



<a href="#"><u>INTRO (GETTING STARTED)</u></a>	<a href="#"><u>2</u></a>
1. The Quest Background Story	2
Main Menu	2
Character Generation	3
Your Basic Attributes & Skills	5
<a href="#"><u>WHAT'S ON THE SCREEN</u></a>	<a href="#"><u>8</u></a>
Main game screen – The Dungeon View	8
Inventory and Other Screens	9
Character detail screen	11
Other character detail screens	13
Quest Log	13
Spell Register	14
<a href="#"><u>HOW THE GAME WORKS</u></a>	<a href="#"><u>15</u></a>
Moving Around in the World	15
Towns	15
Talking	16
Shops	17
Alignment	18
Crime	19
Combat	19
Enemies	19
Magic	20
Enchanting Items and Blank Wands	26
Alchemy	29
Playing With Gol'Crop	31
List of cards	31
Increasing Your Skills and Attributes	35
Training	35
Repair and Maintenance of Items	36
Rest and Restore	36
<a href="#"><u>OUTRO</u></a>	<a href="#"><u>37</u></a>
Technical Support	37
Copyright Information	37
Credits	37
Warning: Seizures & Repetitive Motion Injuries	38

# INTRO (GETTING STARTED)

## 1. The Quest Background Story

You are a Kingdom Agent entrusted by King Mersant Orasare with a special mission to find out what has happened to the governor of the Island of Freymore. Suspicion is that he has been poisoned by someone wanting control of the island, but no one really knows. The situation is serious and the island is in unrest. Only those in Mersant Orasare's confidence know your mission. As far as anyone can tell, you're an adventurer from Beraquel, a little wet behind the ears.

You know little about your past as you begin to explore this huge world and your future is as much of a mystery as the governor's disappearance! As you progress through the game you will find that your destiny may include more than carrying out Mersant's orders, your fate may be aligned with a myth called The Returning. Explore, talk to people, only that way can you find out the answers to your many questions. Make choices, for good or for evil, but be careful what you choose! Your destiny and this world's may lie in the balance!

### ○ Main Menu

When you first start your game – after a brief intro animation – you will be greeted by the main menu screen. Here you may continue your game; start a new game; load your game; save your game; modify the game's graphic or sound options and access the in game help.

When you have a game going (after you have created a character) and exit the game by pressing the Home Screen button on your device, or the game is exited because of other activities (a phone call, for example), it will create an automatic save. When you next start the Quest, you will be brought to your last position in the world. You can also save your game manually into four possible slots, see below.

When you start a new game, after a brief introduction, you are brought to the character generation screen. See "Character Generation" below.

"Load game" gives you the option of choosing which save file you would like to use.

To save your game, while in the main game view (see below), tap on your character's face (or your health or mana bars), then on the icon on that looks like a green floppy disk. That will return you to the main menu, where you may choose "Save game". It is recommended that you save to more than one slot.

## ➤Settings

To Examine/modify the settings, tap on the “Settings” entry.

There you can set the sound effect and music volumes, activate or deactivate the on screen compass, activate or deactivate the buy/sell confirmation question and switch between view modes. There are five different view modes (freely rotating/portrait/portrait upside down/left landscape/right landscape), where the first one causes the game to adapt to the orientation of your device when you rotate it and the rest “locks in” the selected mode, so it will not change even if you rotate your device into another position.

You can also change the control settings, by tapping the “Controls” button. Here you can select between the default control scheme, indicated by “Buttons” and an alternative one, indicated by “Virtual D-pad”. See “Virtual directional pad” part later in this document on how to use it.

By tapping the “Miscellaneous” button, you can access the following settings: The on screen visibility of status effects (see “Status Icons” below) and the animation speed. If you find the game a bit slow for your liking set it to “Fast” to increase the movement and fighting speed of your character and that of the monsters.

*Note: the screenshots you see in this document are for demonstration purposes only. The display may be slightly different (especially in Portrait modes), while the logical content is always the same.*

- **Character Generation**



On the "Create new player" screen, you may customize your character by choosing your name, face, race and skills. Choose your race and skills carefully because how your game progresses will depend on these.

➤ **Your name**

Your default name is Player. To choose the default name, simply leave the name as displayed. To change your name, tap the "Change" button to the right of "Player". Use the left arrow key to backspace over the letters that are shown. Now type in your character's name using the letter and number keys and space bar; you can use the shift button to change the case of the letters any time. Hit the "✓" button to save your entry and hit the "X" button to go back to the "Generate" screen.

➤ **Your gender**

Default is Male. To change this, tap on Female. Tap on the "✓" button to save. Your gender can influence your dialogues and quests during the game.

## ➤Your race

Default is Etherim. Tap on the "Change" button to select a different race. Five races inhabit the Island of Freymore: Rasvim, Etherim, Seiry, Derth and Nogur. Each has its own advantages/disadvantages and some special quests or quest-related items (for example, in a quest, you may receive different rewards depending on your race). Different races have different strengths or weaknesses (they receive different pluses or minuses to their skills and attributes):

**Etherim:** The Etherim are natural hunters, and have a high dexterity and accuracy with ranged weapons. They also have an innate magical ability that helps them harness magical forces.

**Rasvim:** Also known as the Undead. The Rasvim are capable of becoming fierce warriors or dark mages. They have high resistance to poison and infection, but are vulnerable to spell based damage.

**Seiry:** This race has long been regarded as the best and most naturally talented thieves and assassins of all the races on Monares. They are intelligent, perceptive, have cat-like grace and come with useful thief skills.

**Derth:** The Derth are gifted scholars, and teachers, and are the most powerful teachers of the races. While being stronger mentally, they are also physically weaker, and so lack dexterity and endurance.

**Nogur:** The Nogur are the natural warriors of the races and are trained to fight from birth. They are physically stronger, extremely healthy and have a high resistance to infection, but are vulnerable to magic attacks.

Depending on which race you select, you will begin the Quest from a different part of the world and with different equipment.

## ○ **Your Basic Attributes & Skills**

### ➤ **Basic Attributes**

<i>Name</i>	<i>Effects</i>
Strength	Melee damage, Encumbrance
Dexterity	Ranged attack, Melee damage, Melee defense
Endurance	Encumbrance, HP, Resistances
Intelligence	Magic attack, Magic defense, SP
Personality	Mercantile / Persuade [skills], Magic defense

These attributes are important for your skills. Each skill has a governing attribute. The skill's value cannot be higher than its attribute's value times two. For example, if your endurance is 15 and you want to increase your skill in wearing heavy armor, you won't be able to go above 30 (twice 15) until you increase your base endurance.

