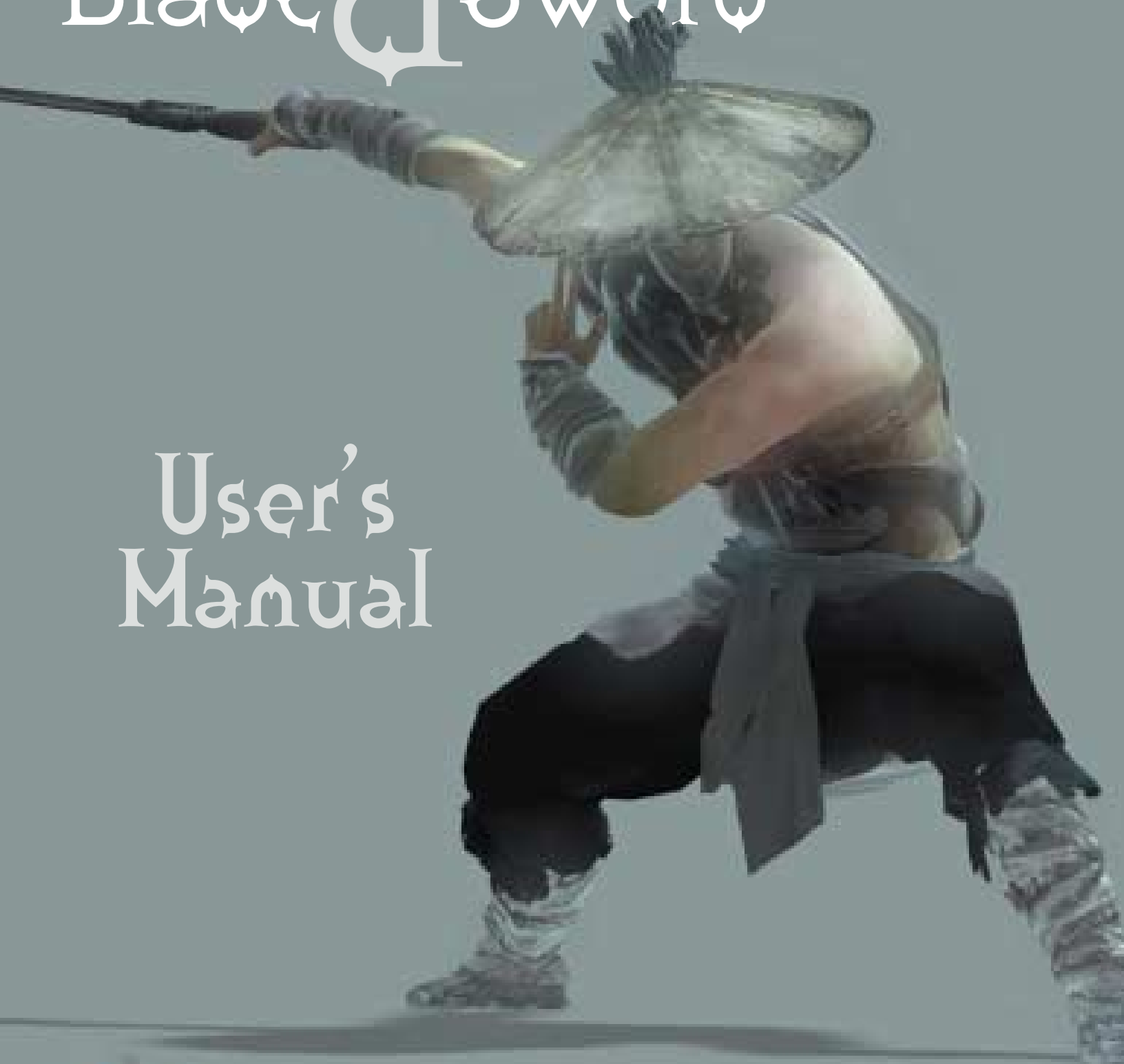


Blade & Sword

User's Manual



www.whiptailinteractive.com



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Introduction

The creation of "Blade and Sword" may be traced to the summer of 2001. At that time, core members of Pixel Studio were nearing the final stage of developing another game; driven by their passion for adventure role playing games (ARPGs), core members decided to leave their jobs, form a new team, and begin developing an ideal Chinese action RPG. This game is the "Blade and Sword" you see today.

In the spring of 2002, Pixel Studio began corresponding with partners of Centent Interactive, and fervently discussed this game's course of design and market trends. Members of Centent Interactive had tremendous passion and interest in developing this RPG. They began recruiting many more experienced game developers, and joined in the design and planning of this game. Therefore, in the course of developing "Blade and Sword", two companies separately employed design and development personnel from China, Taiwan and the U.S.A. Not only is this a bold undertaking for Pixel Studio, considering the game development environment in the greater China region, this is also the channel through which Centent Interactive intends to enter the international market.

Through this collaborative effort, we hope "Blade and Sword" will not only present the martial styles and game designs favored by the East, but could also enable Western players to understand the unique design characteristics of Eastern games.

We feel "Blade and Sword" is a game with unique characteristics; in its artistic style, soundtrack, and game design, we tried our utmost to make it uniquely different and suitable to the general gaming audience.

Lastly, thank you for purchasing this game. We are grateful for your support, and will strive to express our sincere thanks with even better gaming products in the future.

Story

Approximately three thousand years ago (BC 1044), when Emperor Zhou-Wu attacked Emperor Jo and destroyed the country Shan, Emperor Jo set himself alight in the Reaching Star Building. Before Emperor Jo died, country Shan's grand wizard Wen exerted all of his arcane might to garner and teleport the hate-filled dying thoughts of Emperor Jo out of the Human Realm, awaiting the day when Emperor Jo could return to the Human Realm to reclaim his throne.

The incredible might of Emperor Jo's dying thoughts, amplified by Wizard Wen's spells, punctured and created an accessible rift amongst three of the six parallel universes -Human Realm, Beast Realm, and Demon Realm. In the resulting time-space disruptions, many people from different times were swept into a physical world, and monsters from the previously parallel universes now roamed freely through the rift. Because this rift was created through Wizard Wen's manipulation of Emperor Jo's vengeful thoughts, monsters and demons that entered the Human Realm through the rift were easily enslaved by Wizard Wen. Wizard Wen organized these enslaved creatures into a powerful army of monsters and demons that traversed between the Human Realm and the Demon Realms, creating unspeakable havoc in its wake.

There was no shortage of would-be heroes, willing to slay monsters and demons to save the hapless populace. But as these creatures all had an intensely malevolent nature, the aspiring heroes needed to have powerful self-control, as otherwise they could turn evil themselves, through the bad blood that fell upon their weapon when slaying monsters. At the same time, determined heroes found that only through proper application of certain virtues unique to Humankind one could resist the demonic nature of one's weapon, whose power continually increases each time it slays an evil creature; and only through mastery of one's increasingly demonic weapon could one combat creatures of greater evil.

Players experience three realms in this game, they are the Human Realm (the Middle Plane), the Beast Realm (the Tundra), and the Demon Realm (Hell). The player's main mission in the Human Realm is to improve his battle skills, while getting an overview of the entire situation. The player also has to go through the first trial by the "Seven Holy-Spirits". Only by passing the test will he become qualified to enter the Beast Realm and combat stronger creatures. In the Beast Realm, the player will find many exemplary virtues of human nature; these virtues are the protective wards the player needs to enter the Demon Realm. Once the player has successfully entered the Demon Realm, he will meet some corpses, and find out about the strange things that have happened to them. In actual fact, these are all aspects of humankind's evil nature; once the player has gained understanding of both the good and evil in people's hearts, he will no longer fear to be control by the demonic nature of his weapons, but will be able to command Demonic Emperor Jo and Wizard Wen.

Chapter One

HOW TO INSTALL

It is very easy to install "Blade and Sword". You only need to put "CD 1" in the CD Drive, and click on Setup.exe to activate the installation program. The installation process is completely automated. After installation has been completed, you will only need to re-install Microsoft DirectX 8.1 to play this game.

START THE GAME

In a hurry to try your hand at this game? If you're a seasoned gamer, feel free to skip this section. However, if you take a few minutes to read these instructions, perhaps you will enjoy this game even more!

After installing this game, the "Blade and Sword" icon appears on your Desktop. Double-click this icon to start the game. (The first time you play, the game will try to detect your video card, and the screen will be black for several seconds. This is normal.)

After the game starts, you will see the following menus. The main menu provides the following functions:



New Game: Start a completely new game.

Load Game: Continue a previously saved game.

Settings: Adjust volumes for music and sound effects; Adjust screen brightness; Select graphics definition as either 640 X 480 or 800 X 600; Activate or disable "Auto-Zoom" function.

Programmers: Here you can see all the members of this game's design team.

Exit: Leave the game, return to Windows Desktop.

If this is the first time you play this game, naturally you should select "New Game". Please click on the "New Game" button. You will then see the following Character Selection screen:



When you move the cursor near a character's icon, that character will be highlighted; left-click to select this character for the game. No matter which character you prefer, all three are unique and challenging, please try them all!)

Once you have selected a character, the screen will ask you to name the character:



In this picture, you will see two selections, User Name and Difficulties.

YOUR FIRST CHALLENGE

Ok, after viewing the opening animation and the story introduction, are you ready to slay monsters and demons?

While viewing the story introduction, you can hit the Space Bar to accelerate the scrolling speed; while speaking with other characters in the game, the Space Bar may also be used to accelerate the conversation's scrolling speed. If you would rather skip the text, aside from accelerating the scrolling, you may also hit the ESC key to abort the story introduction or text conversation. However, characters in the game often reveal important information needed to pass stages in the game through conversations, so it would be best if you read them carefully.

The first scene upon entering the game



In this picture, you will see two options, User Name and Difficulties. User Names help you select existing characters and their saved progress when you want to load a game. Difficulty lets you select the difficulty level. The default setting for the game is "Medium". If you are a peace-loving hero, we suggest you start the game with difficulty level "Easy". If you do not want to use this character, click the "Cancel" button and you will return to the "Character Selection" screen. Click the "Confirm" button to enter the game.

Hit the Tab key, open the small map



Hit the TAB key to open the small map, or click on the map button at the lower right hand corner to open the small map.

The marks on the small map



The green dot on the small map represents your position; the blue dot represents friendly NPC.

