



Game Manual

Version 1.0

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Shattered Light

Manual Draft 2.2

Quick Overview

Shattered Light is the first fantasy role playing game to be designed from the beginning to be customizable and for hosting on the Internet. It begins with a complete role playing game with over 100 quests and monsters, 300 spells, more than 700 maps and hundreds of magic items. There are eight character classes, each with its own strengths and special abilities. The continent of Delos includes hundreds of maps ranging from caverns and dungeons to a Stonehenge and palaces.

Beyond being a challenging role playing game in itself also included is a World Builder and Map Maker combination that allow a player to modify or create from scratch a top quality Role Playing Game. To this end the World Builder allows you to place over 3,000 terrain, building, ground, and other tiles on three levels. You also can create your own quests, place non-player characters and give them unique dialogue, and grant unique magic items. The host can create riddles, passwords, and other puzzles. You can create general and also unique magical items of all sorts. Shattered Light includes a world builder that allows you to customize such basic factors as every value used for each hero, monster, spell, and even the rate at which mana and health regenerate. Virtually every aspect of the world can be customized even how many monsters appear at each location. Further your customization doesn't end when the game starts. The Internet game host has the ability to actually modify the player character's statistics and gold total during the game. A host can also change hero values, give or remove gold, and even cause items to be removed from play while the game is going on.

Winning the Game

A creature that was summoned from the dimension that is the source of all magic is systematically destroying humans on the world of Delos. The object of the game is to defeat this creature and so, of course, save the world. To do this you need to gain access to the island and valley where the supreme monster lives. This can be reached only when ten shards of a giant gem are reassembled. These shards are hidden, but the scholars and mages in mankind's last city are searching five thousand years of records to locate them. So to win you need to (1) be powerful enough to defeat the ultimate evil creature and (2) to get at it you need to gather ten magically protected gem shards.

To ensure you are a powerful enough hero to succeed in your quests for the shards, the mages have placed minimum levels of development that you must achieve before receiving the quest for each shard. To access the scholar with the location of each shard you are tested with various riddles about the evil creature you must eventually defeat. The information needed to answer these questions can be found throughout the world of Delos. You have also been enchanted so that at the moment of your death you are magically teleported to where you can be raised to continue the fight, though at a price. You are given these "shard" quests at the temple of the Oracle NW in the corner of the city. There are also over 100 other quests that can be

gained elsewhere in the city and the villages. So that is your mission: Recover the ten shards so that you can defeat the creature that has almost completed the destruction of humanity on Delos. Failure, for humanity, is not an option.

Getting Started

System Specs

Pentium 166 required and Pentium 200 or better recommended
32 Meg Ram
Windows 95/98
16 Bit color
DirectX 6.0 or higher
800x600 graphics display
200 Megs of free space on your Hard Drive
DirectX compatible sound card
Internet Play: 28.8 Modem with 56.6 recommended, Hosting 56.6 modem required
4x CD-ROM

If you plan to play Shattered Light on a Pentium 166 or slower system, it is strongly recommended that you optimize (defrag) your hard drive before installing the game.

If you are using the minimum suggested Ram or CPU and have a problem with the music or jumpy movement while the music is playing, it may be that the higher resolution is the cause of the problem. Use a lower resolution setting or turn off the background music should this occur.

Screen Saver

If you are using a screen saver, it should be disabled before Internet play or it may disconnect you when it activates.

Installation

Simply insert the Shattered Light CD-ROM and follow the cues. Or click on setup.exe to install the game. You will be given the option for installing Direct X 6.0 and Adobe Acrobat reader 3.1 if they are not already on your system.

The Game disk must be in the CD-ROM to play.

For support or questions:

help@catware.com or visit our help section on www.catware.com.

Beginning Play

Starting the Game

After installation you will have three icons on your Desktop (or create short cuts to them).

Solo Game

To begin playing the solo game simply click on the Shattered Light Icon and then choose solo game. You will go to choose or create your hero screen and begin playing. Select a hero and then click on the “start” button.

Hosting a Multi-player Game

The Host has special abilities to change other heroes, their map set is used, and their computer acts as the server for the other players sending out all maps and results.

1. To begin hosting a multi-player game click on the Shattered Light Internet Server icon.
2. Then hit start to open the Options Screen.
3. Make any changes in the game you are hosting as offered on the Options Screen.
4. Hit Start
5. Select whether you wish to register the game at Catware.com. Yes or No Hit Start and you are ready to host the game. To play in the game you simply join like any player.

Joining a Multi-player Game

1. Click on the Shattered Light Icon to begin playing (same Icon as the solo game).
2. Choose multi-player game.
3. Choose an IP address (their Internet address, these are listed if you go through the Catware.com service site.) at the bottom of the form or enter the server address of the host if new. (This stores up to 10 IP addresses).

Note there is a five second time out if the game is unable to find the host listed. After this period you will be asked to try again or select a new host’s IP address.

You begin play by teleprompting into the Great Square of the City of Terris. South of the square is the Bazaar where you can equip. Like all of Terris City, except the Amphitheater (City10), another player or a monster cannot harm you.

Training Bonus

The hero is assumed to have completed a rigorous training and apprenticeship. To reflect this and to allow for individualized heroes, each new hero has twelve bonus points to spend adding from 1 to 5 points to their statistics or from 5 to 25 points to a skill. These will often more than double the starting value of a key stat for a hero. To access and add these points, open the Statistics Screen from the Control Bar and click on the plus. For details on the bonus points see “Bonus Points” further in the manual.

Start Spells

Your hero begins with spells that were learned in training. These range from two of two spells for fighters to eight of twelve maximum spells for mages. These are already inscribed and ready for use.

Game Window Bar

There are several controls accessible across the top of the window for the main screen. These are:

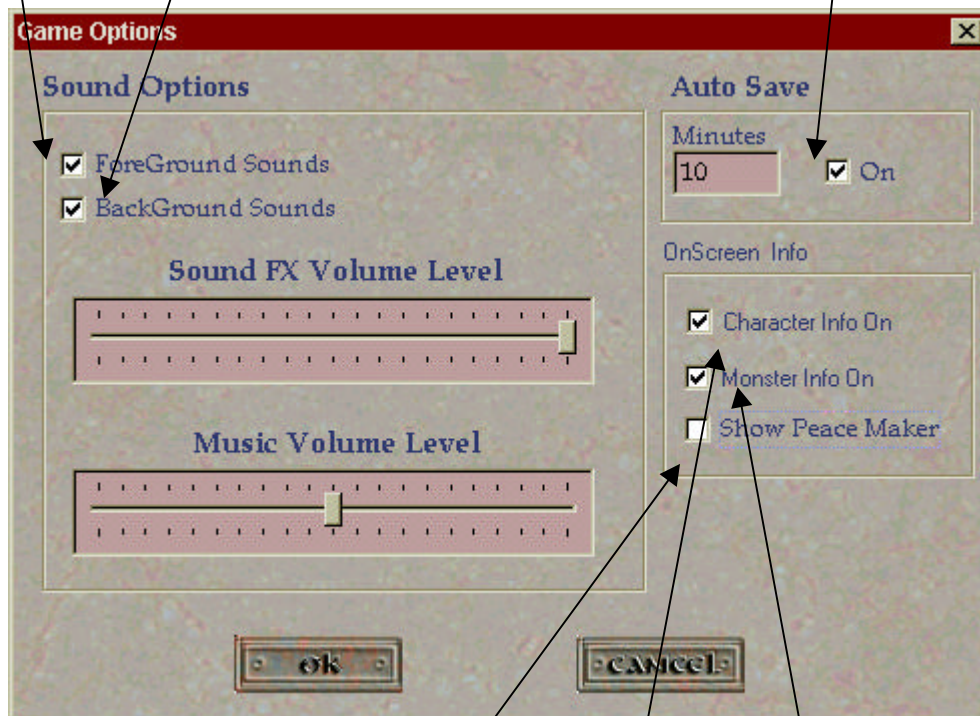
Options Screen

This is the options screen.

Turns On/Off foreground sounds such as monster noise, fountains, and spells.

Turn On/Off the Standing Stones of Callanish background music

The auto save can be set to AutoSave at any time interval, or turned off.



Foreground sounds volume

Music volume

Shows Character info including current hit points, name, etc.

Shows Character info including current hit

points, name, etc.

Turns On/Off Peacemaker Indicator.



Peacemaker

Combat allowed

No Combat

The complete sword image on the screen means that combat can occur. The broken sword indicates that no combat can occur on that map. This image can be turned on and off in the Options Screen under Game in the draw down menus. It is assigned as a NPC object option in the Links Screen.

Character Info

These can be turned individually on and off on the Options Screen in the draw down menus. It shows the name, level and current hit points of any hero or monster when you pass your mouse over them.



Save Character

To save a hero, pull down the menu under game on the main window and click on “Save Character”. This choice saves your hero in their slot. There is only one slot per hero. All saves, automatic as well as this one, save into it. There are separate save sets for the solo and multiplayer games.

Exit

Closes the game and ends play.

Windows

Each of these choices allows you to bring up the gaming window listed.

Graphics

This allows you to choose the size of the screen. To simply use the largest screen setting you can also simply maximize the screen. Note that this does not make things larger, but rather shows more of the playing area.

Help

The help section is not complete. It will include many parts of this manual.

Shattered Light Update connects you to the Catware website where you can upload the current executables. The website will also include additional game information and play aides.

Network

Choosing World Builder will access the world modification screens. These are shown in detail at the end of this manual.

Customize and Customize Some More

Shattered Light is the first fantasy role playing game to be designed from the beginning to be customizable and for hosting on the Internet. It consists of a complete RPG with over 100 quests and monsters, 300 spells, and hundreds of magic items. There are eight character classes, each with its own strengths and special abilities. The continent of Delos includes hundreds of maps ranging from caverns and dungeons to Stonehenge and palaces. But beyond being a challenging role playing game in itself also included is a World Builder that allows a player to modify or create from scratch a top quality Role Playing Game. To this end the World Builder allows you to place over 4,000 terrain, building, and other tiles on three levels. You also can create your own quests; place non-player characters and give them unique dialogue, and unique magic items. The host can create riddles, passwords, and other puzzles.

Shattered Light allows a world builder to actually modify such basic factors as every value for each monster, spell, and even the rate at which mana and health regenerate. Virtually every aspect of the world can be customized. Further your customization doesn't end when the game starts. The host has the ability to actually modify the player characters during the game. You can change hero values, give or remove gold, and even cause items to be removed from play while the game is going on.

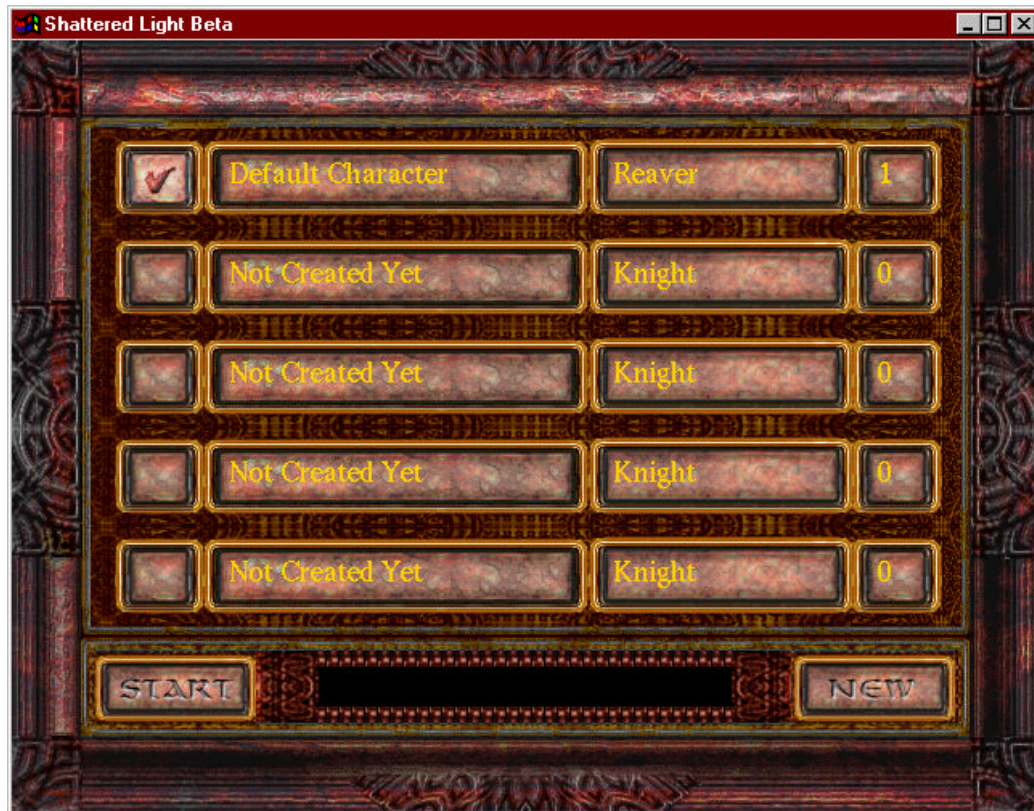
Yes, you should go ahead and customize Shattered Light to YOUR taste. Make the changes you want to make this the perfect game for you to play or to invite others to play with you. The World Builder and Map Maker allow you to literally change every aspect of the world. You have access to all the tools that were used to create the world of Delos. If you find the game too easy, increase the number of monsters using the # monsters multiplayer in Options. Don't want too many monsters but still want a harder game, then change any monster's values for accuracy and strength in the tables section and they will be harder to defeat. If you find the game to be too tough at first, raise the hero's starting statistics and get a head start. Or you can always increase the damage done by your favorite spells. About the only thing you can't change or add are the eleven Shard Quests involved in winning the game. These must be left alone as they are needed to complete your victory conditions, but even they can be changed in two areas: the minimum level needed and the reward. If it has a value, from the speed a hero or monsters walks to the spells a monster can cast, you can change it to fit your style of play. Modify the current world or create a new one from scratch with your own quests, monsters values, and history. Then contact the Catware.com web site and recruit other Shattered Light players to join you in adventuring across the world you created and watch them battle and be perplexed by your creation.

No Cheat Book Needed

Through the map maker and the World Builder you have more information than can be found in any Hint Book. If you can't figure out a riddle, go to the map maker and see what riddle number it is then read the riddle and answer in the World Builder. Can't find something on a map? Bring up that map in the Map Maker and search at your leisure with no risk. Need a powerful sword, or a cursed one? Make it and place it on a map. The next time a hero walks onto that map it will be there. The few things that are not available through the game, such as a detailed layout

map with every map name on it, can be downloaded from our web site at Catware.com. In this world you really are in control.

Creating a Hero



Start

To Begin Creating a Character Click the “New” Button on this Start Up Screen.

It only takes five steps and a few seconds to create a hero and be ready to play Shattered Light.

Choose a Class



STEP ONE

Choose a Hero Class by Clicking on the type of hero you wish to play. The choices are:

Knight	Best Fighter	Weakest Magic
Paladin	Good Fighter	Some Magic
Reaver	Okay Fighter,	Special Skills and Some Magic
Mrem	Good Fighter	Cat human hybrid, some magic More Skills to start and FAST
Earth Mage	Weak Fighter	Strong, unlimited Earth Magic, more and best heals
Air Mage	Weak Fighter	Strong, unlimited Air Magic, longer ranges
Mentor	Okay Fighter,	Strong, unlimited Mental Attacks, lower cost for spells at a price
Fire Mage	Weak Fighter	Strong, unlimited Fire Magic; attack spells do the most damage

BASE HERO STATISTICS

CLASS	BP	STR	DEX	DEF	ACC	CONC	WILL	MANA
KNIGHT	15	15	6	6	15	1	2	4
PALADIN	12	10	5	5	11	1	3	6

REAYER	11	5	7	4	10	3	8	5
MREM	11	10	6	20	11	2	3	5
MAGE(all types)	6	1	4	1	5	5	5	12
MENTOR	11	4	7	4	10	10	15	8

Weapon Use and Limits

Weapons Allowed

	Sword	Axe	Spear	Mace	Staff	Dagger	Missile
Knight	Yes	Yes	Yes	Yes	No	Yes	Yes
Paladin	Yes	Yes	Yes	Yes	No	Yes	Yes
Reaver	Yes	Yes	No	No	No	Yes	Yes
Mrem	No	Yes	No	No	No	No	Yes
Earth Mage	No	No	No	No	Yes	Yes	No
Sky Mage	No	No	No	No	Yes	Yes	No
Fire Mage	No	No	No	No	Yes	Yes	No
Mentor	Yes	No	No	No	Yes	Yes	No

Weapon & Armor Stat Restrictions

Weapons				Dam				Def			
Bow				Armor							
	STR	DX	Bonus		STR	DX	Bonus				
	Sling	0	5	0		Robe	0	0	1		
	Horse	5	10	1		Studded	10	0	5		
	Short	10	10	2		Ring	20	0	10		
	Bow	20	15	4		Chain	30	0	15		
	Cross	30	15	6		Plate	40	0	20		
Long	40	20	8		Full Plate	60	0	25			
Great	50	30	10		Field Plate	80	0	30			
Blunt				Shield							
	STR	DX			Target	5	5	5			
	Club	5	0	1		Round	10	10	10		
	Staff	5	10	1		Kite	20	15	15		
	Mace	30	20	6		Full	40	20	20		
	Hammer	20	20	4							
MorningStar	30	25	5								
Spear											
	STR	DX									
	Spear	20	20	4							
	Great Halberd	50	25	10							
	Glaive	50	30	10							
Great Bec de-corbin	50	40	10								
	Pike	30	6								
	Halberd	35	20	7							
	Bec de-corbin	40	25	8							
Axes											
	STR	DX									
	Hand	10	10	2							
	Normal	20	15	4							

War	30	25	6	
Great	50	50	10	
Swords	STR	DX		
Dagger	0	5	0	
Short	10	10	2	
Scimitar	20	15	4	
Gladius	15	10	3	
Sword	20	15	4	
Long	30	20	6	
Broad	25	20	5	
Rapier	10	10	2	
Cutlass	40	30	8	
Bastard	50	30	10	
Claymore		60	40	12

Initial Spells

The four combat oriented classes increase the number of spells they can carry at a much higher cost than the four magic using classes.

All Heroes also have the **Set Teleport** and **Teleport** Spells.

Knights

Brambles
Aide
Recall

Earth Mage

Branches
Aide
Flies
Mend
Heal
Thorns
Defender
Bees
Recall

Mrem

Burn
Fire Heal
Berserk
Recall

Paladin

Gust
Air Heal
Dust Cloud
Condense
Recall

Sky Mage

Gust
Air Heal
Dust Cloud
Condense
Lightning Bolt
Shock
Healing Cloud
Recall

Fire Mage

Burn
Fire Heal
Berserk
Flame Strike
Singe
Cauterize
Recall

Reaver

Wound
Force Heal
Fear

Mentor

Wound
Force Heal
Fear

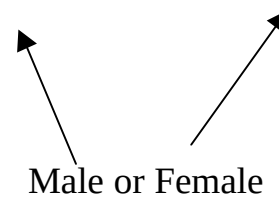
Terror
Mind Bomb
Recall

Recall

Dart



1



STEP TWO

Once you have chosen a Hero Class, you then may choose if the hero is male or female. To do this click one, causing a check to appear, in the male/female boxes on the bottom right of the screen. An image of how your hero will look will appear in the box above. There are no differences in the game values based upon the sex of the hero.

2



Name

STEP THREE

In this Step you choose a name for your hero. You may choose any name that will fit within the space provided. Click in the box labeled "Character Name" and then use the back space to erase whatever is currently in the box, the name of a character you are replacing or "Default Character". You can then write in any name that will fit in the space.

3

Choose Face



BEGIN PLAYING and Save this hero

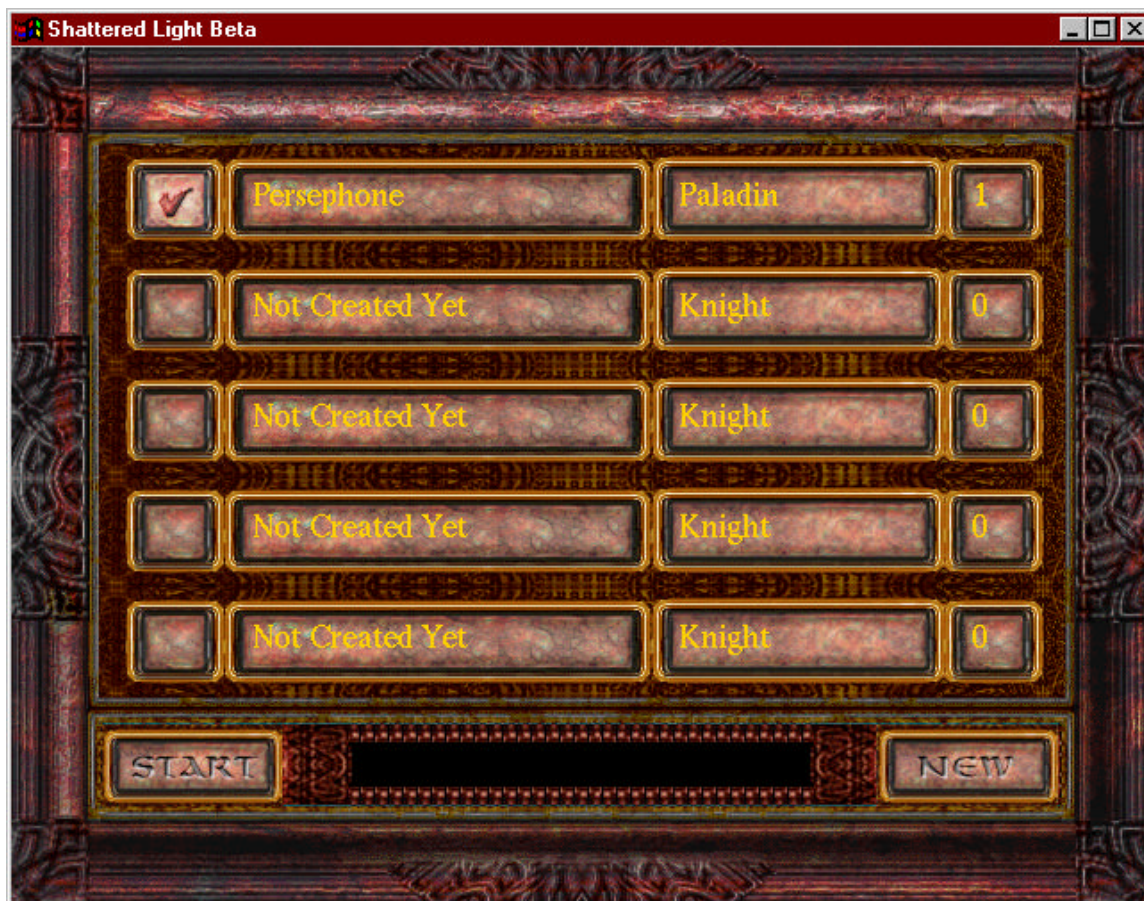
Open Faces to choose from

Face

STEP FOUR

When others examine your hero's values or you look at your character screen an image appears on that screen. This is a more personal idea of how your character looks. To select your personal image click first on the button on the lower left marked "face". This will replace the game image of your hero with a selection of individual faces. Use the arrow keys to select the face you wish to use.

