** a game during a battle.

The **Load** button will load one of your saved game files.

The Question Mark button brings up the help screen with a quick reference guide to **PoG.**



Key controls

| Move | mouseclick, or arrow keys |
| Talk to NPCs | X key |
| Read Signs | X key |
| Take an Object | X key |
| Attack Enemies | X key |
| Defend | Z key |
| Pause | P key |

Toggle Full Screen mode on and off  Command-F

Attack Enemies  X key    Defend Z key

Atlas
Map
(M or TAB key)

Scroll
List of Quests
(Q key)

Head
Player Statistics
(S key)

Treasure Chest
Character Inventory
(I key)

Quill
Journal
(J key)

Crossed Swords
Special Skills
(K key)

SAVE LOAD ? X

Finally, the **X** button will quit the present game, after you confirm your action.

The buttons across the bottom help you manage your character.

Clicking on the **Atlas** icon or pressing the **M** key will display a map of the current area.



Only areas that have already been explored will be shown.  Of course, **X** marks the spot...of your current location.

Clicking on the **Treasure Chest** icon or pressing the **I** key will display your character and all of his possessions.



Use this to manage your resources, such as changing the weapons and equipment your character carries. Items in use are listed next to your character. To use an item, select it, and then click on the **Use** button. To put an item away, simply click on the item's name. Items that can't be used will be listed in red. For example, if you character finds a sword that requires a strength of 20 to use, but your character has only 19, that sword will be listed in red.

Clicking on the **Scroll** icon or pressing the **Q** key will show the list of quests your character has accepted.
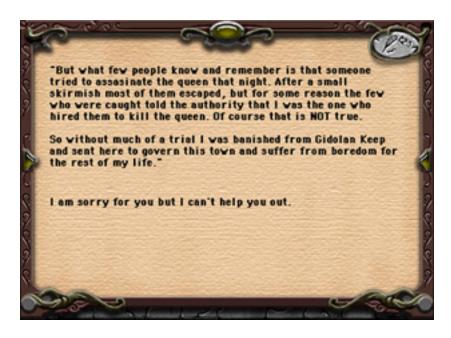


Clicking on a quest will give a description of that task.

Clicking on the **Quill** icon or pressing the **J** key while in game will bring up your Journal.



The most recent entry always appears at the top, scroll down to find the oldest entry.  Click on the Remove button to delete any entries in your journal.

"But what few people know and remember is that someone tried to assassinate the queen that night. After a small skirmish most of them escaped, but for some reason the few who were caught told the authority that I was the one who hired them to kill the queen. Of course that is NOT true.

So without much of a trial I was banished from Gidolan Keep and sent here to govern this town and suffer from boredom for the rest of my life."

I am sorry for you but I can't help you out.

The journal icon appears in the top right corner of all dialogs in the game. Just press the **J** key while the dialog is open, or click on the journal icon and the text will be logged into your journal.

Clicking on the **Head** icon or pressing the **S** key will display your character's statistics.

Clicking on the **Coat of Arms** icon or pressing the **K** key will display all of your character's titles and special abilities.



Now, you're ready to be the Hero of Garendall - Good Luck!

# Introduction
*Welcome to the World of Garendall*

## The Story
The guards of Gidolan Keep have dutifully kept quiet vigil over the Rulers of the Land of Garendall for over four hundred years. The wise firm hand of the Vrianar family has earned them the undying devotion of their subjects, making the Land of Garendall a peaceful and prosperous kingdom.

The duty of the guards, the wisdom of the Vrianar family and the devotion of the people of Garendall were all challenged when the darkness of a quiet summer evening was broken with cries of alarm and calls to battle.

The lookouts in the highest ramparts of the Keep could not believe their eyes. Huge islands were moving toward shore, slowly creeping closer to the castle walls. As the great moving masses came closer, and details grew clearer, the sight before their eyes only became more unreal. The creeping land masses slowly revealed themselves to be gigantic monsters. Huge monstrous beasts larger than houses advanced toward Gidolan Keep, some as tall as the very rampart walls.