### ➤ **Skills**

After you choose your race, you may select a pre-defined class by tapping on the "Select" button or modify your skills by tapping on the six skills listed which will bring up a screen where you may change the primary skills with which you start the game. Tap the "✓" button to save and tap the "X" button to go back to the main menu when you're finished modifying your character.

Other than the six primary skills you choose, you will have all the other skills as secondary skills, but you will have to work twice as hard to develop them as opposed to your primary skills when you gain a new level.

The pre-defined classes and their assigned primary skills are:

Fighter: Heavy Weapon, Heavy Armor, Dual Wield, Repair, Block and Light Weapon.

Thief: Light Weapon, Light Armor, Accuracy, Persuade, Lockpick, Disarm.

Mage: Light Weapon, Heal Magic, Protection Magic, Attack Magic, Environment Magic, Alchemy.

Battlemage: Light Weapon, Light Armor, Block, Attack Magic, Protection Magic, Mind Magic.

Ranger: Accuracy, Light Weapon, Stealth, Heal Magic, Light Armor, Alchemy.

Priest: Light Weapon, Light Armor, Heal Magic, Protection Magic, Alchemy, Persuade.

Your skills can change as you receive or distribute points during the game.

## ➤ Definitions of Skills -- Attributes on which they depend

Heavy Weapon – skill in using heavy weapons such as an axe, mace, hammer, heavy sword. Depends on strength.

Heavy Armor – ability to wear heavier armor. Depends on endurance.

Dual Wield – skill in using two weapons at the same time. Depends on dexterity.

Light Weapon – skill in using light weapons such as a knife, short sword or anything below a certain weight. Depends on dexterity.

Light Armor – ability to wear light armor to good advantage. Depends on dexterity.

Repair – ability to keep gear in good condition. Depends on dexterity.

Block – ability to use your defenses well or remove damage. Depends on dexterity.

Accuracy – skill in hitting a target with a ranged weapon. Depends on dexterity.

Persuade – ability to influence others while talking. Depends on personality.

Mercantile – skill in getting the best price in shops and influencing merchants to accept your deal. Depends on personality.

Lockpick – ability to open locked doors. Depends on dexterity.

Disarm – skill in disarming traps and snares. Depends on intelligence.

Heal Magic – ability to cast healing spells with greater effect. Depends on intelligence.

Protection Magic – skill in casting protection spells such as resist poison or stone skin. Depends on intelligence.

Attack Magic – ability to increase your attack spells' damage. Depends on intelligence.

Environment – ability to use spells such as disarm, recall, feather or town portal. Depends on intelligence.

Alchemy – ability to concoct homemade potions and other mixtures. Depends on intelligence.

Mind Magic – skill in casting mind magic spells to control others such as drain mana, calm humanoid, curse or paralyze. Depends on personality.

Stealth – ability to steal without detection. Depends on dexterity.

Undead magic - ability to cast spells that can be used only if you are a Rasvim

(Undead), such as harm living. Depends on intelligence.

After generating your character (choose your race, skills and attributes carefully), you'll find yourself on the Island of Freymore, ready for your adventures.



## WHAT'S ON THE SCREEN

- **Main game screen – The Dungeon View**



To the left of this screen is your view, and to the right, a map of your immediate surroundings. Tap on the map to bring up the full view of where you are and an icon that, if you tap on it, will bring up a complete map of the Island of Freymore. On that World Map, your present position will be indicated by a red flag. Also here you can check all area names on the island like forests, swamps, towns, etc. to have better orientation during your adventures and missions. To go from the World Map to the map of your immediate location, tap on the pound sign; or you can go back to the dungeon view with the "X" button.





To the right of your character's face are two vertical bars that show your health points (HP) and your spell points (SP or Mana). Watch these to make sure you're not dying or running out of the ability to cast magic. If the bars are low, drink a potion or find a place to rest. Your various abilities, including your health and mana can be fortified by casting some spells. Keep in mind that if you're a Rasvim (Undead) you may only increase your health by using potions and spells that are meant for your Undead race. If you drink a normal potion or use a normal spell, you will do yourself harm.

The arrow sign on the minimap shows the direction you are presently facing. To change direction and move, tap on the arrows below. To fight, tap on the crossed swords; to cast magic, tap on the stars, that will bring up a list of spells, select the one you want to use and hit the stars inside the spell screen; to drink a potion, tap on the potion bottle, which will bring up a list of potions, select the one you want to use and hit the potion

bottle within the potion screen; to rest at night in the wilderness, tap on the tent. You must have at least one portion of food and water to rest. The other way to rest is to find an inn.

### ➤Status Icons

In certain cases different status icons might appear on the 3d view in the top left part. These represent detrimental effects your character is suffering from. The following effects are shown:

-  Poison: you will lose hp every turn for a limited amount of turns.
-  Disease: you will suffer attribute penalties until you are cured.
-  Curse: your attacks will be less effective for a set amount of turns.
-  Paralysis: you will not be able to move or fight for a limited amount of turns.

### ➤Gestures

Apart from the buttons at the side of the screen, you can move and interact with your environment by different gestures. (This only works in the default control mode and not in "Virtual D-pad" mode.)

You can move by using swipes: first, touch the screen in the part which shows your environment and your weapon(s) and / or shield (the dungeon view). Then, without releasing your finger, move it in the direction indicated below for the desired effect, and finally release your finger. If you move your finger only very briefly, it might not register as a swipe. In that case, try longer swipes. The time taken to complete the swipe doesn't matter, you can be as fast or slow as you like.

- To move forward: swipe directly upward.
- To move backward: swipe downward.
- To move to the left or right: swipe left or right.
- To turn left: swipe diagonally left (either upwards or downwards).
- To turn right: swipe diagonally right (either upwards or downwards).

You can also talk to people by touching the dungeon view when they face you and are not too far away (if they don't face you, you'll try to pickpocket them instead). If the creature you are facing is hostile, you shall attack it by tapping. This works only if you are directly beside it. If your enemy is farther away, you shall need to tap on the attack button to attack it.

Also you can open containers or loot shelves on the wall by facing them and tapping on the dungeon view. To open containers which are beside a wall (a barrel for example), you must also face the wall.

### ➤ **Virtual direction pad mode**

In virtual direction pad mode, you can tap anywhere on the main game screen (except the Fight button) and after a short while the directional buttons pop up. You can move by sliding your finger onto the appropriate button. To stop, release your finger. The virtual directional pad activates only when you have touched one of the pop-up directional buttons, so you can activate other buttons or interact with the 3d view just by tapping (touching and then releasing your finger), no matter whether the directional buttons appeared or not.