Entering the first conversation



Move to the upper right corner of the screen from the starting position, and you will see the first NPC "Shopkeeper Guo", the speech bubble above his head indicates he has something to say to you.

Receiving the first mission



After Shopkeeper Guo finishes speaking to you, you will have received your first mission: rescue Doctor Chin.

Opening the Journal notes to review missions



You could click the "Journal Notes" button or hit the N key to open the notes window, and review your mission messages and progress.

Purchasing from Shopkeeper Guo



Before leaving Shopkeeper Guo, you ought to buy some potions from him, so you have enough healing potions to heal yourself during battles. Click on Shopkeeper Guo, select "Purchase Goods".

Buy four healing potions



In the lower left hand purchasing window, select a small vase sealed with red cloth, click on it, and select "Confirm". Now you will see a healing potion in "Items" window in the lower right hand corner, your money has decreased by 60 units.

Repeat this process until you have four healing potions in your "Items" window.

Speak



When you leave Shopkeeper Guo and head down, you will see another character - Kung Shu Ban. Speak with Kung Shu Ban, receive the second mission: "Find the Wooden Eagle".



Leave the village, meet the first challenge



Leave Kong Shu Ban, head towards the upper right hand corner, and you will see the village gates. At the gates, you see four soldiers. Click on the village gates, head out of the village until the cursor turns into what you see in Picture 1-3-14; click once, and you will enter the first stage: "Sunset Trail".

Ok, by now you have learned basic game commands such as how to talk, buy things, and view the mission log and progress. Next, we will take you into the first battle.

THE FIRST BATTLE

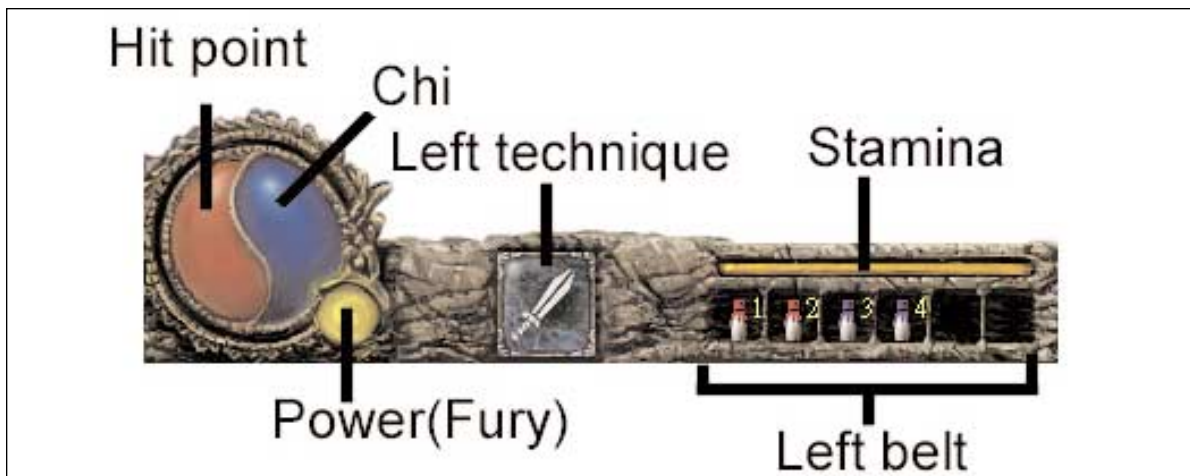
After entering the first stage ("Sunset Trail"), what should you do? You know you have two missions to complete: (1) Rescue Doctor Chin; (2) Find the wooden eagle for Kung Shu Ban. In the game, taking on missions is a very important process; if you do not accomplish the required missions, you will not be able to successfully complete the game. "Find the wooden eagle" is the first branch mission in this game; regardless of whether or not you complete it, the progress of the game will not be affected; but generally speaking, the character who issued the mission will give you some reward upon completion of branch missions.

In order to complete the mission, you must find hints and methods in various scenarios. You will see a wide variety of hideous monsters in different scenarios. Do not even try to negotiate with these annoying monsters, or interrogate them for hints. The weapon in your hand is the only language they understand.

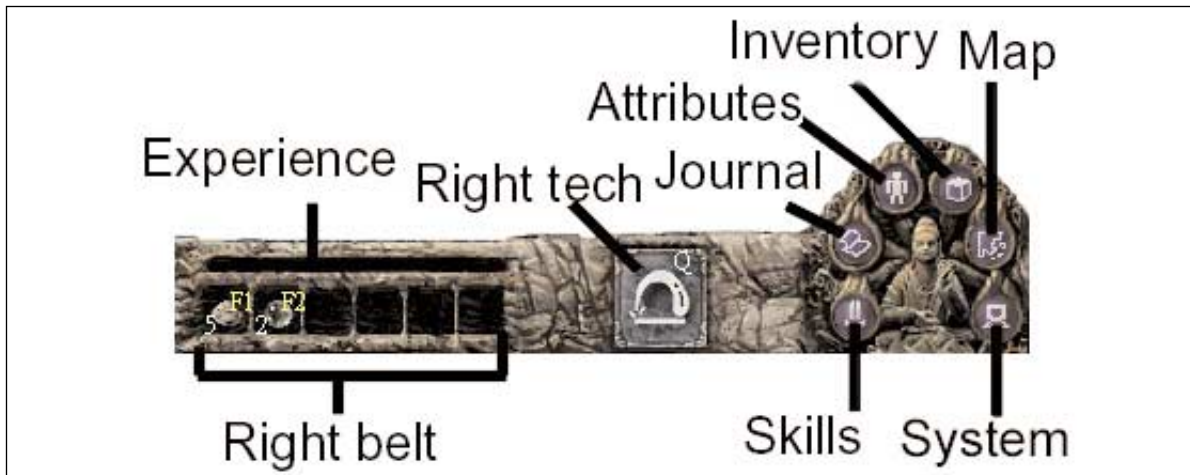
Therefore, before you can become a widely respected hero, let's first examine various fundamental techniques used in battle!

First, you must familiarize yourself with all the command interfaces. This way you can control all the basic functions offered by this game.

Understanding the control interface



- **Hit Points:** Represents your character's current life value; when it drops to zero, your character will die. Chi: "Chi" is the source of your battle techniques, when there isn't a sufficient amount of "chi", some battle techniques can not be used. Fury: "Fury Points" are the source of your super technique. Until you have learned a super technique, no "Fury Points" will not be accumulated.
- **Left technique:** The technique executed by hitting the left mouse button.
- **Stamina:** Running and blocking uses up stamina; when the stamina level reaches zero, your character will not be able to run or block.
- **Left belt:** Can hold six vials of healing or chi restoration potions. If the item window displays the same kinds of potions, they will automatically be moved to the corresponding location in the left belt. To use them, hit keys 1 to 6 on the keyboard.



- **Experience:** Your character's current accumulated experience; when the experience bar is full, the character will automatically gain a level.
- **Right belt:** Can hold up to six projectile weapons or projectile items; each block holds up to nine identical items. To use them, hit F1 - F6 on the keyboard.
- **Journal notes button:** Clicking on it once will open the "Journal" window.
- **Attributes button:** Opens "Attributes" window, review your character's current attributes.
- **Inventory button:** Open the "Inventory" window to review your current equipment or inventory.
- **Map button:** Open or close the small map in the upper right hand corner. The small map will display the positions of your character, other characters, and the enemy boss, as well as money, equipment or items that have fallen on the ground.
- **Skills button:** Opens the "Skills" window. Each time you gain a level, you will receive skill points; with them you could select battle skills you wish to learn, or work on your combo-techniques.
- **System button:** Opens the "System" window. You could change game settings, or exit (and automatically save) the game.

Locate the enemy, attack and defend



The first enemy you will meet on the Sunset Trail is "Carrion Corpse". When a red circle appears beneath its feet, it means it has been locked on as a target for attack. (Your character will automatically search for enemies; you can also use the cursor to select targets for your attacks.) Click the left mouse button to execute the left attack technique. Press the Alt key to start to block and resist an enemy attack. (Please note that defending will decrease your character's stamina.)



Dodging and leaping



Apart from your defense moves, you can also press the keyboard space bar to suddenly dodge behind the enemy and carry out a surprise attack before the enemy attacks you. When you are surrounded by enemies, you can press the right mouse button to leap out of the encircling mob (leaping will expend your chi).

Please note: because the right technique may be freely used in various martial arts, if the current right technique setting is not "leap", you may use the mouse to click on the right technique icon, or press the Q button to "quick-change" the right technique to "leap".

Recover hit points or chi



chi. 5, 6: These two slots will automatically hold Rejuvenation Potions (which will simultaneously replenish HP and chi), but you may also freely place various potions here.

When your life is in jeopardy, you may press key 1 or 2 on the keyboard to quickly replenish the hit points; when your chi is low, you may press key 3 or 4 on the keyboard to quickly replenish the

Discharging projectile weapons



technique will automatically display the "Throw" icon; click the right mouse button and you will launch the projectile weapon.

You may also choose to discharge projectile weapons to attack the enemy. It is very easy to discharge projectile weapons. Press the F1 key on the keyboard (a stone is displayed in the picture), the right

Please note! Projectile weapons may be placed in any slot on the right belt; the F1 key isn't always a stone.

Homing pearl (quick return to the village)



When you are in danger, e.g. when you have used all your potions but are still surrounded and fiercely attacked by enemies, you may press the F2 key (the homing pearl will be displayed), and click on empty ground with the right mouse button. A teleport gate back to the village will appear next to you.

Enter the teleport gate, and you will immediately leave the battlefield and return to the village. If you wish to return to the battlefield again, enter the teleport gate and you will be returned to the location on the battlefield where the teleport gate was initially summoned.

Because the Homing Pearl is very useful, it is advisable to prepare four, five, or more, in case they are needed.

Please note! Projectile weapons may be placed in any slots on the right belt; the F2 key is not always a Homing Pearl.

Transport points



Legend has it that Transport points are flight spell wards left behind by powerful Taoists, capable of rapidly transporting you to the village or to certain scenes. The transport point in Wa Dong Village is located in the middle, slightly to the lower left. When you find it, you will have to first enter its circle before you can activate it.

Ok, you should now have learned basic battle and defense techniques. In the next segment, we will tell you how to exit the game or load previously saved games.

