

LOST-HERO



MANUAL V1.0



LOST-HERO

A Fully Mouse Driven RPG Game for the PC
Written by K. Turner ©2023 - UK

INDEX

- 2 - Introduction
- 3 - System Requirements
- 3 - Installation
- 3 - Starting the Game
- 3 - Title Menu
- 5 - Main Game Options
- 6 - Encyclopedia
- 7 - Chronicle
- 8 - Game Credits
- 8 - New Game
- 10 - Entering Chaos-Land
- 10 - Main World Viewing Window
- 10 - Place and Time Indicators
- 11 - Player Level and XP Bar
- 11 - Player HP and MP Bars
- 11 - Combat Buttons
- 11 - Spell Buttons
- 12 - Character Statistics
- 12 - Secondary Statistics
- 13 - Food and Drink
- 13 - Money
- 13 - Equipt Inventory Slots
- 13 - Use or Repair Item
- 13 - Main Inventory Slots
- 14 - Information Window
- 14 - In-Game Options
- 15 - Expunge Button
- 15 - View Quests
- 16 - View the Map
- 16 - Vendor NPC's
- 17 - Buying
- 17 - Selling
- 17 - Quick Sell
- 18 - Banker Grimbol NPC
- 18 - Using the Bank
- 19 - Xandra the Quest Giver NPC
- 19 - Guard Orea NPC
- 19 - Orb Buffs
- 20 - Potion Buffs
- 20 - Spell Buffs
- 20 - Map Zoning
- 21 - Teleport Portals
- 21 - Combat
- 21 - Radar Arrows
- 22 - Con MOB Colours
- 22 - MOB Factions
- 22 - Initiate Combat "Aggro"
- 22 - Melee Attacks
- 22 - Ranged Attacks
- 22 - Kick Attacks
- 23 - Spell Attacks
- 23 - Spell Grasping Roots
- 23 - Loot Bags
- 24 - Playing Tips
- 25 - Glossary

Introduction

LOST-HERO is an Indie Retro fully mouse driven RPG (role playing game), written by K. Turner ©2023 and is designed to run on any MS Windows PC or Laptop, see system requirements further on in this manual for minimum specs.

The basic premiss is that you have been pulled from your normal everyday life, and some how transported instantaneously, against your will, to an unknown and possibly hostile land. At the start of the game, you find yourself alone on a dark woodland path leading to the South. It would seem your Quest is to find out why this has happened to you, and hopefully how to return safely home.

The land you find yourself in is unlike anything you have seen before, and seems to be Medieval in its appearance. Along your Journey, you will need to learn and increase all your skills, even learning magic to help you survive in this ultimate challenge.

The Lost-Hero game is loosely based on the book "Special Deliverance" written by C D Simak.

Good Luck and Happy Hunting.....

System Requirements

Minimum:

OS: Windows 10 - 64bit
Processor: 1.33GHz
Memory: 512 MB RAM
Graphics: Integrated/Onboard Gfx
Direct X: Version 9.0c
Storage: 100 MB available space
Sound Card: Windows compatible

Recommended:

OS: Windows 10/11 - 64bit
Processor: 1.5GHz
Memory: 1 GB RAM
Graphics: NVidia/AMD Gfx Card
Direct X: Version 9.0c
Storage: 100 MB available space
Sound Card: Windows compatible

Game Installation

After purchasing the game and downloading it, run the Setup.exe file to begin the installation. Then follow the on screen instructions.

Starting the Game

After you have installed Lost-Hero on your computer, either launch it from the Windows Start Menu, or double click on the Lost-Hero desk top icon short-cut.

Title Menu

Use the left hand mouse button to click any of the selections below.



Fig 1

Fig 1.1 - Continue Game

Choose this if you have played Lost-Hero on this computer before, and have a character already saved. It will start the game from your last saved position if there is one. There is always only one character save slot, i.e. only ever one save game file, and the saves are all done automatic at various points through the game. This option will not work if there is no saved game on disk.

Fig 1.2 - New Game

Choose this if you have not played Lost-Hero on this computer before, or you wish to overwrite your old save file and start a totally new character from scratch. Note, this option will delete any character and progress you have previously saved, so only use this option if you are totally sure! A Yes/No warning selector panel will appear before you enter the character creation screen.

