

THE FIFTH DISCIPLE



Warning

- The unauthorized copying and sharing of commercial software products – like this game – is a criminal offense punishable by law.
- An individual who is prone to epileptic seizures may suffer a seizure as a result of the excessive playing of computer games (and working on computers in general). This may occur even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you are a parent, please monitor the use of video games by your children.
- Not even a healthy individual should spend excessive amounts of time playing computer games. We therefore recommend that you take at least a ten-minute break after every hour of playing.
- If the game seems slow on your computer, try going to “Options” in the menu and switching from 32bit graphics to 16bit.

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Minimum and recommended hardware requirements

Minimum hardware requirements:

- DirectX 8.1 100% compatible video and sound card
- Pentium II 350 or 100% compatible.
- Windows 98, ME, 2000 or XP operating system
- 64 MB RAM
- 0.5GB available hard disk capacity
- 100% compatible DirectX 8.1 driver for a video card and sound card
- CD or DVD drive, mouse

Recommended hardware requirements:

- Pentium III 750 MHz
- AGP graphics card
- 128 MB RAM

Installation

- Insert the CD with the game into your CD drive.
- If you haven't activated automatic CD start-up, click on the "My computer" icon and select the drive in which the CD is inserted.
- In the installation program select "Install game".
- Follow the instructions on your screen. During installation you will be asked to select a final installation destination. Be sure that you have sufficient capacity on your target disk.

History of volume one

This tale began long ago, at a time when the earth was still young and Gods roamed its surface and could be seen by ordinary mortals at the end of their creation process. At that time, too, the most powerful of the maguses prophesied many future events of great magnitude. According to one such prophecy, a great evil was to arise on the island nation of Rovenland and threaten to destroy the world. With the passing of time,

the maguses invented the ritual called Krow Kane in order to repel this great threat. Although maguses do not die easily, they are not immortal, and so, as the prophesied events approached, not a single one was still living (or at least that is how it appeared). Nevertheless, one clever man, Freghar, a venerable disciple from among the dwarves, identified the upsetting of harmony by the external signs described in the tracts hidden away with the ritual. And so, following the instructions as closely as possible, Freghar performed the Krow Kane ritual alone. Unfortunately, the power of the ritual, created by magnuses far mightier than Freghar, killed the poor disciple. Nonetheless, happily for this world, he had successfully carried out the ritual. The ritual's outcome were three adventurers conjured from different places, and possibly even different times, who set out, under a magic spell, to accomplish no less a task than to stop five renegade maguses attempting to open the gate to one of the forbidden dimensions in the magical tower of Skeldal. The three adventurers ultimately succeeded in their task. The world was saved.

Principles of the game

The Fifth Disciple combines the two game styles known as adventure and RPG. You control the main character, the hero Engeor, and your goal is to travel through the story of the game from beginning to end. Your character, i.e. the character of Engeor, can gather objects, use them in different places, combine them or otherwise physically manipulate them on the screen. He can also communicate with other beings in the picture, which sometimes moves you forward in the action, sometimes serves only to help solve riddles and in some cases finishes a conversation with another character from a part of the story. Finally, through Engeor you can also cast spells. You use your magic powers in the frequent battles, though successfully performing some tasks out of battle will also require the use of magic. As the game progresses and your character gains experiences, the number of which is shown in the form of trophies, you will receive points ("lessons") with which you can enhance the spells you are able to cast. The spells, which you will receive in the course of the game (e.g. from a scroll or other maguses), are therefore stronger, and as a result your character grows ever more powerful and skilled.

How to play



- ↖ Upper panel ↗ Health indicator ∞ Inventory panel ⓘ Info panel
➔ Lower view ④ Manna indicator ⚙ Lower panel

Upper panel

In the upper panel are icons with text, often covering another menu. They have the following meaning – from left to right:

Save

Here you can save your current position (including with a text description) either in one of the slots or to an automatic position, which is shown in the lowest separated slot. Click on the letter "A" for automatic save.

Renew

Here you can renew positions that you saved earlier. Click on the letter "A" to renew an automatic position.

Choose

Here you find a menu with a sound mixer and several other configuration choices:

- Show or hide dialogue subtitles.
- Allow or prohibit automatic saving before a battle.
- Graphics quality (16bit or 32bit).
- Show hexagram fields during battle.

Money indicator

The money indicator shows how much money you currently have.

Engeor

Here you conceal the attributes of your character. In addition to a list of all twenty-five spells that you can learn during the game, including the current level (strength) of spells that you are able to cast, you will find other properties of your character.

Game view

Defines your view of the game screen. Everything that happens in the game happens in this screen.

Lower panel

Here you will find the Health indicator and Manna indicator. The first graphically shows the number of your lives, and the second the number of magic powers you have. You will find this information in numerical form in Engeor's attributes. In addition to these indicators, you will also find the inventory indicator here. This shows the objects that Engeor is carrying. If there are a lot of objects in the inventory, it is possible to move among them using the arrows at their edges. Immediately below them is the Info panel, which shows different kinds of information during the game, e.g. the number of trophies won for fulfilling tasks or the outcome of attacks during battles.