Your hero is now complete. Click on the "Use" button to save that hero in the slot chosen. This will return you to the Character Choice Screen.



STEP FIVE

Note that you can have up to five different heroes ready to play at any time. To begin the game click on the box before the name of the hero you wish to use and check will appear before that name. You then click on the “Start” button on the lower left to begin playing Shattered Light.

5

Training

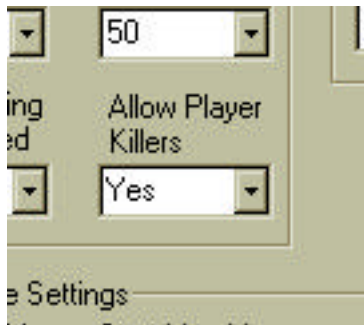
The hero is assumed to have completed an apprenticeship and training in their area of heroism. To reflect this and to allow for each hero to be customized, each hero begins with four levels worth of bonus points. These will allow you to as much as double the starting statistics in at least two areas for your hero. (See Experience Below for how these can be applied).

Player Killing?

At the time a hero is created a decision has to be made for multiplayer games. At this time you can choose if that hero will be able to attack and kill other heroes and also be vulnerable to such attacks or be unable to attack other players and be immune to attacks by other players.

No experience is given for killing another player.

The Host also has the choice of banning all Player Killing in the entire campaign on the Option Screen of the World Server.



This symbol appears if player killing is allowed

Main Screen



Reaver Special Abilities

The Reaver has a number of special skills. One of these, as explained above, is to open locked doors. Their other unique skill is the ability to cast a spell that gives them the ability to appear to look to another players as if they are a different class.

Opening Doors

The Reaver's Ability to open locked door is dependent on the dexterity of the Reaver and the difficulty level of the locked door. The most difficult doors to unlock are those requiring the answer to a riddle, followed closely by those requiring a password. Also difficult are those closed to non-family members. Doors blocked by class, level, and other tests are the least difficult to open.

Main Screen Explained

Panic Button

The clear button on the top left of the screen (immediately to the left of the blue globe) is the panic button. Click it and you immediately return to the great square in Terris City.

Top Right Brown Button

Brings Up Game Information Screen

Green Ball

This shows the health point level of the characters as a percentage of their maximum.

Purple Ball

This shows the mana level of the characters as a percentage of their maximum.

Hero

To see your hero's condition click the hero box. This will show you also what he is equipped with. To remove an item from use, simply drag the item to the backpack bottom.

Statistics

For a more detailed look at the hero's values, etc. click on statistics. When you have gained a level a button with a "+" sign will appear in the top left of the statistics screen. This allows you to increase the hero's best statistics as a reward for gaining a level.

Pack

Each space in the backpack will hold one item or up to 5,000 gold. If there is no room for the item or all of the gold in a location, then the hero is unable to pick it up. To drop, equip, etc. any item in the backpack click on that item, it will be illuminated, then on the appropriate button on the bottom of the screen. The Chest is a second backpack. It is magically linked with your pack and items can be transferred between them.

Gold

Shows the total amount of gold carried in your pack.

Selected spell

This shows the spell that will be cast anywhere that is right clicked. You change this choice using the arrow keys are the F1 to F6 keys.

Saving the Game

To save the game choose save on the draw down menu. There are five slots in which you can save the game. You can save at any time. This means you can save up to five different heroes or one hero at five points in play.

To Load the game restart and then when the hero choice screen appears simply place a check next to the saved game you wish to begin and press “start”. If you choose “New” the hero in the checked slot will be overwritten with a new hero. The game will save to whatever slot you check.

Windows

Shattered Light is played in a window. You can modify the size of the Window to fit you taste. All of the screens in this game are also in a window and can be maintained and moved separately from the Main Screen.

Save/Print Screen

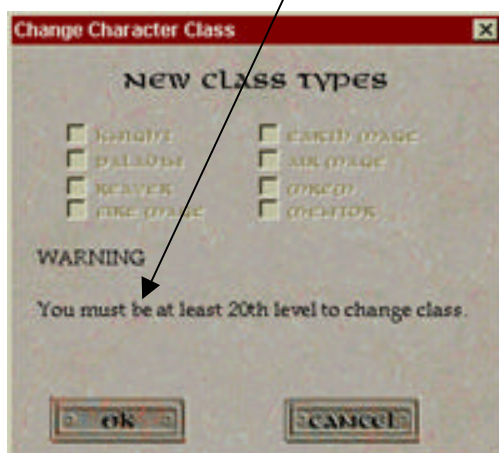
If you want to remember you greatest victories or taunt your players with their worst defeats you can save the actual game screens. To take a screen shot of any Window that is active, hold down the “Alt” key and push the “Print Screen” button on any windows keyboard. To save everything currently visible on your monitor use only the Print Screen Key. This will save that screen as it is when pushed to the clipboard. You can use the paste function to then place the screen as an image in Word or any graphics program using the Paste edit or Control V function.

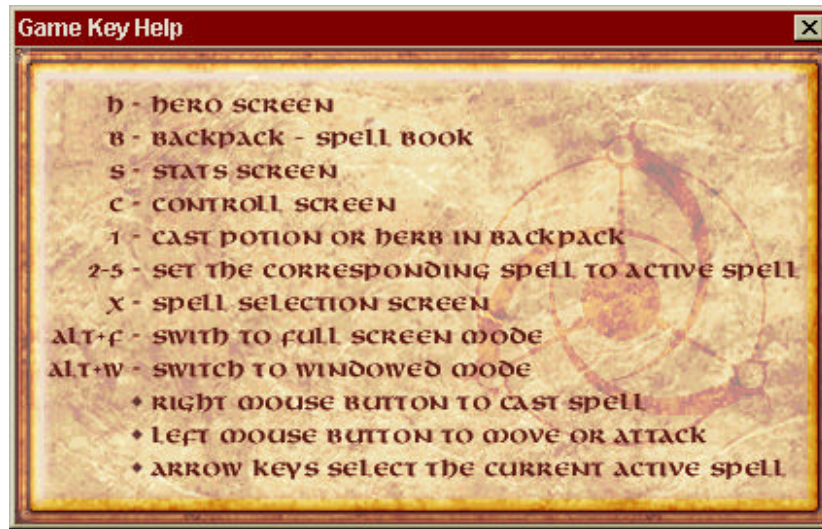
Clicking on the top right button of the control bar opens the Game information Screen.





Game Information Screen
brings up three additional screens.





Hot Keys

The Left mouse key is used for all actions including movement, melee and missile fire and interacting with others.

The right mouse key is used only to cast spells.

When the Main Screen is up, that is when you are playing, the following hot keys will bring up the other screens.

Movement: Left click on space to be moved to.

Change Spells: left and right Arrow Keys

Fast Spell preset Numeric keys 2-6 Changes to preset spell for that number

Drink next potion in your pack: Numeric key "1"

The following hot keys will bring up the other screens.

C	Control Bar
H	Hero Screen
B	Pack Screen
S	Hero Stats Screen
M	Back to Map Screen
X	Spell Section Screen
Alt + F	Go to Full Screen

Alt + W Go to Windows Mode (Adjustable screen size and multiple windows available).

To Save use the menu Bar. When you save only the hero stats save, not the world situation.

Map Maker

When in Map Maker the Space Bar brings up the last of either save or load screen as preformed.

Alt and left click to enter a link (treasure, monster, teleport, etc.).

Shift and left click when a tile on the same layer is chosen to erase objects on that level.

Movement

Walking

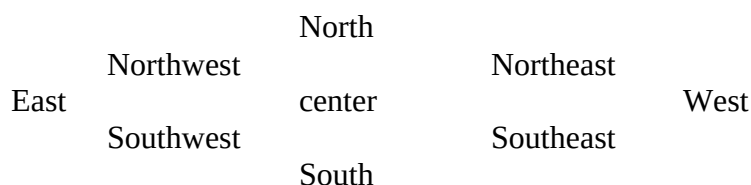
Click on the space that you wish to walk to. The computer will walk your hero there by the shortest route. Any new clicks will reset the destination to that spot. If the space cannot be reached, is too far to reach (a long walk off screen), or is already occupied no movement will occur. One reason a space may be unreachable is because the way is blocked by a space that contains a filter or puzzle.

Teleport Spell

An important part of the movement in Shattered Light is the Set Teleport and Teleport spells. Delos is a large continent and with these spells you are able to bypass a lot of retracing of steps. The spells work simply and cost only one mana. Every type of her has them. Using the Set Teleport spell you choose a location by casting the spell. The place where you are standing when you cast the spell is the location chosen. This is where you will always teleport to if you then use the teleport spell. Casting the Set Teleport spell resets the location to the new spot. You can set your teleport location on any map. As you are vulnerable when you are arriving via teleport, it is recommended that you always set your teleport spot in safe locations.

Direction

There are eight directions in the game. For convenience the left of the screen is “west”, the top North. This gives the following spread:



Blocked Spaces

There are several types of tiles in the game that cannot be crossed without answering a question or can only be crossed by a specific group of heroes. To cross one of these spaces click on the blocked space. This will bring up the request for the password, riddle answer, or notify you of what is required to cross that space.



Password



Level, Class or Family



Riddle

Reavers and Locks

Reavers have the ability to “pick magical locks”, the only kind used on Delos. If your hero is a Reaver and you click on a space that is locked, you will be given the choice or trying to “pick” that lock. Should you succeed you can cross the space regardless of the block. But these are magical locks and failure can result in your hero actually taking damage. All blocked spaces are not equally as easy to “pick”. Pass word spaces are the most difficult, where as Family and Class blocks are the easiest to bypass.

Moving Between Maps

There are distinct marks anywhere that you can exit one map to an adjacent one. If you are on a road the pavement changes slightly. In open terrain look for a spot with light or other distinctive marks on it. Move to the **center** of these spaces and you will appear on the next map.

Teleports

Inside groups of standing stones (these look like a mini Stonehenge) are single spaces that teleport the player to and from another Stonehenge elsewhere on the continent. Just west of the Great Square are teleport disks that will transport heroes to the other three cities of in the massive multiplayer world. They are inactive in the boxed game.

Time

Time passes in this game at the same rate as time in the real world, assuming we aren’t all NPCs in some universal game. It would be nice to think you were a player character instead. So for every minute that passes on Earth, one passes in Delos. When the game is shut down, no game time passes.

Healing

As time passes in Delos the wounds a hero has received heal. The rate that the healing occurs at is increased as a factor of the level and strength of each hero. The higher the level and/or the higher the strength, the faster a hero heals. A hero can never have more Body Points (BPs) than their maximum including magical bonuses. A hero will regenerate up to the maximum including any magical bonuses from items they are equipped with and from spells.

Mana Regeneration

As time passes in Delos any mana used to cast spells is regenerated. The rate that the healing occurs at is increased as a factor of the level and intelligence of each hero. The higher the level and/or the higher the intelligence, the faster a mana regenerates. A hero can never have more Mana than their maximum including magical bonuses. A hero will regenerate up to the maximum mana allowed including any magical bonuses from items they are equipped with and from spells.

Hero Screen

Items by locations Your image Hero's current statistics

Base (unmodified by spells or items) Modified by magic

Stat	Base	Modified
BodyPoints	480	480
Strength	475	475
Dexterity	469	469
Accuracy	485	485
Defense	477	477
Concentration	456	456
Will	457	457
Mana	459	459
Spells	457	457
Level	1	1
Current BP's	480	
Current Man	459	

Click and drag item here to Move an item to the pack Smart text of items Click and drag item here to drop an item on the ground

Hero Statistics (Statistics)

Body Points (BPs)

The total number of Body Points is a measure of the amount of damage the hero can receive and continue functioning. Lost BPs are regenerated over time. The rate at which they regenerate increases as the hero's strength and levels increase.

Strength

This is a measure of the amount of damage done in a melee hit. The bonus over the weapon damage is equal to 20% to 40% of the hero's strength. Therefore a hero with a strength of 50 would get a damage bonus of between 10 and 20 extra damage to the monster each time it is hit with a melee weapon such as a sword, staff, or mace.

Dexterity

This is a measure of how often the hero can act. The speed at which the hero walks, casts spells, and attack are all factors of the dexterity of the hero.

Accuracy

How often a hero hits is determined by their accuracy. The defense of the target is subtracted from the accuracy of the hero to determine the chance of each missile or melee attack hitting the monster. The result is a percentage chance of hitting. A hero with an accuracy of 75 attacking a monster with a defense of 25 has a 50% chance of hitting each attack. The probability of hitting is never lower than 5%, even if the defense value is higher than the accuracy value. Accuracy drops with range for missile weapons. The decrease varies between the different bows and slings.

Defense

This statistic is a combination of armor, dodging, and magical protections. It is subtracted from the attacker's accuracy to determine if the hero is hit. (See accuracy)

Concentration

Certain heroes and monsters have the ability to make mental attacks. These are similar to spells, except that unlike spells they do not automatically work. To determine if a mental spell affect its target the Will value is subtracted from the Concentration value to determine how the percentage chance of success for that casting of the mental spell. For example a hero with a Concentration of 45 casting a mental spell against a monster with a Will of 25 would have a 20% chance of success. $(45-25=20)$ If success the spell proceeds normally.

Will

This is the defense against mental attacks. It is subtracted from the attacker's Concentration value to determine if the mental attack succeeds. (see Concentration)

Mana Regeneration

After mana is used to cast a spell, it begins to regenerate. In the case of Mages and Mentors, this rate can be improved during play. The rate at which it regenerates is determined by the level of the hero and the intelligence of the hero. The higher each or both are, the faster the mana returns.

Spell Total

The number of spells that a Knight, Paladin, Reaver, and Mrem can have ready is set and remains the same for the entire game. The Mages and Mentor increase of the number of gems they can carry at one time, and so the number of spells they can have ready as their intelligence and level increases.

Skills

Skills increase the accuracy, damage, or magical attacks of a hero in specific circumstances. For example a Nit Killer skill at level 50 would increase the chance of the hero hitting any Nit by 20%. It would give no bonus at all if the hero were instead attacking a Kobold. Because they are so specific, skills increase much more quickly than the hero's statistics.

Experience

A hero gains experience by slaying monsters and completing some quests. As experience accumulates the hero is said to have attained “levels” of experience (at being a hero). When a level is reached the hero is given a bonus. Levels become harder to achieve as the hero progresses.

Level Bonus

Each time a hero gains enough experience to increase a level a bonus is given. To access this bonus you bring up the “statistics” screen and then click on the plus sign that has appeared in the top left corner.

Click on Plus to open Bonus Screen.



On the Bonus Screen you actually have the choice of improving your hero’s statistics or their skills. To improve a stat simply click on the “+” by that stat. Note that different heroes get an extra bonus on certain statistics. When finished the effects become permanent when you click on “Apply” and the values change color. You may then close the screen. It does not close automatically so that you can review your new stats.



Click only when finished and all points are assigned.

Each bonus gives from one to five points of improvement for each bonus point spent.

The Extra Bonuses are:

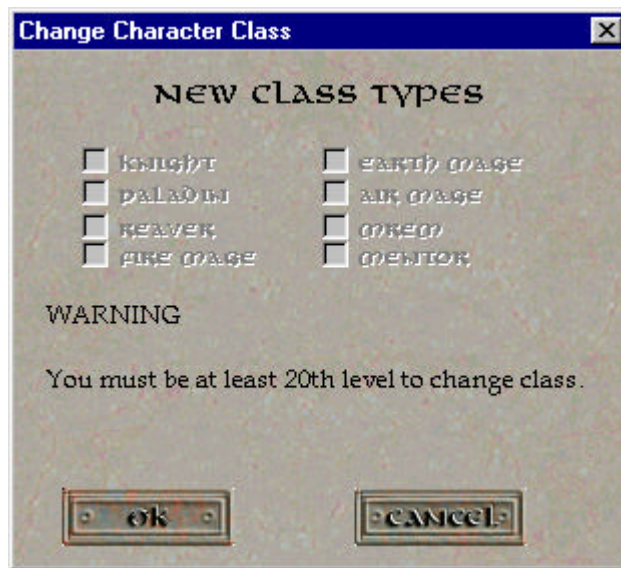
	STAT LEVEL MODIFIERS									
	BP<11	BP<21	BP21+	STR	DEX	DEF	ACC	CONC	WILL	MANA
KNIGHT	5	4	3	5	4	4	5	1	2	1
PALADIN	4	4	3	3	4	4	4	2	3	3
REAYER	2	2	2	1	5	4	5	3	4	2
MREM	4	3	2	4	7	4	5	2	3	2
MAGE	2	2	1	1	3	2	1	2	3	7
MENTOR	2	2	2	2	3	3	3	4	5	5
ELF	2	2	1	2	5	4	4	2	2	3



Each skill will have a different bonus value from two to twenty five points.

You can reverse an improvement by using the “-” button to reverse an allocated bonus point.

Skills often give 5 points of improvement for each bonus point spent.



Changing Hero Class

Once your hero has reached the 20th level, it is possible to change the class of that hero. To do this, choose the option on the Stats Screen. Your new hero retains all of the stats and skills so far achieved, but loses all of the inscribed spells in the spell book. Only the start spells for the new hero type will be inscribed in the book. This loss will occur each time the hero changes class. The hero will then operate in the class normally. This includes the cost of promotion to a new level and the bonus for adding to stats that are given that type of hero.

Merchants

To begin play you may want to equip yourself at the many merchants in the City. There are five types of merchants. There is more than one of each type of merchant in Terris and the items offered will vary between them, as will the prices. To deal with a merchant simply approach and click on the merchant as they stand in their shop. Note some shops are empty, awaiting their use by player characters in the multiplayer games or for the host to place NPCs at in net play.



Click on the Merchant to open the Merchant Screen for buying and Selling.

Buying

To buy an item you click on it and then confirm your purchase. Items you cannot afford will be grayed over. All sales are final.

Selling

To sell an item click on the button at the top left of the merchant screen which allows the choice of buying or selling with that merchant. The screen will then show items you are

carrying and clicking on an item will give you the option of selling it (at a discount) to that merchant. A merchant will only buy items of the type they sell, and at a substantial discount.

Items your hero can't use are shown against a gray background with readable print. Items that are too expensive are shown with a gray background and unreadable letters.

Merchant Screen

Buy or Sell

Close Screen



Grayed out items are too costly for you to buy. To purchase or sell an item click on the item. This will give you the choice screen to confirm you want to purchase or sell that item. To buy or sell the item selected click once on "yes".



BUY/SELL Confirmation

YES

NO

Halls and Households

These can only be entered by members. The paladin's guild and the earth mage's guild are based in Terris. If you are a member you can enter these buildings through their rainbow locked doors. There are six families based in Terris. To join a family a hero clicks on the obelisk near the door and accepts the invitation to join. You can be a member of only one family and that choice is permanent. The family provides you with a 10,000 gold stake when you join it.

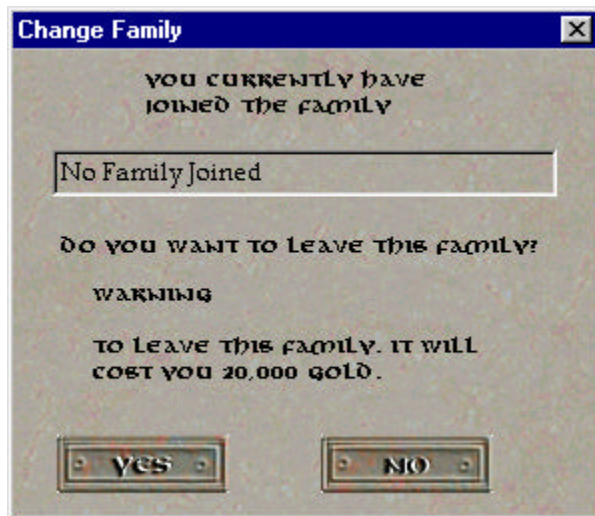
Click on Obelisk to join a Family

Door is Magically Locked except to Family Members



Guild Halls

Only member of a Guild can enter their Guild Hall. You are automatically a member of the Guild for your Class.



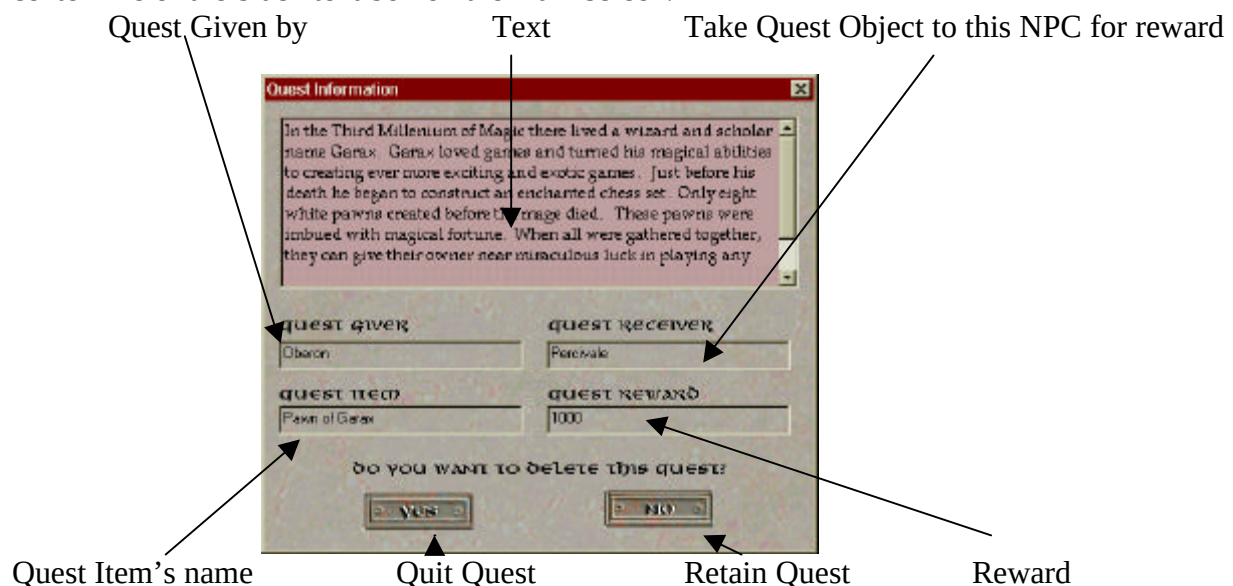
Changing Families

When you join a family it is free. To leave again costs a hero 20,000 gold. If you can't stand your relatives that badly then click in the family screen. Here you are given the name of your family and the choice of leaving that family.