Fig 1.3 - Options Screen

Choose this if you want to access the Options screen. From there you can access the main game settings, like the sound and music volumes, the MOB spawn rates and the game difficulty. You can also switch between full screen or windowed game play. Left click the mouse on the "Return to Menu" button to exit this screen.

Fig 1.4 - Encyclopedia Screen

Choose this if you want to access the game encyclopedia screen. From there you can scroll through all the items and spells that are in the game, along with all their Stats. Left click the mouse on the "Return to Menu" button to exit this screen.

Fig 1.5 - Chronicle Screen

Choose this if you want to view the basic premise of the Game. This will tell you your ultimate goal in the Game. Left click the mouse on the "Return to Menu" button to exit this screen.

Fig 1.6 - Credits Screen

Choose this if you want to view the various game credits and contribution details. Left click the mouse on the "Return to Menu" button to exit this screen.

Fig 1.7 - Quit Game

Choose this if you want to Exit the Game back to your Windows Desk Top.

Main Game Options

Use the left hand mouse button to click any of the selections below.

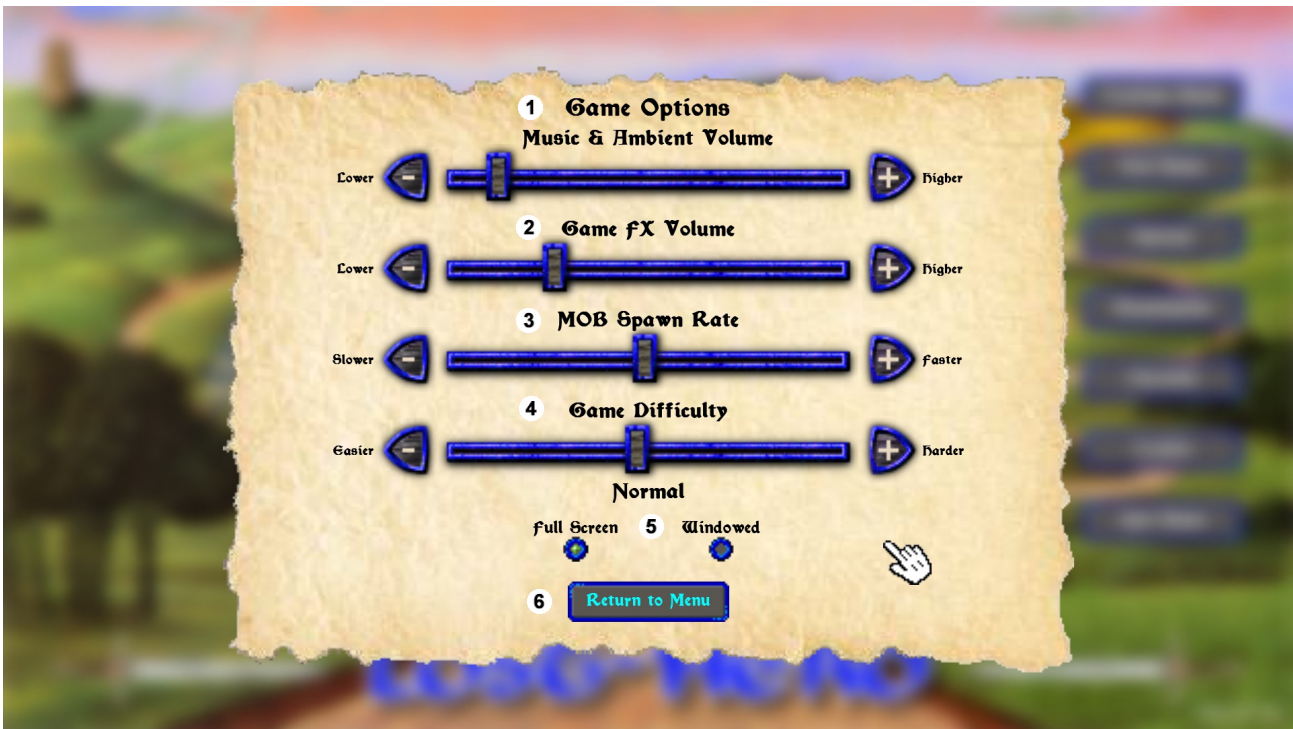


Fig 2

Fig 2.1 - Music & Ambient Volume

As per the title, this option adjusts the music and ambient volume levels. You can either drag the shuttle left or right with the mouse pointer, or you can left click in it's plus or minus arrows to adjust the volume. This option can be changed on the fly, while in game through the in-game options screen.