### ○ **Inventory and Other Screens**

Tap on your character's face (or your health and mana bars) to bring up a screen that has icons on the left representing your Inventory (briefcase icon), Character details (question mark icon), Quest log (sphere icon), and Spells (scroll icon),

Also you can go back from here to the Main Menu where you can save or load the game (floppy disc icon), or you can exit the inventory screen and continue the game (X icon).

The amount of your gold and the weight of your pack appear at the top of this same screen. If your pack is too heavy, you will have difficulty walking and will have to either sell items, drop items or cast the spell Feather.

## ➤ Inventory screen



Across the bottom of this screen are icons that help you 'filter' your inventory items' list if it becomes too long: you can show just your weapons (axe icon), your clothes and armor (armor icon), your accessories (medallion icon), your non magical books, letters and maps (book icon), your mortar and pestle and alchemical ingredients (mortar and pestle icon), your potions, including those that are homemade (potion bottle icon), your scrolls and spellbooks (scroll icon) and your food, water and special equipment, for example, lockpick and repair hammer (sphere icon). Also you can disable this filter function to see all your carried items (flower icon at the top).

The up and down curving arrows at the lower right of this screen are used to pick up or drop items. The up curving arrow allows you to pick up an item (items on the ground can also be picked up simply by tapping on them); the down curving arrow allows you to drop an item after you've tapped on it.

Tapping on the armor icon on the top of this screen brings up a picture of your character's equipment. Tapping on any piece of equipment brings up the screen that shows what class it belongs to so you can change the item if you wish. Tapping on the "Aa" button gives you a description of the item you've selected, where you can check its condition, for example whether or not it needs repair or can be enchanted, its attributes and weight. You can move back and forth between the two screens by tapping on the armor and Aa icons.

To equip/unequip an item in your inventory, tap on the head icon. Choose your weapons and other items carefully to maximize your power.



## o Character detail screen



This screen shows your various statistics, such as your attributes, resistances, skills, active effects and others. It also shows your name and face. You can change your face or name at any time by tapping on them.

If numbers are shown with a blue color, something (a worn item, a spell or a race ability) increases or decreases that characteristic over its base value.

Race: your selected race. It can't be modified during the game.

Level: your current experience level. Your level depends on your experience points. As you become more experienced, at certain points your level will increase and you will be able to improve your attributes and skills by a set amount of points.

Xp: experience points and how much points are required to go to the next level. You can gain experience by fighting monsters and by solving quests.

Fame: your fame, which can influence the relationship with all characters you'll meet in the game. You can increase it by helping other characters.

Outfit: this measures how well off you look. It's influenced by all the clothes you wear and also by your weapons, armor and accessories. It can be important at some expensive places (the guards will not let you in a castle for example, if you look like a beggar).

Damage: your full damage with your weapons in a melee battle.

AC: armor class, the defense of all your armor which will lower your damage taken from monsters in a melee battle.

HP: health points. If your health falls to 0, you will die. To restore health, have your character drink an appropriate potion, rest at an inn, cast a healing spell or rest in the wilderness. Remember that if you are a Rasvim (Undead), your hp can only be healed with unholy healing potions and spells (other potions or spells will damage you).

SP: spell points (or mana), this determines your ability to cast spells. The best way to restore SP is to drink a potion, rest at an inn, cast a mana spell or rest in the wilderness.

Crime: your crime level, if you've committed a crime.

The five main attributes:

Strength: increases your damage with weapons and determines your maximum encumbrance

Dexterity: increases your damage with weapons and your armor class (ac)

Endurance: determines your maximum health points (hp) and slightly increases your disease and poison resistances

Intelligence: determines your maximum spell points (sp) and slightly increases your magic resistance

Personality: determines your maximum persuade skill, slightly influences the mercantile skill and outfit attribute

Resistances: shows your resistances against magic, poison, paralysis and diseases. While fighting with magic-using enemies, your magic resistance will become very important, because it works like AC in a melee battle.

### ◦ **Other character detail screens**

Tap on "Skills" on the Main character detail screen to bring up a list of your primary skills, other skills and available points to be allocated.

Tap on "Effects" and then on "Dynamic", "Constant" or "All effects" to see what special effects your character has, depending on your race or items you've equipped and to see if you are poisoned or paralyzed.

Tap on "Main" to return to the Main Character detail screen.

**Important:** Always check the bottom of the 'Main' and the 'Skills' screens to make sure you've allocated all attribute and skill points available to you from having reached the next level. To allocate a point to a skill or ability, just tap on the box with the plus sign in it next to the characteristic you want to increase.

- **Quest Log**



This screen shows all the Quests you've received, completed (or failed) and gives a brief description of the quests. Tap on "All", "Active", "Solved" and "Failed" to see the list under each category.

- **Spell Register**



This screen shows the spells you've acquired and gives a description of each with its current cost and effectiveness. (Effectiveness changes when you increase the relevant magic skill.)

Across the top of the screen are various icons that show the spells you have available in different categories. Tap on an icon to see the list available.

The categories are: Heal spells, Protection spells, Attack spells, Mind spells, Undead spells (Can only be used if you are a Rasvim), Environment spells – and your magic wands and scrolls that may be used to cast spells. A detailed list of spells is below under “Magic”.



## HOW THE GAME WORKS

### ○ **Moving Around in the World**

There are paths that lead from city to city but you need not stay on a path. You can walk through the forests and by the rivers.

Once you have acquired the Mark and Recall spells, you may cast the spell Mark to indicate a spot you have been to and to which you would like to return. To return to that spot, cast the spell Recall. As with all spells, these require sufficient mana. You can mark more and more positions at once as you increase your Intelligence.

You can travel from city to city by ship if you pay your fare and have already been to the target port.

In some areas, a teleporter or pentagram may transport you from one place to another.

### ○ **Towns**



This is a map of the Island of Freymore and is similar to the one that is displayed on your device. The numbers on the map correspond to the following towns and cities:

1. Matras -- a small village whose people are peaceful and loyal to the governor and king.
2. Vastares -- one of the largest cities on the island and home of the notorious Thieves' Guild, which may prove useful to you.

3. Phryn -- a small village with much going on. The Mysterious Man lives near here and it is home to a slave trade.

4. Mithria -- one of the loveliest cities on the island, this is the capital of the Island of Freymore.

You will meet many people in the villages and cities, as well as in the outlands, that may give you information or seek your help. You may also shop for items to add to your inventory, gain training and special items and rest at an inn.