SAVING THE GAME AND LOADING SAVED GAMES

Hitting the ESC key or clicking on the "System" icon during the game will activate the "System" menu. In this menu, you may exit the current game, and save the current progress.

Exit the current game and save the game



Clicking on the "Exit and Save" icon will take you back to the game's main menu, and will automatically save the current game.

Loading previous games



By selecting "Load Game" in the main menu, you will see the characters you have named; their progress is automatically saved.

Select the game you wish to continue; click on the "Load" icon to continue a saved game.

In the next chapter, we will introduce three main characters' distinctiveness and martial arts techniques, as well as various kinds of creatures you must face in the game.

Chapter Two

2-1 CHARACTERS GUIDE

LONG SWORDSMAN



Well-versed in all areas, of exceptional speed and strength, and with a wide variety of attack methods: combination attacks that emphasize technique, killing attacks that emphasize power, as well as blade wind attacks that are capable of tackling the enemy at a distance. Overall there are no obvious weaknesses or strengths; this character is easier to play, suitable for beginners.



Multiple Attacks Category: This category of martial arts renders a player as light as a bird, capable of moving as fast as the wind, so he can produce multiple attacks or simultaneously attack multiple enemies more easily.



Combination Attacks Category: Focuses on perfection of technique; this technique-oriented category of martial arts is capable of damaging the enemy with multiple hits.



Impact Attacks Category: Requires charging before attacking; this category of techniques focuses on killing with a single hit, but the speed is considerable. When reaching higher levels, the strength of the attacks becomes astounding.



Chi Attacks Category: These techniques involve charging the blade with chi to create blade winds to attack the enemy at a distance. With advances in level, blade winds' attack range and attack style will change in magnitude.

TWIN BLADES HEROINE



The advantages include fast, agile movement that makes it harder for enemies to land hits, yet makes it easier to hit the enemy; the capacity for delivering a high volume of hits, and the use of mighty kick attacks. The sword skills she employs are not meant to slay with one single hit; she is skilled in destroying enemies' body parts and decreasing their ability to attack. This is the only character capable of support techniques. The weaknesses include weaker attack power, shorter attack range, and lower high scores. This character is most suitable for experienced players.



Wind-Rider Category: Using this increases various attributes for a period of time. The duration and magnitude increases as the martial arts' level rises.



Shadow Blade Category: These techniques involve discharging chi to attack the enemy at a distance. When the martial artist's level rises, the number of chi waves and the attack distance both increase proportionally.



Dash Attacks Category: These techniques involve dashing at a distance, close combat, and delivering a critical attack.



Combination Attacks Category: These techniques enable the user to continuously attack the enemy, and deliver a large number of hits.

GREAT BLADE WARRIOR



The advantages include high attack power (which makes him capable of destroying the enemy in a few moves), more hit points, increased stamina; and the capacity to permanently increase some attributes through training. The weakness is in the character's lower speed, which makes him an easier target for the enemy, and decreases his ability to grab hold of the enemy. Consequently, this class emphasizes killing blows, and is less adapt at producing a large number of hits. It is not easy to control this mighty warrior. In order to master this character, one must practice to grasp the capabilities of his attacks. This character is suitable for advanced players.



Throws Category: These attacks involve grabbing the enemy and throwing him with all one's might. The airborne body could land on other enemies. There is no defense against this attack. The effects are most obvious at close range. However, some enemies cannot be picked up (e.g. massive and ponderous bears); as this type of attack is ineffective to them, using these attacks against them would only subject him to cruel abuse.



Skill Attacks Category: These attacks are based on the mighty warrior's blade techniques. Only with appropriate and advanced blade techniques is he able to strike the enemy with more attacks. This is the only technique the mighty warrior possesses that is appropriate of combination attacks.



Brute Chi Category: These techniques can permanently increase certain attributes. Upon completion of training, corresponding attributes will automatically be increased.



Burst Category: These techniques involve explosively expelling colossal amounts of inner strength, and wiping out all enemies within a certain range. The higher the level, the greater the range of the explosion.

2-2 BATTLE SKILLS GUIDE

LONG SWORDSMAN MULTIPLE ATTACKS CATEGORY



First maneuver: Ride the Wind. Harnessing the power of the wind to sweep by and attack enemies may be used three consecutive times.



Second Maneuver: Sweeping Leaves. Float in the air and spin quickly to attack nearby enemies.



Third Maneuver: Chase the Cloud. Float in the air and rush towards enemies, decapitate an enemy officer amidst chaotic enemy formation.



Super Attack: Sunfall. Harnessing the power of the wind to attack enemies, the path is "—" shaped.

LONG SWORDSMAN COMBINATION ATTACKS CATEGORY



First Maneuver: Dragon Brawl. Great Wyrms Rising, force enemies back using Chi.



Second Maneuver: Dragon Grab. Battle Dragon attacks enemies continuously.



Third Maneuver: Dragon Soar. Dragon soars, casts enemies into the air.



Category Super Maneuver: Flight of the Dragons. Dragon Whirl, destroy the enemy formation, the path is "I" shape.

LONG SWORDSMAN IMPACT ATTACKS CATEGORY



First Maneuver: Lightening Flash. Strike an enemy's head using Chi and cause confusion.



Second Maneuver: Rolling Thunder. Shield the body with Chi and break through enemy formation.



Third Maneuver: Thunder Crash. Channel your might in a single powerful attack.



Category Super Maneuver: Thunderous Fury. Move with great speed, create numerous shadows to bypass enemy defense, then hit the enemy fatally, the path is "V" shaped.

LONG SWORDSMAN CHI ATTACKS CATEGORY



First Maneuver: Solidify Chi. Solidify Chi to attack enemies.



Second Maneuver: Chi Slash. Form Chi into blades to attack targets at a distance.



Third Maneuver: Chi Rupture. Forming Chi into a whirlpool, pulling enemies into the air.



Category Super Maneuver: Ocean of Radiance. Release several columns of Chi whirlpools to attack a large group of enemies, the path is "Z" shaped.

TWIN BLADES HEROINE WIND-RIDER CATEGORY



First Maneuver: Lotus Goddess Rising. Increase the speed by riding the wind.



Second Maneuver: Alabaster Elixir. Apply the secret wind-bath breathing techniques to rapidly mend wounds.



Third Maneuver: Cloud Homage. Lighten the body with Chi and move with the breeze to make yourself a difficult target for the enemy.



Category Super Maneuver: River Goddess' Waves. Attack enemies with super speed, the path is "M" shaped.

TWIN BLADES HEROINE SHADOW BLADE CATEGORY



First Maneuver: Exquisite Reverence. Attack enemies at range with Chi wave.



Second Maneuver: Angel Weave. A sophisticated technique that sends out a controllable Chi wave.



Third Maneuver: Ring Ripples. A strong technique capable of emanating several Chi waves.



Category Super Maneuver: Celestial Flowers. The ultimate technique to simultaneously emanate numerous chi waves all around, the path is "_" shaped.

TWIN BLADES HEROINE DASH ATTACKS CATEGORY



First Maneuver: Fleeting Kick. Sprint, leap, and then fly-kick the enemy's head.



Second Maneuver: Triple Kick. Kick enemies, can be used three times consecutively.



Third Maneuver: Swallow's Dance. Spin quickly and kick surrounding enemies.



Category Super Maneuver: Cold Moonlight. Move with great speed, create numerous shadows to bypass enemy defense, then critically hit the enemy, the path is "/" shaped.

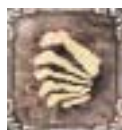
TWIN BLADES HEROINE COMBINATION ATTACKS CATEGORY



First Maneuver: Summon Manifestation. Use Chi to create a clone, and control it to fight.



Second Maneuver: Sky Mend. Flip back and kick enemies into the air.



Third Maneuver: Chain Kick. A beautiful kick technique that hits enemies consecutively.



Category Super Maneuver: Court Lady's Reed Pipe. A super attack that continuously affects the enemy, the path is "\" shaped.

GREAT BLADE WARRIOR THROWS CATEGORY



First Maneuver: Smash Throw. Use the enemy as a throwing weapon.



Second Maneuver: Tiger Grapple. Run towards and grapple with the enemy, then cast him into the air.



Third Maneuver: Dragon Bisector. A powerful technique that lifts the enemy and smashes its back on the warrior's head.



Category Super Maneuver: Titan Throw. Lift the enemy overhead, then spin to attack nearby enemies with him, the path is "I".

GREAT BLADE WARRIOR SKILL ATTACKS CATEGORY



First Maneuver: Dragon Lift. Hurl the enemy into the air with your blade.



Second Maneuver: Triple Strike. A heavy strike on enemy's weak spot, can be used three times consecutively.



Third Maneuver: Chaos Wind. Hack at enemies quickly.



Category Super Maneuver: Lion Storm. Channel all his strength for a fatal attack, the path is "<" shaped.

GREAT BLADE WARRIOR BRUTE CHI CATEGORY



First Maneuver: Cosmic Chi. Speed up the recovery of Chi.



Second Maneuver: Breath of Renewal. Increase Max HP.



Third Maneuver: Dragon Chi. Increase attack power.



Category Super Maneuver: War Avatar. Ultimate chi technique of invincibility, as though possessed by the god of war; the path is "W" shaped.

GREAT BLADE WARRIOR BURST CATEGORY



First Maneuver: Meteor Strike. Charge the enemy with your body.



Second Maneuver: Ground Shaker. Funnel chi into the earth and cause earthquakes to induce panic in enemies.



Third Maneuver: Marauding Slayers. Spin quickly to form numerous phantoms to simultaneously attack multiple enemies.



Category Super Maneuver: Universe Shock. Impact the earth with titanic might and create chi waves to attack enemies in a great area; the path is "—" shaped.

2-3 MONSTERS GUIDE



Corpse: After normal people die, their bodies will gradually decompose and be returned to the earth. If anything prevents this natural process from occurring, the dead will change into terrible monsters instead. These creatures will possess no consciousness of their own; they will simply chase any living creature they see. If one injures you, you may become poisoned as well, and slowly begin turning into a corpse yourself. These creatures are very sensitive to the presence of living creatures. Although their movement is cumbersome and sluggish, corpses are powerful and can spit poison.