Quests

Getting a Quest

You receive a quest from a NPC whose sole function is to assign that quest to any hero they speak to. As there is a minimum level you hero must have obtained for each quest, it is possible that the quest the NPC is offering will not yet be available to your hero. When this is the case the NPC will inform you of what level is needed to begin the quest. Your level is given in the center line of the black text box on the main screen.

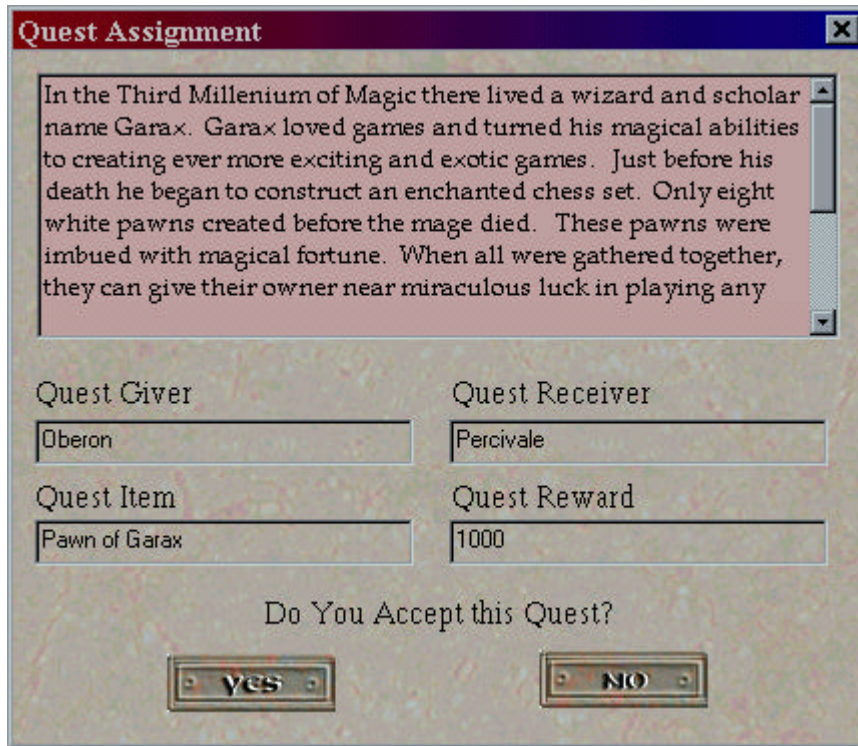


If more than one hero wishes to join in on a quest, then each must speak to the quest giving NPC individually.

To be assigned a quest click on the image of the Quest Giver. This will bring up the Quest Screen.



QUEST SCREEN



Quest Assignment

In the Third Millenium of Magic there lived a wizard and scholar name Garax. Garax loved games and turned his magical abilities to creating ever more exciting and exotic games. Just before his death he began to construct an enchanted chess set. Only eight white pawns created before the mage died. These pawns were imbued with magical fortune. When all were gathered together, they can give their owner near miraculous luck in playing any

Quest Giver	Quest Receiver
Oberon	Percivale
Quest Item	Quest Reward
Pawn of Garax	1000

Do You Accept this Quest?

To accept a Quest simply click on “Yes”. To Refuse the Quest Click on “No”.

Quest Maps

The map containing the item that is the object of your quest appears on a special map. Only heroes who are on the same quest will be directed to the map containing the object of that quest. There is also only one quest object on this map.

Reviewing a Quest



Quest Information

In the Third Millenium of Magic there lived a wizard and scholar name Garax. Garax loved games and turned his magical abilities to creating ever more exciting and exotic games. Just before his death he began to construct an enchanted chess set. Only eight white pawns created before the mage died. These pawns were imbued with magical fortune. When all were gathered together, they can give their owner near miraculous luck in playing any

quest giver	quest receiver
Oberon	Percivale
quest item	quest reward
Pawn of Garax	1000

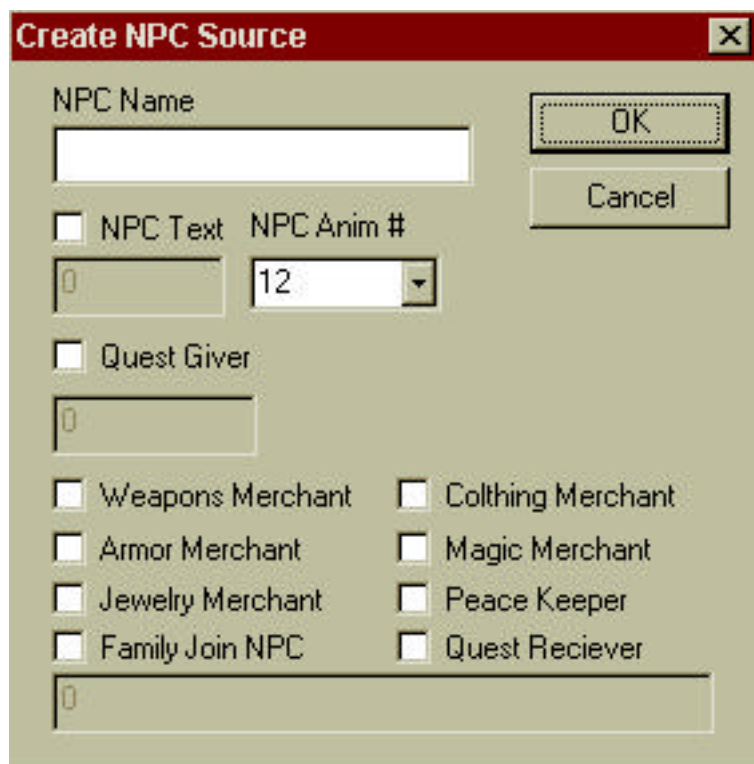
do you want to delete this quest?

To Review a Quest click on the tan button on the top right of the main screen. This will bring up a screen that contains all of the details of the quest and the initial briefing. If you decide to give up on the quest, you do so with this screen.

Completing a Quest

When a hero has obtained a quest item, they gain their reward by delivering that item to the quest receiver named in the quest or intervening NPC's dialogue. To do this the hero with the quest item simply moves near the receiver and left clicks on them. The reward and any special bonuses are immediately given and applied. Once you have completed a Quest, it will not be offered to you again.

NPCs



The image shows a 'Create NPC Source' dialog box with a red title bar and a close button (X). The dialog contains several input fields and checkboxes. At the top is a text field for 'NPC Name' with an 'OK' button to its right. Below this is a checkbox for 'NPC Text' and a dropdown menu for 'NPC Anim #' with the value '12' selected. Further down is a checkbox for 'Quest Giver' and a text field containing '0'. At the bottom, there are two columns of checkboxes for different NPC roles: 'Weapons Merchant', 'Armor Merchant', 'Jewelry Merchant', 'Family Join NPC', 'Clothing Merchant', 'Magic Merchant', 'Peace Keeper', and 'Quest Receiver'. A text field containing '0' is located at the very bottom of the dialog.

There are several types of NPCs. All must be given a name to appear on the map.

Text: These are NPC's who answer with a text entry when clicked on.

Quest Giver: Grant the Quests prepared in the Quest Creation Screen and maps.

Weapons Merchant: All weapons

Armor Merchant: Armor, helmets, and shields

Jewelry Merchant: Necklaces and rings

Clothing Merchant: boots, belts, cloaks

Magic Merchant: Potions and Herbs (both heal)

Peace Keeper: One of these on a map prevents all combat and spell damage.

Quest Receiver: Gives the reward when delivered a quest items (See Quest Creation Screen).

The Pack

The Main Pack



There are Thirty-six spots in the pack carried by each hero. Each item and every 15,000 gold fill one slot. Gems that are not yet inscribed take up a slot. A hero does not get the benefit of the magical bonuses of an item in their pack, only for items they are equipped with.

To view an item you simply move the mouse over it. The name and bonuses for that item will be displayed at the bottom of the screen.

To use an item, simply highlight it with the mouse and then click on the use item button. If the hero is already equipped with an item of that type, then nothing will happen. It is necessary for there to be an open space for that item type on the hero display before you can equip with it.

To drop an item simply highlight it by clicking on it with the mouse and then click on the "Drop Item" button. The item will disappear from the pack and appear in the ground near the hero.

Spell Book



The Spell book contains all of the inscribed spells the hero has. To return to the main pack, click on the “View Items” button. To return to the main screen, click on the pack button.

To add a spell to the spell book you simply select a gem and then click on the “use item” button. Once inscribed a spell cannot be removed from the spell book. The number of spells that can be inscribed in a spell book is limited. This can be increased to a maximum of 30. This is fairly inexpensive to do for the magic user classes (mages and mentors) and extremely difficult to increase for the fighter classes.

Dropping Gold

This screen allows you to select the exact amount of gold to drop or pass to another player.



Spells

Casting a Spell

To choose a spell use the left and right arrow keys. Move the arrow keys once after you first find a spell gem to activate it and all future gems. If you click on the monster you will cast that spell at that monster (or hero). You can continue to cast the same spell (or change them with the arrows) by clicking on the monster a second or subsequent time until your mana runs out. A hero is only able to cast a spell when they have a gem for it in their backpack. Clicking on a melee or ranged weapon takes the hero out of spell casting mode. A spell cannot be cast at an empty space, but must be targeted in a monster or hero.

Elements and Gems



Spells are contained in Gems. Each element has its own gem. The Magical elements are:

Element	Gem	Name Color
Fire: Gem	Ruby	Red
Earth: Gem	Emerald	Green
Air: Gem	Diamond	Blue
Power: Gem	Pearl	White

Potions have no element and are accessed in the order they are in your pack using the one key.

A hero can only cast spells of their own element. At high levels Mages can learn a skill that allows them to cast spells of other elements.

Knight	Earth
Paladin	Air
Reaver	Power
Mrem	Fire
Earth Mage	Earth
Fire Mage	Fire
Sky Mage	Air
Mentor	Power

There is a limit to the number of gems a hero can carry. This is a reflection of that type of hero's ability to control the clashing magical auras of that many gems. The four fighting classes are limited to the number of gems they begin with:

The first four classes, the "combat" classes also begin with a full set of spells. The combat classes are:

Fighter
Paladin
Reaver
Mrem

All include at least one attack spell and one healing spell.

The three types of mage and the Mentor can use a larger number of spells initially and have all but a few of these spells inscribed.

As one of these magic using heroes progress spells can be dropped from their spell book and more powerful spells added as the gems are found.

All three types of Mages and the Mentor can increase the number of gems they can carry by improving their intelligence statistic.

The number of potions and scrolls carried does not affect the number of gems that can be carried. This is rather limited by the number of spaces in the pack. A potion or scroll requires an entire space in the pack. Certain magic items can increase the number of gems a hero can have with them.

Starting Spells

Each type of hero is trained with a set of spells that they begin with. These are the spells they learned in their training or apprenticeship before the game begins. (See Creating a Hero)

Casting a Spell

The First step is to have spell gems. Once you have a gem in your possession hit the left or right arrow key. The arrows on your keyboard will move you through the spells. To cast a spell at a monster, move the mouse pointer until the space under the monster is outlined in green and then right click.

Drinking a Potion

Potions and herbs always act to heal your hero. To drink a potion or eat an herb you simply press the “1” key. This causes you to immediately drink, as your next action, the next potion in line in your pack. If you have no potions left, nothing will happen.

Spell Line of Sight

Line of sight is defined as being blocked by any space the hero cannot walk through. All spells work only on line of sight.

Fast Spell Keys

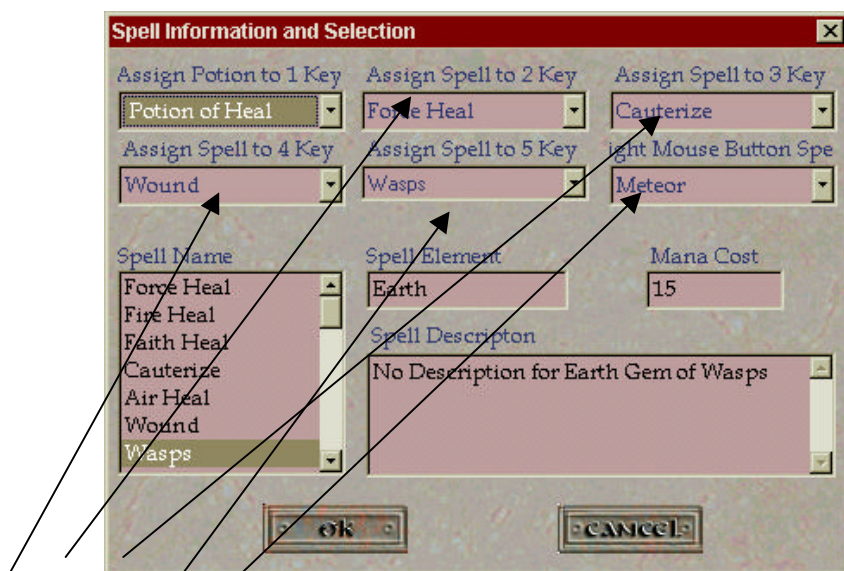
Clicking on the spell listing area opens a screen that allows a player to preset the “1” to “6 “ key. These are the numeric keys and not the function keys.

Key 1 Always cycles through all the potions and herbs in your pack in

Key 2-6 spell as chosen.

To choose a spell draw down the list of spells and highlight the spell desired for that number.

A complete list of your inscribed spells, their element, cost, and a short description is also given.



Fast Spell change choices All inscribed spells Spell Description

These are the keys for fast spell casting. To cast a spell using the fast spell function simply push the selected function key and then right click on the target. This screen will also give details on all the spells inscribed in the hero's spell book.

Casting Time

How often a hero can cast a spell is determined by their amount of mana. A spell also takes some time to cast. The more powerful the spell, the longer the delay before it takes effect. This relates only to repeating the same spell. To avoid any delay, simply choose a new spell to cast.

Mana

Each Spell requires mana to cast. If you do not have sufficient mana, the spell will not work and nothing will happen. Accidentally casting a spell on an empty space, or a space where the spell cannot take effect still uses mana.

Mana regenerates over time. The rate at which mana recharges is determined by the amount of mana remaining.

Mages and Mentors are also able to increase the rate at which they regenerate mana and also the maximum amount of mana they can have. Certain magical items can increase either of these values for hero's equipped with them.

Area Effect Spells

There are numerous spells which can affect all the monsters, or heroes, in an area. These spells have the most intense effect at the point at which they are aimed and the damage or benefit attenuates from that point.

Misc. Magic

Potions and Herbs

These items only restore lost Body Points. They are consumed when used and so can only be "used" once and automatically disappear from you pack after use. Using a potion or herb costs no mana and can be preset for quick keys in the same manner as are spells.

Combat

Click on the weapon you wish to use. Click on the target, the space under it is outlined in green. If you choose a melee weapon by clicking on it image on the right of the main screen you will

walk toward any target chosen. If you choose a bow by clicking on it on the main screen, then you will stop and fire until that target is dead.

Damage Bonus

Only when making a melee attack (not a missile or magical attack) the hero receives a bonus on the damage done by a hit based upon their strength. The bonus applies for all melee weapons and is a value randomly placed between 20% and 40% of the hero's total strength. Bonuses to strength from magic do increase this level of damage.

Timing

How often a hero can make a melee attack is based upon their accuracy, dexterity and level. A skill in a weapon can also decrease the delay between attacks. The higher the level and/or dexterity the more often a hero can make a melee attack. Missile attacks are always made at the same rate of speed.

You can only attack a monster when the square under it is green. A red square means you are not able to attack yet.

If you are being attacked by a monster, your ability to walk will be interfered with, but not prevented.

Missile Fire

Most heroes can use a missile weapon, generally a bow. The damage done by a bow is set in that there is no strength bonus for damage done by bow fire. Your chance to hit is computed in the same manner as melee combat, accuracy minus the target's defense. At the longer ranges your accuracy decreases automatically.

You left click on the target when the green square appears, just as in melee combat. You fire once for each click.

Missile Fire Line of Sight

Line of sight is defined as being blocked by any space the hero cannot walk through. All missile fire can hit only with a clear line of sight.

Panic Button

Have you ever wished to click your ruby slippers and be teleported instantly home. This works on Delos. All heroes are equipped with a spell that allows them to instantly return to the Main Square in Delos. There is no cost for this.

Treasure

To pick up a treasure move the hero next to it and then click on it. When your mouse is over a treasure it is outlined in red. Note: Monsters will pick up dropped or left treasure. Some will go to great lengths to get it first. When you die you drop all of the items you had in hand (weapons, etc).



Chat

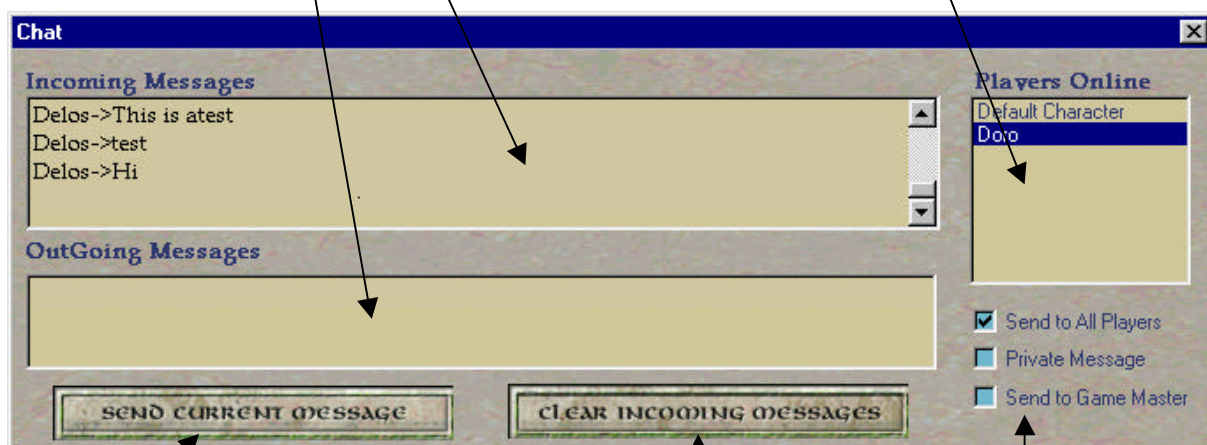
Chat will allow players to speak with everyone on their map, or one selected hero anywhere on the server. You may send messages to

1. A single other player
2. All players on the same server (all in an internet game)
3. The host/game master

Incoming Messages Appear HERE

Type your messages HERE

Names of Players on Server
(Private messages go to
the player selected here)



Click to send your message

Clear past incoming messages

Chat with Who?



This symbol appears on your main screen when a chat message has been sent you.

Passwords

To cross a space blocked by a password (or riddle, etc) move into sight of the space and then click on it. A screen will appear assign for you to type in the password. Once you enter the correct password everyone can move through that space. The space will remain open to All characters until you leave the map.

Dying

When you are killed you will eventually re-appear again in the Great Square of Terris. There is a cost for this. At a minimum this is likely to cost the hero some items. The cost of dying and being resurrected is adjustable in the World Builder.

Traps

Traps are placed where a hero might stop or move to. You are only affected by a trap if you stop on the space long enough for the magic to take effect. Walking over the space has no effect.

Wells and Fountains

Wells may cast heal spells on those who move near them (drink from them). Fountains raise the statistics for a hero who drinks from one (automatic when moving adjacent to it). There are also wells and fountains that are traps and do damage to any that move near them.



World Builder

Welcome to the World Creation Supplement to Shattered Light Server Screen

The name of every player on the server is placed here. His character in the screen below.

The screenshot shows the 'Shattered Light Internet Server Vers 0.52' window. It features a menu bar with options: Help, Server, Options, World Info, Skills, Tables, Items, Quests, NPC Text, Riddles, Filters, History, and Map Info. Below the menu are two tables. The first table has columns: Player Name, Class, Level, Ping, MGUs, IP Address, and Time Logged On. The second table has columns: Character Name, Body Points, Total Exper, Next Level, Kills, PC Kills, and Gold. At the bottom, there are several controls: a 'Server Clock' with an 'Online Time' field; 'Server Settings' with 'Chat', 'Save', and 'Load' buttons; 'Server Controls' with a 'Start Server' button and a 'Number of Players Allowed' slider set to 4; and a 'Send Message to All Players' section with a text box containing 'This server will shutdown in 10 Minutes.' and a 'Send' button. Annotations with arrows point to various elements: 'Settings' points to the 'Server Settings' section; 'Your Server Base Path' points to the 'ServerName' field (containing 'SLServer#1'); 'Password if required' points to the 'Password' field; 'Send General Message' points to the 'Send' button in the message section; and 'Max # players' points to the 'Number of Players Allowed' slider.

Settings

Your Server Base Path

Password if required

Send General Message

Max # players

To open the Character Modifier Click on **player's** name.

The Options Screen

allows you to set the parameters of the heroes you will admit to your campaign.

The screenshot shows the 'Options' tab of the 'Shattered Light Internet Server Vers 0.51' window. The interface is divided into several sections: Hero Game Settings, Monster Game Settings, Misc Game Settings, Monster Treasure Distribution, and Game Treasure Distribution. Arrows point from labels to specific settings in the interface.