Examine everything! In the towns & dungeons, some containers, like vases and barrels are filled randomly—some may be empty—just luck. Keep trying others.

### o Talking



You will find people or creatures walking around in this world or inside houses or shops when you tap on their doors. To talk to people or creatures in your immediate vicinity, tap on them, which will bring up a dialogue screen. Greetings are at the top of the screen. Talk topics, if any, are to the right of the screen. Tapping on a talk topic will give you a response from the person or creature in white lettering. You may have a choice of answers that will appear at the bottom in yellow lettering. To choose an answer, tap on the yellow response you desire to give. If the person or creature has a further response, it will appear in white lettering possibly giving you choices again in yellow. You may move from talk topic to talk topic, simply by tapping on the white lettered topic on the right hand side of this screen. You will be notified in blue colors if you have received a quest or item from the individual.

If the individual's response is a long one, you will see a small "Continue" button on the bottom of the screen, just tap on that to continue the conversation. (You cannot talk

about another topic or exit the conversation while there is a continue button on screen.) Tap "Goodbye" at the lower portion of the talk topic screen to leave the dialogue and return to the dungeon view screen.

If you tap on some citizens while they are facing away from you, you may have a chance to steal from them. If you are successful, you'll receive your loot and you'll be notified that you've committed a crime.

If you have committed a crime and have not served your time or paid your fine and you move close to a guard, you will be arrested.

At shops, you will have opportunities in addition to conversation to increase your skills, to buy, sell, repair or enchant items.

### ◦ **Shops**

Each city has various shops where you can talk, buy, sell, repair and enchant items. Some shopkeepers may also give you special quests. Tap on the appropriate buttons on the right side of the screen which appears after you've entered a shop. You can do that by tapping on the shop door or just moving forward through it.

The training screen will show you what training is available, your present skill level and how much gold you must spend to advance your level. Tap on the "✓" button to buy an increase in level. Tap on the X button to return to the topics screen.

If you tap on the "Buy/Sell" button, you bring up a screen that shows you what items are available in the shop to buy and their cost. If you wish to purchase an item, choose it by tapping on it, then tap on the "B" button at the bottom of the screen to buy it. Tap on the "X" button when you have finished shopping. To sell any of your items, tap on the "S" button at the bottom of the screen, this will bring up a screen showing items you have in your inventory of the type bought and sold in that particular shop and the amount of gold you'll get by selling your item. To sell an item, tap on it to choose it and then tap on the "S" button.

(Tip: sell everything you don't need to get more money.)

At the bottom of the screen you will see how much gold you have and the weight of your pack.

Beware: Choose carefully when buying and selling, you may buy an item in haste only to realize it's not useful to you, then if you wish to sell it, you'll find you paid much more for the item than its sale price.

The price you pay and receive for items will depend upon your Mercantile skill level. Also, the larger cities, Vastares and Mithria, have finer items available. You might get more gold by selling an item in those cities' shops than if you tried to sell the item in a small village.

Inns: If you rest at an inn, your current HP and SP will be restored above the maximum and you will be cured of possible poisoning.

Libraries: Found only in the two large cities. Here you can find out about the library, buy or sell both general and skill books and gain training.

Blacksmith: You can buy heavy weapons and armor and repair your items and can also train.

Tailor: You can buy light weapons, armor, clothing and train.

Jeweler: You may buy adornments.

Alchemist: You may buy potions and alchemical ingredients and train in alchemy.

Curative Herbs: You may buy alchemical ingredients and train in alchemy.

Magic Shop: You may buy scrolls and spellbooks, train or enchant your equipment.

You will find more variety of shops in the large cities than in the villages.

Also you can find many of these options at some NPCs (non player characters) who are walking around the world or just standing at an exact place.

## ◦ **Alignment**

Your alignment depends on your fame. Every item can specify the required alignment – good or evil. If the item specifies “evil” as required alignment, then your character cannot equip it if your fame is positive and vice versa.

## ◦ **Crime**

You may commit a crime in various ways: by picking someone's pocket (your chances will depend on your stealth skill but if other citizens are near your chances will be worse), by breaking into certain homes (some houses can be broken into day or night if you have a skeleton key – some windows that are not blinking in the night time can be broken into with your weapon), by harming a peaceful civilian or creature and by stealing. If you attempt to break into a house during the day, a citizen may catch you and call the guards. At night, you can try to by-pass the guards.

Unless you bypass the guards, you will be arrested – you will then have to pay a fine or work off your time. In jail, you may try to lockpick your way out if your lockpick skill is high enough and you have a lockpick. You also can spend your time in prison (try to pace up and down to pass the time) and then get out, but then some of your attributes and/or skills will decrease.

Lockpicks and skeleton keys can be purchased in shady shops or from certain individuals throughout the island.

Some special villagers will clear your crime rating for money.

## ◦ **Combat**

Combat is turn-based. Your success will be determined by your abilities compared to those of the enemies you encounter. If you are paralyzed, you will not be able to attack for a few turns. If you are cursed, your ability to attack will be lowered. If your health meter falls to 0, you have lost the battle and the game. If you are successful in battle, you gain experience points. The Character Detail screen shows how many points it will take you to reach the next level.

When facing multiple opponents, they might attack you in pairs. This is indicated by displaying two rectangles with the names of the monsters and their health points, instead of one. In this case, you can select which monster to attack with your melee weapon, bow or crossbow by tapping the the monster's information box. The selected monster is indicated by the red crosshair icon before their name. This targeting only works for physical attacks, attack spells target each monster in their range.

If it's raining or nighttime, both your and your opponents' judgment of distance is hampered, so these are the best times to fight with monsters who use ranged weapons, for example, archers, as they can't really see you perfectly.

- **Enemies**

The various monsters you encounter will have attributes of their own. For example, some may be able to resist disease, magic or poison. Others may resist normal weapons, cast certain types of magic, be able to teleport or take a high quantity of melee damage. You will gain experience in how to deal with the individual monster types as you travel through the world.

Warning: all killed non-special monsters respawn after a week of game time, which means they will appear at their place again.

- **Magic**

The Island of Freymore is full of magic. Potions, spellbooks, scrolls, wands, staves can be found, purchased or gained during battle when you've killed a monster.