Explosive Corpse: The more cadavers Corpses eat, the more poison they possess. However, this poison has no way of being discharged from their body, since they have no metabolism; as time passes, the bellies of those Corpses will grow bigger and bigger. If the Explosive Corpse is stimulated, it will explode, hurting many people in a vast area. They have roughly the same attack characteristics as a regular Corpse. When damaged or when the amount of poison reaches its maximum level, they will explode. Average fighters usually cannot withstand the blast of an explosive corpse.



Pikeman Corpse: Those fallen in battle often go unburied, and their last living thought is to kill. For these reasons, demons often try to control their corpses after death. Because Pikeman Corpses are filled with hatred, they can continue to attack, even after their bodies have been ruined. Although Pikeman Corpses are sluggish, they are much more formidable than regular corpses due to their previous military training.



Bowman Corpse: Those fallen in battle often go unburied, and their last living thought is to kill. For these reasons, demons often try to control their corpses after death. Because Bowman Corpses are filled with hatred, they can continue to attack, even after their bodies have been ruined. Although Bowman Corpses are sluggish, they are much more formidable than regular corpses due to their previous military training.



Corpse General: A few corpses were brave generals before the poison used as a weapon by attacking Corpses killed them. After their deaths, they turned into very powerful Corpses. The main difference between Corpse Generals and Corpses is that they are much quicker, and much stronger. If a typical fighter were to attack one of these creatures, he would certainly meet his doom very quickly. With their dangerous weapons and immense speed, these creatures are the stuff of nightmares.



Grave Digger: These creatures from the Demon Realm dig up graves to extract cadaver gases, and to steal any treasure that might be buried with the dead. The Grave Digger has sufficient attack powers to kill. Being demons, on some levels they are more terrible than spirits: because demons often possess higher intelligence, and have special attack abilities, it is difficult to defend oneself against them. They are very agile. They have two deadly attacks: one is the flying sickle; the other is a wild swinging attack with their pickaxe.



Tiger Cat: Accustomed to living in the mountains, once recruited by the Demon Realm they become an especially irritating nuisance. Because Tiger Cats are more intelligent, they also understand the usefulness of formations. Their natural agility, when applied to group attacks, often causes their opponents to die in utter confusion. Although their attacks and defense maneuvers are not especially strong, Tiger Cats are amazingly fast; in formation, their power is even greater. When you encounter them, be careful not to be trapped in a formation.



Bear King: As the story goes, the Bear Kings are descendents of a very strong race that changed the course of the war between Emperor Huang and Chee You. But no one knows how they suddenly appeared again after such a long absence; summoning such a strong race requires immense power. Wielding spiked clubs, the Bear King can perform long range attacks that inflict more damage than those of other demons. They mean instant death to a rookie fighter.



Boar Demon: Boar Demons are also inhabitants of the Demon Realm. With their gigantic bodies, feral nature and tough hide, they are often used as the main force of any army from that realm. In general, demonic monsters are different from half-breed creatures with human ancestry; demonic monsters are inhabitants of the Demon Realm. They are capable of human-like activities, not because they are part human, but because they are born that way. Equipped with large shields and spiked clubs, they are good at both attack and defense; especially when berserk, their charging attacks are frighteningly powerful.



Evil Frog: Evil Frogs are an ancient evil that dwells in large ponds or lakes. They hide underwater, waiting for an opportunity to ambush livestock that may come by to drink. Actually, they normally very rarely bother humans. However, since they came under the influence of the demons, they have become more aggressive, frequently attacking people near rivers and bridges. Evil Frogs always jump suddenly out of the water, attacking with their tridents or mucus-covered tongues.



Hell Dog: When the world faces the chaos caused by war or famine, the masses have no means to live, and thousands perish. Wild dogs, having subsisted on carrion for long periods of time, become bloodthirsty rabid hounds. Nowadays, the lands are littered with corpses. The dogs feed upon these poisoned corpses and fight among themselves, causing them to be infected by the corpse poison, which changes them into fearsome Hell Dogs. With their canine characteristics, they can smell strangers from afar; with their fast bite attacks, especially when attacking in groups, they are difficult to defend against.



King Ghost: King Ghosts are an advanced species of the underworld. Lower creatures, such as Dark Ghosts and Night Ghosts, all dread the King Ghost, as he is very temperamental and fierce, and devours lower ghosts for food and for pleasure. The gigantic King Ghost possesses a horrifying green face and huge front teeth. All who meet him retreat, most try and avoid him altogether. Since the King Ghosts have mastered many forms of attack, and smaller ghosts always accompany them, they are very dangerous.



Evil Wolf: Evil Wolves are the vanguard of the Demon Realm armies, and one of the first types of devils to appear in the world. The werewolves, for example, are results of the supernatural combination of Evil Wolves and humankind, so they have the same monstrous characteristics as Evil Wolves. Werewolves transform into Evil Wolves when the moon is right, giving full play to their brutal nature. With their long spears, Evil Wolves can attack from farther away than their sword bearing kin. They are weak by themselves, but can be very formidable in groups.



Night Ghost: Night Ghosts are unique creatures in the underworld. Because they live in a dark hell, Night Ghosts have developed the ability to fight very well in the dark. Although their ranking within the underworld is not very high, they can be quite dangerous if encountered in a group. Night Ghosts' attacks and defense techniques are average but be careful to avoid their combination attacks, especially since they prefer to travel in groups.



Thief Ghost: Thief Ghosts are among the devil-types of the Demon Realm. Although they are very greedy, and are particularly interested in objects dropped on the ground, they are unable to hurt anybody, or even take something from someone's possession. They always appear when there are dangerous creatures about, as they scavenge anything that might be dropped by the dead. They are fast and agile, and not easy to catch. They don't have any attack abilities, but they run very quickly. When they are attacked, they swiftly drop some of their loot to distract the enemy in order to escape.



Evil Bat: Evil Bats and Large Evil Bats are related. Except for their difference in body size, they have almost the same behavior and attack patterns. With their incredible flying abilities and agility, these creatures always attack by quickly rushing in, striking, and then quickly withdrawing. Evil Bats' attacks are very fast; they will target you from a long distance, and attack with great speed. Therefore, you must pay careful attention whenever you are in their vicinity.



Inferno Judge: The Inferno Judge is one of the three rulers of the underworld. In addition to his powerful combat abilities, he is also capable of summoning creatures to aid him in battles. It's rumored that he learned many unique skills from somewhere outside the underworld, but no one knows for sure. Aside from his amazing Underground Escape skill, the Inferno Judge has also mastered a number of unique attacks using his Battle Fan.



Evil Ghost: Evil Ghosts do not have physical forms, but usually exist in a translucent energy state. But because the strength of evil ghosts' hatred is greater than that of common spirit entities, Evil Ghosts have fearsome destructive energies. Because Evil Ghosts do not have physical forms, they can easily disappear before their enemies' eyes. This is one of their most awesome powers. One must be very careful when confronting Evil Ghosts. Aside from basic invisibility, they are also capable of launching condensed arrows of hatred.



King Hawk: It is rumored that King Hawk is the soul of Wizard Wen's loyal follower, Hsin Huan. He became a terrifying demonic beast after entering the Demon Realm. Because Hsin Huan was a valiant and skilled martial artist before his death, once endowed with energies of the Demonic Realm he became incredibly powerful. Little is known about the King Hawk, because those who meet him seldom live to tell the tale. King Hawk has the ability to summon heavenly fires; some talk of fighters obliterated by a series of three fireballs that King Hawk called forth.



Evil Fox: Evil Wolves and Evil Foxes constitute the advance troops of the Demon Realm. However, Evil Foxes appear more frequently in the north. Compared with Evil Wolves, Evil Foxes are more agile, and their movement more difficult to detect. It is rumored that the mischievous deeds of fox spirits in legends are actually "recreational activities" of Evil Foxes during their forays into the Human Realm. Although the Evil Foxes' attack powers are similar to those of Evil Wolves, Evil Foxes are more agile, and are capable of dissipating the strength of enemies' attacks by flipping in the air.



Marine Ghost: Because they were accidentally drowned, Marine Ghosts are filled with considerable amounts of hatred. All Marine Ghosts seek opportune moments to find a substitute to bear their dreadful fate, so that they may reincarnate. Because Marine Ghosts prowl underwater for long periods of time, their bodies are especially swollen, but their mobility is not affected. Marine Ghosts attack by shooting water tainted with corpse poison; another common mode of attack is exploding the corpse poison contained in their bellies to wound their enemies.



Arsonist: All demons have their particular perverted vices; Arsonists are especially fixated on fires. It is rumored that many unsolved cases of village fires were their deeds. Arsonists always carry their torches with them, looking for another opportunity to set something ablaze to satisfy their needs. Arsonists are very proficient at throwing torches; their range and speed approach those of Ghost Face Forks. Be cautious; try not to be noticed by them in conflicts.



Orngutan: Orngutans are one of the stronger combat units in Demon Realm's armies. Due to their agility and strength, once trained Orngutans become deadly killers. A single Orngutan is already difficult to handle, but Orngutans tend to move in groups, which spells disasters for fighters. The maces they wield are very destructive; when coupled with Orngutans' agility and their common tactic of dropping down from above and using "skull buster" attacks, one cannot let one's guard down!



Leopard King: Leopard Kings are highly competitive demons. In a clan, only the strongest Leopard can become the Leopard King. Leopard Kings possess all the characteristics of perfect killers: they are cool, fast, and capable of deadly attacks. If you encounter a Leopard King and his Leopard warriors on the hunt, do not confront them head-on. Leopard King's battle skills can be described as artistic expressions. Not only would they use every part of their bodies as weapons, the long spears in their hands are especially deadly!



Bull Fiend: Bull Fiends are among the more intelligent species of the Demon Realm armies. Most demons just attack without any rules or discipline. Bull Fiends, on the other hand, find your weakness and exploit it to land a killing blow. Their powerful body and versatile attacks make them quite capable of killing four or five normal fighters at the same time. The battleaxes in their hands can launch five chi blades instantly, and they are also famous for their deadly goring attacks; those who encounter Bull Fiends can only pray for luck.



Succubus Sue: Succubus Sue is a unique creature sent to earth by the Empyrean Queen. According to rumors, her true form is a nine-tailed fox spirit; however, because she was already skilled in the arcane arts, she was also able to learn many unique spells while she was in the Human Realm. Do not underestimate the Succubus Sue just because she is female; according to legend, the Succubus Sue is a tough character, whose magical prowess may be on a par with Wizard Wen. Aside from Succubus Sue's expertise in illusions, other records pertaining to Succubus Sue only tell of the decadent lifestyle Emperor Jo and she led; no one knows how powerful she really is.