Fig 2.2 - Game FX Volume

This option controls all the in-game sound effects volume. You can either drag the shuttle left or right with the mouse pointer, or you can left click in it's plus or minus arrows to adjust the volume. This option can be changed on the fly, while in game through the in-game options screen.

Fig 2.3 - MOB Spawn Rate

This option controls the MOB spawn rate, it can be useful in two ways. On the slower end, it may help your battles if there are too many MOB's around you and you don't want them re-spawning too quickly to rejoin the fight. On the faster side, it could help if there is only one of the type of MOB you are hunting, so when you can kill it, it will re-spawn quicker saving you waiting around. You can either drag the shuttle left or right with the mouse pointer, or you can left click in it's plus or minus arrows to adjust the MOB spawn rate. This option can be changed on the fly, while in game through the in-game options screen.

Fig 2.4 - Game Difficulty

This option effects a lot of area's in the game. Basically it does exactly what you would expect it to do based on it's title, by adjusting a lot of the Stats in the game either for or against you. It alters how hard you can hit a MOB, and how hard it can hit you. It changes the amount of money you get per kill, so can slow or quicken your ability to buy better equipment. It changes the amount of XP you get per kill, so can slow or quicken your levelling up speed. If you want an even game feel, keep the shuttle in the middle on "Normal" setting. You can either drag the shuttle left or right with the mouse pointer, or you can left click on it's plus or minus arrows to adjust the MOB spawn rate. This option can be changed on the fly, while in game through the in-game options screen.

Fig 2.5 - Full Screen or Windowed

This option lets you choose between full screen or windowed to play the game. The preferred option would be full screen, as there is a lot of detail to view in-game. You can only choose this option from this options screen, it is not included in the in-game options screen. You can either drag the shuttle left or right with the mouse pointer, or you can left click in it's plus or minus arrows to adjust the MOB spawn rate. This option can be changed on the fly, while in game through the in-game options screen.

Fig 1.6 - Return to Menu

Left click the mouse on the "Return to Menu" button to exit this screen.

Encyclopedia

Use the left hand mouse button to click any of the selections below.



Fig 3

Fig 3.1 - Fast Jump Buttons

From this screen, you can view every item in the game along with its statistics. These eight buttons allow you to quickly jump to any of the required fields.

Fig 3.2 - View the Items Picture

Here, you can view the relevant items picture.

Fig 3.3 - Scroll Left or Right Buttons

Here, left click on either left or right arrows to view the previous or next item in the category.

Fig 3.4 - View the Items Statistics

Here, you can view all the relevant items statistics including its weight and cost.

Fig 3.5 - Return to Menu

Left click the mouse on the "Return to Menu" button to exit this screen.

Chronicle

Here you can read the basic premise for the game.



Fig 4

Fig 4.1 - Return to Menu

Left click the mouse on the "Return to Menu" button to exit this screen.

Game Credits

Here you can view the game credits.