➤Heal Magic (for all races except the Rasvim)

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Cure light wounds	Self	Restore hp	This spell restores some health points (self).
Cure wounds	Self	Restore hp	This spell restores some health points (self).
Cure wounds touch	Touch	Restore hp on other	This spell restores some health points of another fellow (self).
Cure poison	Self	Cure poison	This spell cures poison (self).
Cure poison touch	Touch	Cure poison on other	This spell cures poison on another fellow (self).
Cure paralysis	Self	Cure paralysis	This spell cures paralysis (self).
Cure paralysis touch	Touch	Cure paralysis on other	This spell cures paralysis on another fellow (self).
Remove curse	Self	Removes curse	This spell removes curse (self).
Remove curse touch	Touch	Remove curse on other	This spell removes curse on another fellow (self).
Restoration	Self	Restore hp to full	This spell restore full health points (self).
Purification	Self	Cures all (poison, paralysis, curse, diseases)	This spell cures everything – poison, paralysis, curse, diseases (self).
Cure plague	Self	Cure plague	This spell cures plague (self).
Cure plague on other	Touch	Cure plague	This spell cures plague on another fellow (self).
Cure wart	Self	Cure warrt	This spell cures warrt (self).
Cure warrt on other	Touch	Cure warrt	This spell cures warrt on another fellow (self).

➤ Protection magic

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Resist poison	Self	Add poison resistance	This spell provides resistance against poison (self).
Resist paralysis	Self	Add paralysis resistance	This spell provides resistance against paralysis (self).
Resist Warrt disease	Self	Add Warrt disease resistance	This spell provides resistance against Warrt disease (self).
Resist Plague disease	Self	Add Plague disease resistance	This spell provides resistance against Plague disease (self).
Resist diseases	Self	Add disease resistance	This spell provides resistance against all diseases (self).
Stone skin	Self	+AC	This spell provides physical protection (self).
Resist magic	Self	Add magic resistance	This spell provides resistance against magic (self).
Magic immunity	Self	The player is completely immune to magic, BUT he/she also can't cast spells!	This spell provides magic immunity (self).
Resistance	Self	Resistance against poison, paralysis, diseases, magic	This spell provides overall resistance (self).



➤ Attack magic

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Magic missile	Target	Damage all	This spell damages an opponent (ranged).
Lightning bolt	Target	Damage all	This spell damages an opponent (ranged).
Lightning Storm	Target	Damage all (more monsters)	This spell damages more opponents in a radius (ranged).
Burning hand	Touch	Damage all	This spell damages an opponent (touch).
Thief touch	Touch	Damage all, Poison	This spell damages and poisons an opponent (touch).
Fireball	Target	Damage all	This spell damages opponents in a radius (ranged).
Harm undead	Target	Damage undead	This spell damages an undead opponent (ranged).
Poison cloud	Target	Damage all, poison	This spell damages more opponents in a radius (ranged).
Poison touch	Touch	Small damage, poison	This spell poisons an opponent (touch).
Smite foe	Touch	Damage human	This spell damages an opponent and could kill it instantly below a certain health level (touch).

➤Mind magic

<b><i>Spell name</i></b>	<b><i>Target</i></b>	<b><i>Effects</i></b>	<b><i>Description</i></b>
Drain mana	Target	Drain sp	This spell drains mana from an opponent (ranged).
Drain mana touch	Touch	Drain sp	This spell drains mana from an opponent (touch).
Calm	Touch	Calm	This spell calms down an opponent (touch).
Curse	Target	Curse	This spell curses an opponent (ranged).
Paralyze	Target	Paralyze	This spell paralyzes an opponent (ranged).
Sap will	Target	Level Drops	This spell causes an opponent to lose a level (ranged).
Mage curse	Target	Lowers the intelligence of the opponent	This spell lowers the intelligence of an opponent (ranged).
Detect mind	Target	Gets information on the opponent	This spell displays the properties of an opponent (ranged).
Hide	Self	Improves stealth skill	This spell improves stealth skill (self).

➤ Undead magic (for the Rasvim race only)

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Drain health	Target	Drain hp	This spell drains hp from a living opponent (ranged).
Damage living	Target	Damage humanoid, creature	This spell damages a living opponent's health (ranged).
Plague	Target	Plague infect	This spell infects opponents with Plague disease (ranged).
Unholy word	Self	Restore hp	This spell restores some of the undead's life force, while damages the living (self).
Drain touch	Touch	Drain hp	This spell drains hp from a living opponent (touch).
Infestation	Radius 2 tiles	Plague infect	This spell infects opponents with Plague disease (ranged, in a radius).
Mass Drain Health	Radius 2 tiles	Drain hp	This spell drains hp from the opponents (around the player, in a radius).
Undead Curse	Target	Level drops	This spell decreases a monster's level for a certain number of rounds (ranged).
Unholy pray	Self	Restore full hp	This spell restores the full undead life force (self).

➤ Environment magic

<i>Spell name</i>	<i>Target</i>	<i>Effects</i>	<i>Description</i>
Disarm	Touch	Disarm trap	This spell disarms a trap (touch).
Unlock	Touch	Unlock door	This spell unlocks an object (touch).
Mark	Self	Mark position	This spell memorizes a position (self).
Recall	Self	Recall position	This transfers the player back to a memorized position (self).
Feather	Self	Feather	This spell lightens encumbrance (self).
Town portal	Self	Teleport (script)	This spell transfers the player to the nearest city (self).
Recharge wand	Self	Recharge wands	This recharges a wand or fills it with a new spell (self).
Enchant weapon	Self	Enchant weapon	This spell enchants a weapon (self).
Enchant armor	Self	Enchant armor	This spell enchants an armor (self).
Create food	Self	Creates some food	This spell creates some food (self).

○ **Enchanting Items and Blank Wands**

Enchanting items: you may enchant some blank scrolls and some of the items in your inventory, for example, weapons, armor etc. with any different spells or functions. You may, for example, put +5 AC in your armor or poison damage to your sword. This costs gold. You can do this in magic shops or with your own spell, but the Enchant spell is very rare. Some items you find in the world may already be enchanted.