Snow Giant: Snow Giants are primitive species that have always secluded themselves in the frozen mountains in the north. Because they have an extremely thick coat, they have no fear of common weapons. Due to the harsh environment of the snowy mountains, most Snow Giants have developed iron-hard bodies, which make their attacks even more formidable. Because of their massive size and weight, they can often smash enemies senseless when charging - be careful and dodge them!



Snowy Devil: Snowy Devils appear to be a cross between Frost corpses and other demons. Snowy Devils are considered the core of Demon Realm's armies. Snowy Devils are not only armed with speed and powerful attacks, but their bizarre amble also baffle and confound people, and before they know it they are slain by the Snowy Devils! The scythe-spears carried by Snowy Devils are brutal weapons. Because of the very strange way Snowy Devils move, their methods of attack are also weird beyond description.



Frost corpse: Born in the cold northern wastes, Frost corpses are not green, but they behave in ways similar to Corpses, and are just as sensitive to the presence of living beings. With regards to classification, Frost corpses should be considered distant relatives of Corpses; except for their slightly greater speed, their remaining characteristics are very similar to those of Corpses. Though without unusual attack powers, care must be taken to avoid being surrounded by them because Frost corpses generally move in groups.



Devil General: Devil Generals are advanced species of the Demon Realm. Generally only those demons whose combat prowess, physical capabilities and spiritual might have attained certain levels can bear the title of "Devil General". These creatures are rare; in truth no one has actually seen how they attack, or perhaps it is because those who have seen them did not survive. Regarding Devil Generals, although there are many speculations, in actuality people know nothing about them.



Wizard Wen: Wizard Wen is Emperor Jo's chief minister. He has extremely powerful mental strengths, and has mastered arcane arts as well as swordsmanship. He is unmatched. Wizard Wen comes and goes unpredictably. It is rumored that a while ago someone saw Wizard Wen in the frozen northern lands. As for Wizard Wen's abilities, at present no one knows how strong he really is, because the Wizard Wen has never fought by himself.



Straw Hat Bowman: Straw Hat Bowmen are not among the stronger Demon Realm creatures; but because they can attack swiftly in the shadowy environment of the Demon Realm, they often cause considerable damage to their enemies. Although Straw Hat Bowmen belong to the creatures of the Demon Realm, their appearances are not foreboding; this does not mean they are not dangerous. The only recourse upon encountering Straw hat Bowmen is to get close to them and destroy them as fast as possible; it means serious trouble if they manage to surround you.



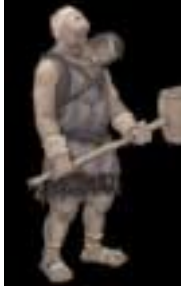
Emperor Jo: Emperor Jo is the thirtieth emperor of the Country Shan, and is also its last emperor. Emperor Jo was a man of rare intelligence, perception and strength. Records pertaining to Emperor Jo are mostly limited to historical accounts; as for the origin of Emperor Jo's demonic nature, very few people know anything about it. No one knows how powerful Emperor Jo really is, so information about him is somewhat vague and must be taken with a pinch of salt.



Dart Devils: Dart Devils have the unusual habits of devils, and are more troublesome than most. They always carry thirty-six darts. They particularly enjoy turning their targets into pincushions. Do not underestimate the darts Dart Devils carry on their backs; many fighters die a meaningless death when confronted with a group of Dart Devils. Please be aware of the fact that Dart Devils' darts have a very long range. When they bend like they're bowing to you, remember to dodge the darts.



Leopard: Another feline monster, Leopards are larger and faster than Tiger Cats. For these reasons, they are the assassins of the Demon Realm armies. When faced with two or more Leopards, you must pay attention to their unpredictable movements, as otherwise you might get confused and meet instant death. "Fast, accurate, ferocious" are common descriptions of Leopards. Extremely fast as well as terribly destructive, these creatures must be fought with determination.



Snow Ettins: Snow Ettins are said to be distant relatives of Snow Giants, but they were exiled from the clan of Snow Giants because of their disfigured appearance. They are born with two heads; as a result, their temperament is even odder than that of the Snow Giants, and their attacks are oftentimes extremely erratic. They are formidable opponents. The giant hammers Snow Ettins wield are deadly weapons; fighters should be weary of the immense damage they can do at longer range.



Demonic Emperor Jo: Demonic Emperor Jo is the avatar of Emperor Jo in the Demonic Realm. It is said that he has a green face, four arms, and looks like the god of destruction. However, these are only rumors, for no one has ever actually seen Demonic Emperor Jo. No one knows how powerful Demonic Emperor Jo really is, so information about him is somewhat vague and must be taken with a pinch of salt.



Doppelgangers: Doppelgangers are elite troops in the Demon Realm; they usually possess powerful psychic energies; when one gets close to an enemy, it can read the opponent's mind, and use the knowledge gained thusly to its advantage. The most terrifying thing about Doppelgangers is that the stronger their opponents' are, the stronger they become, and to make matters worse they can shape-shift at any given time. When facing Doppelgangers, there is little else to be done aside from staying on guard. If you encounter two or more Doppelgangers, the best thing to do is run.



Wandering Spirits: Wandering Spirits are the most common creatures of the underworld. They are usually spiritual entities that have not been reincarnated, so they wander the underworld aimlessly. Wandering Spirits used to never attack on their own, but since armies of the Demon Realm recruited them, Wandering Spirits have become low-grade expendable troops used to overwhelm the enemy. Aside from overwhelming numbers, Wandering Spirits do not possess any special abilities.



War Elephants: Legend says "Elephant" is a younger brother of Emperor Shuen, from the same father but a different mother. Elephant's nature was devious and violent, so he was exiled to the "You Bi" region. Ancient clans possessed supernatural powers; War Elephants' and Bear Kings' appearance in the modern world are both inexplicable phenomena. War Elephants remain as devious and violent as ever, and their attacks are just as unpredictable; because War Elephants have tough hides and dense flesh, common weaponry cannot damage it at all, so they are especially frightening!

Chapter Three

3-1 EQUIPMENT GUIDE

This game offers a wide variety of equipment. Apart from common healing potions, stamina potions, and rejuvenation potions, you can also obtain all kinds of amazing pills and protective equipment. There are six types of offensive scrolls for you to find or purchase. These scrolls are used in the same way as projectile weapons; if used wisely to accompany attack maneuvers, scrolls can also cause tremendous harm to the enemy.

"Summon Celestial Soldiers" and "Summon Celestial Champions" are two extremely precious magic pills in this game. You can summon up to three celestial soldiers or Champions, and they will fight the enemies with you. When you face powerful demon lords or a large number of monsters, this is an extremely effective offensive strategy.



Healing Potion: There are four types: minor, medium, large, and ultimate; each restores a different amount of hit points to the character.



Stamina Potion: There are four types: minor, medium, large and ultimate; each restores a different amount of Chi to the character.



Rejuvenation Potion: There are four types: minor, medium, large and ultimate; each restores a different amount of hit points and Chi to the character.



Resurrection Pill: The Resurrection Pill is a result of the careful combination of pill refining and jewel refining. The Resurrection Pill restores all attributes to their full strength. Many fighters like to use this pill before heading out on long journeys or before difficult fights. To refine the Resurrection Pill: Put a Perfect Amethyst, Jadeite, Amber, Kyanite, Danburite and Bloodstone into the Spagyric Cube; there is a chance you will create a Resurrection Pill. To take the Resurrection Pill: Simply swallow it. Taking more than one pill does not produce additional results.



Martial Pill: The Martial Pill is also a result of the skillful combination of pill refining and jewel refining. If a player takes the Martial Pill, his Max Power will be permanently enhanced, but the refining process is difficult. To refine the Martial Pill: Put three Perfect Jadeites into a Spagyric Cube; there is a chance you will produce a Martial Pill. To take the Martial Pill: Simply swallow it. Although more than one can be taken, there is a maximum value that will be reached, after which further doses will be useless.



Guiding Pei: As one of the three jewels of warding, the function of Guiding Pei was similar to Homing Pearl. However, when demonic influences became prevalent, Guiding Pei's original abilities were altered; it no longer opens a teleport gate; instead, it will help souls of travelers who died in alien lands return to their hometown by opening a special resurrection gate. To use Guiding Pei: Place it in the Sorcery Bag; Guiding Pei will automatically be activated as soon as the holder dies. The channel will not be closed until a live creature passes through.



Won Zon: Won Zon was originally the name of a famous general from the Chin Dynasty. One day he made a Jade Amulet in his own image to commemorate his amazing kung fu skills and bravery. After having some kind supernatural power injected into it, Won Zon came to have some incredible powers. Because Won Zon can generate an illusion of the holder for a short period of time, some rogue warriors who live by stealing greatly favor this item; it is rumored that Won Zon is among the standard gears carried by Shadow Clan rogue warriors. To use the Won Zon: Release it just as you would a normal Throwing Weapon, but remember the maximum number of spirits each Won Zon can summon is nine. After its powers are expended, it will turn to dust.



Homing Pearl: Some people travel far from home, facing many dangers on the road. To avoid meeting death in a foreign land, wizards invented a wonderful device called the Homing Pearl, which takes the holder back home whenever he needs to. To use the Homing Pearl: Hold the Pearl in your hand, think of your path back home, and throw it to the ground. A teleport gate will appear which will take you back to the start of your journey.



White Tiger Scroll: This is an amazing scroll that harnesses the power of nature. This scroll creates a tornado in a small area, like a spinning tiger that keeps enemies floating in the air and unable to attack.



Frost Scroll: This is an amazing scroll that harnesses the power of nature. This scroll can freeze a single enemy, slowing down his movement.



Green Dragon Scroll: This is an amazing scroll that harnesses the power of nature. This scroll uses the power of the Green Dragon of the East to create a cloud of gas that damages anyone found within.



Phoenix Scroll: This is an amazing scroll that harnesses the power of nature. This scroll creates a scorching fireball which burns enemies using the incredible power of the Phoenix of the South.