The huge juggernauts easily overcame the perimeter walls, and destroyed everything in their path. The castle guard fought a valiant but futile defense, retreating closer and closer to the castle keep as each line of defense failed.

Tension and fear are like electric currents crackling through the royal court. Queen Ariana, realizing that if she doesn't act fast, she may be the last in the Vrianar line to rule over Garendall, calls her bravest and most loyal troops and advisors before her. As head instructor of the Royal Riding School of Gidolan Keep, you find yourself the leader of this small band.

Queen Ariana:
*It is a time of crisis and we have to do something! You are the fastest and most loyal of all my horsemen and it is in you that I place all my hope. Go warn the guards that are posted in Fantrima and in Berglum. We need all the help possible to resist as long as we can. As well, warn the good King Vangelor's brother, Vortek, of the situation.*

*Finally, our best scientist will come with you to scour through the Learning Tree for a power or something that may help us.*

*In the event that we can't holdout and we are completely annihilated, I wish to give into your care an object of inestimable value for the Vrianar family. The legend says that it is a dragon tooth that has magical properties. It is worth more to me than my life; so be very careful with it. Now go my dear friend and don't fail Garendall.*

It is clear there is no choice but to accept.

*On my honor and your glory I accept. If I should fail, better that I should die. Glory to Garendall!*

You look into the eyes of six battle hardened veterans. All have volunteered. Their only duty: To get you out of the city safely at any cost. You see the grim determination of men who have made peace with their fate and accepted their duty.

You leave the castle ramparts in a tight phalanx, their bodies a shield for you and the honored

scientist. The beasts seem to reach from nowhere and everywhere, clawing at your garments and armor as you thunder past. Your very horse is cut out from under you, but you keep fighting toward the gates you can barely see. Finally you slip outside the Castle Keep, having paid a heavy price. You are alone. Each of your brave guards has lost his life in defending yours. The scientist, the only man with the intellect to unravel the mysteries of the Tree of Knowledge, seemingly the only man able to save Garendall, has also been lost. In despair you run until exhaustion overwhelms you. You awake in the countryside near the town of Fantrima. Your burden weighs on you. The salvation of the entire Land of Garendall lies in your hands. The world is on your shoulders. You have no choice but to uphold the **Pillars of Garendall**.

## The Cast
**Vortek**, the King's brother - You have been sent to find Vortek, and ask him for any help that he can provide.



**Karolynna** the Herbalist - Karolynna offers many healing potions in her stall in Fantrima.

**Galbraith** the Smithy - Galbraith sells some very fine weapons and armor in Fantrima.



**Manak** - Manak will offer you some tips on where to start, and who to talk to.

## The Action
**Fantrima**

When the game begins, your character will be in Fantrima, a large, centrally located village.  In Fantrima, you'll find all of the supplies you'll need to get started.

To the northeast you'll find **Galbraith the Smithy**.  Though your supplies and arms are meager when you begin, as you progress, you'll become a regular customer.

To purchase arms talk with Galbraith and he'll show you his wares.



Click on an item to learn about the item and it's price.  Click on **Buy** and the item will be added to your inventory.

Items listed in red are items the player can't use.  Quest items can't be sold, so they will be listed in the players inventory in red also.

To sell an item, click on **Player** in the Inventory window and the items you have for sale will be listed.  Click on an item for a description, and the price he is willing to pay.  An item can't be in use when you talk with Galbraith in order for you to sell it.  To sell an item in use, click on the **Treasure Chest** icon.  Then click on the item in use, and it will be listed back in your inventory.

Head to the northwestern part of the village and you'll find a woman selling foods and healing potions. Food is a great way to regain your health.

Buying and selling food and healing potions is the same as arms. Talk with **Karolynna the Herbalist**, and she'll show you her inventory. Click on an item for a description and price. To buy it, click on **Buy**.