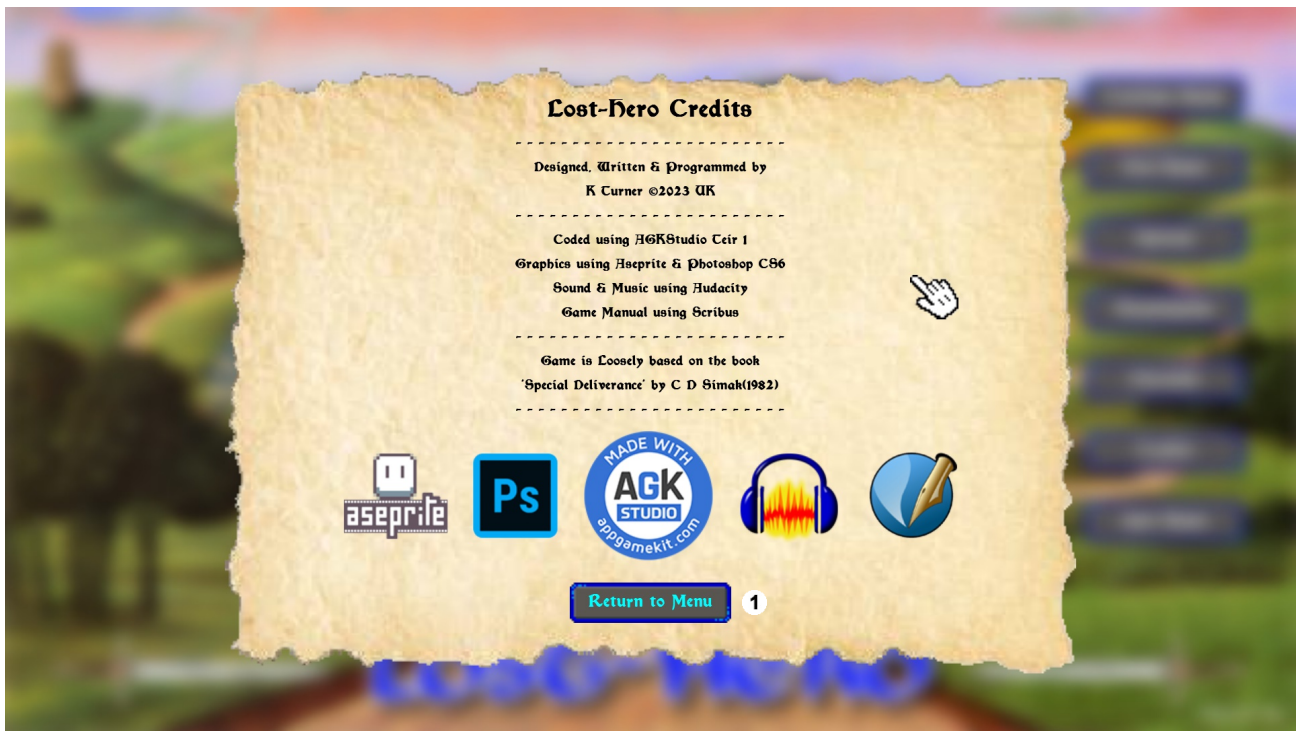


Fig 5

Fig 5.1 - Return to Menu

Left click the mouse on the "Return to Menu" button to exit this screen.

New Game

This screen is where you create your playing Character.



Fig 6

Fig 6.1 - Enter Your Name

Left click the mouse into the text box and then type in your preferred character name. Press "Enter" to register the name.

Fig 6.2 - Choose Your Gender

Left click the preferred Gender button, either "Male" or "Female". This option does not make any difference to the in-game mechanics.

Fig 6.3 - Select Avatar

Left click on either of the "Left" or "Right" button selectors to scroll through the available Avatars. This option does not make any difference to the in-game mechanics.

Fig 6.4 - View Avatar

This shows what your Avatar will look like in-game. This option does not make any difference to the in-game mechanics.

Fig 6.5 - Select Character Size

Left click the preferred Character size, from large on the left to small on the right. This size choice will effect your in-game character as well as all the MOB's in the game. It can be useful at times to be small to bypass certain MOB's. You can also alter your Character on the fly in-game through the in-game options screen. This option does not make any difference to the in-game mechanics except for distance to MOB's.

Fig 6.6 - View In-Game Sized Character

This shows what size your Character will look like in-game. This option does not make any difference to the in-game mechanics except for distance to MOB's.

Fig 6.7 - Begin Your Adventure

Left click the mouse on the "Begin Your Adventure" button to exit this screen. You will then enter Chaos-Realm for the first time, and a save game file will be created for you. Note, It will over-write any previous saved game you may have had, and will destroy any progress you had before.



Entering Chaos-Lands

Here is a breakdown of the main game playing screen.



Fig 7

Fig 7.1 - Main World Viewing Window

This window is how you view the world of Chaos-Realm. Your Character is always shown in the middle of this window and the world scrolls around as you move around, using the right hand mouse button to click on the ground for movement. On your own game screen, it is currently dark and you will need to do something about that very soon, (see Fig 7.12).

As you can see, you find yourself in a small clearing, with trees to the West and North and a river to the East. There is a sign post in the bottom right of the window, if you hover your mouse pointer over it, it will reveal a message. There are many instances in the game where you can read such messages, so keep a look out for them. To the South is a path, which is the only way you can travel for now. Right click on the ground to move your Character.

Note the green health bar above your Character showing your hit-points. Also, if you right click move on any barrier (i.e. trees, rivers, walls or mountains) your character will follow that line until it reaches the end or hits an obstacle, which can save movement clicks, give it a try!