Skywrath Scroll: This is an amazing scroll that harnesses the power of nature. This scroll uses the power of the skies to create bolts of lighting that hurtle towards enemies.



Scroll of Imprisonment: This is an amazing scroll that harnesses the power of nature. This scroll hits a single enemy with incredible amounts of energy gathered from the depths of the earth, temporarily freezing him to the spot.



Summon Celestial Soldiers: Some highly trained sorcerers know how to summon celestial beings when they are facing a tough battle. The Sorcerer puts his incantations and will into the summoning instrument, so that when it is thrown onto the ground, celestial soldiers rush to the sorcerer to help him overcome his enemies. The power of the soldiers depends on the Sorcerer's abilities. These soldiers can also be injured in battle, like any other mortal creature. Celestial soldiers will only fight in the area they are summoned to; they will not travel with their summoner to another location.



Summon Celestial Champion: Some highly trained sorcerers know how to summon celestial beings when they are facing a tough battle. The Sorcerer puts his incantations and will into the summoning instrument, so that when it is thrown onto the ground, celestial Champions rush to the sorcerer to help him overcome his enemies. The power of the celestial Champions depends on the Sorcerer's abilities. These Champions can also be injured in battle, like any other mortal creature. Celestial Champions will only fight in the area they are summoned to; they will not travel with their summoner to another location.

3-2 GEMS GUIDE

In this game you'll find, purchase or refine dozens of gems with various functions. You can embed gems in weapons or armor to elevate the character's attributes.

In order to protect the mystery of gem creation, we will only introduce several commonly seen gems here; as for other high quality gemstones, we hope you will discover them, their functions and methods of creation in the game.



Common Chalcedony: Chalcedonies are also called "Blood Jade Marrow"; it is rumored they can give a holder indomitable spirit and will thereby increase his vitality. Because the red chalcedony contains such strong vitality, when a common chalcedony is attached to armor, the wearer gains some hit points. Put three Common Chalcedonies into the Spagyric Cube to produce a Refined Chalcedony. In addition, one Common Jadeite and one Common Amber can be refined into a Common Chalcedony.



Refined Chalcedony: A good Chalcedony possesses two basic qualities: firstly, it must be translucent; secondly, the color must be a brilliant blood red. Because the red chalcedony contains such strong vitality, when a refined Chalcedony is attached to armor, the wearer gains more hit points. Put three Refined Chalcedonies into the Spagyric Cube to create a Perfect Chalcedony. In addition, one Refined Jadeite and one Refined Amber can be used to produce a Refined Chalcedony.



Perfect Chalcedony: The highest quality chalcedonies, aside from translucent clarity, the color often appear crimson vermillion, or hawksbill magenta. Because it is difficult to find Perfect Chalcedonies, they are greatly prized. Because the red chalcedony contains such strong vitality, when a perfect Chalcedony is attached to armor, it greatly increases the wearer's hit points. One Perfect Jadeite and one Perfect Amber can be used to create a Perfect Chalcedony.

It is rumored that through refining Perfect Chalcedony with other gems, more powerful gems such as Stars or Diamonds may be created, but the success rate of this process is very low.



Common Danburite: Danburite is called "The King of Stones"; it is often more expensive than gold. Danburite is divided into three levels and ten grades; Common Danburites are also called "Impure Danburite". Because the yellow Danburite possesses powerful energy like sunlight, embedding it into armor will slightly improve the warrior's Hit Rate. Put three Common Danburites into a Spagyric Cube to create a Refined Danburite. One Common Jadeite and one Common Amethyst can be used together to make a Common Danburite.



Refined Danburite: Among refined Danburites are Osmanthus Danburite, Chicken-oil Danburite, and Chestnut Danburite. Because the yellow Danburite possesses powerful energy like sunlight, embedding it into armor will effectively improve the warrior's Hit Rate. Put three Refined Danburites into a Spagyric Cube to produce a Perfect Danburite. One Refined Jadeite and one Refined Amethyst can be used together to make a Refined Danburite.
(Refined Danburite)



Perfect Danburite: Among Perfect Danburites are Gold Danburite and Loquat Danburite. Perfect Danburite is extremely rare; many keep it as family heirloom and pass it on from generation to generation. Because the yellow Danburite possesses powerful energy like sunlight, embedding it into armor will noticeably improve the warrior's Hit Rate. It is rumored that when Perfect Danburite is refined with other gemstones, unique gemstones may be created, but the success rate does not seem to be high. One Perfect Jadeite and one Perfect Amethyst can be combined to create a Perfect Danburite. It is rumored that through refining Perfect Danburite with other gems, more powerful gems such as Stars or Diamonds may be created, but the success rate of this process is very low.



Common Kyanite: In the quest for immortality, emperors in ancient times had large amounts of treasures buried with their bodies. Kyanite was one of the most important gems among the buried items, as it could guide the spirit and soul directly to the heavens. Bright blue Kyanite possesses a deep, mysterious power. If you embed a Common Kyanite into a weapon, its holder's Chi will be enhanced to some extent. Put three Common Kyanite into a Spagyric Cube to produce a Refined Kyanite. Put a Common Amber and a Common Amethyst into a Spagyric Cube to produce a Common Kyanite.



Refined Kyanite: It is valued for its blue color with traces of golden hues, and for its sparkle. Bright blue Kyanite possesses a deep, mysterious power. If you embed a Refined Kyanite into a weapon, its holder's Chi will be enhanced to a greater extent. Put three Refined Kyanites into a Spagyric Cube to produce a Perfect Kyanite. Put a Refined Amber and a Refined Amethyst into a Spagyric Cube to produce a Refined Kyanite.



Perfect Kyanite: Perfect Kyanites are extremely rare; their color is a deep blue like the sky on a star-lit night sky. Bright blue Kyanite possesses a deep, mysterious power. If you embed a perfect Kyanite into a weapon, its holder's Chi will be greatly enhanced. It is rumored that when Perfect Kyanite is refined with other gems, unique gemstones may be created; but the success rate does not seem to be high. Put a Perfect Amber and a Perfect Amethyst into a Spagyric Cube to produce a Perfect Kyanite. It is rumored that through refining Perfect Kyanite with other gems, more powerful gems such as Stars or Diamonds may be created, but the success rate of this process is very low.



Common Amber: Amber is the resin of ancient conifers, after thousands of years of compression. Younger Ambers are called "Common Ambers", older ones are nicknamed "Honey Wax". Because the orange Amber contains a powerful magnetic field, when fighters attach one on a weapon, the weapon's sharpness will be slightly improved. To produce Refined Amber: Put three Common Ambers into a Spagyric Cube to create a Refined Amber.



Refined Amber: To produce Perfect Amber: Put three Refined Ambers into a Spagyric Cube to create a Perfect Amber.



Perfect Amber: It is rumored that when Perfect Amber is refined with other gems, unique gemstones may be created, but the success rate does not seem to be high.



Common Jadeite: Jadeite is generally divided into three levels and nine grades. Only stones within the three grades of the first level can be called "Green Jade"; they are prized for their rich color and balanced hue. Because green Jadeite possesses a never-ending source of life force, when a Common Jadeite is embedded into a weapon, it can slightly increase the fighter's fury gain ratio. To create Refined Jadeite: Put three Common Jadeites into a Spagyric Cube to create a refined Jadeite.



Refined Jadeite: Higher quality Jadeites are called "Aged Jade" and can be distinguished by their rich color and balanced hues. Because green Jadeite possesses an inexhaustible source of life force, when a Common Jadeite is embedded into a weapon, it can effectively increase the fighter's fury gain ratio. To create Perfect Jadeite: Put three Refined Jadeites into a Spagyric Cube and you will gain a Perfect Jadeite.



Perfect Jadeite: The highest quality Jadeite, commonly known as "Crystal Jadeite", is marked by its translucent, blemish-free quality; it is also commonly called "Ice Grade". They are greatly prized because they are difficult to obtain.

Because green Jadeite possesses an inexhaustible source of life force, when a Common Jadeite is embedded into a weapon, it can greatly increase the fighter's fury gain ratio. It is said that when Perfect Jadeite is refined with other gems, unique man-made gemstones may be created, but the success rate does not seem to be high.



Common Amethyst: The Amethyst is an indispensable gemstone to many practitioners of magic; because of the Amethyst's strong purifying capabilities, it is the best choice against demonic influence. The Common Amethyst is of

uneven color, which is why its magnetic field is impure. Because of the mysterious and powerful magnetic fields of the purple crystal, magical practitioners embed Common Amethysts in their armors to slightly enhance their stamina. To create a Refined Amethyst: Put three Common Amethysts into a Spagyric Cube and you will get a Refined Amethyst.



Refined Amethyst: Refined Amethyst has an even distribution of color, but the color is lighter. Because of the mysterious and powerful magnetic fields of the purple crystal, magical practitioners embed Refined Amethysts in their armors to

further enhance their stamina. To create a Perfect Amethyst: Put three Refined Amethysts into a Spagyric Cube and you will get a Perfect Amethyst.



Perfect Amethyst: Amethyst's strong purifying capabilities make it the best choice against demonic influence. Perfect Amethyst has an even color, and an unfathomably mysterious purple luster. Because of the mysterious and powerful

magnetic fields of the purple crystal, practitioners of magic embed Refined Amethysts in their armors to greatly enhance their stamina. It is said that if a Perfect Amethyst is refined with other gems, unique man-made gemstones can be created, but the success rate does not seem high.



Solar Pearl: While many wizards and Taoists engage in the study of creating Healing Pills, they also research the creation of various kinds of artificial gems using natural jewels and a special stove. From naturally occurring gemstones,

they produce artificial ones. Taoists manipulated the renewal forces within the wondrous natural equilibrium, and, through repeated experimentation, finally managed to turn the solar Chi within gemstones into a man-made gemstone called Solar Pearl. One Perfect Danburite and one Perfect Amber can be refined to create a Solar Pearl; sometimes you might create other unique jewels with different properties.



Lunar Pearl: Taoists manipulated the repelling forces within the wondrous natural equilibrium, and, through repeated experimentation, finally managed to consolidate the lunar Chi within gemstones into a man-made gemstone called

Lunar Pearl. One Perfect Amethyst and one Perfect Chalcedony can be refined to create a Lunar Pearl; sometimes you might create other unique jewels with different properties.