Hero Game Settings:

- Hero Regen Secs: 8
- Hero Mana Regen Secs: 10
- Hero Starting AtkTime: 1/2 Sec
- RunAway Penal Level: 50
- Hero Starting Hero Speed: Mid
- Allow Player Killers: Yes

Monster Game Settings:

- Monsters use Healing Spells: Yes
- # Monsters Multiplier: 2
- Monster Move Time#1: 5
- Monster Move Time#2: 7

Misc Game Settings:

- Start Map X Location: 20
- Start Map Y Location: 20
- World Level: 1
- Starting Map Name: Startmap
- Min Level Allowed: 1
- Max Level Allowed: 500
- maps: 1

Treasure Distributions:

Monster Treasure Distribution:

Treasure Name	% Chance
Edged Weapon	5
Blunt Weapon	5
Ranged Weapon	5
Spear	5
Axe	5
Armor	5
Shield	5
Belt	5
Boots	5

Game Treasure Distribution:

Treasure Name	% Chance
Edged Weapon	5
Blunt Weapon	5
Ranged Weapon	5
Spear	5
Axe	5
Armor	5
Shield	5
Belt	5
Boots	5

Labels and Arrows:

- Body Point Regeneration Period: points to Hero Regen Secs
- Attack Time: points to Hero Starting AtkTime
- Monster Healing: points to Monsters use Healing Spells
- Monster Move Times: points to Monster Move Time#1 and Monster Move Time#2
- Mana Regeneration Period: points to Hero Mana Regen Secs
- Runaway Level: points to RunAway Penal Level
- Monster Multiplier: points to # Monsters Multiplier
- Hero Start Speed: points to Hero Starting Hero Speed
- Start Location and Start Map: points to Start Map X Location and Start Map Y Location
- Player Killing?: points to Allow Player Killers
- Minimum Hero level: points to Min Level Allowed
- Max Hero Level: points to Max Level Allowed
- Maps: points to maps
- Monster Treasure Distribution: points to the Monster Treasure Distribution table
- Game Treasure Distribution: points to the Game Treasure Distribution table

IMPORTANT: Changes made on the server screen take effect the NEXT time you load the game. They do not affect a game already loaded into memory. To SAVE any changes in the options tab to the SERVER screen (immediately above) and click on the save button.

The Body Point Regeneration time is the interval during which a hero has one cycle of body points returned. The number of points regained increases based on the number of BPs already there.

The mana regeneration is the interval it takes to receive back half again the mana the hero currently has. Therefore the greater the mana, the faster the remaining mana regenerates.

Hero starting Attack Time is how often the hero attacks and is decreased by dexterity values over 1.

The Runaway penalty sets at what level the hero will suffer a penalty each time they use the panic button to return to the great square.

“Monster Healing allows or prevents many of the most powerful monsters to heal themselves if their BPs drop below 50%. They do this instead of casting a spell attacking the hero and heal up to 20 points on themselves.

The Monster Multiplier does just what the name implies. The base number of monsters appearing in each location is increased from one to five times by this setting. A setting of 2 is used for the solo game.

Unless you set the Monster Move time very high, monsters in Shattered Light just aren't that patient. They will begin moving about the map within a set distance of their start point that varies by monster, looking for something to take or kill. This setting the speed at which the different types of monsters begin to move once a map is activated by a hero arriving on it. The longer the setting, the more likely a monster is to be waiting in the spot it was placed on the map maker.

Hero Speed is the rate at which a hero walks and acts. The choices are slow, medium, and fast.

Player Killing can be allowed or prevented. If a “no” is chosen, then attacks on another hero will have no effect. There is never any experience gained by killing another player's hero.

The Start coordinates are the X and Y coordinates that determine where a hero first appears at the start of a session and also where the hero returns to if the “panic button” is used. This will be on the Starting Map as whose name is listed here.

The minimum and maximum level settings are designed to allow you to prevent from playing in a world you create a hero who is too weak or too powerful. Only heroes between the levels chosen will be able to enter the game.

Maps refers to each map set. By choosing a different folder/set name you can have multiple sets of maps or even multiple versions of the same maps and choose which the players will receive. Note that maps are always stored on the host's server and transmitted from there. It is not necessary in a multi-player game to send or exchange any map files.

Monster Treasure Distribution determines the type of treasure that is gained when a group of monsters are defeated.

The Game Treasure Distribution determines the items that are available as random treasures that are placed on the map maker. The probability of any treasure is proportional to the value given here compared to that for the other treasures.

World Info Screen

World Info provides the opportunity for the host to present his world to perspective or new players. It also provides a place for communications and information outside the game.

The screenshot shows the 'World Info' tab of the 'Shattered Light Internet Server Vers 0.52' application. The interface includes a menu bar with options: Server, Options, World Info (selected), Skills, Tables, Items, Quests, NPC Text, Riddles, Filters, History, and Map Info. Below the menu, there are three input fields for 'Game Masters Name' (Default Game Master), 'Email Address' (GameMaster@shatteredlight.com), and 'Web Page' (www.shatteredlight.com). A 'Message of the Day' section contains a text area with 'No Message for Today'. A 'World Information' section contains a text area with 'This world is under construction.' The bottom status bar shows 'For Help, press F1' and three buttons: 'Default', '100', and '1000'.

Shattered Light Internet Server Vers 0.52

Help

Server Options World Info Skills Tables Items Quests NPC Text Riddles Filters History Map Info

Game Masters Name

Default Game Master

Email Address

GameMaster@shatteredlight.com

Web Page

www.shatteredlight.com

Message of the Day

No Message for Today

World Information

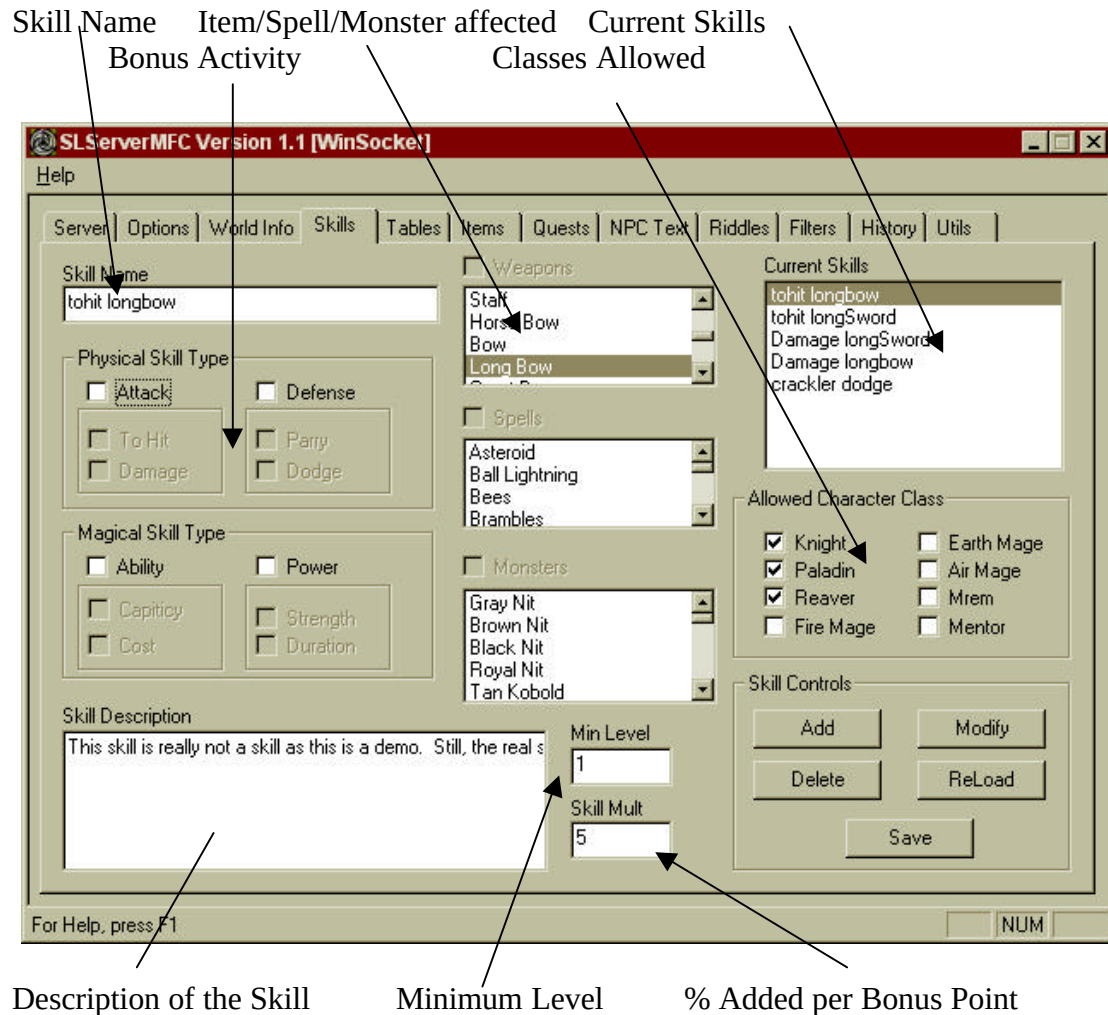
This world is under construction.

For Help, press F1

Default 100 1000

Skill Creator

This Screen allows you to custom skills that a hero can develop along with their statistics. Skills are more specialized and improve more quickly than character statistics.



To Create a New Skill click first on Add. This will bring up a copy of another skill that you can modify.

1. Create a new name for your skill
2. Choose the weapon/monster/ or spell to be improved by the skill.
3. Bonus Activity: Choose the way that the skill improves that action
4. Choose the Character Classes that can choose the new skill
5. Write a description of the skill (if you wish to).
6. Decide how many levels of experience a hero must have before they can add the new skill.
7. Decide how many percentage points each bonus point expended will add.

Tables Screen

The TABLES Screen allows you to modify all of the values, including effect and cost, of all spells, items, and monsters.

Monster Tables Screen

Shown are some of the values for the over 100 monsters in Shattered Light.

Name

The screenshot shows the 'Shattered Light Internet Server Vers 0.52' window with the 'Tables' tab selected. The table lists various monsters with columns for Name, Anim#, Pal#, Undead, Element, BP, and Initiative. Below the table are buttons for 'Monsters', 'Items', 'Spells', 'Character', 'Save', and 'Reload'. At the bottom right, there are 'Default', '100', and '1000' buttons.

Monster Name	Anim#	Pal#	Undead	Element	BP	Initiative
Gray Nit	1	1	0	Earth	1	14
Brown Nit	0	1	0	Earth	2	18
Black Nit	0	2	0	Earth	4	22
Royal Nit	0	2	0	Earth	8	25
Tan Kobold	0	1	0	Air	3	12
Brown Kobold	0	1	0	Air	5	15
Green Kobold	22	2	0	Air	9	20
Lord Kobold	0	2	0	Air	16	25
White Yngling	22	1	0	Fire	5	12
Pale Yngling	0	1	0	Fire	9	16
Dark Yngling	0	2	0	Fire	13	19
Mage Yngling	0	2	0	Fire	29	30
Red Skeleton	0	1	1	Power	15	12
Yellow Skeleton	44	1	1	Power	30	16
Blue Skeleton	0	1	1	Power	45	19
Royal Skeleton	0	2	1	Power	90	30
Least Brognab	0	1	0	Earth	12	18
Lesser Brognab	0	1	0	Earth	16	20
Brognab	0	1	0	Earth	24	25
Big Brognab	0	2	0	Earth	40	40
Floater	0	2	0	Air	10	50
Foul Floater	0	2	0	Air	13	60
Trickster	0	2	0	Air	20	70
Fooler	0	3	0	Air	40	80
Scevan	0	2	0	Fire	14	45
Pack Scevan	0	2	0	Fire	20	55
Scary Pack Leader	0	2	0	Fire	25	65

Labels and arrows pointing to the interface:

- Name: Points to the 'Monster Name' column header.
- Values: Points to the 'Anim#' column.
- Modify Monsters: Points to the 'Monsters' button.
- Modify Items: Points to the 'Items' button.
- Modify Spells: Points to the 'Spells' button.
- Change Hero game starting values: Points to the 'Character' button.
- Save: Points to the 'Save' button.
- Reload Original Values: Points to the 'Reload' button.

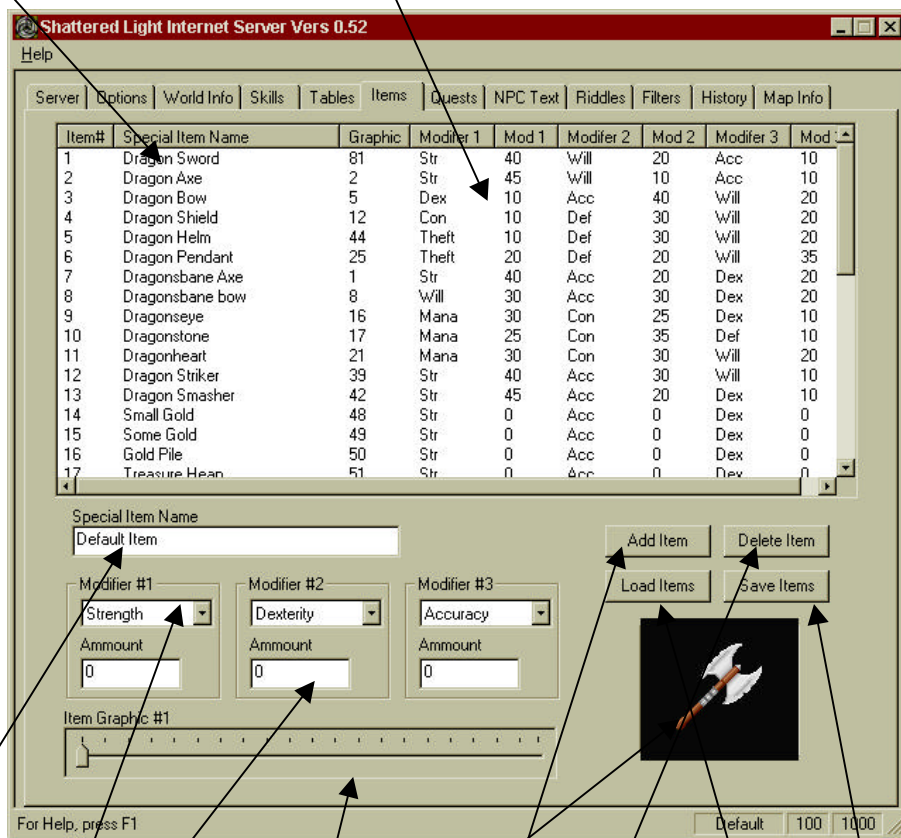
Items Table Screen

The ITEMS Screen allows you to create unique magic items.

A magic item can increase or decrease up to three of the user's statistics.

Item # Name Chosen

Chosen Values



Choose Name

Modify What (up to 3 stats)

Modify How (+ up. - down)

Choose Graphic Image

Item Image

Add

Delete

Load set

Save

Items are created, or modified after creation, using the tools at the bottom of the screen. An image of the item, changed by the slide bar, will appear in the window on the bottom right. The item will use the image showing when saved.

Quest Creation Screen

The QUEST Screen allows you to create custom quests. All quests must be structured so that an item must be recovered. This item is delivered to the Quest Receiver NPC of the name you designate to receive the reward. There can be only one quest giver for each quest, but a receiver may be created to reward as many different quests as you desire.

Quest Maps

Since quest items are always found on special quest item maps, there will be two versions of any map that has a quest item. This allows heroes not on a quest to explore the location, but not find items that are the goal of quests they are not on. A check for the quest map alternative is made on any hero using a link entering the map. (See map maker below for how to designate a quest link.)

Linked Quests

In some Cases it can be required that a hero have completed an earlier quest. This is done by placing the exact name of the quest (item) as shown as the Quest Name, the top left box, in the space marked "Quest Required". If you speak to a quest giver of a linked quest that the hero has not completed the earlier steps for, the NPC will direct you to the giver for the earlier step.

Text limits

The background for a quest may be as much as 5,000 characters long. That's about 800-1000 words. All Quest Receiver text and Clues are much more limited, being 200 and 100 characters long as a maximum. In all cases the text entered must be entered on the screen or written only as a text file with no line breaks. Carriage returns and other markings on your file may corrupt the quest files.

Note that deleting a quest will change the quest numbering throwing the Quest Giver NPCs out of synch. It is best to add new quests to the end of any quest list (or start fresh for a new campaign).

Changes

Select the field that you would like to change, compose the new text, then click on the modify button to accept your changes. Failing to click modify will cause your changes to be lost. You must save all changes and additions before closing the Quest Creation Screen or they will be lost.

Name Quest Giver (unique for map) Quest Item (see list below) Minimum Level

Special Quest Map Quest Receiver /Reward Giver Reward Gain Level as Reward

Earlier Quest Required? (Name)

The screenshot shows the 'Shattered Light Internet Server Vers 0.52' window with the 'Quests' tab selected. The interface is divided into several sections:

- Quest Item Name:** Armin's Scroll
- Quest Givers Name:** Aaron
- Item Graphic #:** 0
- Min Level:** 1
- Map Quest Item is in:** d1q
- Quest Receivers Name:** Armin
- Quest Reward:** 1000
- Reward Next Level:** Yes
- Quest Assignment Text:** An Imperial messenger was killed at the Cursed Shore, and your ruler requests you to go there and get the scroll. It contains coded messages that could help to destroy the Arch Vampire Wladex. You are offered a reward of 1000 gold coins. Bring the scroll to the Emperor's wizard Armin who will be
- Quest CompletionText:** Thank you for returning my scroll. It is vital to the defense of our city against the monster hordes. As you grow in experience, more quests will be open to you. Here is your reward and a bonus for success.
- Clue #1:** Godfrey often is found near the fountain in the northwest of the city.
- Clue #2:** Godfrey is from the village of Broadleaf.
- Clue #3:** Godfrey lives somewhere near the northern city wall. Look for him near it.
- Quests List:** A scrollable list of 15 quests, including 'Quest# 1 Armin's Scroll', 'Quest# 2 Paladin's Sword', 'Quest# 3 Gallowglass's Helm', 'Quest# 4 Gallowglass' Shield', 'Quest# 5 Troll King's Crown', 'Quest# 6 Cuth's Scepter', 'Quest# 7 Justice Scroll Ruby', 'Quest# 8 Fallon's Spell Scroll', 'Quest# 9 Scroll of Justice Emerald', 'Quest# 10 Valkar's Crystal Ball', 'Quest# 11 Harp of Aratinis', 'Quest# 12 Cutbert's Staff', 'Quest# 13 Knight's Banner', 'Quest# 14 Red Crystal', 'Quest# 15 Cannus Gem', and 'Quest# 16 Sun of Garmun'.
- Quest Text Controls:** Buttons for Add, Delete, Modify, ReLoad, and Save.

Quest Giver's Dialogue (5,000 character max)

Quest success dialogue

Three clues given by normal
30% of the time if you have

a quest.

List of All Quests

Add new quest to list end

Delete quest

Reload from last save

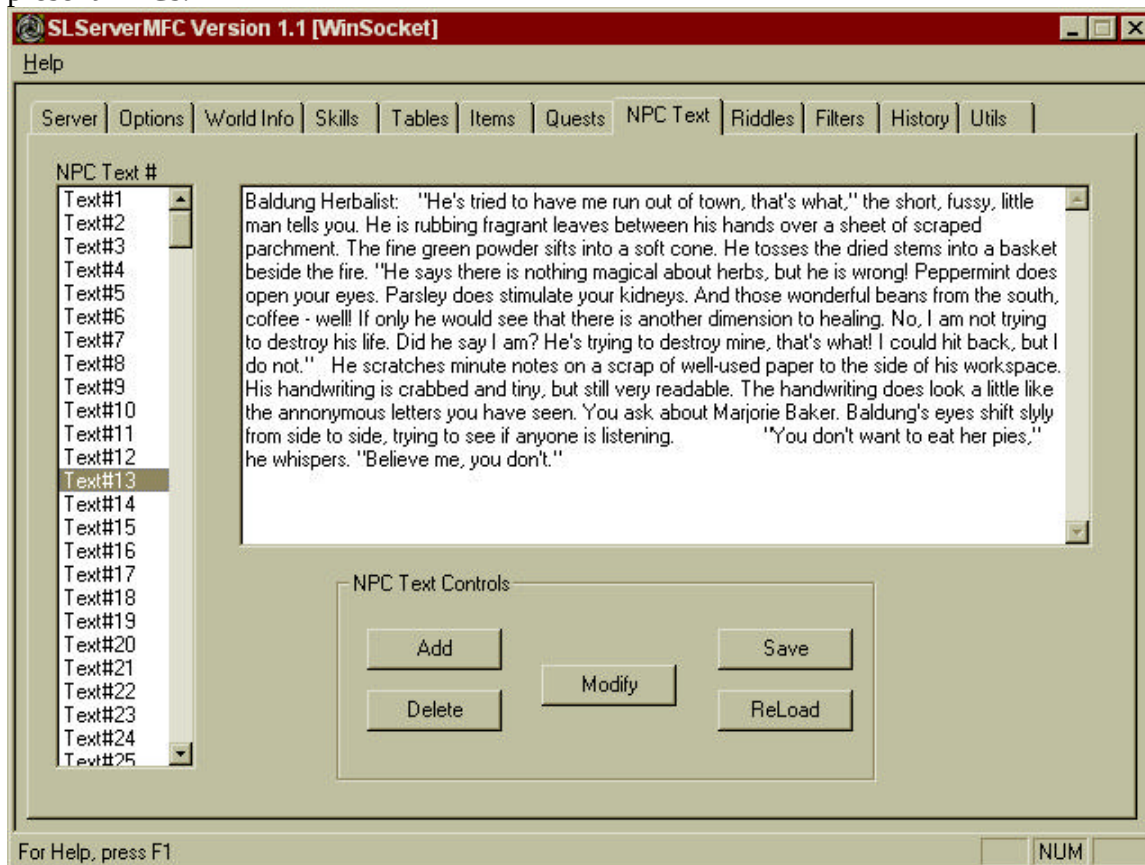
SAVE new and changes

Add creates a new quest number identical to the last quest viewed. Then use the modify button and change as desired then save.