You will also come to notice through this main viewing window that as well as the night and day cycles, you will also see random rain fall occurring and flies dithering about. None of these things will make any difference to the in-game mechanics, they just add to the games atmosphere!

Fig 7.2 - Place and Time Indicators

This part of the window shows you which map you are currently on and the day and time in the game. Each hour of game time is equivalent to 4 real world minutes, so one full 24 hour game day is equivalent to 1 hour and 36 minutes in real time.

Fig 7.3 - Player Level and Experience Bar

This part of the window shows your current player level. As you can see you are currently a level one character. As you progress through the game, you can ultimately level up to level one hundred.

Also shown here is your current XP (experience) level as a bar. You currently don't show any XP as you have not completed any quests, or killed any MOB's yet. This will change!

As you complete these challenges, you will be awarded XP points which shows as a yellow bar going from left to right. When the yellow XP bar finally fills all the way up, you will "Ding" up by one level, and the XP bar will return to zero again ready to restart it's progress for the next level.

On levelling up, you will also be awarded some money, hit points, mana points and lastly some very important bonus points. These bonus points are key to your characters development as they can be spent on upgrading your vital statistics such as Strength, Constitution, Dexterity, Intelligence, Speed and Luck up to a maximum of 100 for each Stat (see Fig 7.7).

Fig 7.4 - Player Hit Points and Mana Points Bars

This area of the window shows your current player hit points and mana points. Your mana points bar is a measure of how much magic you can do, as casting each spell uses mana up. If your mana falls to low, you will not be able to cast any more spells until it builds back up again.

Your hit points bar represents your life level, and if it ever reduces to zero, you will die losing valuable XP and any money you were carrying. You will then return to the main Chaos-Realm map.

There are three ways to bring your mana and hit points back up. These are by casting spells, drinking potions or resting up as they will slowly increase over time.

Fig 7.5 - Combat Buttons

This area of the window shows the three main combat buttons available to you. These are Melee, Ranged and Kick attacks. Note, that the buttons are initially faded out, and only come into focus when you hover the mouse pointer over them.

Melee attacks are automatic and happen the instant a MOB comes in to contact with your Character and has "Aggro" on you.

Ranged attacks only happen when you click on the ranged button, are within range of a MOB and have "Aggro" on it. You also have to have a bow equipped for this to work.

Kick attacks only happen when you click on the kick button, are within range of a MOB and have "Aggro" on it. You do not need a weapon for the kick to work. Note, later in the game as you come up against spell-casters, save your kick attacks to try and interrupt their spell casting.

Fig 7.6 - Spell Buttons

This area of the window shows the twelve spell buttons that will become available to you. These will be explained later in this manual, as you currently have not learnt any spells yet. Note, that the buttons are initially faded out, and only come into focus when you hover the mouse pointer over them.

Fig 7.7 - Character Statistics

This part of the screen shows your Character statistics. Each time you gain a level, among other things, you will be awarded some precious bonus points to spend on these Stats. This means that you have full control over how you want to develop your Character. If you hover your mouse pointer over each Stats image, it will show you what each one is for, and what will happen if you spend a point on them. The carrying capacity is the only one you cannot directly effect, as you have to increase your strength for that. Important note, if you end up carrying more than your allowed limit, you will be over-burdened and unable to move until you lose some of the weight. Below is a breakdown of each of your Character Stats.

Increase:-

Strength to wield better melee weapons and increase carrying capacity.

Constitution to boost your hit points.

Dexterity to wield better ranged weapons and wear better armour.

Intelligence to learn better spells and boost mana points.

Speed for faster melee and ranged attacks and quicker movement.

Luck to boost all calculations including critical hits.

Fig 7.8 - Secondary Statistics

This part of the screen shows your secondary statistics. You cannot directly invest points to these Stats the way you can with the Character Stats. These Stats are controlled by weapons, armour and jewellery that you equip, as well as with spell buffs, potions, food, water and touching orbs. Below is a breakdown of how each Stat works.

Melee Attack - This Stat is directly responsible for the amount of melee damage you can do per hit to a MOB. The higher you can make this number, the more damage you can do. It is mainly effected by how powerful a weapon you can wield, but is also effected by some armour, jewellery, spell buffs, potions and touching orbs.