Star of Seven Deaths: As soon as gem makers found that it was possible to combine natural gems to create artificial ones, they began studying various theories on jewel synthesis. They eventually invented new gems, such as Star gems. Combining a perfect Chalcedony with Perfect Kyanite may create a Star of Seven Deaths; however, due to its power this gem will also weaken one of the player character's attributes.



Ecodoom Star: Combining a Perfect Chalcedony with Perfect Danburite may create an Ecodoom Star; however, due to its power this gem will also weaken one of the player character's attributes.



Ecodoom Star: Combining a perfect Chalcedony with Perfect Kyanite may create a Star of Seven Deaths; however, due to its power this gem will also weaken one of the player character's attributes.



Common Uncut Jade: A mysterious stone that is unpredictable in the refining process.



Refined Uncut Jade: A mysterious stone that is unpredictable in the refining process.



Perfect Uncut Jade: A mysterious stone that is unpredictable in the refining process.



Pavonine Agate: As the famous folktale goes, when the beautiful goddess Nuwa patched the broken sky with a supernatural mixture of clay and stone, a small piece fell to the earth, and became colorful Agate. Pavonine Agate is both a blessing and a curse for wizards. When combined with a certain jewel it can be refined into an Amulet Jewel, which can function without being embedded. However, the process is quite difficult to finish. Some have also discovered how to extract artificial Pavonine Agate, by refining any Diamond with six pure colored jewels of different color.



Rainbow Agate: Rainbow Agate is the favorite of wizards, as when combined with a certain jewel, it can be refined into an Amulet Jewel, which can function without being embedded. Since the process is guaranteed to succeed, it is a very valuable item. Some have also discovered how to extract artificial Rainbow Agate, by refining any Diamond with six pure colored jewels of different color.

3-3 PROJECTILE WEAPONS GUIDE

Projectile weapons are commonly called, "concealed arms". Projectile weapons are frequently used in ranged attacks in the game; you can use them to accompany attack techniques or the six offensive scrolls. When facing multiple enemies, projectile weapons can often catch them off guard.



Stone: Putting it plainly, this is a stone you can pick up anywhere. Those proficient enough can even throw them and injure enemies beyond a distance of ten paces. However, the stone is not as damaging as bladed weapons; unless you hit your opponent in a vital spot, it will be painful, but not do any serious harm.



Fly Cutter: This type of projectile weapon is launched with a flick of the wrist. The predecessor to the Fly Cutter appeared before the Western Han Dynasty, but at the time they were mostly used in circuses; they were not developed into damaging weapons until later. Due to the light handle and heavy blade, they can be thrown at high speeds, wounding enemies up to one hundred paces away. This type of weapon is easy to learn but difficult to master.



Ghost Face Fork: Ghost Face Fork were derived from fishing equipment used by fishermen of yore; through miniaturization, they became a medium-sized weapon easily carried by fighters. They are thrown over the head, although the range is shorter than that of the Fly Cutter, they do cause great damage, and can be considered among the best concealed weapons.



Hooked Ring: The Hooked Ring is a very powerful weapon originating from ancient India. After it was introduced to China, it was redesigned to its current look, with the sharp iron teeth around the ring. Due to the power created by its spin, not only can it seriously wound enemies, but also it can even cut through trees and stones.



Star Dart: Star Dart's origin has been lost in antiquity, but Japanese ninjas are the ones that made them famous. The way they are launched is rather unusual -- spun out from the flat of the palm. As spinning darts have sharp blades on four sides, although they are not heavy, they can still cause considerable damage.



Bone Spike: It is said that Bone Spike was invented by accident during exorcism ceremonies. When launching them, hold the body of the spike with three fingers in the middle of the hand, and throw it out underhand. Because of its relatively small size, several can be thrown within a short period of time; although the range is not long, the overall power is considerable.



Invisible Needle: Invisible Needles are very useful; they are used when the wielder is in serious danger. To launching these needles one must harmonize movements of the hand and the body, and launch the needles rapidly in all directions. Although some may think using such a weapon is underhanded and devious, when fighters must break free of an emergency situation, using this weapon to launch a surprise attack on close-ranged enemies is not a bad idea.



Universe Disc: This weapon did not originate in China; it is rumored that barbarian nations invented this unusual weapon accidentally while hunting. Because of its erratic flight path, the enemy often cannot defend against it. Although the Universe Disc's speed is not all that fast, because the disc is rather heavy, if it hits a vital spot it would often critically wound the enemy.

3-4 QUEST ITEMS AND IMPORTANT NON-PLAYER CHARACTERS

QUEST ITEMS

There are many quest items in this game; these items are tied closely to many missions in this game. Below is a small portion of the quest items you would encounter in the first ten levels of this game:



Wooden Eagle: This is an incredible flying machine made by Kung Shu Ban; it can maintain flight for up to three days.



Meteorite Iron: This is the ideal material for creating high-end weaponry. Because of its high iron contents and exceptionally hard nature, sword smiths prefer to use meteorite iron to create sharp blade edges.



Tome of Celestial Troops: This is one of the secret Tomes composed by Taoist Ge; it is the fruit of many years of research. It is said that this tome contains the secret to summoning Celestial Soldiers and Champions.



Sacrifice for Warlord's Altar: This is a sacrifice created and refined by Tao Hong Jin; once placed upon the Warlord's Altar, it should open the way to the Warlord's Path.



Belt Buckle: This is Draï Wu's belt buckle, it is made of jade and gold; it is said that this item can add embedding slots to the armor.

INTRODUCTION TO IMPORTANT NON-PLAYER CHARACTERS

This game allows you to interact with dozens of characters; most of them are famous figures in Chinese history. Because of the time-space disturbances, they have been sucked into this battle between good and evil.

Most of them are on your side, here to aid your quest to conquer all the demons and monsters. You should pay attention while speaking with them, because they frequently offer you solutions to difficult problems. However, some of them have unknowingly fallen under demonic influence, so you must judge their attitudes carefully; don't let honeyed lies guide you into deadly mistakes.

Below is a partial introduction to important non-player characters:

KONG SHU BAN



His hometown is in the Lu region, so people also call him Lu Ban. This person does not have hobbies other than a fondness for creating strange devices and knick-knacks. Because he is not trained in martial arts, he hopes his creations can contribute towards the resolution of the present situation. Although Kong Shu Ban's skills have become famous, he still idolizes his teacher Drai Wu. The Wooden Eagle he asked the player character to find was made with techniques he learned from his elderly teacher.

SMITH OU



A citizen of the Country Yue, he is considered a skilled sword smith in that era; after he was dragged to this chaotic time-space by an unknown power, and saw how monsters rampaged and plagued humanity, he swore vengeance upon these damnable creatures. He decided to not return to his home for the moment, and stay here with people from all different eras, and die with them if necessary. He sought sword-making material everywhere, to make suitable weapons for people in the town, so that when they encounter monsters they could resist for a while rather than being completely defenseless.

TAOIST TAO



He founded his school on Mt. Mao, and dedicated his life to meditative studies and the Tao. Through years of research, he felt that the pervasiveness of legends of ghosts, demons, monsters and spirits suggests that these creatures are not purely imaginary, but he could not imagine a day when they would become so rampant; after much deliberation on the origin of the Demonic influences and the cause of their incursion into the world, he could not arrive at a conclusion. He realized that the disaster in the Human Realm happened without warning... Perhaps it is divine will. Although Taoist Tao possesses expert knowledge in Yin-Yang, elemental magic, atmospheric, astrology, geomancy, surgery, medicine, and many other fields, today he would be quite helpless if he did not possess sword skills as well. Speaking about his studies in sword skills, most people do not know that he came across this skill by chance. Years ago

"Historical Account of Blades and Swords", and gained an understanding of sword skills; later he consulted fellow Taoists, and managed to merge sword skills with the Tao, from where he began merging the two paths. However, he has not yet become a master at this new proficiency, so he still has difficulty combating monsters.

MADAM HUANG



She lived in the Sung Dynasty, and was famous for her skills at weaving. Although this was common in her era, she spent her life studying cotton weaving skills from the Li Clan, and improved the techniques to today's level. Since being pulled into the chaotic disturbances, she felt her days in this new world are even more unbearable than the days of her youth, when the Mongolian Horde invaded Sung Dynasty's territories! Her greatest hope now is to aid the hero who would set things right again.

GAN JANG



Sword Smith Gan Jang of the Country Wu was struggling with a new technique to cast swords but could not find a solution; when he opened his eyes, he suddenly found he was transported to this chaotic realm. At Emperor Chu's command, he spent three years casting the world-renowned Andro Estro Blades. After receiving a tip about the impending danger, he hid the Andro-Blade, taking only the Estro-Blade with him as gift for Emperor Chu. Before he left he instructed his wife Mok Ye that if he does not return, when their son grows up, tell him where the magical blade is hidden. Sure enough, Emperor Chu killed him when he arrived.

MOK YE



She is Gan Jang's wife, and knows some of the family's famous sword smith techniques. In order to aid her husband in creating a magic weapon, she collected magic material, but further progress was hampered because gold and iron could not merge. So she cut off her hair and nails, and threw them into the stove so that the human aura could help magic material merge and make the creation of a magic sword possible. Legend said ancients sacrificed their bodies to create magic swords, which is why sword smiths traditionally wear funeral clothes while preparing their furnaces. Perhaps these are just tales told to add the aura of mystery to newly crafted magical weapons.

HONG FU



Her surname is Chang. In the chaos of civil war, her family fled from Jian Nan to Chang An; later she was forced to become a singer in Sue Yan's household, which is when she changed her name to Hong Fu. Although her life was difficult, compared to most people in that chaotic era, she is still more fortunate. The first time she saw Li Jing, she fell in love with his genteel demeanor, frank character and sophistication, so she decided then to marry him; their love endured the test of time, unchanged by wealth and power in their latter years. Their example is the dream of every couple, and a happiness that is most rare.