- | | |
|---------------------------|-----------------------------|
| 1. Sword | 41. Arrow |
| 2. Bow | 42. Box |
| 3. Shield | 43. Weapons |
| 4. Dragon Tooth | 44. Amulet |
| 5. Finger Bone | 45. Crown |
| 6. Finger Bone | 46. Diamond |
| 7. Knuckle Bone | 47. Gauntlet |
| 8. Rib Cage | 48. Gloves |
| 9. Hammer, broken | 49. Gloves |
| 10. Hammer Handle, broken | 50. Golden Robe |
| 11. Broken Staff Top | 51. Harp |
| 12. Broken Staff Center | 52. Harp |
| 13. Broken Staff Bottom | 53. Pawn |
| 14. Axehead, broken | 54. Rod |
| 15. Axe Handle, broken | 55. Ruby |
| 16. Crystal Ball | 56. Helmet |
| 17. Crystal Ball | 57. Scepter |
| 18. Crystal Ball | 58. Statue (man) |
| 19. Crystal Ball | 59. Statue (man with spear) |
| 20. Crystal Ball | 60. Statue (Man with Axe) |
| 21. Herb | 61. Wood bundle |
| 22. Herb | 62. Cloak part |
| 23. Herb | 63. Cloak part |
| 24. Herb | 64. Cloak part |
| 25. Herb | 65. Cloak part |
| 26. Herb | 66. Wand |
| 27. Herb | 67. Wand |
| 28. Horn | 68. Wand |
| 29. Horn | 69. Shard |
| 30. Horn | 70. Shard |
| 31. Key | 71. Shard |
| 32. Key | 72. Shard |
| 33. Key | 73. Shard |
| 34. Key | 74. Shard |
| 35. Key | 75. Shard |
| 36. Key | 76. Shard |
| 37. Key | 77. Shard |
| 38. Key | 78. Shard |
| 39. Key | 79. Star Gem |
| 40. Flat Gemstone | 0. Scroll |

NPC TEXT

This Screen will allow you to create Non-player characters that will make prewritten statements when clicked upon by a player. You will be able to change the message as well for already present NPCs.

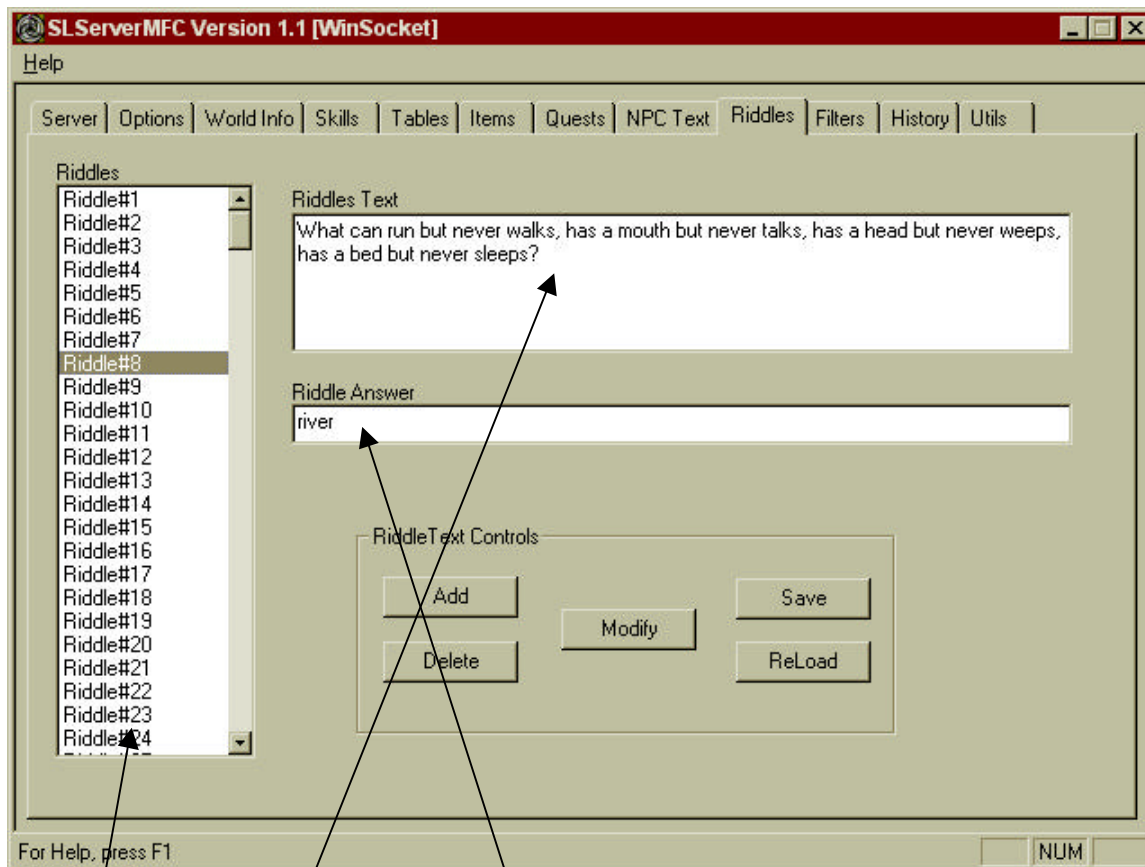


To create a NPC use the mapmaker. (See Links below) To change text click modify, make all changes and click save.

To create text for a new NPC click first on Add. This gives you a duplicate of the last viewed NPC. Then click modify and change the repeated text to the new text and save. The last number appearing will be the new NPC's text.

Note: Deleting NPC text will change the ID# and value of all NPCs and disrupt your design. It is not necessary to use all text entries and you can have hundreds of NPCs.

Riddles Screen



Riddle #

Riddle text

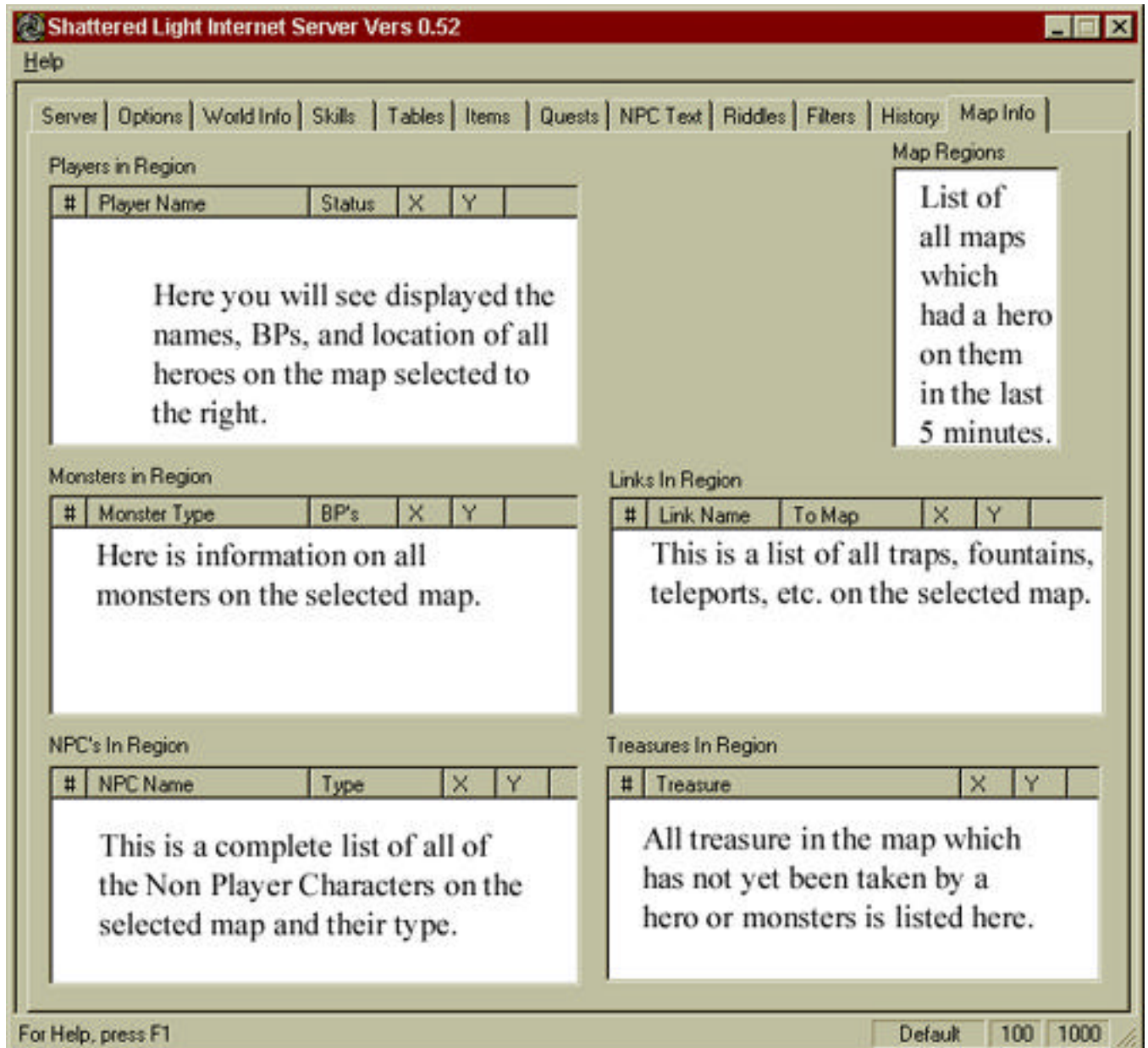
answer

To place a riddle in the game, on the mapmaker click the box marked “riddle”, give the link a name unique to the map in the first space at the top, and place the riddle number in the box marked “Skill Level” on the top right of the options.

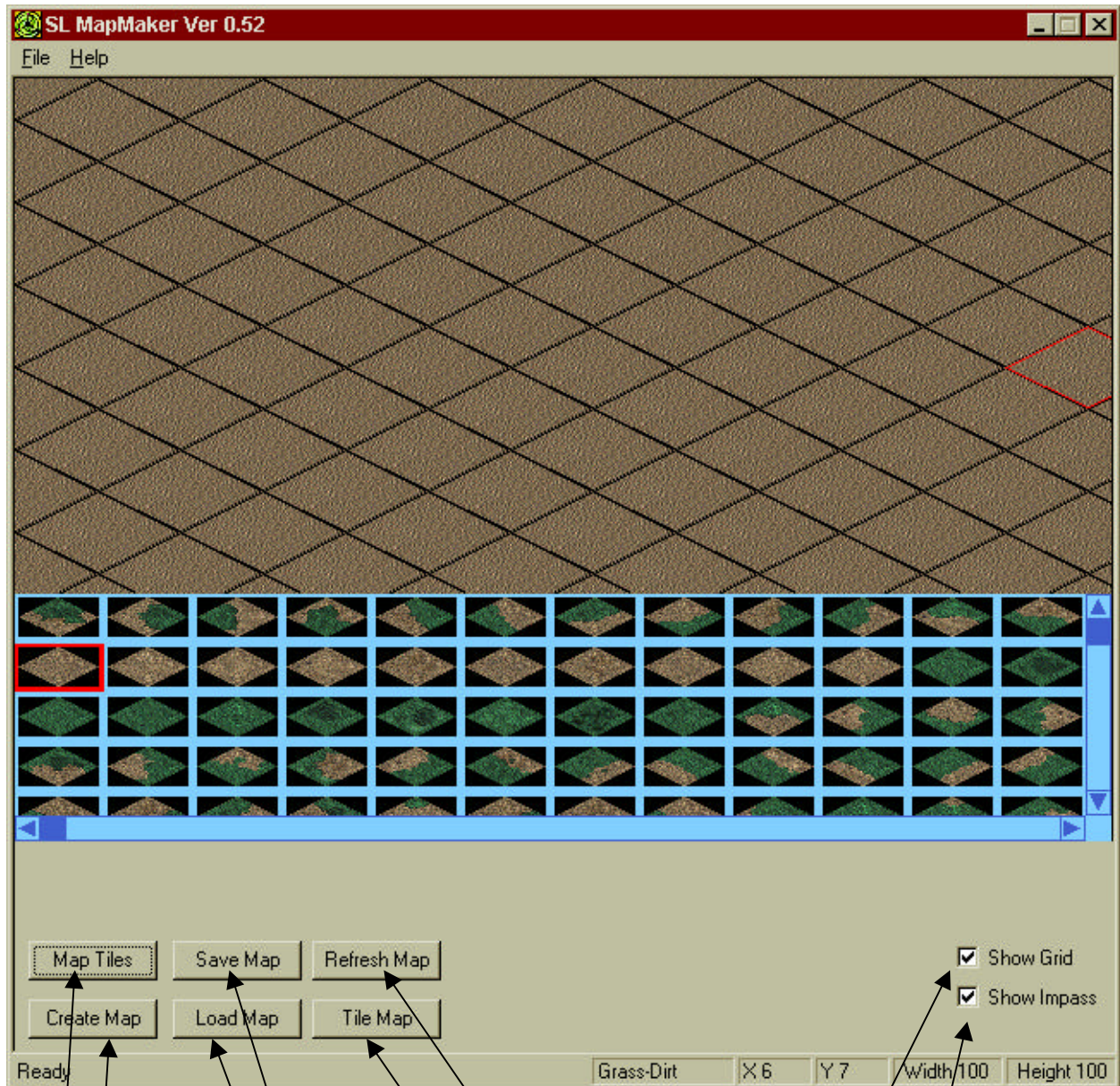
To change a riddle, select “modify” then enter the change then click on “save”.

Over 300 riddles are included in the game.

Map Information Screen



The Map Maker



Map Tiles

Create Map

Save Map

Load Map

Refresh Map

Tile Map

Show Grid

Show Impass

Map Tiles calls up the over 2000 tiles that can be placed on the map.

Save Map Saves the map in the “Maps” folder in the Shattered Light Folder. (See below)

Refresh Map resets the maps and places all of the impassable terrain shadows.

Create Map gives you the option of creating a new map of the size you desire. (See below)

Tile Map will cover the entire map with the ground level tile selected at that time. This saves time placing a basic grass, cavern floor, or floor tile on the entire map. It is recommended you do this first with all maps you create.

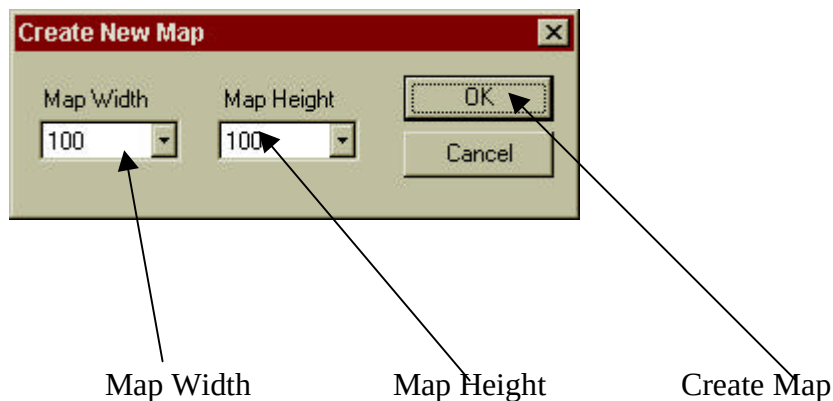
Map Maker is a separate file. You may want to make a short cut from the Shattered Light folder. If you installed the game without choosing a different file location you will find Shattered Light at C:\Program Files\ Shattered Light. To start the file click on the SLMapmaker symbol/file.

Show Grid, adds or removes the square grid over the map. This grid is only visible on the map maker and will not be apparent during play.

Show Impass shows or removes the pale blue shadows that indicate those locations into which a hero or monster may not move. It is always a good idea to make sure that you haven’t placed a monster, treasure or other item on an impassable space.

Maps modified during play that have already been moved upon by a hero will not appear in the game until the next time the game is started.

Creating New Maps



To create a new map you must first choose the size of the map. Enter the width and height in spaces. Note: Due to the shape of the map, you may only choose even numbers (2-4-6-8 etc.) for the width of height.

Once you have determined the size of the new map, click on “OK”. This will bring up the normal map maker screen. Give your map a name and you are ready to create.

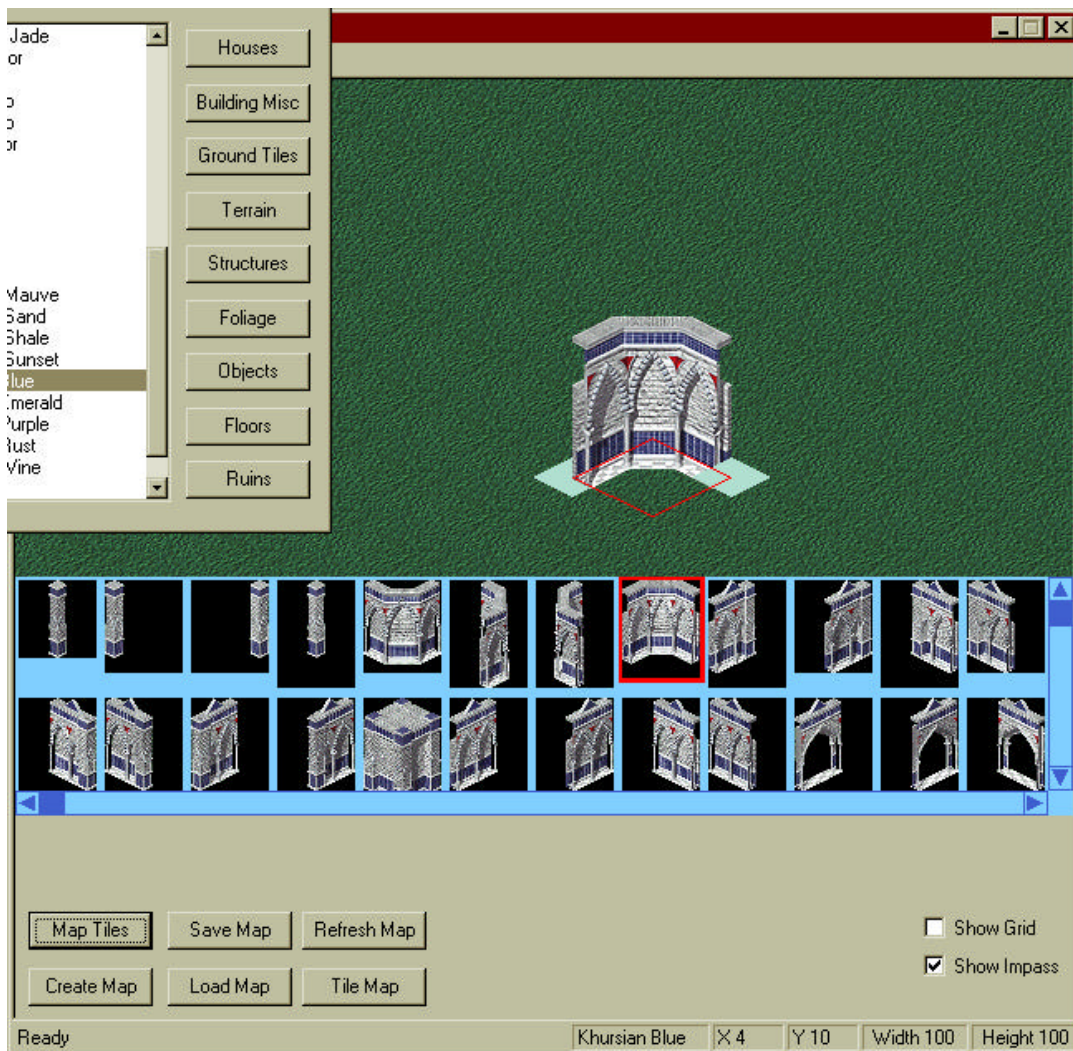
Map Tiles

There are over 2000 different map tiles you can place on the map. They are divided into two levels. One is ground level and the second is wall level. To place a tile in the map first select the tile set it is in. These are divided first by category and then by name.



Then when the tile set appears select the tile you desire. Click on that tile and it will be outlined in red. Left click on the map to place the tile. Hold the shift key down and left click again to erase any tile on the same level as the one chosen. Hold the left mouse button down and sweep the mouse to place multiples of the selected tile.

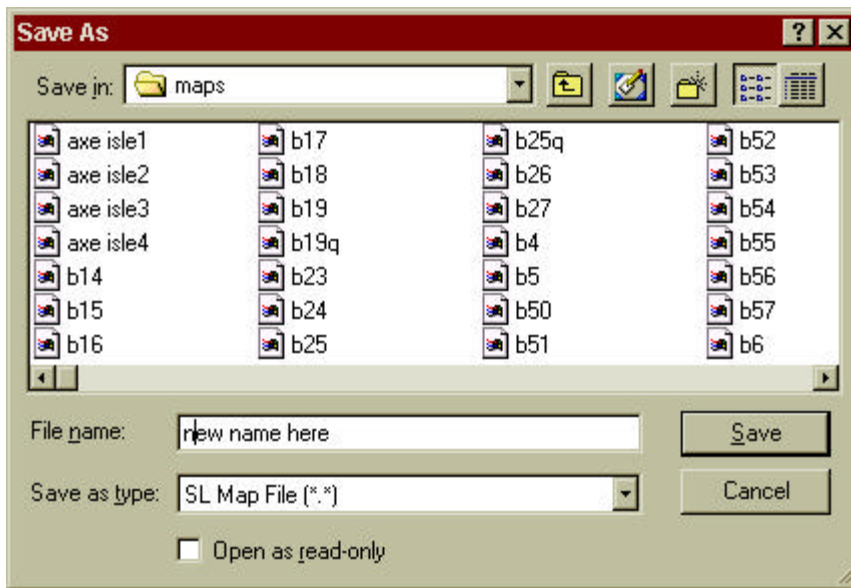




You may use the mouse or the arrow keys to move between tiles. To erase a tile, be sure to have chosen a tile of a similar type. This guarantees that you will be erasing from the same level. Then hold down the Shift key and click on the tiles to be erased. Holding down the left mouse key as well allows you to move the mouse erasing all tiles on the chosen level in its path.