Intuitive control using the mouse



The game is almost completely mouse controlled (except when you have to insert text into a position name). While it's enough to click once to activate a given function in the case of the upper and lower menu, if you click anywhere in the game view, then the "trefoil: hand, mouth, sorcery" pops up.



Hold the mouse button down, drag the cursor to one of the icons and click to activate it. It only makes sense to click on places where text is shown under the cursor. For example, if you want to pick up an object, activate the hand, if you want to speak with someone, activate the mouth. But if you activate the sorcery icon, then a circle of five magic elements appears.



Under each element are five spells and each of these spells may be cast at five different strength levels. Click on the fire element, and then on the fireball spell, and hold down the mouse button. The dots around the spell show its level, beginning to light up one by one. When you're satisfied with the spell level, release the button and the spell is cast. You will use magic most frequently during battles.

Note: By right clicking on a free space you go to there. By right clicking on a space with floating text under the cursor, you use it (it's just like using your hand).

Use of objects

You use objects in the inventory by left clicking on them (the cursor changes into the shape of the chosen object). Then, using the cursor, click on the screen location where you want to use the object.

Attributes of the character Engor

Attribute name	Type	Description
Level	number	A one-digit description of the quality of a magus, for orientation purposes. When proceeding to a new level, the magus receives 5 lessons.
Trophies	number	Trophies that the player takes away from won battles and fulfilled tasks.
Lives	actual/maximum	The player's health. When proceeding to a new level, the maximum number of possible lives increases by one. Lives are mainly lost in enemy attacks.
Manna	actual/maximum	Manna decreases with every spell that is cast. When proceeding to a new level, the maximum manna level increases by 5.
Attack	penetration/damage	Penetration determines the chance an attack has of penetrating the enemy's coverage. The damage value tells you the injuries suffered in a successful attack.
Defense	coverage/resistance	Coverage tells you the defender's chances of repelling an enemy attack with a certain level of penetration. Resistance tells you how many of the injuries suffered in a battle will be absorbed.
Speed	attacks/steps	The attacks value tells you how many attacks a player can make in one round. The steps value specifies the number of moves in one round.
Lessons	number	For every move to a higher level the player gets five points (lessons), which he can allocate to the spell level. However, he can also freely accumulate these points.

After acquiring a certain number of trophies, the player proceeds to a new level and always gets: 5 lessons that can be divided among individual spells, one life point is also added to the maximum level and 5 manna points added to the maximum manna level. Additionally, from time to time he can increase other attributes. For example, the number of attacks, penetration, coverage etc.

Sorcery

There is elemental magic in The Fifth Disciple. There are five elements, and in each of them a magus can cast five spells (i.e. there are a total of 25 spells in the game). Each of these spells can be cast at one of five strength levels. A higher level usually requires more manna, but then the spell is more effective.

Spell level

If a magus learns a spell, he can only cast it at the first level. However, if he has some free lessons (i.e. he has proceeded to a higher level), he can assign these lessons to a spell and increase its maximum level. With every additional increase in spell level, the player gives up one more lesson. See the following table:

Change from 1 to 2	No. of lessons 1	Change from 3 to 4	No. of lessons 3
from 2 to 3	2	from 4 to 5	4

The Element of Fire

The Fireball

Hurl a fireball at your enemy and cause him a certain degree of injury regardless of his coverage. However, the enemy's resistance plays a role in calculating injuries. With every additional spell level, the fireball causes greater damage.

The Reinforcement

Temporarily increases the "damage" value of the attack number of the being on which the spell is cast. Every additional level ensures a greater damage value and longer-lasting spell.

The Acceleration

Temporarily increases the speed value of the being on which the spell is cast (number of attacks and steps). Every additional spell level makes the character faster and ensures that the spell will last longer.

The Golem

The stone Golem is conjured to a target destination. The Golem is extremely strong, causes great injuries, is highly resistant and has a strong constitution and many lives. Conjuring the Golem is a slow and costly process. With every added spell level, one or more of the conjured Golem's attributes grows in power.

Armageddon

Fires burn around the magus and remain there for a certain period of time. In one round, each of these fires takes a certain number of lives from whoever stands near it (or passes through) it. The power of the spell determines the number of fields in which the fire burns, the number of rounds for which it burns and the number of lives that it takes.

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The Element of Water

The Skeleton

A skeleton is conjured to a target destination. The skeleton is extremely easy to summon (the easiest in the game), but has little resistance and poses little danger to enemies. With every added spell level, one or more of the conjured skeleton's attributes grows in power.

The Skin of Iron

Temporarily increases the "resistance" of the being on which the spell is cast. With each higher level, the "resistance" value grows.

The Deadly Rain

Rain falls when conjured over a target destination, taking lives from the beings on which it falls. The spell level determines the size of the area where it rains, how long it rains and the number of lives the rain takes in one round.

The Abyss

A very strong spell. Binds opponents together, so that if one dies, the other does too (drags him down to the depths of death). With each added spell level, either the spell lasts longer or becomes less expensive.

The Energy Sapper

Another very powerful spell. Saps away and keeps a certain amount of manna from the enemy. The greater the spell level, the more manna the magus can take from the enemy.