**You can enchant only armor, weapons, accessories, magic staves, bows and throwing weapons. The other entries in the “enchantable hosts” column are for information only.**

**E.g. you can’t enchant a “potion” directly to restore your hp, but if you mix the right ingredients using your alchemy skill, that potion will contain the effect.**

<i>Enchantment type</i>	<i>Enchantable host</i>	<i>Description</i>
Fortify skill	Armor, weapon, accessory, ability, disease, magic staff, bow, book (teach)	Fortify / weaken a skill (-20 .. +50)
Fortify attribute	Armor, weapon, accessory, potion, alchemy ingredient, ability, disease, magic staff, bow	Fortify / weaken an attribute (-10 .. +20)
Restore hp	Potion, alchemy ingredient, spell	Restore hp (specific value)
Restore full hp	Potion, spell	Restore full hp
Fortify hp	Armor, weapon, accessory, potion, alchemy ingredient, ability, disease, magic staff, bow	Fortify hp (specific value)
Restore unholy hp	Potion, alchemy ingredient, spell	Restore unholy hp (specific value)

Restore full unholy hp	Potion, spell	Restore full unholy hp
Fortify unholy hp	Armor, weapon, accessory, potion, alchemy ingredient, ability, disease, magic staff, bow	Fortify hp (specific value)
Restore mana	Potion, alchemy ingredient	Restore sp (specific value)
Restore full mana	Potion	Restore full mana
Fortify mana	Armor, weapon, accessory, potion, alchemy ingredient, ability, disease, magic staff, bow	Fortify mana (specific value)
Fortify ac	Armor, weapon, accessory, ability, disease, magic staff, bow	Fortify ac (-5 .. +10)
Cure poison	Potion, spell	Cure poison
Cure paralysis	Potion, spell	Cure paralysis
Cure disease	Potion, spell	Cure disease (a specific one)
Resist poison	Monster, armor, weapon, accessory, potion, alchemy ingredient, spell, ability, disease, magic staff	Resist poison (-100% .. +100%)
Resist paralysis	Monster, armor, weapon, accessory, potion, alchemy ingredient, spell, ability, disease, magic staff	Resist paralysis (-100% .. +100%)
Resist disease	Armor, weapon, accessory, potion, alchemy ingredient, spell, ability, disease	Resist disease (a specific one) (-100% .. +100%)
Resist normal weapons	Monster	Resist non-magical weapons (w/o enchantment) (-100% .. +100%)
Dispel	Potion, alchemy ingredient, spell	Dispel non-constant effects
Feather	Armor, accessory, potion, alchemy ingredient, spell	Add to encumbrance (+1 .. +100)
Remove curse	Spell	Remove curse
Resist magic	Monster, armor, weapon, accessory, potion, alchemy ingredient, spell, ability, disease, magic staff	Resist all magic (-100% .. +100%)
Damage base	Weapon, throwable, spell	Damage a base monster type (-20 .. +50) OR (-50% .. +200%)
Damage type	Weapon, throwable, spell	Damage a specific monster family (humanoids/undeads/creatures) (-20 .. +50) OR (-50% .. +200%)
Damage all	Weapon, throwable, spell	Damage all monsters (-20 .. +50) OR (-50% .. +200%)

Poison	Monster, potion, alchemy ingredient, weapon, spell, magic staff, throw	Poison opponent
Curse	Monster, weapon, spell, magic staff, throwable	Curse opponent
Paralyze	Monster, spell, throwable	Paralyze opponent
Drain hp	Monster, weapon, spell, magic staff	Drain hp (damage value)
Drain sp	Monster, weapon, spell, magic staff	Drain sp (damage value)
Cast spell	Monster, ability, scroll, spellbook, wand	Cast a spell (a specific one)
Infect disease	Monster, weapon, magic staff, throwable	Infect disease (a specific one)
Resist diseases	Monster, accessory, spell, potion, ingredient, ability, disease	Resist all diseases (-100% .. +100%)
Resist spell	Monster, magic staff, accessory, ability, disease	Resist a specific spell (-100% .. +100%)
Fortify spell	Monster, magic staff, accessory, ability, disease	Fortify a specific spell (-100% .. +100%)
Fortify magic	Monster, magic staff, accessory, potion, alchemy ingredient, ability, disease, magic staff	Fortify magic effects (-100% .. +100%)
Fortify melee	Monster, magic staff, spell, potion, alchemy ingredient, ability, disease, magic staff	Fortify melee (-100%..+100%)
Magic immunity	Spell	Provide magic immunity
Crush	Spell	Could instantly kill an opponent (below 25% hp)
Calm	Spell	Calm monster
Detect mind	Spell	Provide information about an opponent
Mark/recall	Spell	Mark/recall a position
Town portal	Spell	Teleport to the nearest city
Enchant	Spell	Enchant armors, weapons, accessories, magic staffs, bows, throwing weapons, blank scrolls, empty wands
Recharge wand	Spell	Recharge wand
Create food	Spell	Create food for rest
Level drop	Monster , spell	Lose xp
Permanent attribute	Potion	Permanent bonus to a specific attribute
Alcoholic	Potion, alchemy ingredient	Alcoholic effect (+str, +end, -dex, -int, -per)
Fortify outfit	Armor, weapon, accessory, magic staff, bow	Fortify outfit quality

- **Alchemy**



Using your mortar and pestle, you can create potions and homemade drinks from plants, flowers or mushrooms you find in the world or buy in Curative Herb or Alchemy Shops. Your success in brewing and the effectiveness of these potions will depend on your Alchemy skill level which can be increased by reading books that teach alchemy and by training at an Alchemist's shop or a Curative Herbs shop.

To practice alchemy, tap on your face. Select one of your mortars in your inventory then tap on the mortar and pestle icon at the bottom of the screen. This will bring up a screen that shows you your mortar and pestle and alchemical ingredients. This screen allows you to go through the steps of creating a homemade brew:

1. Select which mortar and pestle in your inventory you'd like to use. Always use the best one.
2. Select which alchemical ingredients you wish to use. In the three boxes, scroll through your inventory using the up and down arrows. Look for ingredients that have a characteristic in common with the potion you wish to brew. For example, if you wish to create a resist warrt potion, look for ingredients that include resist warrt.
3. When you have one, two or three displayed that include the desired effects and a type of potion or brew is listed under "3, Select the potion to be created", highlight the desired potion and tap on the "✓" button in the lower right corner. You will receive a message that you have succeeded or failed. If you've succeeded, that homemade potion or brew will now be in your inventory.

Every alchemical ingredient has different effects. There are books in the world that will teach you Alchemy recipes. If your alchemy skill is not strong enough, you may get a potion "Unknown effect". You can try to brew something. You will get a message whether you have succeeded or failed.