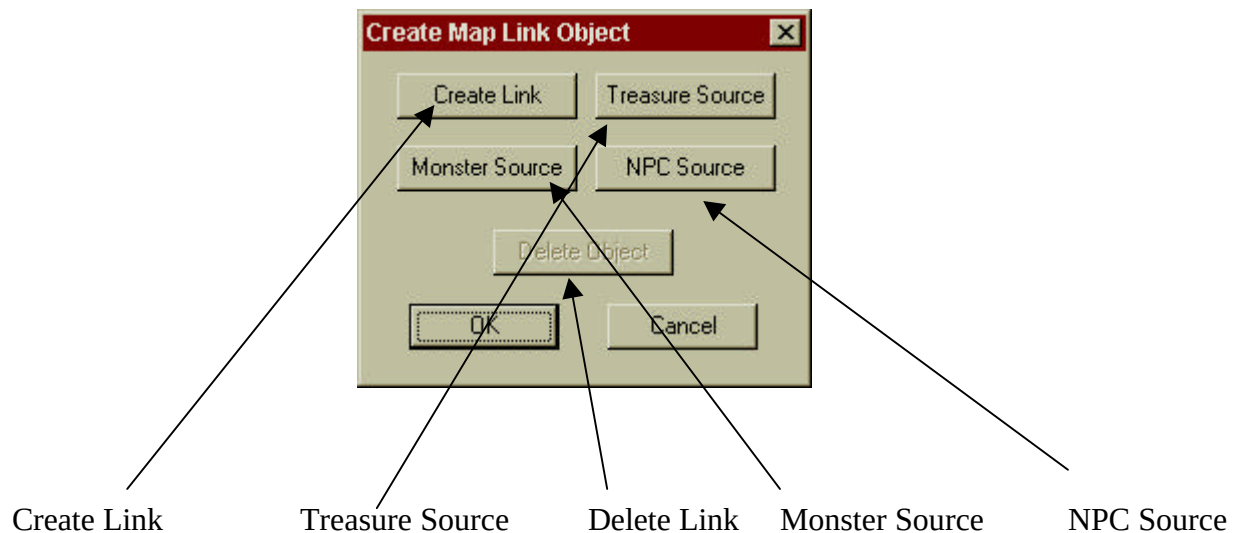
Saving A Map

To save any map simply click on the Save button. This will bring up the map Save As Screen. This allows you to name the map. Once you have placed the map's name in the "file name" box left click in the save button. The map will be saved at this time. Further saves using the same name will over write the map already saved.



Placing Specials

To enter the special placement screen, hold down the “Alt” key and left click on a space. Whatever you create will be placed on a space. There can be only one special per space.



All special items are placed by this screen in the floor tile level.

Create Link allows you to then create such links as fountains, teleports between maps, traps, and locked tiles.

Create Link [X]

Link Name

To - Map

To - Link

☐ Fountain
☐ Trap
☐ Well
☐ F - Member

☐ Password
☐ Riddle

☐ Quest
☐ Quest Map
☐ Quest Link

OK Cancel

Treasure Source gives the option of placing a random, quest, or unique treasure. It is not necessary to place a treasure near a monster source, monster groups will already have a treasure that appears when the last of the group is slain.

Create Treasure Source [X]

☐ Random Treasure

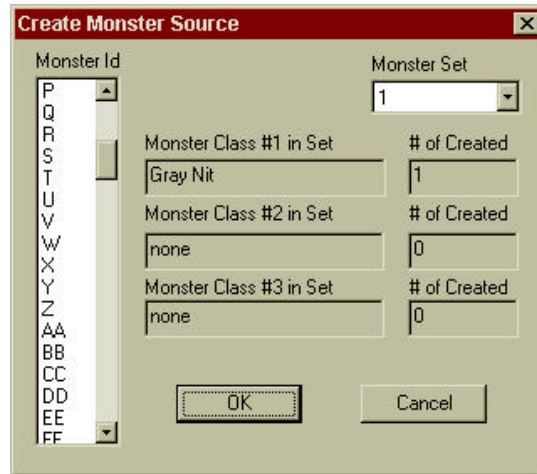
☐ Quest Treasure Location

☐ Unique Treasure

0

OK Cancel

Delete Link If you alt click on an existing link or source and then click on the delete link button, that tile will be cleared.

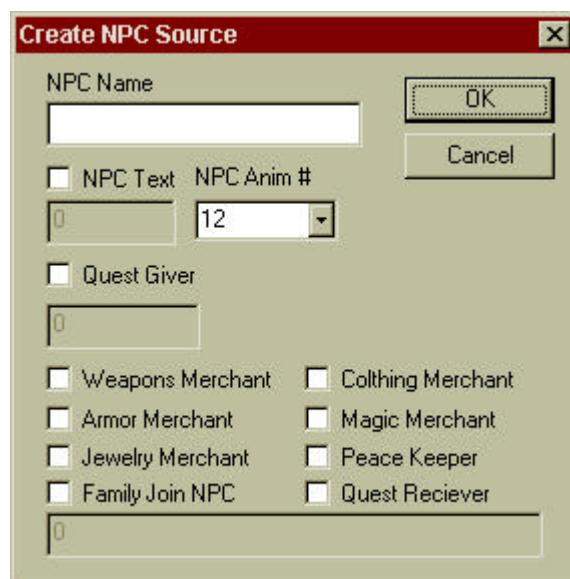


The "Create Monster Source" dialog box features a "Monster Id" list on the left with letters P through FF. The "Monster Set" dropdown is set to 1. On the right, there are three rows for "Monster Class #1 in Set", "#2 in Set", and "#3 in Set", each with a corresponding "# of Created" field. The first row is populated with "Gray Nit" and "1", while the others are "none" and "0". "OK" and "Cancel" buttons are at the bottom.

Monster Class # in Set	# of Created
Gray Nit	1
none	0
none	0

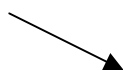
Monster Source allows you to place a specific set of monsters or a range of monsters on a tile.

NPC Source allows for the placement of Non Player Characters including those who grant or reward quests.



The "Create NPC Source" dialog box includes an "NPC Name" text field, "NPC Text" and "NPC Anim #" checkboxes with associated input fields, and a "Quest Giver" checkbox with an input field. At the bottom, there are eight checkboxes for various NPC roles: Weapons Merchant, Colthing Merchant, Armor Merchant, Magic Merchant, Jewelry Merchant, Peace Keeper, Family Join NPC, and Quest Reciever. "OK" and "Cancel" buttons are located in the top right.

Teleport link



Teleport Links

This moves you from map to map or within a map. The marked spaces at the edges of the map are “teleport” spaces.

Link in this map Connects to a Link on what map Name of Link on other map.

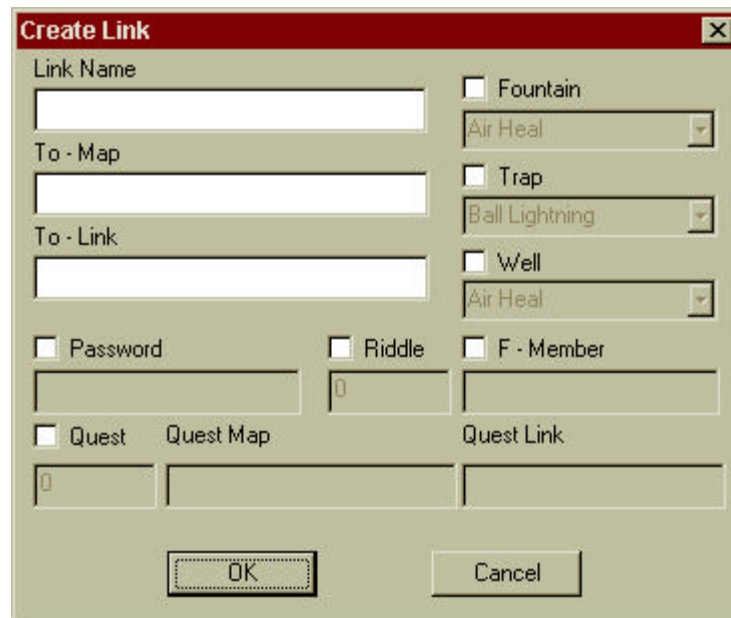
Each Link Name may be used only once per map. To create a link that will teleport a hero between two any two spaces in the game:

1. Enter a unique link name for this space.
2. Enter the name of the map (may be same map) the link connects to a space on.
3. Enter the unique for that map name of the space to be connected with.
4. Click on “Create Link”.
5. Save the map you are working on. Opening another map without saving will lose all changes.

Then open the map to be connected with and repeat the process. Be sure to place the link for that map in the first space.

To modify an existing link it is necessary to first delete the entire link. To do this simply click on “Delete Link”. A deleted link is lost once the map is saved.

Special Link Types



The 'Create Link' dialog box is a window with a red title bar and a close button. It contains several input fields and checkboxes. The 'Link Name' field is at the top left. Below it are 'To - Map' and 'To - Link' fields. To the right of these are three checkboxes: 'Fountain', 'Trap', and 'Well', each followed by a dropdown menu. The 'Fountain' dropdown shows 'Air Heal', the 'Trap' dropdown shows 'Ball Lightning', and the 'Well' dropdown shows 'Air Heal'. Below these are three more checkboxes: 'Password', 'Riddle', and 'F - Member', each followed by a text input field. The 'Riddle' field contains the number '0'. Below these are three more checkboxes: 'Quest', 'Quest Map', and 'Quest Link', each followed by a text input field. The 'Quest' field contains the number '0'. At the bottom are 'OK' and 'Cancel' buttons.

Minimum and Maximum Levels

Set a minimum or maximum level the hero may be to cross that space.

Family Members

Limit those who can cross a space to the heroes that have joined a Family (e) by entering the Family name.

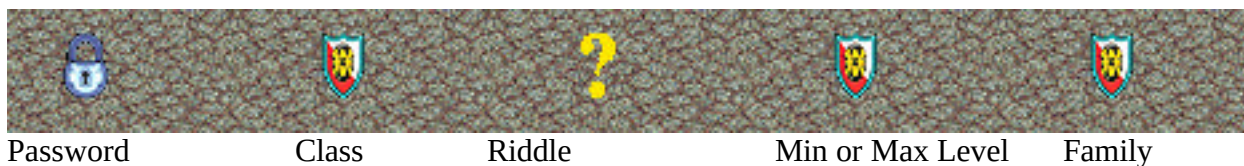
Hero Class

Limit those who can cross a space to the heroes of a certain class by entering the class's name (Knight, Paladin, Earth Mage, etc.)

Riddles

Limit those who can cross a space to those who have answered a riddle. To place a riddle first click the box next to Riddle then place the number of the riddle as assigned.

Each type of block will appear on the map with the symbol shown here:



Passwords

You can force a hero to type in a password to cross a doorway. To do this, enter the password to be used in the space below.

Traps

To place in a space a spell that will affect any player who stops on that space, first check the trap box and then select the spell that will activate on the space if a hero stops on it.

Fountains and Wells

To enter a spell that will affect any hero who stops next to a fountain or well, first check the well or fountain space and then select from the list adjacent the spell that will be activated of a hero stops near the well or fountain. Once a hero benefits from a well or fountain, then a set amount of time must pass before it can activate again. The only difference between a well and fountain is that a fountain can be benefited from more often.

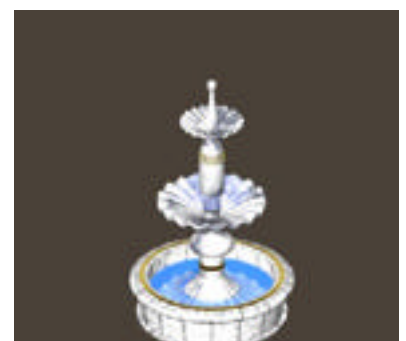
Trap, Fountain, and Well Spell List

Use the spell number to create a special space, not the names.

0Asteroid,
1Ball_Lightning,
2Bees,
3Brambles,
4Branches,
5Burn,
6Dart,
7Fireball,
8Flame_Strike,
9Flicker,
10Flies,
11Fry,
12Gust,
13Jolt,
14Kudzu,
15Lightning_Bolt,
16Mass_Restore,
17Meteor,
18Pain,
19Planetoid,
20Roots,
21Shock,
22Singe,
23Stab,
24Thorns,
25Wasps,
26Wound,

27Aide,
28Air_Heal,
29Cauterize,
30Faith_Heal,
31Fire_Heal,
32Force_Heal,
33Heal,
34Healing_Airs,
35Healing_Cloud,
36Health,
37Mend,
38Mental_Knot,
39Mental_Twist,
40Mindblast,
41Mindbolt,
42Mind_Bomb,
43MindOverMatter,
44Mind_Riven,
45Nevermind,
46Raise,
47Recover,
48Refresh,
49Restore,
50Rivening,
51Schizo,
52Silver_lining,
53Sooth,

54Twist_of_Fate,
55Whirling_Doom,
56Berserk,
57Berserker,
58Blind,
59Blinding,
60Concentrate,
61Condense,
62Dazzle,
63Dead_Eye,
64Defender,
65Determined,
66Dismay,
67Dismind,
68Distraction,
69Divert,
70Dust_Cloud,
71Falter,
72Feeble,
73Fire_Shield,
74Focus,
75Full_Shield,



76Hurry,
77Intense,
78Mass_Berserk,
79Mass Never Miss,
80Mass_Sureshot,
81Mindfire,
82Mind_Shield,
83Muscle,
84Never_Miss,
85Perplex,
86Protect,
87Quickfire,
88Resist,
89Resolve,
90Rooted,
91Rush,
92Sand_Cloud,
93Scurry,
94Shelter,

95Shielding,
96Shudder,

97Smoke,
98Sparkles,



99Sureshot,
100Slow_Wits,
101Strength,
102Strong,
103Stubborn,
104Surge,

105Target,
106True_Shot,

107Unmind,
108Weak_Eye,
109Weak_Mind,
110Weaken,
111Willpower,

Creating Quest Maps

When you create a Quest on the map maker it asks you for the name of a quest map. This should be a special map, unlike any others in that on it is placed a “Quest Item”. By using this system it is possible to have maps that are normal until a hero has a quest. Then a variant of that map, entered from the same space, can be accessed only when a hero has the correct quest for that space. It is therefore advisable, but not required that you have one or a limited number of links to a quest map.

A Quest map must have a unique name. When you are creating a link to a map where a quest item is stored, it must include the following:

The Number of the Quest from the World Builder

The unique name of the map with the Quest item on it

The name of the link that on the quest map connects the quest map to the adjacent map.

Placing Monsters

To place a monster simply click on its **letter code** (not name) in the slot marked “Monster ID”.

This will display in the next row of openings the up to three sets of monsters and how many of each that can be placed in that box. There are 30 sets of three for each monster ID. By choosing a set by number you cause the exact same number and type of

Create Monster Source

Monster Id: P, Q, R, S, T, U, V, W, X, Y, Z, AA, BB, CC, DD, EE, FF

Monster Set: 1

Monster Class #1 in Set	# of Created
Gray Nit	1
Monster Class #2 in Set	# of Created
none	0
Monster Class #3 in Set	# of Created
none	0

OK Cancel

monster(s) to appear each time. If you choose the random setting at the end of the list then any one of the thirty sets will be chose randomly each time the map is activated. Note that in some cases there are sets (numbers) where no monster appears as only one or two types appear for that number.

When you choose the random option this actually directs the game to place one of 30 different possible combinations of the monster chosen each time the map is activated. This can include (when listed below) more than one type of monster or different strengths or a different number of monsters appearing. See Tables/Monsters for the relative strength of the monsters listed.

Monster List

Nit
Scavenger Nit
Hunter Nit
Nit Pack Leader

Yngling
Forest Yngling
Cave Yngling
Swamp Yngling

Brognab
Marsh Brognab
Stinging Brognab
Plague Brognab

Kobold
Kobold Warrior
Kobold Slave Driver
Kobold Taskmaster

Skeleton
Skeleton Warrior
Skeleton Guard
Skeleton Captain

Floater
Foul Floater
Bog Floater
Dark Floater

Scevan	Bone Swegle	Cloud Giant
Scevan Screecher	Horned Swegle	Cloud Giant Lord
Scevan Howler	Thorn Swegle	Cloud Giant King
Scevan Beast	Spiney Swegle	
		Lesser Lich
Hammet	Lesser_Earth_Elemental,	Lich
Dark Hammet	Earth_Elemental,	Lord Lich
Dire Hammet	Earthlord_Elemental,	Royal Lich
Dread Hammet	Overlord_Elemental,	Imperial Lich
Zombie	Dust Devil	Fire Dragon
Diseased Zombie	Whirlwind	Ice Dragon
Rotting Zombie	Cyclone	Pearl Dragon
Putrid Zombie	Hurricane	Earth Dragon
		Gold Dragon
Ogre	Snap Crackler	Mist Dragon
Cave Ogre	Crackle Crackler	Chaos Dragon
Ridge Ogre	Pop Crackler	
Mountain Ogre	Storm Crackler	Rogue Fire Mage
		Rogue Earth Mage
Ghoul	Vampire	Rogue Air Mage
Ghoul Horror	Vampire Mistress	Rogue Mentor
Shadow Ghoul	Vampire Witch	Rogue Paladin
Chaos Ghoul	Vampire Countess	Rogue Knight
		Rogue Reaver
Lizcanth	Stone Giant	Rogue Elf
Lizcanth Ravager	Stone Giant Lord	
Lizcanth Devourer	Stone Giant King	Arch_Fire_Mage,
Lizcanth Rex		Arch_Earth_Mage,
	Lava Giant	Arch_Air_Mage,
Gargoyle	Lava Giant Lord	Arch_Mentor,
Dark Gargoyle	Lava Giant King	Arch_Rogue_Paladin,
Night Gargoyle		Arch_Rogue_Knight,
Pit Gargoyle		Arch_Rogue_Reaver,
		Arch_Rogue_Elf,

Monster Placement Map codes

A	Nit	F	Nit, Scavenger Nit Kobold
B	Nit and Scavenger Nit	G	Yngling
C	Nit and Scavenger Nit, Scevan	H	Yngling, Forest Yngling, Cave Yngling
D	Kobold	I	Yngling, Forest Yngling, Ogre
E	Kobold, Kobold Warrior, Kobold Slaver	J	Skeleton

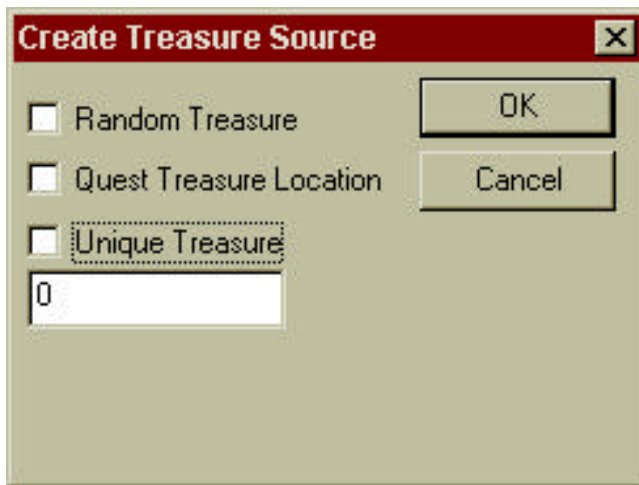
K	Skeleton, Skeleton Warrior	TT	Lesser Earth Elemental
L	Skeleton, Skeleton Warrior, Skeleton Guard	UU	Dust Devil
M	Nit, Scavenger Nit, Black Nit	VV	Snap Crackler
N	Yngling, Forest Yngling, Cave Yngling	WW	Vampire
O	White, Pale, Swamp Yngling	XX	Stone Giant, Lizcanth
P	White, Mage Yngling	YY	Stone Giant
Q	Scevan	ZZ	Cloud Giant
R	Skeleton, Skeleton Warrior, Skeleton Guard	AAA	Lava Giant
S	Brognab, Marsh Brognab, Stinging Brognab	BBB	Lesser Lich
T	Marsh Brognab	CCC	Ice Dragon
U	Marsh Brognab and Brognab	DDD	Earth Dragon
V	Scevan, Brognab, Marsh Brognab	EEE	Smoke Dragon
W	Floater	FFF	Fire Mage
X	Floater, Foul Floater	GGG	Earth Mage
Y	Floater, Foul Floater, Gargoyle	HHH	Sky Mage
Z	Scevan, Scevan Screecher	III	Mentor
AA	Hammet	JJJ	Paladin
BB	Hammet, Dark Hammet	KKK	Knight
CC	Hammet, Dark Hammet, Ogre	LLL	Reaver
DD	Zombie	MMM	Pearl Dragon
EE	Zombie, Diseased Zombie	NNN	Gold Dragon
FF	Zombie, Diseased Zombie, Hammet	OOO	Red Dragon
GG	Ogre	PPP	Chaos Dragon
HH	Ogre, Cave Ogre	QQQ	Mentor and Chaos Dragon
II	Ogre, Cave Ogre, Hammet	RRR	Mentor and Misc. Dragon
JJ	Ghoul	SSS	Hunter Nit
KK	Ghoul, Ghoul Horror	TTT	Nit Pack leader
LL	Ghoul, Ghoul Horror, Diseased Zombie	UUU	Kobold Slaver
MM	Lizcanth	VVV	Kobold Taskmaster
NN	Lizcanth, Lizcanth Ravager	WWW	Cave Yngling
OO	Lizcanth, Lizcanth Ravager, Marsh Brognab	XXX	Swamp Yngling
PP	Gargoyle	YYY	Blue Skeleton
QQ	Gargoyle, Gargoyle Lord	ZZZ	Royal Skeleton
RR	Gargoyle, Gargoyle Lord, Foul Floater	AB	Stinging Brognab
SS	Bone Swegle	AC	Plague Brognab
		AD	Bog Floater
		AE	Dark Floater
		AF	Scevan Pack Leader
		AG	Scevan Lord
		AH	Dark Hammet
		AI	Dire Hammet
		AJ	Dread Hammet
		AK	Diseased Zombie
		AL	Rotting Zombie
		AM	Putrid Zombie
		AN	Cave Ogre

AO	Ridge Ogre
AP	Mountain Ogre
AQ	Ghoul Horror
AR	Shadow Ghoul
AS	Chaos Ghoul
AT	Lizcanth Ravager
AU	Lizcanth Devourer
AV	Lizcanth Rex
AW	Gargoyle Lord
AX	Gargoyle Prince
AY	Gargoyle King
AZ	Horned Swegle
BA	Thorn Swegle
BC	Spiney Swegle
BD	Earth Elemental
BE	Earthlord
BF	Overlord
BG	Whirlwind

BH	Cyclone
BI	Crackle Crackler
BJ	Pop Crackler
BK	Storm Crackler
BL	Vampire Mistress
BM	Vampire Enchantress
BN	Vampire Countess
BO	Stone Giant Lord
BP	Stone Giant King
BQ	Lava Giant Lord
BR	Lava Giant King
BS	Cloud Giant Lord
BT	Cloud Giant King
BU	Lich
BV	Lich Lord
BW	Royal Lich
BX	Imperial Lich
BZ	Laria

Placing Treasure

To place treasure on the map simply check one of the boxes in this section. Note that there can only be one treasure in a space.



Ordinary Treasure places a random treasure in the space (may be gold or item). Its nature is determined by the Game Treasure Distribution set in the WORLD BUILDER/Options.

Quest Treasure (see QUESTS above) places the Quest Item on a Quest Map.

To place a Unique Item created in the WORLD BUILDER, put the number of that item here.

