

PC CD-ROM



# **Necromania: Trap of Darkness**

## **Game manual**

### **1. Hardware requirements**

- a) Minimum:
  - CPU: 350 Mhz
  - RAM: 128 MB
  - OpenGL compatible graphic card, 16 MB video RAM (TNT2)
  - DirectSound compatible sound card
  - OS: Windows 95/98/ME/2000/XP
  - DirectX 8
  - Keyboard, mouse
  - 370 MB free space on Hard Drive
- b) Recommended:
  - CPU: 700 Mhz
  - RAM: 192 MB
  - OpenGL compatible graphic card, 16 MB video RAM (GeForce 2 MX)
  - DirectSound compatible sound card (surround, quadraphonic)
  - OS: Windows 95/98/ME/2000/XP
  - DirectX 8
  - Keyboard, mouse
  - 370 MB free space on Hard Drive

### **2. Game installation**

- a) Installation:

Prior to the installation, insert the Necromania CD into the CD-ROM drive. The installation program that will guide you through the installation process will then start. If your CD auto-run feature is off, run the NECROMANIA.EXE file on the CD manually. If the software drivers DirectX 8 (or newer version of DirectX) is not installed on your PC, install it with the help of the Installation guide and then restart the system.
- b) Un-installation:

If you want to un-install the game, insert the Necromania CD into the CD-ROM drive. The installation program that will guide you through the un-install process will then start. If your CD auto-run feature is off, run the NECROMANIA.EXE file on the CD manually.

### 3. Special skills of Necromania characters



- a) Stone Golem – the strongest character, however his movement speed is the slowest. His special skill is throwing stones accurately at a selected target (preferably the enemy).

Recommendation: Since it is the slowest character, hiding keys pays off only in the most urgent cases (e.g. a critical shortage of the mana).



- b) Knight – possesses the second strongest striking power. He is only a bit faster than the Golem. His special skill is the ability to conjure a magic circle that considerably reduces the mana of enemies.

Recommendation: just like the Golem, hiding keys pays off only in a state of emergency.



- c) Orc the Sleuth – he is the fastest runner with the ability to trace enemies.

Recommendation: he excels at tracing hidden keys.



- d) Beast Master – his speed and striking power are well balanced. With the help of a special magic technique he can encircle himself with vermin that helps him fight enemies.

Recommendation: Make sure he is constantly surrounded with vermin to help him fight.



- e) Magician – a bit slower and weaker than the previous characters, yet, it is difficult to defeat him. His special skill is invisibility. During invisibility he cannot use other spells nor lay traps. Moreover, he leaves traces.

Recommendation: invisibility is highly effective, especially when the character has got keys.



- f) Fog Woman – like the Magician, her striking power is weaker than that of the previous characters. This weakness however is compensated with the ability to transform her physical body into fog. She's invulnerable in such a state.



Recommendation: being transformed into fog, she doesn't leave traces, lava bomb and other forms of enemy attacks cannot hurt her.



- g) **Skeleton Warrior** – his attack power is the weakest, however, fast run - his special skill – gives him a great advantage.

Recommendation: if the keys have not been collected by the enemies yet, then fast run is very helpful because it can aid the player in searching many hiding places in a short period of time. In combination with the movement acceleration spell it causes the skeleton warrior to reach very high speed but it costs a lot of valuable mana.

#### 4. Traps and spells



- a) **Speed** – accelerates the speed of a character for a short period of time.

Recommendation: it is not advisable to accelerate too often since it uses up a lot of the player's manna. It serves above all as an escape spell or when a quick escape to a selected spot is needed.



- b) **Bomb** – when thrown, the bomb explodes and bursts into hundreds of flaming pieces that take a lot of the enemy's mana away.

Recommendation: outstanding when used while being chased by an opponent, or during mass battles.



- c) **Fire** – having stepped on this trap, the player faces destructive power of burning flames.

Recommendation: highly efficient when used in narrow spaces through which an opponent is supposed to pass.



- d) **Mana sucker** – this powerful and felonious trap can be laid only in hideouts, such as barrels or chests. The trap sucks mana from the careless opponent and adds it to the player who has laid it.

Recommendation: it is very useful to secure hidden keys with multiple instances of this spell.



- e) **Magnet** – holds an opponent stationary for a limited period of time.

Recommendation: outstandingly effective when placed in dangerous paths such as ones blocked by fire or guillotines.

- f)  Teleport – designed to transfer an opponent from one place to another. The caster of the spell designates the final target spot at first, and then the initial position.

Recommendation: very useful when teleporting opponents to dangerous places, especially deadly when used in combination with the magnet spell!

Using all the spells (traps) costs a player specific amounts of mana. However, when used correctly, the player *will gain more mana* in the end. The best way of obtaining mana is to use the spells Mana Sucker and Teleport together; in conjunction with the Magnet spell and teleport enemies to deadly locations, killing them (killing an enemy adds 50 % of mana to the player).