The Element of Earth

The Healing Touch

Heals the battle wounds of the being on which the spell is cast. Each added spell level heals more wounds.

The Warrior

Temporarily increases the “penetration and “coverage” of the being on which the spell was cast. The greater the spell level, the more that “penetration and “coverage” are increased.

The Magic Illness

Afflicts a being with a magic illness. This illness takes a certain number of the being’s lives in a round until the battle ends (regardless of “resistance”). A being infected with the magic illness also infects every other being who approaches a neighbouring hexagram. Only the magus himself is immune to the illness.

Eye for an Eye

An enemy suffers the same injuries that he causes to the being on which the spell was cast. The spell level determines how long it will last.

The Bear

A bear is conjured to a target destination. The bear is a warrior of the medium class, not too weak or strong, not too expensive or cheap. The individual levels of the spell determine the strength of the conjured Bear.

The Element of Air

The Spider Web

An enemy is tangled in a spider web and rendered immobile for a certain period of time. With every additional spell level, the spell either lasts longer or is less expensive.

The Magic Shield

An impenetrable magic barrier is created around the magus, and can unconditionally absorb a certain number of attacks. The spell lasts until the given number of attacks is exhausted or until the end of the battle. The spell level determines the number of attacks that the shield can withstand.

The Lightning

Lightning flies from the sorcerer's hands and strike enemies. If the spell is cast at the second level or higher, then the lightning rebounds off the last stricken enemy and flies to the next closest enemy. This continues until the maximum number of enemies that the spell can affect is exhausted. The spell level determines the amount of "damage" and number of stricken enemies.

The Teleportation

The magus teleports himself to a place far away. The spell level determines how far the magus is able to transport himself.

The Griffin

A griffin is conjured to a target destination. The griffin is a flying being, and is therefore very fast and difficult for enemies to strike. But the griffin itself is not very resistant. Each additional spell level conjures a griffin with better attributes.

The Element of the Mind

The Magic Detector

Detects objects of magical origin and objects concealed by magic. The spell level determines how long the detected objects will be visible.

The Illusion

Creates an illusion of the magus in a given field. The spell level determines how long the illusion will last and the distance at which it can be created. In battle the illusion attracts attackers. However, enemies detect the illusion after only a few attacks and then ignore it.

The Confusion

An enemy is temporarily confused, blindly moving around the game field. There is only a minimal (maybe 10%) chance that he will attack if another being is within reach. The spell level determines how long the confusion will last.

The Control

Temporarily assumes control over an enemy character. The spell level determines how long the magus will control the character.

The Demon

A demon is conjured to a target destination. The demon is extremely strong and resistant, though not as strong or resistant as the Golem. The demon is faster than the Golem and more expensive to conjure. With every additional spell level, the demon becomes stronger, more resistant and faster.

Note: For spells that conjure a helper, the spell level determines, among other things, how far the being may be sent. Shortly after being conjured, a character is subject to what is known as "post-conjuring weakness". This means that the conjured being cannot attack during the round in which it was conjured.

Battles

Battles fought in the game are turn-based, i.e. they take place in rounds. In every round, each of the characters taking part in a battle gets one turn. During his turn he can take a certain number of steps and carry out a certain number of actions (most often attacks). The number of steps corresponds to the number of hexagrams that the player can pass through (if you don't see the hexagrams, you have probably disabled their display in "Options"). At the beginning, the computer automatically performs a calculation of "initiative". The higher the "initiative", the sooner a character in a given round gets his turn. The calculated "initiative" does not change for the duration of the battle, but if a new character joins the battle (after being conjured), then the "initiative" is additionally calculated for it and the character, according to this value, is ranked at a certain place in the line of characters waiting their turn.

If it is Engeor's turn, then to carry out an action point to the field with your (or an enemy) character and left click. The trefoil appears. You can either cast a spell or physically attack a character, or you can call out to him (which has no effect on the game, but only serves to maintain the game's integrity and add to the atmosphere). If it is your character's turn (a character that you conjured or for which you are temporarily playing due to a "Control" spell), the trefoil is not shown and an attack or change is carried out by left clicking on the appropriate hexagram.

If you point to a character (or the hexagram in which it is standing), a small light rotating inside an ellipse appears under it. You know who controls it by its colour (blue is for you, and red for your enemies). You quickly find out that some characters, in addition to the hexagram in which they are standing, also cover all the hexagrams in their immediate vicinity. These characters can be attacked like any other. If you point anywhere in the game screen using the mouse pointer, you are immediately shown the character's path by means of arrows and crosses. Crosses symbolise places where the character cannot go.

Technical support

If you experience any problems with the game, please take the time to look at our website. It's possible that someone else has already had the same problem, and that you'll find the solution on our site. If you don't find it there, or the solution you found doesn't work, please check if the problem has been caused by something other than the game itself, e.g. hardware problems, obsolete or faulty hardware drivers etc. If you've tried everything and the problem persists, please send us an e-mail at: help@napoleongames.cz.

In the e-mail include the name of the game, describe the problem and state your computer's configuration including the operating system and any non-standard options.

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