To remove a treasure simply use the delete link function.

Special Item List

1	Axe	39	Staff	77	Book
2	Battle Axe	40	Staff	78	Book
3	Great Axe	41	Staff	79	Book
4	Hand Axe	42	Staff	80	Short Sword
5	Horse Bow	43	Helm	81	Sword
6	Bow	44	Helm	82	Long Sword
7	Long Bow	45	Helm	83	Scimitar
8	Great Bow	46	Helm	84	Rapier
9	Crossbow	47	Helm	85	Cutlass
10	Sling	48	Gold	86	Gladius
11	Round Shield	49	Gold	87	Claymore
12	Round Shield	50	Gold	88	Bastard Sword
13	Kite Shield	51	Gold	89	Dagger
14	Full Shield	52	Gold	90	Dagger
15	Target Shield	53	Belt	91	Spear
16	Ring	54	Belt	92	Pike
17	Ring	55	Belt	93	Pike
18	Ring	56	Belt	94	Halberd
19	Ring	57	Boots	95	Halberd
20	Ring	58	Boots	96	Glaive
21	Ring	59	Boots	97	Bec de Corbin
22	Necklace	60	Boots	98	Bec de Corbin
23	Necklace	61	Boots	99	Club
24	Necklace	62	Scroll	100	Hammer
25	Torch	63	Scroll	101	Mace
26	Scarab	64	Scroll	102	Mace
27	Potion	65	Chainmail	103	Morningstar
28	Potion	66	Chainmail	104	Morningstar
29	Potion	67	Cuirass	105	Ruby
30	Potion	68	Cuirass	106	Ruby
31	Potion	69	Plate Mail	107	Ruby
32	Potion	70	Cloak	108	Diamond
33	Chest	71	Cloak	109	Diamond
34	Chest	72	Cloak	110	Diamond
35	Chest	73	Book	111	Emerald
36	Chest	74	Book	112	Emerald
37	Chest	75	Book	113	Emerald
38	Staff	76	Book	114	Pearl

115	Herb	122	Black Key	129	Kobold Key
116	Herb	123	Blue Key	130	Teal Key
117	Herb	124	Gold Key	131	Wand
118	Herb	125	Green Key	132	Wand
119	Herb	126	Orange Key	133	Wand
120	Herb	127	Purple Key		
121	Herb	128	Red Key		

Placing NPC's on the Map

There can be only one NPC of each name on a map.

A screenshot of a software dialog box titled "Create NPC Source". It features a red title bar with a close button. The dialog contains several input fields and checkboxes. At the top is a text field for "NPC Name" followed by "OK" and "Cancel" buttons. Below is a checkbox for "NPC Text" next to a text field containing "0". To its right is a label "NPC Anim #" next to a dropdown menu showing "12". Further down is a checkbox for "Quest Giver" next to a text field containing "0". Below these are two columns of checkboxes: "Weapons Merchant", "Armor Merchant", "Jewelry Merchant", "Family Join NPC" on the left, and "Colthing Merchant", "Magic Merchant", "Peace Keeper", "Quest Reciever" on the right. At the bottom is a wide text field containing "0".

NPC Text is the number of the text as listed in the World Builder

The NPC image is as shown below. There are over 250 human animations and a number of NPC objects that can be used to label buildings, as historical or similar markers, gravestones, etc. Female animations are from 1 to 143, Male from 144 to 287. Objects are 301 to 323. See illustration that follows.

Each type of merchant can be clearly marked.

The Join Family NPC is the spot on which the hero clicks to join a family.

The Peace Keeper is a special effect that prevents all damage (to heroes or monsters) from being done anywhere on that map. It is used for the city and safe house maps in the main game.

A Quest receiver is just that, the person that you deliver the quest item to. It is NOT necessary to put the quest number anywhere. A quest item can be delivered to any NPC who has the name listed in the Quest listing in the WORLD BUILDER Quests.

Family Names

- 2001 Cladius
- 2002 Windsor
- 2003 Gaius
- 2004 Capulet
- 2005 Medici

2006	Tarquin
2007	Tudor
2008	Hapsburg
2009	Ptolemy
2010	Montague
2011	Stewart
2012	MacDonald
2013	Romanov
2014	Flavius
2015	Orleans
2016	Boreau
2017	M'Bara
2018	Teppes
2019	Richeleiu
2020	Lupus

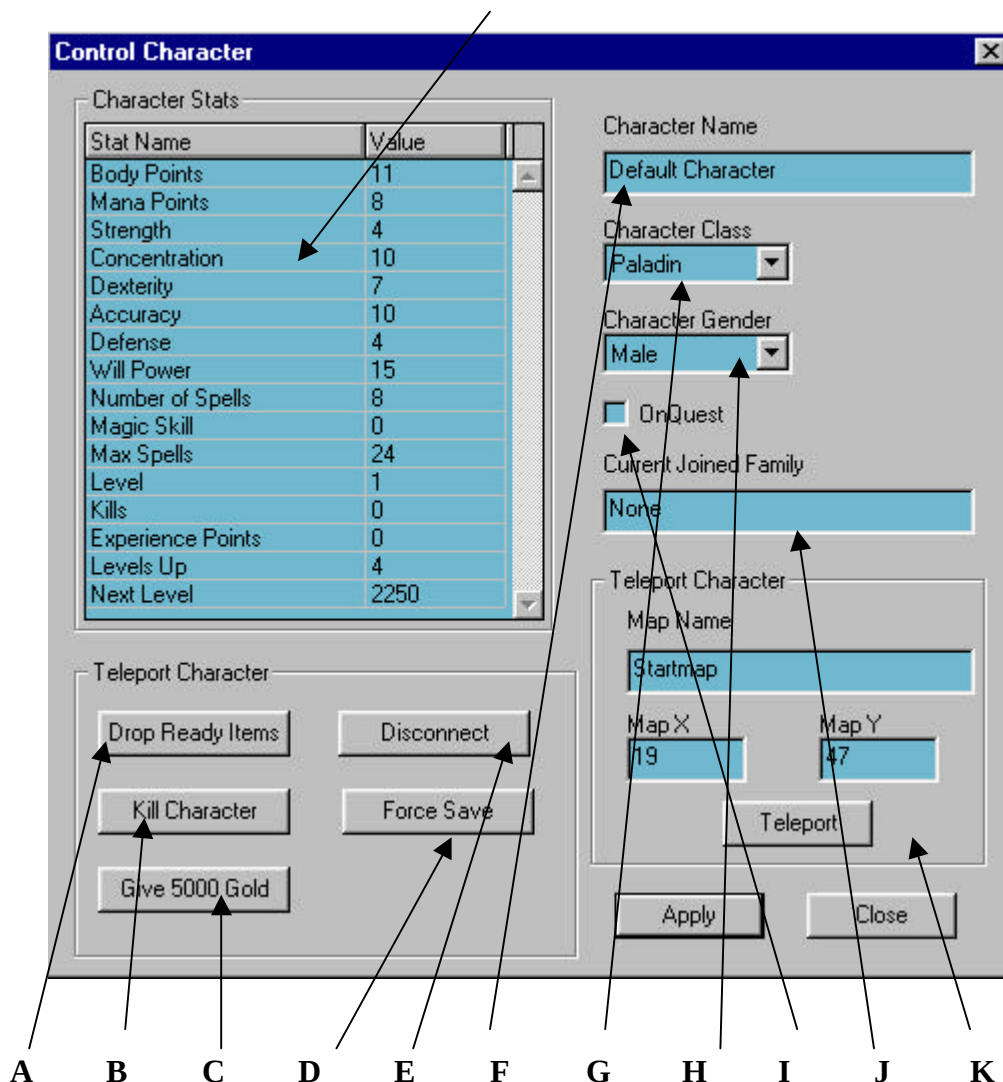
Multi Player Functions

Exchanging Gold

When a player in the multiplayer game chooses to “drop” gold a slide bar appears. The position of the slide bar indicates from the amount of gold dropped. This allows the players to exchange exact amounts of gold.

Control Character Screen

The Host of the game has the option of changing a large number of factors for each hero. If you are the host (see starting a multi-player game above) then if you click on the Shattered Light Internet Server Icon and then click on a hero's name in the top window, you will bring up the Character Control Screen. To change any hero stat simply change the value and click “apply”.



Change any stat including experience. To do this enter the value change and then click on the apply button.

The Other Options A to K

- A. force the hero to drop all items
- B. Kill the hero
- C. Grant 100 gold
- D. Force the hero to be saved
- E. Disconnect the hero from your server (to eliminate rowdy players)
- F. Change the hero's name,
- G. Change hero's class
- H. Change hero's sex
- I. Force hero to drop their current quest
- J. Cause hero to join or quit a family
- K. Teleport the hero any location on any map in the game.

Map Info Screen

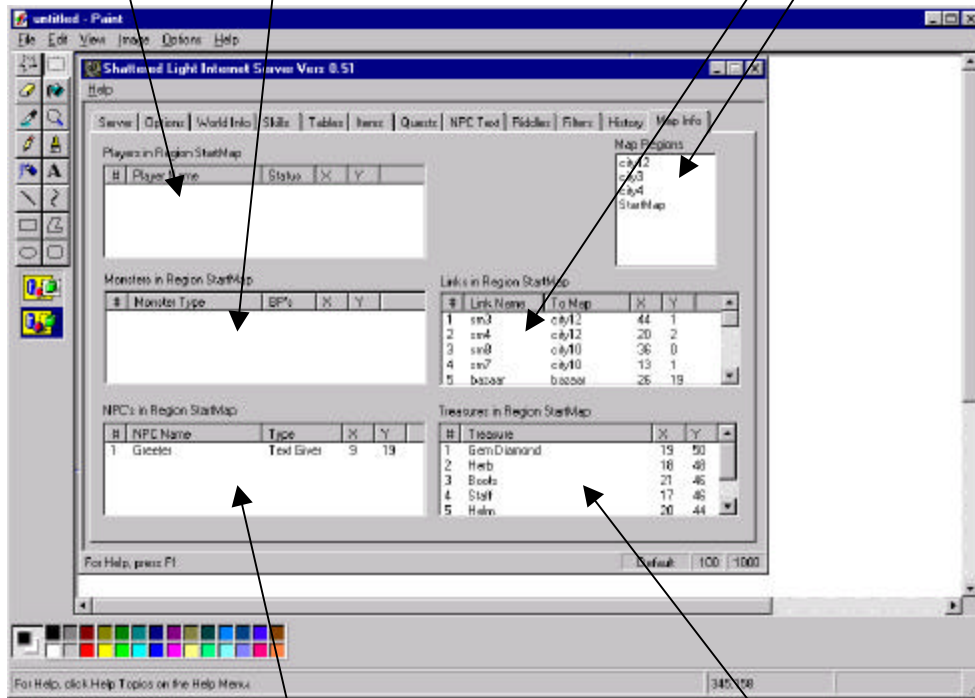
This screen operates only for the host of a multi-player game. It provides dynamic, real time information for the player who is hosting the session of Shattered Light. As the game is all in windows this screen can be kept visible during play and will update to reflect all changes.

Name of all players, their health and their location.

Maps active in the Continent

All monsters on the map, their BPs, and locations

Details on all links on the map



Name and details of all NPCs on the map

List of all treasures and their location

A History of Delos

Five thousand years ago there was no magic on Delos. It was an older world, where few resources remained. Beyond solar and geothermal, there was no source of energy. The power dependent civilization was threatened. Then scientists discovered what they thought was a new energy source. They began a research program that would free the power that bound the universe itself together, what we would call a sort of cold fusion on a cosmic scale. Tremendous amounts of power were needed to open a small window to this new power source. The resulting explosion destroyed the planet's third largest city. The next attempt to tap this power source was located on Delos' lone moon. It was connected to the planet by a massive beam that was one of the society's greatest, and last, achievements which was capable of delivering to Delos enough energy to supply the entire planet's need three times over. When this beam hit the planet it was to be controlled and converted to usable energy by a Quantum Tap. This tap appeared to be a large, faceted jewel whose facets glowed red, blue, and green and was quickly dubbed the "sunstone" by the media. Unknown to the researchers was that the fundamental truth that the universe is not bound together by some abstract energy source. It is joined together by a force that doesn't obey the laws of nature. What else could control and bind the laws together but something beyond them? This force had occasionally leaked through on other occasions and there was even a name for it: magic. The beam that still showers Delos in magic was many times more powerful than expected. The Quantum Tap was shattered by the sheer mass of the magical energy cascading through it. For a brief moment it held, then shattered and doing so reflected a large portion of the magical beam back at its source.

When the breach occurred, raw magic poured out and the sun seemed to shatter into three magically charged glowing orbs. Even as the sun split, showering Delos with gemstone shaped charges of crystallized magic. The very nature of the world changed. Continents shifted in hours and crashed together in a single mass that centered on Delos' equator then split apart again. Unknown for a millenium an evil entity, spawned or trapped amid the magic also came through the crack in the wall of the universe. This entity, known only as the Laria. The Laria is a personification of the evil potential in magic. Instantly it was able to take man's darkest nightmares and have them appear as an array of deadly monsters. Monsters that are manifestations of the darkness in the subconscious of mankind as a whole meaning that so long as the Laria lives on this plane they regenerate with frustrating regularity even after being destroyed. A few key "laws" of physics ceased to operate, bringing technology to a crashing halt. Without electricity or mass transit, the cities were abandoned. Without certain combustion processes, nitrate-based explosives were useless. Monsters thought to exist only in the grimmest fairy tales and myths ravaged the shocked survivors. The very land itself changed with dangerous regularity. Where a mountain had stood yesterday might now be a swamp. A once safe land to cross might find a dragon infested forest had risen up in its midst. Within a few generations, the population had diminished to just a few struggling outposts scratching a dangerous living from a world they no longer were lords of. However, after a few generations of breeding amid the flow of magic, some men found that with practice they could cast spells. And their magic gave them the means to reclaim their world. As the age of technology ended, the era of Magic began. Over the next five millennia magical civilizations rose and fell leaving behind strange and wonderful treasures and terrible dangers. The first grew strong with the exuberance of newfound magical power. In ten cities whose enchanted towers rose into the clouds and where food was magically transmuted from weeds and gold from dirt, the wizard lords who ruled

would, and did dare anything. Spells acquired increasing power until one spell triggered a chain reaction that destroyed the cities, the towers, and everyone in them. Of the first Great Age, only haunted ruins filled with magical menaces and traps remained. Where the Shards of the original Quantum Tap were once magically held apart, they can now be reassembled. This will allow access to through the gates that the Laria hides behind. If the Laria can be slain then evil will stop regenerating and mankind has a chance at reclaiming the world. Scholars have discovered this fact and have begun looking for a hero to bring the Sun Shards together. A hero is needed as each stone, by its magical nature sits in a location of the greatest magic, and hence danger. Further the stone must be reassembled in the place where the beams still concentrate on Delos, the unexplored center of the Valley of Dragons that shelters the Gateway to the Castle of the Laria. Once there only the most intrepid heroes will have the opportunity to battle through the most powerful monsters and finally face the Laria in magical and physical combat. Victory will finally allow mankind a chance to reclaim Delos.

Excerpt from The Story of Terris, City of the Land

Long known as the City of Emerald Towers, Terris was a simple village at the edge of civilization when the towering flame walls of the last Great Fall destroyed the Ishan Sorcerer. Five thousand years ago the villagers, convinced they were the last vestiges of mankind, found themselves in the center of a devastated jungle full of hostile monsters and wild magic. In this small village was a monastery which was located in Terris because it was so remote and isolated. During the first centuries there was no time to keep records and what little we know dates from the chronicles of Jodyne, written at the beginning of the second millenium, or almost a thousand years after the Great Fall. It tells of terrible struggles merely to survive and the valiant efforts of those in the monastery to discover enough magic to fend off an always threatening extinction.

By the middle of the second millenium Terris has grown to a prosperous city. Dwarves had been discovered in the distant mountains and myth says that even elves came to trade in the grand bazaar. The first city walls were built and Terris' residents finally slept without fear. The idyllic scene was not to last. The rumor, later held to be fact, was that explorers found an ancient tomb and plundered it. The undead hordes of Hammet, the Befouler, were a response to the sacrilege. It is possible that some hapless group of adventurers encountered the Lich of Hammet, but as the undead army struck within weeks of the meeting, it is more likely they simply stumbled upon the evil undead lord's plan. The Siege of Filth lasted for five months and cost the lives of almost half the men of Terris. The of the hundred men who made the final sortie that beheaded Hammet and broke his spell, it was recorded that only three lived long enough to tell the story before also dying of their wounds. The undead sorcerer's name became the common purgative and children were frightened by it into behaving. The giant spiders that first appeared during the siege, now all that remains from the evil horde Hammet created, are today known as Hammets in memory the vile commander of their ancestors.

Near the Great Square of Terris stands a short stretch of ancient wall. In itself the masonry is hardly exceptional. It stands no taller, nor is it more beautifully inscribed than any other wall. Yet that small section of wall alone is the last remaining evidence of the great quest and self sacrifice of Tremayne Baric. The sacrifice that has meant life restored to thousands of heroes since the bearded bard himself died.

The tale, too long to tell here, begins when Baric the Bard, then known simply as Tremayne the Younger, took to the road. His father, a wealthy and powerful Duke, had died and his older brother Nicolo was to be granted the title. The tradition was for any other sons to remove themselves from the estates, either to avoid disputes over the inheritance, or to avoid the new Duke from consolidating his power by eliminating potential rivals. But the two brothers loved one another and only reluctantly, after presenting him with five great gems, did Tremayne's brother allow him to depart.

Tremayne was quite talented and hardly needed the wealth his brother had lavished upon him. With his golden voice and quick wit, he was welcome in any court he chose to visit. For three years both brothers prospered, even joyfully meeting each other at the courts of mutual friends. Then the Duke Nicolo disappeared while hunting close to his own castle. Tremayne returned, not to claim the title, but to begin his search for his brother. Subtle clues were found, and faint signs of a sinister plot lead to distant parts of the continent. For six years Tremayne searched, never giving up hope that his brother still lived.

Entering a maze of caverns, Tremayne was thrilled to hear a familiar voice singing a song they had learned in childhood. It was his brother. Using the many magical and combat skills the bard had learned on his quest, he fought through a swarm of mutated evil beast to confront his brother's kidnapper. Needing noble blood for his foul spells, the wizard Scevan, had taken Duke Nicolo and three other nobles and held them as a captive source of the noble blood he needed to summon demons.

Tremayne defeated first one demon, then two each even more powerful. But when they were slain, he was able to free the other nobles, but not his brother. Scevan had fled the caverns, the ensorcelled Duke Baric in his thrall. The bard's pursuit of the rogue mentor Scevan crossed the continent twice and is said to have encompassed at least two other planes as well. Each day Tremayne faced packs of wolves summoned and mutated by Scevan's magic into fierce killing machines. Most of the enchanted wolves he destroyed, but a few were wounded or fled into the wilderness. It is the descendants of these monsters we call by the name of their creator, Scevans.

Tremayne finally caught up with the wizard Scevan and a magical and physical battle followed. Both men were wounded, and both summoned incredible magical aide. When he realized that he would be defeated by Tremayne, Scevan plunged a dagger into the heart of Nicolo. For an instant Tremayne was torn between despair and the desire for revenge. Then he gathered up all of his magical powers and arcane knowledge and grappled with Scevan. In a few seconds powers not seen since the Great Fall were unleashed. Melding their magical power, and sacrificing himself and Scevan, in the effort, Tremayne cast a great preserving spell. His brother was instantly summoned to where the bard and wizard stood entwined in their final, magical death grip. The bard died so that his brother, and those brave men like him, would live on even after the worst of wounds. The power from their lives was drained and the place of resurrection created in what now is called the Great Square of Terris. And so it is to this day that whenever a true hero falls in battle, the body is still summoned back to the very spot where Tremayne and Scevan's magic sundered reality. There they appear without much of their wealth left, but are not only restored to life, and often have forgotten the vents that lead up to their death, but are magically restored to health.

In the third millenium Terris was besieged by giants seeking revenge against the Duke of Rivoli. For eight days the giants surrounded the city and battered at its walls. Finally a plan was

conceived. A challenge was issued that the Duke would face the most powerful of the giants. While not bright, the massive humanoids are proud and expected to easily squash any single human. Normally it would have taken months for the wizards of Terris to create weapons and armor powerful enough to stand against a giant. Unknown to giants was that the duke had created the first of the Clan Weapons and Clan Armor. The price of being more powerful than even most enchanted weapons was that these items could only be used by members of the Duke's household.

The battle between the giant Brom Peter and the Duke of Rivoli lasted hours, not the minutes the giant's expected. Even with his magical weapon and armor, the Duke eventually succumbed to his opponent's size and strength, but not before fatally wounding the giant's champion as well. The magnificent fight a single human put up so unnerved the other giants that they decided Terris could never be conquered and withdrew to their lairs.

Monster AI Notes

Nit

Nits are territorial. They like to stay in the same place and guard it. If you don't come too close, and don't attack them, they will leave you alone.

Nits hold grudges. If you attack a nit, it and its group members will now attack you on sight.



Gargoyle

Gargoyles are ferocious predators. They attack the first thing they see and keep attacking until it's dead.

They prefer to attack those creatures that are slower than them.

They will serve certain leaders - Gargoyle Lords, any Lich, Ghoul Lord, Royal Skeleton, any Dragon, and any Rogue character. They do this by attacking anybody that attacks their leader, preferring missile and magic attackers. If serving a leader, Gargoyles will loosely follow the leader.

Gargoyles do not gang up, but tend to each go after their own.

Gargoyles don't care about treasure.



Yngling (Furred Goblin)

Goblins are cowardly and will only attack if they sense you are weaker (in melee combat). Otherwise they will stay at a 'safe' distance. If they do attack, they like to gang up on one person. A goblin will call for help if it is the only attacker. When a goblin gets weaker, it will run away.

Goblin leaders will attack those who come too close - they are less cowardly. They will call for help when attacking.

Goblins like treasure. They will keep an eye open for treasure whenever



possible, and will even leave combat to get something nearby.

tans

tans can only melee attack. When melee/missile/magic attacked, tans will return melee attack to the death. Groups of 3 or more will have a leader that will hold back from battle if possible. If the leader is attacked, other tans will rush to his d. tans tend to look for the weaker melee opponents and attack them.

tans guard their assigned treasure ferociously. When the holder of the assigned treasure is attacked, it will call for help.