## 5. Boosts

- a)  Mana Bottle - adds 25 % to mana.
- b)  Shield – increases the resistance of a character against all traps and enemies. One character can pick up a maximum of three shields – at that moment he/she becomes twice as resistant to attacks.
- c)  Sword – increases the striking power of a character. One character can pick up a maximum of three swords – at that moment he/she becomes twice as strong.
- d)  Boots – increases the speed of a character for 30 seconds.
- e)  Vision – enables a character to see the traps laid by enemies for 30 seconds. (The enemies' traps will blink, thus distinguishing them from the player's own).

## 6. Keys

- a)  Key – opens doors and has various shapes that must match to the appropriate door.
- b)  SkullKey – a key consisting of three parts. Only after having assembled the SkullKey can a player can pass through a magic gate.

- c)  Key Bag – a sack with keys. It remains lying on the ground after death of a character until the first opponent picks it up.

## 7. Cursors

- a)  Walk – a cursor for character movement.
- b)  Open – a cursor for opening hiding spots and hiding keys.
- c)  Switch – a cursor that changes the state of a switch.

## 8. Game strategy

The principle of TOD is simple – the player has to search a level, find keys to the gates preventing him/her from proceeding to the next part of a level and discover, obtain and assemble a sacred key – Skullkey, which opens a magic gate into the next level. It's not an easy task at all because various opponents strive for the same goal. Moreover, when a player dies, he/she loses all the collected items they have amassed. The items are dropped at the point where the player died and are often collected by the character that did the killing - increasing their chances of winning the level. The mana/life of each character is limited and decreases over time. The environments the player explores are packed with aggressive dangers; attacks from omnipresent vermin and enemies increase expenditure of energy. Laying traps and combining them feloniously with the natural pit-falls ingrained in the environment is one of the game's basic tactics. It consumes a lot of everybody's energy (trap layer and his/her victim) – the focus of the fight is thus transferred to places of magic – Mana Pools, where the mana can be refilled given time. The energy can also be recharged outside the Mana Pools - by killing an enemy. Each game environment contains numerous lethal traps, which can be used to eliminate enemies, or, in the case of carelessness, even for self-destruction.

## 9. Single Player Mode

In the single player mode, a player walks through a dungeon, magic forest, viscid caves below the Black mountains, and finally through the mountain range itself and dangerous rock spires. After having successfully finished each level, the player can upgrade one of the main basic skills of each character – strength or speed. The number of points available for a character's parameter upgrade depends on the difficulty of a particular level (the more difficult level, the more points). After having walked through each level, the player's current position in the campaign is saved automatically and the entry into another level is enabled. Obviously, it is possible to walk through previously accomplished levels again with no further points added.

## 10. Multiplayer Mode

In the multiplayer mode, it is possible to play via local network (LAN) or via Internet. A maximum of seven players can take part in a network game. AI players can be added to any game missing the maximum number of players and their AI difficulty can be set to easy, normal or hard.

- a) Joining a created game via Internet
  - Click the *Multi Player* option in the main menu
  - Click *Join Game*
  - Click the *IP address option*
  - Enter the IP address of the player who created the game (this IP address is displayed in the game menu of the player who created the game)
  - Enter the port – default port is 2350
  - Enter the name of the player who created the game (the data will be recorded in the *IP address book* under this name)
  - Select a character with which you want to play
  - Click the *I'm ready option*
  
- b) Joining a created game
  - Click the Multi Player option in the main menu
  - Click Join Game
  - Click a created game that is found
  - Select a character with which you want to play
  - Click the I'm ready option
  
- c) Joining an existing game via Internet
  - Click the Multi Player option in the main menu
  - Click Join Game
  - Click the IP address enter
  - Enter the IP address of the player who created the game (this IP address is displayed in the game menu of the player who created the game)
  - Enter the port – default port is 2350
  - Enter the name of the player who created the game (the data will be recorded in the IP address book under this name)
  - Select a character with which you want to play
  - Click the I'm ready button.

## 11. Game History

After having finished each level, the Game History appears. It is an exact record of match history and a performance record.



- a) The player found a key.



- b) The player unlocked a door.

- c)  The player hid a key.
- d)  The player killed him/herself .
- e)  The player was killed by the Player No. 3.
- f)  The player was killed by vermin.
- g)  The player assembled the Skull Key.
- h)  The player entered the magic gate and won.

## 12. Hints

- a) The original installation of Windows XP does not contain full OpenGL hardware support; therefore it is necessary to install the graphic card drivers provided by the manufacturer.
- b) If you install the game on a PC with hardware configuration closer to the recommended minimum and the game is not running smoothly, we recommend selecting the *16bit colour mode* in the *Options* menu, and switch off the vertical synchronisation in the Windows setting; providing that the graphic card drivers support it.
- c) When fighting an enemy, the enemy can sometimes throw you away, push you against a rock or knock you off the rock (in the *Rocks* world). You can do the same in combat by holding left and right mouse button in the same time (in the standard mouse operation setting of the game).
- d) Other hints can be found on the web site for the game [www.necromania.cz](http://www.necromania.cz), [www.trapofdarkness.com](http://www.trapofdarkness.com).