### ○ **Playing With Gol'Crop**

Gol'Crop is a card-based game with a long history on the continent. It began among the peasantry and is based on famous tales about conquistadors and adventurers. At the beginning, people played it with small pieces of animal leather so thus the name "crop". Slowly it began to gain a foothold in high society among the nobles and merchants who often played with hefty bets. The heavy betting brought a short prefix (gol' -> gold) to the name of the game and the term Gol'Crop was born. Though the game's roots go back in time, it got an official form just a few decades ago. Nobles with a monopoly to run printing workshops, produced the magically embossed cards, ran dens of Gol'Crop games, ready to pillage frivolous gamblers. Although there were a few attempts to create counterfeit cards, the watermark is so unique it's easy to tell fake ones as they're poor quality replicas.

If you have the amount of gold required, you can play Gol'Crop in the inns. Gol'Crop dens also are a haphazard way to test your skills and win (or lose) a small fortune.

There are three different decks, each with 25 cards. You and your opponent will be dealt five cards. Present hp versus maximum possible hp will be shown next to your and your opponent's faces. Play is turn-based by being dealt and using cards.

The object of the game is to keep your hp level up while reducing your opponent's hp to 0. When your opponent's hp is 0, you win the bet. The three squares next to you and your opponent's faces represent the spot where markers may be placed or removed (based on cards dealt you and your opponent that add or remove a marker). Each of you and your opponent can have three markers. If you place a marker card when you already have three markers, one of them will be replaced.

Click on each of your cards to see what they represent. Basically, there are two types of cards: ones with instant effect and ones with temporary effect. First ones can deal damage or heal you, while the later ones usually create a marker. Before you use a card – by tapping on it again after you have selected it –, evaluate the strength of your hand and plan your strategy. Keep re-evaluating your hand as you are dealt new cards. Some cards can be used together with another card in your hand in a round. These are called combo cards. If you gain a marker, tap on it to see what it does. Try to remove markers from your opponent if it helps you. As you play, you should develop better skill at Cards.






o **List of cards**

**Warrior deck**

This deck sports the simulation of a warrior. The character utilizes weaponry and war gear (shields, armors, etc) to win the game.







<b>Pic</b>	<b>Name</b>	<b>Meaning</b>	<b>Cards/ deck</b>
	<b>Slash</b>	Inflicts 2 damage to the enemy.	3
	<b>Crush</b>	Inflicts 3 damage to the enemy.	3
	<b>Rapid stab</b>	Inflicts 4 damage, half to the defense if apply.	3
	<b>Bleeding</b>	Inflicts 1 damage and enemy loses 3 Hp per turn. Turns: 3.	3
	<b>Assault</b>	Inflicts 2 damage and removes a marker from the enemy.	3
	<b>Dual strike</b>	Inflicts 8 damage, half to the defense if apply.	2
	<b>Backstab</b>	Inflicts 5 damage, any kind of defense ignored.	3
	<b>Block</b>	50% damage resistance. Turns: 2.	1
	<b>War cry</b>	Combo card, you can table another card which effect's doubled.	1
	<b>Tower shield</b>	20% damage reduction per turn. Durability: 8 Hp.	2
	<b>Long sword</b>	20% damage bonus per turn. Attacks: 5.	3
	<b>Kite shield</b>	25% damage reduction per turn. Durability: 12 Hp.	3
	<b>Battle axe</b>	20% damage bonus per turn. Attacks: 7.	2
	<b>Plate mail</b>	33% damage reduction per turn. Durability: 15 Hp.	1
	<b>Mourner</b>	50% damage bonus per turn. Turns: 2.	1
	<b>Remedy</b>	Heals 5 points.	3
	<b>Healing potion</b>	Heals 7 points plus 1 point per turn. Turns: 3.	3
	<b>Rejuvenate</b>	Heals half of the missing Hp.	2
	<b>Heroic Remedy</b>	Increases both Hp and max Hp by 5.	1
	<b>Arrow storm</b>	Inflicts 3 damage per turn. Turns: 3.	3
	<b>Fosse</b>	Removes a marker from the opponent.	3
	<b>Raid</b>	Inflicts 3 damage per turn only to the enemy defense. Turns:5.	2

	<b>Marksman</b>	Inflicts 5 damage per turn. Turns: 3.	1
	<b>Bloodlust</b>	Combo card, and heals half of the missing Hp.	2
	<b>Berzerk</b>	50% damage bonus but 30% more damage taken per turn. Turns: 2.	1

### Sorcerer deck

















This deck features the simulation of a sorcerer. The class utilizes different magics and spells to win the game, the backbone of the system is how to use well the node and aura combos. This deck requires a completely different approach compared to the other two classes.










<i>Pic</i>	<i>Name</i>	<i>Meaning</i>	<i>Cards/ deck</i>
	<b>Life node</b>	Regenerates Hp by 2 points per turn. Turns: 10.	3
	<b>Aura of air</b>	Decreases the damage taken, by 25% per turn. Turns: 4.	3
	<b>Death node</b>	Increases the damage inflicted, by 25% per turn. Turns: 4.	3
	<b>Aura of water</b>	Decreases the damage taken, by 25% per turn. Turns: 4.	3
	<b>Moon node</b>	Increases the damage inflicted, by 25% per turn. Turns: 4.	3
	<b>Aura of fire</b>	Reflects 25% of suffered damage, per turn. Turns: 4.	3
	<b>Sun node</b>	Increases the inflicted damage, by 50% per turn. Turns: 4.	1
	<b>Aura of earth</b>	Decreases the damage taken, by 50% per turn. Turns: 4.	1
	<b>Ice bolt</b>	Inflicts 4 damage to the enemy.	3
	<b>Chain lightning</b>	Inflicts 5 damage to the enemy.	3
	<b>Earthquake</b>	Inflicts 5 damage to the enemy.	3
	<b>Whirlwind</b>	Inflicts 5 damage to the enemy and destroys one of its markers.	2
	<b>Firewall</b>	Inflicts 8 damage to the enemy.	1
	<b>Starfall</b>	Destroys all of the enemy's markers.	1
	<b>Sandstorm</b>	Inflicts 1 damage per turn. Turns: 5.	3
	<b>Blizzard</b>	Inflicts 1 damage per turn. Turns: 6.	3
	<b>Blade storm</b>	Inflicts 3 damage per turn. Turns: 2.	3
	<b>Will-o'-the-wisp</b>	Reduces enemy attack by 2 per turn. Turns: 3.	2
	<b>Wildfire</b>	Inflicts 2 damage to the enemy per turn. Turns: 4.	1

	<b>Rage of nature</b>	Inflicts 4 damage to the enemy per turn. Turns: 3.	1
	<b>Healing shower</b>	Heals 4 points.	3
	<b>Healing scroll</b>	Heals 7 points.	2
	<b>Bless</b>	Heals 15 points.	1
	<b>Mana explosion</b>	Combo card, and heals half of the missing Hp.	1
	<b>Mana storm</b>	Combo card, you can table another card which effect's doubled.	1

### Necromancer deck

This pack sports a Necromancer and his various abilities. Based on the trend initiated with the previous two classes, this one has its own peculiarities. This character can summon various creatures, animate corpses and release powerful spells, utilizing his own flesh and blood (practically consuming his own HP).