Ranged Attack - This Stat is directly responsible for the amount of ranged damage you can do per hit to a MOB. The higher you can make this number, the more damage you can do. It is mainly effected by how powerful a weapon you can wield, but is also effected by some armour, jewellery, spell buffs, potions and touching orbs.

Defence - This Stat is directly responsible for the amount of protection you get when a MOB tries to damage you by either melee, ranged, kick or spell attacks. The higher you can make this number, the more protection, and less damage you will take. It is mainly effected by how powerful your armour is, but is also effected by some jewellery, spell buffs, potions and touching orbs.

HP Regen - This Stat is directly responsible for how quickly your hit points regenerate after taking damage. The higher you can make this number, the quicker you will regenerate HP. It is mainly effected by wearing certain armour and jewellery.

Mana Regen - This Stat is directly responsible for how quickly your mana points regenerate after casting spells. The higher you can make this number, the quicker you will regenerate MP. It is mainly effected by wearing certain armour and jewellery.

Food and Drink - These two Stats are responsible for your daily well being. You start the game with ten food and ten water, and they are automatically reduced over time. If either of these Stats reduce to zero, you will slowly start to take hit point damage. The only way to counter this problem is to buy food or drink in the game and use it. These Stats have a maximum ceiling of ten. If you die, but are level five or under, you come back with a full 10 of each one. If you die when you are level six and above, you lose all the food and drink you were carrying and will need to buy more urgently!

Fig 7.9 - Money

This part of the screen shows how much money you are currently carrying from Gold, Silver and Tin. You will make money by killing MOB's, selling looted items and completing quests. If your Character dies, you will lose all the money you were carrying, but any money saved in the bank will be safe. This means bank money often.

Fig 7.10 - Equipped Inventory Slots

This area of the screen is part of your inventory and is where you equip any weapons, armour and jewellery, giving you the benefit of any of their Stat improvements. Any equipment placed in any other part of your inventory slots lower down, will not be counted as being worn, so you will not benefit from any Stat improvements there.

Fig 7.11 - Use or Repair Item

This area of the screen is where you drag any item that needs to be used or repaired.

If it is an item to be used, left click the item on the "use" slot to use it, and if it is usable, you will be rewarded by some thing happening. Examples of this are food, water, potions and spells, but there are other usable items as you progress through the game. You will need to find out what these items are as you proceed.

If you want to repair an item, first hover the item over the "repair" button and you should see a message showing you how much it will cost to fix it. If you agree with the price, and have the cash, left click to make a full repair of the item in your hand. Note, you cannot repair Fabled items, you need to perform magic to fix those.

Fig 7.12 - Main Inventory Slots

This area of the screen is your main inventory. This is where you store your looted or collectable items to sell or bank when you find a town. Note that if you hover your mouse pointer over any item in your equip or main inventory slots, a small window appears low down showing all the information about the target item. The same thing happens if you pick an item up, but the window appears higher up. This allows you to view the item information window in your hand and then another items information when you hover over it, so you can compare the two items information at the same time allowing you to choose which is the best one to equip.

Notice that you currently have a spell book in an inventory slot. Pick it up and click it on the use items slot. This gives you the torch spell ability.

Fig 7.13 - Information Window

This area of the screen is the text information window stating everything that happens in the game. It usually scrolls to fast to read, especially when you are in a fight, but you have the ability to scroll up and down through it's history by just rolling your mouse scroll wheel up or down to find the relevant entry. Note, if something registers as a new message while you are scrolling through, it will immediately spring back to the most recent text message!

Fig 7.14 - In-Game Options

Use the left hand mouse button to click any of the selections below.



Fig 8

Fig 8.1 - Music & Ambient Volume

This works exactly as option Fig 2.1 on page 5.

Fig 8.2 - Game FX Volume

This works exactly as option Fig 2.2 on page 5.

Fig 8.3 - MOB Spawn Rate

This works exactly as option Fig 2.3 on page 5.

Fig 8.4 - Game Difficulty

This works exactly as option Fig 2.4 on page 6.

Fig 8.5 - Character Size

This works exactly as option Fig 6.5 on page 9.

Fig 8.6 - Return to Game

Click this button to return to the game.

Fig 8.7 - Quit to Title

Click this button to save the game and return to the main title screen.