To sell an item, click on **Player** in the Inventory window, and your objects will be displayed. Click on an item for a description, and the price Karolynna is willing to pay.

Items listed in red are items the player can't purchase. Quest items can't be sold, so they will be listed in the player's inventory in red.

Talk to the inhabitants of Fantrima. They'll be able to fill you in on background info, and start you on your way.

## The Countryside
Be careful when you venture outside of Fantrima.  The countryside is full of villains and monsters.



When you get too close, a villain will automatically attack you.  A progress bar below the villain will display its health.

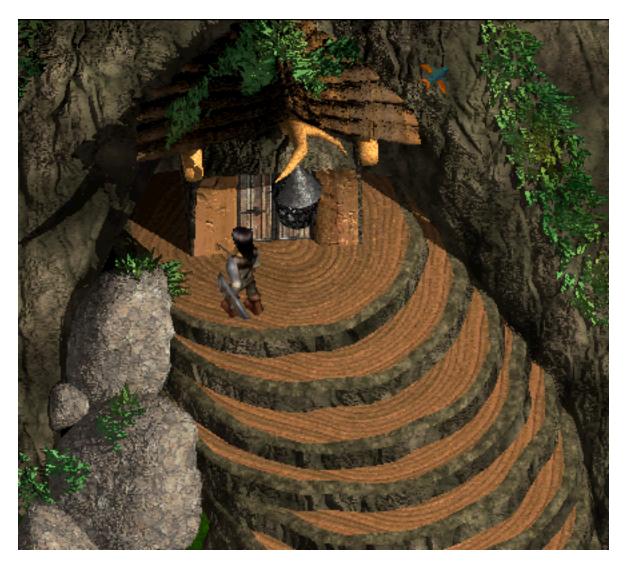During combat, red numbers represent critical blows to you, while white numbers indicate blows to your foe.



The number displayed after you've conquered all of your foes indicates the total number of experience points of all killed monsters.

When you defeat your enemies they'll leave their valuables behind. Simply walk over the objects, or click on them to pick them up.

**Note:** You can't save a game during combat.

## The Learning Tree

To the north of Fantrima is the Learning Tree. By gaining knowledge, you can gain skills and attributes. You'll be asked to complete tasks in exchange for knowledge. If you see a **?** symbol in dialog, record the dialog in your journal, so you can learn more about this word later at the Learning Tree.
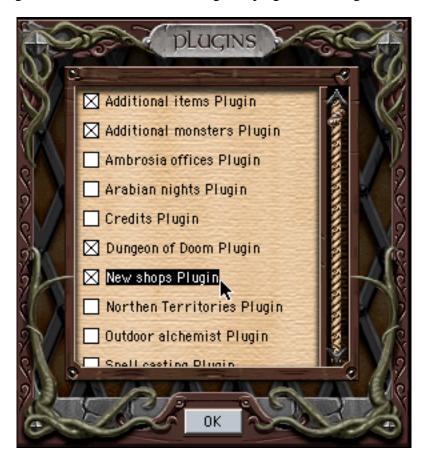


With this information plus courage, strength, intellect and, maybe most of all, luck, you can be the savior of Garendall.

# Plugins for Pillars of Garendall

*Expanding the Kingdom of Garendall*

## Playing Plugins

If you are a registered user of Pillars of Garendall, you can expand the kingdom of Garendall by playing plugins. To use a plugin for Pillars of Garendall, place it in the Plugins folder. When you start a game, a dialog will come up allowing you to select which plugins to load. Only registered users can play plugins. Pillars of Garendall will ignore plugins for unregistered users.



Click on OK, start your game, and that's it!

## Creating Your Own Plugins

Pillars of Garendall was made with the Coldstone game engine. Coldstone can be used to create a complete stand alone RPG of your own design, or it can be used to make plugins to add to the existing world of Garendall.

Coldstone can be used to simply add characters to the game. Challenged by a particular villain? Create a few more to test your martial skills. Use the Coldstone Non-Player Character Editor to add another merchant in Fantrima to compete with Galbraith the Smithy. Evil villains, or trusted allies, it's up to you with the Coldstone game engine.