LI JING



His birth name is Yao Shi, later he changed his name to Jing. He believes that "When a hero meets the right lord and at the right time, he should do great deeds to gain wealth and honor." Li Jing was an official of the Sui Dynasty; when he heard Li Yuan wanted to raise an insurrection, he wanted to report to the government. Later when Li Jing was caught and about to be executed, he cried, "You raised an army in righteousness, but instead of accomplishing the greater goals, you intend to execute a hero to settle a grudge?" Thus he was spared, and was able to join Emperor Li's ranks. This is a narrow tale, but was the beginning of Li Jing's career under a famous lord. Li Jing served the Tong Dynasty all his life, overthrew the Sui Dynasty, and reined in enemies to the south, the north and the west. His accomplishments were great indeed. Since ancient times, proximity to the emperor is comparable to proximity to a tiger; enemies in the government criticized him, but he never argued or fought back; and the founding emperor was also a lord of rare wisdom. That is why although Li Jing achieved such accomplishments; he was still able to die peacefully at an old age.

BEE GAN



He is the younger brother of Emperor Yi, therefore the uncle of Emperor Jo. In retrospect, the Country Yin developed such a ruthless lord; Bee Gan is not without fault... When Emperor Shan was at his deathbed, he consulted him on the appropriate choice of heir; Bee Gan suggested against crowning the younger son Qi, and suggested that the lord crown Xin, who became Emperor Jo when he inherited the throne. Since then, devious sweet-talking eunuchs brought Emperor Jo's cruel violent nature to the fore... He built a tall tower and used it to satisfy his carnal needs, and established cruel punishment to stop loyal pleas for restraint; not only were the civilians suffering, even members of his staff were fearing for their lives! Bee Gan knew he was part of the cause, so he risked death to submit his pleas for restraint, directly pointing out the Emperor's follies, in hope that there was still a chance Emperor Jo could turn back from the evil path. Who knew Succubus Sue pretended to be ill, and made up a ridiculous lie that Bee Gan's heart is the only remedy. The foolish Emperor Jo listened to her ridiculous lies, and killed Bee Gan for his heart...

PU YUAN



Because his blade smith skills are decent, Prime Minister Zhu Ge commissioned him to be the arms master of Country Shu's armies. The art of weapon smiths had been perfected since the era of the Warring Nations. Pu Yuan used the same technique to create his blades. The secret is to heat the blade white hot, then rapidly cool it in water. This is the key to hardened yet sharp edges of blades and swords. As to the excellence of the weapons made in the Shu region, the waters in the region are only part of the reason... The Shu region, since the era of the Warring Nations and through the Qin and Han Dynasties, has always had the most important mines and smith shops, and very advanced refineries and metal working industries. Pu Yuan was fortunate to be born in an area that valued the arts of metalworking; with the proximity of the Shu waters, and the invaluable experience and technique passed on through the generations, he became quite accomplished in refining and crafting.

Chapter Four

4-1 CREATING AND USING COMBO ATTACKS

The term "Combo Attack" means that various techniques are linked to form a continuous series of attacks. The game provides four sets of combo attacks for you to freely compose. The way to combine them is outlined below:

Combo Attack Combination Window



Press the V key or click the "Kung Fu" Button to open the battle techniques window. Click on the "Combo Attacks" icon above the window, and you will see symbols marked 1, 2, 3, 4, which are four different combo attacks; below them you will see all the techniques you have learned (including Normal Attack and Jump).

Combo Attacks Combination Window

In the default setting, you would be composing combo attack number one. Double-click on the lower half of Normal Attacks and you will see that the upper half also reveals two icons for Normal Attacks. Now double-click on Wind Walker, then on Normal Attacks, and then click once on Dragon Brawl. Congratulations! You have finished composing combo attack number one.



Please note! If you want to cancel any one technique during the Combination process, just press the right mouse button.

Try Your First Set of Combo Attacks



Click on the "Right Technique" icon, select the icon for or combo attack number one. On the right side of the screen you'll see a row of icons for all the combo attacks you have already composed. It is very easy to use them; while attacking the enemy, just press the right mouse button continuously to activate the preset combo attacks.

Please note! If the progress of the combo attack is interrupted, the combo attack will restart with the first technique in the series.

Combo attacks are a very useful way to assail the enemy. You can freely explore all combinations. We believe they will provide you with an exceptionally enjoyable battle experience.

4-2 USING COMBO ATTACKS

In this section we will introduce some basic techniques for combo attacks. In order to perform continuous combo attacks, you must first understand how combo attacks work. The basic rule about Combo Attacks is as follows: If you manage to stun or halt your enemies by hitting them, and they are still in the same state when you continue to attack them repeatedly, you are performing a combo attack.

With this rule in mind, the way your combo attacks are composed becomes very important. Under normal conditions simply select attacks that freeze the enemy for the longest period of time without knocking him down, and then repeat the process. But could this result in unlimited combo attacks? For example, if the Long Swordsman repeatedly uses three Normal Attacks and one Wind Rider, will this result in a series of combo attacks capable of hitting the enemy until he dies?

The answer is No! This is due to the fact that there is a hidden rule in the game: Once the same technique has been used to attack the enemy a number of times, it will knock him out. If you repeatedly use three Normal Attacks and one Wind Rider, the result is that after ten or so times, you will knock him out, thereby ending the chain of combo attacks. Thus, this type of combination will cause limited amount of damage when facing enemies with greater amount of hit points.

Below we have provided several preset examples so you can experience the power of combo attacks!

LONG SWORDSMAN:

3 Normal Attacks + 1 Solidify Chi + 3 Normal Attacks + 1 Wind Rider + 3 Normal Attacks + 1 Dragon Soar + 3 Normal Attacks + 1 Dragon Grab (or follow with the fatal blow Flight of the Dragons)

TWIN BLADES HEROINE:

6 Normal Attacks + 1 Summon Manifestation + 1 Triple Kicks + 6 Normal Attacks + 1 Sky Mend + 6 Normal Attacks + 1 Chain Kick (or follow with the fatal blow Court Lady's Reed Pipe)

Important Note: After using Summon Manifestation, the enemy will be knocked away from you, so you cannot use the regular techniques to continue the attacks; only Triple Kicks can be used as a follow-up.

Great Blade Warrior 2 Normal Attacks + 2 Triple Strike + 2 Normal Attacks + 1 Dragon Lift + 1 Normal Attack + 1 Dragon Bisector (or follow with the fatal blow Titan Throw)

Important Note: After Warrior's Dragon Lift throws the enemy into the air; only one Normal Attack can follow. If you get greedy and use two Normal Attacks, it is likely that the remaining combo attacks will miss; so the rhythm of the attacks must be controlled carefully, otherwise you could lose much for little gain.

4-3 CRAFTING GEMS

Once you have finished the mission, "Rescue Graver Shen", Graver Shen will give you a Spagyric Cube as a token of his gratitude; this Spagyric Cube will help you combine gems into gemstones of higher quality. Below is the process of how gems are processed:

Use the Spagyric Cube



Return to the village, speak to Graver Shen, and select the "Spagyric Cube" option to open the "Spagyric Cube" window.

Processing Gems

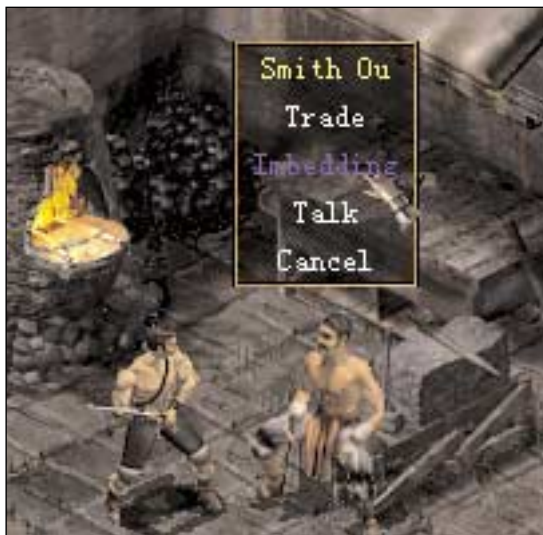


Drag the gemstones you want to merge from the "Inventory" window to the "Spagyric Cube" window, click the "Check" button, and you will begin crafting gems.

4-4 EMBEDDING GEMS

The process of embedding gems is carried out by other characters in the game. In "Chapter One" of the game, this service is rendered by Smith Ou. Once you have completed the mission "Strengthen my weapon", Smith Ou will be able to embed gems for you. The process is as follows:

Ask Smith Ou to Embed Gems



Return to the village, speak to Smith Ou, and select the "Embed Weapon" option to open the "Embed Gems" window.

Embed Gems



Drag gems from the "Inventory" window to the slot on the weapon or equipment. Embedding different gems requires different levels and fees. Click "Ok" to embed the gem in the weapon or equipment.

Please note! Embedded gems can be removed, but you will have to pay a considerable amount of money.

Embed Multiple Gems



There is only a limited number of embedding slots on weapons and equipment. The picture shows six embedded gems; they can increase the character's various attributes, and increase the character's power in combat.

Changes in the Character after Embedding



Once you have embedded gems for a weapon or a piece of equipment, your character will change according to the level of the gem, and the weapon or equipment will also change accordingly.

Chapter Five

5-1 TECHNICAL SUPPORT

If you have any questions, please contact our local representatives:

Home Page: www.whiptailinteractive.com

E-mail: support@whiptailinteractive.com

5-2 FREQUENTLY ASKED QUESTIONS

- 1. Why doesn't the program start or run normally?**
Probably because you are using an old version of DirectX. The game requires DirectX 8.1 or above to run normally.
- 2. Why does the music sound choppy?**
Because your DirectX version is dated. This game requires DirectX 8.1 or above to run normally.
- 3. Why does the screen flicker frequently or show errors?**
Please inspect your computer to see if it is running active virus check programs or detection programs. Please turn them off, and then restart the game.

KEYBOARD COMMANDS QUICK REFERENCE TABLE

Keyboard/Mouse	Function
Left-click in combat	Normal Attack or Special Attack
Right-click in combat	Normal Attack, Special Attack, Combo Attack or Projectile Weapon
Alt	Defend or prepare for fatal blow
Press and hold Alt or Ctrl, then drag the mouse	Fatal blow (horizontal, vertical, Z shaped, V shaped): press and hold Alt or Ctrl, draw a vertical line. The screen will display the fatal blow icon. Release the Alt or Ctrl key to complete!
Space bar	Dodge
1~6	Select to use items in the left inventory window (healing potions, gems, etc.)
F1~F6	Select to use items in the right inventory window (projectile weapons, scrolls)
A~L, Q~O	Self-designated Kung Fu hot keys
Press and hold Shift	Run
Z	Pickup any item dropped nearby
Tab	Open or close the small map

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