Fig 7.15 - Expunge Button

Use this button while holding onto an item to permanently delete it from your inventory. This is useful to get rid of worthless items, or if you need to make room in your inventory.

Fig 7.16 - View Quests

Use this button to view your quest screen.

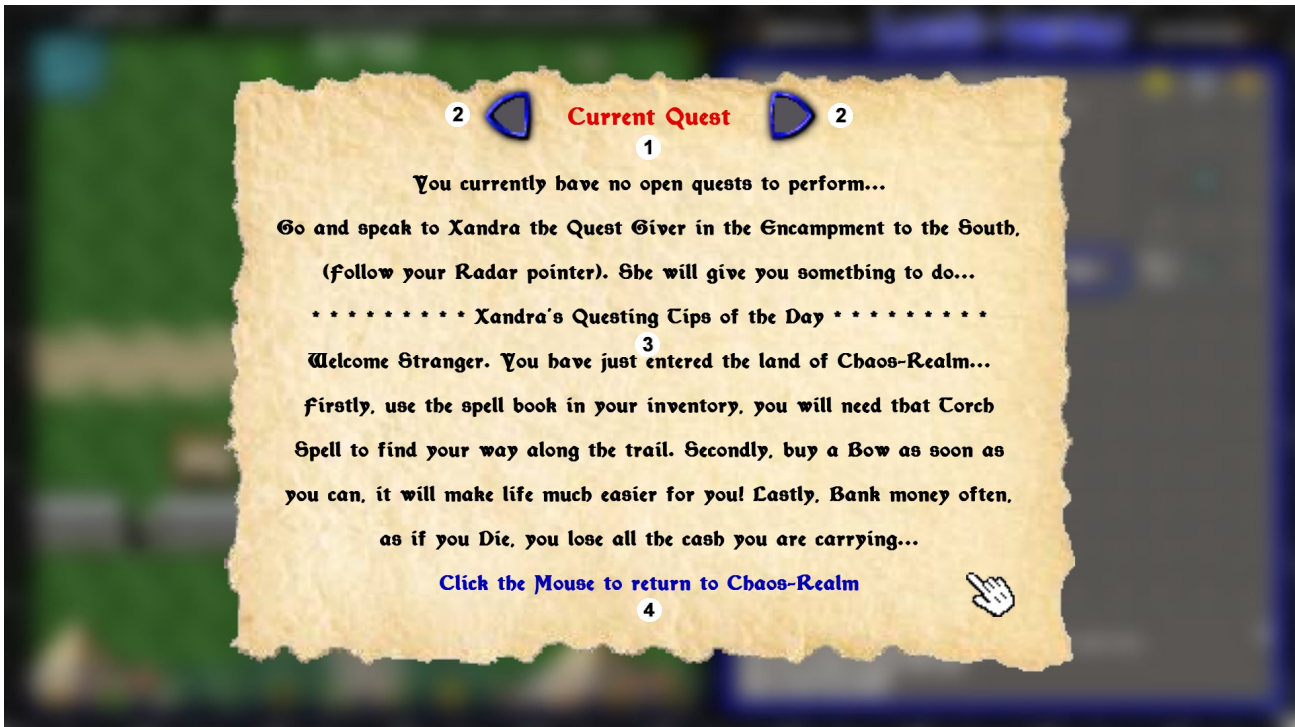


Fig 9

Fig 9.1 - Current Quest

This area of the screen shows which quest number you are currently on. It always starts on the actual current quest each time you view this screen. There are a total of 100 quests to complete.

Fig 9.2 - Scroll Through Quests

These two buttons allow you to scroll back and forth through all the completed quests as a record of what you have achieved.

Fig 9.3 - Main Quest Information

This part of the screen gives a description of the what the quest giver would like you to do. As you start with out knowing what to do, it just asks you to seek out the quest giver for your first assignment. Note, each time you get a new quest, your radar pointer surrounding your character will automatically update to the new target(s).

It also gives you hints and tips on what may be coming up, including details of any Fabled MOB loot drops that could help you in you adventure.

Fig 9.4 - Exit Quests

To return to the main playing window, just click the left mouse button.

Fig 7.17 - View Map

Use this button to view the map.