Coldstone can add more areas to the Kingdom of Garendall. If your character needs more lands to explore, use the Coldstone Map Editor to create more lands to discover, inhabited by any and all

creatures your imagination can create.

Coldstone can change quests already existing in Garendall, or create all new quests for your character to complete.  The Coldstone Events Editor gives you complete control over your game world and your character's role in it.   Direct the plot by linking actions to other events.  Your plugin can be designed to open up maps after tasks have been completed, or have NPCs or villains appear depending on your character's status.

Coldstone can add villains, characters in town, shops or quests to the Kingdom of Garendall, with your imagination the only limit.

For more information on creating plugins or your very own RPG, including specific instructions, download the Coldstone game engine and consult the Coldstone User's Manual.

# Troubleshooting

*Help with common situations you might run into*

**How can I pause a game of Pillars of Garendall?  Can I get to the Finder?**
To pause PoG, press the P key.  You can also use the Command F keys to toggle from full screen mode, making it easier to access the Finder.  If you switch from PoG to the Finder, the game will be paused automatically.

**What should I do if I have trouble with Pillars of Garendall?**
Contact Ambrosia Software's Technical Support department via email at
'**help@AmbrosiaSW.com**' or over the phone in the US at: 716.325.1910. They will be happy to help you with any problem you may have.

**I'm trying to make a plugin for Pillars of Garendall, where can I go for help?**
First, read the Coldstone documentation thoroughly, any how to questions will be answered in there.  If you just need hints and guidance, then the Ambrosia Web Board is an excellent resource.  Go to:**http://www.AmbrosiaSW.com** and click on the Web Board.  Then select one of the Coldstone Forums.  You can ask questions of your own, or scroll through previous topics.  Chances are, your question is already asked and answered right there.

**A plugin I downloaded won't work, what should I do?**
Only registered users can use plugins.  Plugins will not be recognized for unregistered users.  If you are registered, check the Read Me file, and be sure you are following any special instructions.  If you still have a problem, there should be a way to contact the maker of the plugin in the Read Me file.

**I'm stuck on a particular quest, what can I do?**
The best place to go for game play hints is the Ambrosia Web Board.  Go to:
**http://www.AmbrosiaSW.com/news/webboard/** and then click on the Pillars of Garendall board.  If you register, and why not, it's free! you can post your question, where it will be read and soon answered, by other players and fans.  You can also scroll through questions and answers already posted.

**My license code is invalid, what can I do?**
The license code you were sent is based on your name as you gave it to us when you registered.  Make sure that you are entering your name exactly as it appears on your registration confirmation.  If you still have a problem with your license code not working, please get in touch with us, and we will take care of the situation for you.

**I've lost my license code, what can I do?**
Ambrosia Software, Inc. maintains a database of registered users, so if you should happen to lose your license code, simply eMail the name of the product and your full name to **lostcodes@AmbrosiaSW.com**, and we will send your code to you.

**The game seems slower when played in a window. How can I make it go faster?**
The game plays better with a screen depth set to 16-bit (thousand of colors). When you play PoG in fullscreen, PoG changes the color depth automatically. If you play it in window mode however, the game doesn't (it is intended to be friendly to someone who runs and uses many applications at once).  If you manually set the screen depth to 16-bit, it will be faster when played in a window.

# Registration andContact Info
*How to pay for PoG and get in touch with Ambrosia*

**Shareware?**
Pillars of Garendall is distributed as Shareware. You are permitted to use it on a trial basis for up to 30 days. If you wish to continue using PoG beyond this period, you are expected to pay a registration fee to obtain a license to use PoG.

After we have processed your registration, we will send you a license code that you enter to complete the registration process. This removes the shareware notices and personalizes your copy of PoG.

PoG has a $25.00 registration fee.

For an additional $5.00 Pillars of Garendall can be purchased on CD, giving you a hard copy backup of your installer. The CD comes with the exclusive bonus of two QuickTime movies available only on this CD.