Rogue_Sky Mage

Rogue Sky Mages are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Sky Mages and will attack them (and will gang up upon them) above all others. They then have preference to attack other Mages and then Mentors.

Rogue Sky Mages will ignore heroes more that 15 tiles away.

If missile attacked they will rush the attacker if the distance is less that 2 tiles, else they will move to avoid missile attacks.

If magic attacked they will counter attack it if attacker is nearby (7 tiles) and not already attacking someone else.

Rogue_Earth_Mage

Rogue Earth Mages are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Earth Mages and will attack them (and will gang up upon them) above all others. They then have preference to attack other Mages and then Mentors.

Rogue Earth Mages will ignore heroes more that 11 tiles away.

If missile attacked they will rush the attacker if the distance is less than 4 tiles, else they will move to avoid missile attacks.

If magic attacked they will counter attack it if attacker is nearby (5 tiles) and not already attacking someone else.

Rogue_Fire_Mage

Rogue Fire Mages are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Fire Mages and will attack them (and will gang up upon them) above all others. They then have preference to attack other Mages and then Mentors.

Rogue Fire Mages will ignore heroes more that 13 tiles away.

If missile attacked they will rush the attacker if the distance is less than 2 tiles, else they will move to avoid missile attacks.

If magic attacked they will counter attack it if attacker is nearby (9 tiles) and not already attacking someone else.

Rogue_Mentor

Rogue Mentors are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Mentors and will attack them (and will gang up upon them) above all others. They then have preference to attack other Mages.

Rogue Mentors will ignore heroes more that 17 tiles away.

If missile attacked they will rush the attacker if the distance is less than 5 tiles, else they will move to avoid missile attacks.

If hit by a magic attack, will counter attack it if attacker is nearby (10 tiles) and not already attacking someone else. Otherwise, they will ignore magic attacks.

Rogue_Elf

Rogue Elves are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Elves and will attack them (and will gang up upon them) above all others. They then have preference to attack other non-magicians.

Elves will ignore heroes more that 13 tiles away.

If missile attacked they will rush the attacker if the distance is less that 8 tiles, else they will move to avoid missile attacks.

If hit by a magic attack, will counter attack it if attacker is nearby (6 tiles) and not already attacking someone else. Otherwise, they will ignore magic attacks.



Rogue_Knight

Rogue Knights are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Knights and will attack them (and will gang up upon them) above all others. They then have preference to attack other non-magicians.

Knights will ignore heroes more that 16 tiles away.

If missile attacked they will rush the attacker if the distance is less than 4 tiles, else they will move to avoid missile attacks.

If hit by a magic attack, will counter attack it if attacker is nearby (6 tiles) and not already attacking someone else. Otherwise, they will ignore magic attacks.

Rogue_Paladin

Rogue Paladins are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Paladins and will attack them (and will gang up upon them) above all others. They then have preference to attack other non-magicians.

Paladins will ignore heroes more that 15 tiles away.

If missile attacked they will rush the attacker if the distance is less than 6 tiles, else they will move to avoid missile attacks.

If hit by a magic attack, will counter attack it if attacker is nearby (8 tiles) and not already attacking someone else. Otherwise, they will ignore magic attacks.

Rogue_Reaver

Rogue Reavers are humans who have become evil. They love treasure and have a preference to fetch & carry treasure whenever possible. They do not like other (human) Reavers and will attack them (and will gang up upon them) above all others. They then have preference to attack other non-magicians.

Reavers will ignore heroes more that 14 tiles away.

If missile attacked they will rush the attacker if the distance is

less than 10 tiles, else they will move to avoid missile attacks.
If hit by a magic attack, will counter attack it if attacker is nearby (5 tiles) and not already attacking someone else. Otherwise, they will ignore magic attacks.

Stone_Giant

Stone Giants live in clans and prefer not to wander too far from their lair (home base). They are fairly dumb and will attack anyone who comes too close to them. They do have a preference for attacking heroes that are stronger than themselves.

They will help any other Giants that call for help. They will also help others in their group; but are willing to move further to help the higher the rank of the calling monster. Stone Giants will not move too far to attack or help others (20 tiles). They prefer to fight three-on-one if possible (three Stone Giant per Hero).



Stone Giants have a preference to attack Knights and Paladins.

Stone Giants will ignore heroes more that 17 tiles away.
If missile attacked they will rush the attacker if the distance is less than 4 tiles, else they will move to avoid missile attacks.

If magic attacked they will rush the attacker if the distance is less than 6 tiles, else they will move to avoid magic attacks.

Lava_Giant

Lava Giants live in clans and prefer not to wander too far from their lair (home base). They are fairly dumb and will attack anyone who comes too close to them. They do have a preference for attacking heroes that are stronger than themselves.

They will only help other Lava or Cloud Giant that call for help. They will also help others in their group; but are willing to move further to help the higher the rank of the calling monster. Lava Giants will not more too far to attack of help others (15 tiles). They prefer to fight two-on-one if possible (two Lava Giant per Hero).

Lava Giants will ignore heroes more that 14 tiles away.

If missile attacked then nothing special.

If magic attacked they will rush the attacker if the distance is less than 5 tiles, else they will move to avoid magic attacks.



Cloud_Giant

Cloud Giants live in clans and prefer not to wander too far from their lair (home base). They are fairly dumb and will attack anyone who comes too close to them. They do have a preference for attacking heroes that are stronger than themselves.

They will only help other Cloud Giant that call for help. They will also help others in their group; but are willing to move further to help the higher the rank of the calling monster. Cloud Giants will not move too far to attack or help others (10 tiles). They prefer to fight one-on-one if possible (one Cloud Giant per Hero).

Cloud Giants also have preference to attack Mentors and Mages.

Cloud Giants will ignore heroes more than 10 tiles away.

If missile attacked then nothing special.

If magic attacked then nothing special.

Elemental

Elementals like to collect and carry treasure. While they tend to be solitary they will gang up on anyone who attacks other Elementals.

Answer calls for help from other Elementals or others in group if they are of higher rank. How far to move (to help) will depend on rank of other monster. They also prefer to spread out so as to attack several Heroes (if possible).

Elementals have a preference to attack Mrems and Elves. They also have preference to attack any Hero who uses a missile to attack.

Elementals will ignore heroes more than 14 tiles away.

If missile attacked then nothing special.



If magic attacked they will rush the attacker if the distance is less than 2 tiles, else they will move to avoid magic attacks.

Crackler

Cracklers are energy balls. They have a tendency to attack Heroes with magical abilities (Mentors & Mages). They have a secondary preference to attack Heroes who are missile attacking the group.

They will come to the aid of anyone in their group. They have slight preference to gang up on a Hero when attacking. They have no interest in Treasure or the home base. They do remember who has attacked their group before and will seek revenge if possible. Cracklers will ignore heroes more than 14 tiles away. If missile attacked then nothing special. If magic attacked they will rush the attacker if the distance is less than 7 tiles, else they will move to avoid magic attacks.

Whirlwind

Air Elemental

Whirlwinds love to attack Heroes with magical abilities. Order of preference is Earth Mage, Fire Mage, Air Mage, then Mentors. They have no interest in Treasure and no interest in their home base.

They will roam around a map till they spy a Hero to attack. When possible they like to 'double-team' on attacks.
Whirlwinds will ignore heroes more that 15 tiles away.



If missile attacked then nothing special.
If magic attacked then nothing special.

Ghoul

Ghouls have some interest in treasure. They will pick up any near-by treasure (within 10 tiles). They will tend to carry the treasure around with them all time and will avoid fights (i.e. run away) while carrying treasure (except to d a leader).

If not carrying a treasure they will attack weaker heroes and avoid heroes much stronger then themselves. Leaders are much braver than ordinary Ghouls and so will attack anyone who gets too close. Leaders will also call for help and any nearby Ghoul will respond.

Ghouls will ignore heroes more that 11 tiles away.

If missile attacked then nothing special.

If magic attacked they will rush the attacker if the distance is less than 5 tiles, else they will move to avoid magic attacks.



Skeleton

Skeletons have no mind and have difficulty following the simplest of orders. They will attack anybody who come too close to them, but may also (sometimes) simply 'forget' and walk away from a battle. They will attack the nearest opponent, not caring about their opponent's strength or abilities. They will respond to calls for help from leaders.

They will tend to mill around treasure but are too dumb to pick any up.

Skeletons will ignore heroes more that 8 tiles away.

Very dumb - will totally ignore missile attacks.

Very dumb - will totally ignore magic attacks.



Ogre

Ogres love to hoard treasure. They will search for treasure, pick it up, and move it back to their base.

Ogres love to fight and will pick on any passing hero. If the hero is carrying treasure then the Ogres will gang up on the treasure carrying hero. Ogres will not respond to calls for help unless it is a leader, the Hero being attacked has treasure.

Ogres will ignore heroes more than 10 tiles away.

If missile attacked then nothing special.

If magic attacked then nothing special.



Dragon

Dragons love to hoard treasure. They will search for treasure, pick it up, and move it back to their base.

Dragons love to fight and will pick on any passing hero. If the hero is carrying treasure then the Dragons will gang up on the treasure carrying hero. Dragons will not respond to calls for help unless it is a leader, the Hero being attacked has treasure.

Dragons will ignore heroes more that 16 tiles away.

Dragons will ignore missile attacks if they can reach their prey, otherwise they will move.

Dragons will ignore magic attacks if they can reach their prey, otherwise they will move.

Vampire

Vampires are evil undead creatures. They love to suck blood. They attack Heroes whenever possible. The upper level (more powerful / smarter) vampires will tend to avoid Heroes with strong magic abilities as these are the only ones who can really hurt them.

Vampires will answer the call for help from anyone else in the group (if they are not otherwise occupied). They will tend to spread out when attacking multiple Heroes - each vampire seeking it's own victim.

While not a top priority, vampires will pick up Treasures near them if they have no one to attack. They tend to carry the Treasure around with them.

Vampires will ignore heroes more that 13 tiles away.

If missile attacked then nothing special.

If magic attacked they will rush the attacker if the distance is less than 2 tiles, else they will move to avoid magic attacks.



Lizcanth

Lizcanths are savage reptilian humanoids. They tend to fight as a pack and will gang up on weaker or less strong opponents. They have only a moderate interest in treasure (will not travel too far to obtain it), but will accumulate it and store it at their home base. They will rush to defend their home base. They do not respond to calls for help for anybody, including their own kind except for their own group leader.

Lizcanths will ignore heroes more than 15 tiles away.

When missile attacked, the fearless leader will rush the attacker. Other lizcanths will side step (if hit) and then continue their attack.

If magic attacked then nothing special.



Scevan (Wolf-like)

Scevan's are a very active, social animal. They tend to hunt and attack in packs. Their preference is to attack the weakest member

of a group. They have no interest in treasure. They will come to the defense of any member currently under attack. They remember which heroes have attacked them and will hunt them down if the heroes are weak or wounded.

Scevals will ignore heroes more that 15 tiles away.

If missile attacked they will rush the attacker if the distance is less than 2 tiles, else they will move to avoid missile attacks.

If magic attacked then nothing special.



Swegle

Swegles are big dumb brutes resembling armored Rhinos. They tend to be solitary animals and have no special interest in treasure (except to guard it). Swegles do not respond to calls for help from anyone.

Swegles will ignore heroes more that 8 tiles away.

If missile attacked then nothing special.

If magic attacked then nothing special.



Hammet

Hammets are solitary creatures, but will form a pr and tend to hunt and fight as a pack. They have no interest in treasure, but are very defensive of their lair (home base).

Hammets will ignore heroes more that 10 tiles away.

If missile attacked they will move to avoid missile attacks, and then dart back to attack the attacking hero.

If magic attacked then nothing special.



Floater

Floaters tend to be solitary creatures, but will respond to calls for help from other Floaters near by (the 'higher' the level of Floater the further away their call for help has an effect). They

will call for help if their opponent is 30% (or more) stronger than they are or if they are at 75% or less of their full strength. Floaters have no interest in Treasure.

Floaters will ignore heroes more that 12 tiles away.

If missile attacked then nothing special.



If magic attacked then nothing special.

Lich

Lichs are dead evil wizards. They are very powerful. They tend to avoid fights whenever possible - preferring to run. If they are attacked (on the other hand) they become very aggressive and will gang up on the aggressor. Their attack preferences are: 1) defend themselves 2) heroes carrying treasure, and 3) heroes with magical powers who get too close (biggest threat to themselves) - otherwise avoid combat. They will pick up treasure and carry it around with them. They will answer calls for help from other Lich's only if the other Lich has Treasure and they do not.

Lichs will ignore heroes more that 5 tiles away.



If missile attacked then nothing special.

If magic attacked they will rush the attacker if the distance is less than 2 tiles, else they will move to avoid magic attacks.

Brognab

Brognabs are animated plants that have very low intelligence. They have no interest in treasure and tend to wonder around. While aggressive, they never attack heroes who are at full strength, but may follow them around. Their preference is to gang up on the weakest hero they can find.

Brognabs will ignore heroes more than 14 tiles away.

If missile attacked they will rush the attacker if the distance is less than 12 tiles, else they will move to avoid missile attacks.

If magic attacked then nothing special.



Zombie

Zombies are mindless, animated corpses. They will stop fighting current Heroes to go to the aid of a leader.

Zombies will ignore heroes more than 12 tiles away.

If missile attacked then nothing special.

If magic attacked then nothing special.



Non Player Characters

These are the poses of the animated non-player characters used for dialogue, quests, etc. Note the last poses are of static objects such as monoliths, signs and sphinxes.

Base	+1	+2	+3	+4	+5	+6	+7
←	→	↑	↓	↖	↙	↗	↘
West	East	North	South	NW	SW	NE	SE

Initial Image Numbers:

Female 1,8,16,24,32,40,48, 56,64,72,80,88,96,104,112,120,128,136

Male 144,152,160,168,176,184,192,200,208,216,224,232,240,248,256,264,280

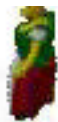
Special NPC Images

300-319 Monoliths

320-321 Markers

322-323 Double Posted Signs

324-327 Sphinx



npc000



npc001



npc002



npc003



npc004



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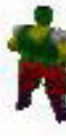
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npc040



npc041



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Npc326



Npc327

City of Terris Guide

City 1

House of Flavius

House of Stewart

House of Orlean

Merchants: Potion, Weapons, Armor

Paladin's Guild Hall

Reaver's Guild Hall

Residences

City 2

Mage's Guild Hall

Knight's Guild Hall

House of Romanov

House of Boreau

Merchants: Tailor

Residences

City 3

House of McDonald

Merchants: Potions, Weapons, Armor, Jewelry

Mentor's Guild

Gate

Residences

City4

Residences

City 5

West Gate

Merchant: Weapons

City 6

Oracle

Merchants: Armor, Potions, Weapons

Treasure Row

Residences

City 7

Treasure Row

Gate

Residences

City 8

Gate

Treasure Row
Residences

City 9
Gate
Fountains
Residences

City 10
Arena
Gate
Merchants: Weapons

Startmap
Great Square
Fountains

Bazaar
Fountains
Pubs
Dungeon
Merchants: All

City 12
Palace
Court Mages' Estate
Justice Hall

Spell List

- | | | |
|---------------------|-------------------|-----------------------|
| 1. Asteroid, | 17. Mass Restore, | 35. Healing Airs, |
| 2. Ball Lightning, | 18. Meteor, | 36. Healing Cloud, |
| 3. Bees, | 19. Pain, | 37. Health, |
| 4. Brambles, | 20. Planetoid, | 38. Mend, |
| 5. Branches, | 21. Roots, | 39. Mental Knot, |
| 6. Burn, | 22. Shock, | 40. Mental Twist, |
| 7. Dart, | 23. Singe, | 41. Mind blast, |
| 8. Fireball, | 24. Stab, | 42. Mind bolt, |
| 9. Flame Strike, | 25. Thorns, | 43. Mind Bomb, |
| 10. Flicker, | 26. Wasps, | 44. Mind Over Matter, |
| 11. Flies, | 27. Wound, | 45. Mind Riven, |
| 12. Fry, | 28. Aide, | 46. Nevermind, |
| 13. Gust, | 29. Air Heal, | 47. Raise, |
| 14. Jolt, | 30. Cauterize, | 48. Recover, |
| 15. Kudzu, | 31. Faith Heal, | 49. Refresh, |
| 16. Lightning Bolt, | 32. Fire Heal, | 50. Restore, |
| | 33. Force Heal, | 51. Rivening, |
| | 34. Heal, | 52. Schizo, |

53. Silver lining,	99. Sparkles,	145. Banish,
54. Sooth,	100. Sureshot,	146. Dread,
55. Twist of Fate,	101. Slow Wits,	147. Fear,
56. Whirling Doom,	102. Strength,	148. Flee,
57. Berserk,	103. Strong,	149. Fright,
58. Berserker,	104. Stubborn,	150. Panic,
59. Blind,	105. Surge,	151. Terror,
60. Blinding,	106. Target,	152. Poly Giant,
61. Concentrate,	107. True Shot,	153. Poly Hammet,
62. Condense,	108. Unmind,	154. Poly Ogre,
63. Dazzle,	109. Weak Eye,	155. Poly Rogue Knight,
64. Dead Eye,	110. Weak Mind,	156. Poly Rogue Earth Mage,
65. Defender,	111. Weaken,	157. Poly Lizcanth,
66. Determined,	112. Willpower,	158. Poly Scevan,
67. Dismay,	113. Aim,	159. Poly Swegle,
68. Dismind,	114. Defend,	160. Poly Rogue Mrem,
69. Distraction,	115. Might,	161. Poly Rogue Fire Mage,
70. Divert,	116. Binding,	162. Poly Gargoyle,
71. Dust Cloud,	117. Mass Binding,	163. Poly Rogue Paladin,
72. Falter,	118. Slow,	164. Poly Rogue Sky Mage,
73. Feeble,	119. Collapse,	165. Petit Mal,
74. Fire Shield,	120. Mass Health,	166. Malfeasance,
75. Focus,	121. Sand Storm,	167. Mortality,
76. Full Shield,	122. Sparks,	168. Mass Mortality,
77. Hurry,	123. Internal Combustion,	169. Certain Death,
78. Intense,	124. Smog,	170. Sudden Death,
79. Mass Berserk,	125. Drop Weapon,	171. Death Wish,
80. Mass Never Miss,	126. Drop Item,	172. Fiery Death,
81. Mass Sure shot,	127. Fumble,	173. Mass Fiery Death,
82. Mind fire,	128. Shatter,	174. Death Gas,
83. Mind Shield,	129. Together,	175. Mass Death Gas,
84. Muscle,	130. Disintegrate,	176. Scoot,
85. Never Miss,	131. Identity Loss,	177. Push,
86. Perplex,	132. Earthquake,	178. Repel,
87. Protect,	133. Tremor,	179. Shove,
88. Quick fire,	134. Grip,	180. Send,
89. Resist,	135. Freeze,	181. Scatter,
90. Resolve,	136. Hold,	182. Air Cure,
91. Rooted,	137. Rigid,	183. Fireburst,
92. Rush,	138. Statue,	184. Fiery Ball,
93. Sand Cloud,	139. Stand,	185. Fire Battle,
94. Scurry,	140. Baffle,	186. Fire Fight,
95. Shelter,	141. Befuddle,	187. Fire War,
96. Shielding,	142. Bewilder,	188. Forked Lightning,
97. Shudder,	143. Confound,	189. Full Fireburst,
98. Smoke,	144. Confuse,	190. Full Fireblast,

191.	Future Shock,	234.	Super Shield,	277.	Hap Hazard,
192.	Inferno,	235.	Meteor Shower,	278.	Kismet,
193.	Mass Burn,	236.	Fly Swarm,	279.	Fates Cloud,
194.	Mass Confound,	237.	Bee Swarm,	280.	Chance of Rain,
195.	Mass Dead Eye,	238.	Fly Cloud,	281.	Chance of Tornadoes,
196.	Mass Heal,	239.	Bee Cloud,	282.	Final Gesture,
197.	Mass Muscle,	240.	Wasps Frenzy,	283.	Slim Hope,
198.	Mass Pain,	241.	Wasps Plague,	284.	Random Fire,
199.	Mass Perplex,	242.	Silence,	285.	Smoking Chance,
200.	Mass Protect,	243.	Thoughtlessness,	286.	Fates Fire,
201.	Mass Psychosis,	244.	Mass Silence,	287.	Chance in Hades,
202.	Mass Resist,	245.	Vampire Gaze,	288.	Final Defiance,
203.	Mass Rooted,	246.	Vampire Touch,	289.	Grand Berserk,
204.	Mass Shielding,	247.	Vampire Bite,	290.	Grand Berserker,
205.	Mass Shock,	248.	Vampire Drain,	291.	Grand Concentrate,
206.	Mass Surge,	249.	Shards,	292.	Grand Dead Eye,
207.	Mass Target,	250.	Melt,	293.	Grand Defender,
208.	Mass Twist,	251.	Sonic Blast,	294.	Grand Determined,
209.	Neurosis,	252.	Sonic Shock,	295.	Grand Fire Shield,
210.	Poison,	253.	Haste,	296.	Grand Focus,
211.	Psychosis,	254.	Mass Haste,	297.	Grand Hurry,
212.	Rumbles,	255.	Mass Shield,	298.	Grand Intense,
213.	Shower,	256.	Berserkrieg,	299.	Grand Mind Shield,
214.	Sleet,	257.	Illusion of Earth Mage,	300.	Grand Muscle,
215.	Smoke Ring,	258.	Illusion of Fire Mage,	301.	Grand Never Miss,
216.	Storm,	259.	Illusion of Knight,	302.	Grand Protect,
217.	Tornado Season,	260.	Illusion of Mentor,	303.	Grand Quickfire,
218.	Toxin,	261.	Illusion of Mrem,	304.	Grand Resolve,
219.	Ultra Burn,	262.	Illusion of Paladin,	305.	Grand Roots,
220.	Zone of Befudling,	263.	Illusion of Sky Mage,	306.	Grand Rush,
221.	Zone of Confusion,	264.	N/A	307.	Grand Scurry,
222.	Zone of Crawling,	265.	N/A	308.	Grand Shelter,
223.	Zone of Dispair,	266.	N/A	309.	Grand Shielding,
224.	Zone of Feeble,	267.	N/A	310.	Grand Strength,
225.	Zone of Hopelessness,	268.	N/A	311.	Grand Strong,
226.	Zone of Shielding,	269.	N/A	312.	Grand Sureshot,
227.	Zone of Slowing,	270.	Small Chance,	313.	Grand Surge,
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