<i>Pic</i>	<i>Name</i>	<i>Meaning</i>	<i>Card/ deck</i>
	<b>Blood chant</b>	Inflicts 4 damage for suffering 2 damage.	3
	<b>Fang</b>	Inflicts 6 damage for suffering 3 damage.	3
	<b>Atrophy</b>	Inflicts 2 damage.	3
	<b>Sacrifice</b>	Inflicts 5 damage for suffering 3 damage.	3
	<b>Dark touch</b>	Drains 3 Hp from the enemy.	3
	<b>Poison cloud</b>	Inflicts 4 damage for suffering 1 damage.	3
	<b>Blood filch</b>	Inflicts 5 damage for suffering 1 damage.	2
	<b>Vampire bite</b>	Drains 6 Hp from the enemy.	2
	<b>Soul crush</b>	Inflicts 15 damage for suffering 5 damage.	1
	<b>Blackout</b>	Drains 12 Hp from the enemy.	1
	<b>Bone wall</b>	Defensive bone wall. Hp: 6.	3
	<b>Blood golem</b>	Minion, inflicts 1 damage to the enemy in each turn. Hp: 6.	3
	<b>Blood moat</b>	Defensive bone wall. Hp: 8.	3
	<b>Ghoul</b>	Minion, inflicts 2 damage to the enemy in each turn. Hp: 4.	3
	<b>Graveyard</b>	Regenerates 1 Hp per turn. Turns: 5.	2
	<b>Skeleton</b>	Minion, inflicts 3 damage to the enemy in each turn. Hp: 4.	1

	<b>Vampire</b>	Minion, drains 3 Hp in each turn. Turns: 3.	1
	<b>Acid rain</b>	Inflicts 1 damage per turn. Turns: 3.	3
	<b>Parasite</b>	Drains 1 Hp per turn. Turns: 3.	3
	<b>Corpse army</b>	Inflicts 2 damage per turn. Turns: 2.	3
	<b>Vampire bats</b>	Drains 1 Hp per turn. Turns: 4.	2
	<b>Unholy seal</b>	Drains 1 Hp per turn. Turns: 3.	1
	<b>Blood boil</b>	Inflicts 10 Hp damage per turn. Turns: 2.	1
	<b>Heart pile</b>	Combo card, and heals half of the missing Hp.	2
	<b>Soul pile</b>	Combo card, you can table another card which effect's doubled.	1

### ○ Increasing Your Skills and Attributes

The Quest is a skill-based game. As you engage in combat, gain training and/or read books, you will receive points that will increase your skills and abilities. As you gain a new level, you will automatically receive an increase in skills you used most frequently (for example, if you battle frequently with heavy weapons your heavy weapon skill will automatically increase) and you will receive 10 spendable bonus points to all skills and 5 spendable bonus points to all attributes. Tap on the box with the plus sign in it next to the skill or attribute you wish to increase, to assign one point. (Increasing a non-primary skill takes 2 bonus points.) You can also increase your skills and attributes by using/wearing items with bonuses to them.

You can't increase a skill if its base attribute is too low.

By only using your bonus points to increase your skill, you are limited to 100. You can go beyond this limit by reading skillbooks or equipping items with appropriate bonuses, however.

Your starting base for both is 15 (which is modified by your race), and for skills, 33 is the 'base level'. Base level means that, for example, if your heavy weapon skill is below 33, your weapon will cause lesser damage than that weapon's base damage, because you're not experienced enough in that skill. At 33, you can use everything at its base level, and above 33 you can use everything better than its base level. The maximum is the 'double' value, so at armor skill 100 you can use an 5 AC armor with 10 AC.

## ○ **Training**

You can gain training in various shops and from various people or creatures you meet in the world; for example, streetwalkers can train you in lockpick. As you go higher in a skill, your training will be more and more expensive. Also, there is a limit to training that is available in the various towns or cities – as you progress through the world you will encounter shops or individuals that can give you a higher level of training.

## ○ **Repair and Maintenance of Items**

Certain items lose quality and lose their abilities as you use them. For example, if you don't keep your armor and weapon(s) in good condition, you can't get the maximum AC or damage from them. If their condition goes below average, they become really poor items. When an item is broken, it's totally useless and should be repaired or dropped.

You can go to a blacksmith and ask him to repair your items, or if you have a repair hammer and a certain level of Repair skill, you can repair your items yourself. But even a repair hammer eventually becomes worn so you have to buy another.

## ○ **Rest and Restore**

For a price, you can rest at an inn and restore more than the maximum of your hp and sp and remove poisoning. You can also camp in the woods if you have at least one portion of food and water.

You can't camp in cities, just in the wilderness.

If your red health meter drops too low, you will die. To continue playing, return to the main screen and choose "Start new game".

## OUTRO

### ○ **Technical Support**

If you have any problems running or playing The Quest, please contact Redshift by e-mailing [redshift@redshift.hu](mailto:redshift@redshift.hu)  
Support for the game may also be found at Redshift's website:  
<http://www.redshift.hu/> which lists FAQs and forums.

### ○ **Copyright Information**

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### ○ **Credits**

This game is the result of the efforts of:

Sylon (graphics, world building)  
Elendil (3D engine, iPhone porting)  
Stewe (original game engine)  
Catacomber (sidequests, game manual)  
Brian (music)  
Special thanks to Barny (card game)

- **Warning: Seizures & Repetitive Motion Injuries**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while viewing television or playing video games, even if they never had a seizure before. Stop playing and consult a doctor if you experience convulsions, disorientation, changed vision, eye or muscle twitching, involuntary movements or loss of awareness. To reduce the likelihood of such ill effects while playing video games, take a break at least every hour, play with good lighting, don't play when you're tired or need sleep and hold the screen as far away as is comfortably possible.

Whacking the bad guys or otherwise playing video games can make some of your muscles and/or joints sore after a few hours. Take a break after an hour of game play, rest your hands, wrists or arms at intervals. If your hands, wrists or arms become sore, stop playing for awhile. If soreness continues, see a doctor.

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