We don't gouge you with absurd prices. We don't fool you into buying our software with slick advertising. What we ask is this: if you like our products, support us by paying for them. If you don't like our products, don't use them (or better yet, tell us why you don't like them, so we can improve them).

**Why should I register (pay for) Pillars of Garendall?**
We're attempting to offer high quality products at a low price on a "try before you buy basis." Supporting us by registering PoG — assuming you like it — is the only way you can ensure that we will continue to produce more high quality software distributed as shareware.

Beyond that, you will receive a license code that removes the shareware notices and personalizes PoG with your name, giving you a legal copy on your Macintosh. You'll be able to play plugins for Pillars of Garendall to expand your gaming universe. You will be free to explore the whole kingdom of Garendall. Your character will finally be able to help the lumberjacks of Gwyden Camp finish the trade route to the great port city of Berglum. Travel back south to the now dangerous territories of Gidolan Keep, uncover the truth about your own kingdom and much, much more.

**Registering Your Copy of Pillars of Garendall**
Ambrosia's Register PoG application allows you to easily register PoG using your choice of several different methods. Simply click on the **Register...** button that appears when you launch PoG. This will launch the Register PoG application. You can also double-click the Register PoG icon from the Finder.

Ambrosia Software accepts all major credit cards (Visa, Mastercard, Discover and American Express). A credit card can be used to register by WWW, eMail, fax, phone, or postal mail. You can also send a check or money order to the address that appears below. Ambrosia Software also accepts purchase orders if your organization requires them. All of these options are available in the Register PoG application.

The Register PoG application is used to register PoG and enter your license code. This application should not be thrown out or moved, even after you've registered, in case you need to enter your code again.

**About Ambrosia Software, Inc.**
Ambrosia Software, Inc. is a small company dedicated to bringing you quality software, excellent support, and innovative ideas all at a reasonable cost. We give you commercial-quality software at a fraction of the price, with the added convenience of being able to try out the software before you pay for it.

Ambrosia distributes software on numerous electronic information services, as well as via user groups and approved public domain distributors. Of course, you can always obtain our products directly from us as well. You are given a 30 day free license to evaluate any of our software; after the 30 days have passed, you are expected to send the appropriate registration fee to us for processing.

Ambrosia creates personal productivity tools that make using your Macintosh a more enjoyable experience, as well as anti-productivity tools (games) which make your Macintosh just plain fun.

**Support Forums**
The latest versions of all our products are always available in the Ambrosia Software forums on the following services:

    • **America Online:** While you are signed on AOL, choose **Keyword**... from the **GO TO** menu, type **FILESEARCH**, and hit the return key.

    • **CompuServe**:  While you are signed on CompuServe, use **GO** word `AMBROSIA` to reach the Mac Vendor D area, where Ambrosia Software, maintains a forum.

    • **Internet**: Visit our web site at `http://www.AmbrosiaSW.com/` or our ftp site at `ftp://ftp.AmbrosiaSW.com/`

    • **Hotline**: Visit our Hotline server at `hotline://hotline.AmbrosiaSW.com/`

You can now get all of our products on one CD.  This CD contains unregistered versions of all of our games and utilities, plus lots of extra goodies.  You can order this CD from our web site at `http://www.AmbrosiaSW.com/Ware/` or you can call our toll free number **1-800-231-1816**.  This number is available from 9AM - 5:30PM EST, Monday through Friday.

**Contact Information**
Please feel free to get in touch with us using any of the following methods:

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   *America Online:*  **AmbrosiaSW**
     *CompuServe:*  **74777,1147**
        *GEnie:*  **AmbrosiaSW**
      *Internet:*  **help@AmbrosiaSW.com** (technical support)
             **register@AmbrosiaSW.com** (orders only)
             **lostcodes@AmbrosiaSW.com** (lost license codes only)

**Many Thanks To Our PoG Beta Testing Team:**