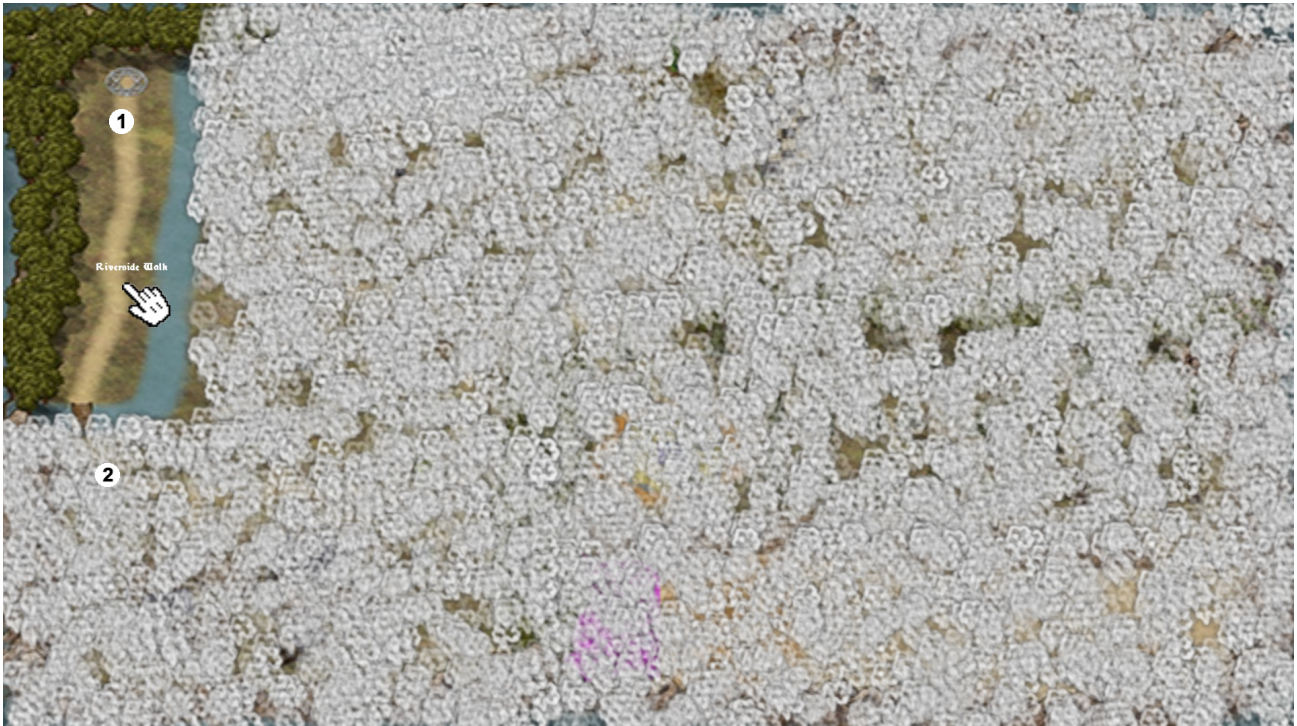


Fig 10

Fig 10 - Map Revealed

Fig 1 shows the map as revealed, to show you have already been there. Fig 2 shows the map hidden in cloud, as you have not yet travelled to these areas. They will be revealed as you travel to them. To return to the main playing window, just click the left mouse button.

Vendor NPC's

Left click on any Vendor NPC to bring up their shopping window.



Fig 11

Fig 11.1 - Vendors Name

This part of the window shows the Vendors name.

Fig 11.2 - Exit Button

This part of the window shows the Vendors exit button. Left click to exit the shop.

Fig 11.3 - Page Buttons

By left clicking on either of the arrow buttons, you can scroll through all the inventory pages the Vendor has.

Fig 11.4 - Vendors Wares

This part of the window shows everything that the Vendor natively sells, along with any other items that you may have sold them in the past. These other (non-native) items always appear at the end of the Vendors inventory.

The Vendors original (native) items will always be in the same order and quantity as they were at the start of the game, and even if you buy one of them, they will still be there in the Vendors shop, so those items never deplete.

Note, if you sell an item to a Vendor that they would not natively sell, the sold item will appear at the end of his inventory list (if there is not already one there), and there will only ever be one of that item in their shop no matter how many duplicates you sell them. Also, if you then purchase a (non-native) item back from the Vendor, it will be deleted from that Vendors inventory slots until you sell them another one.

Purchase - To purchase an item from a Vendor, just pick something up from their inventory slots by left clicking it, and as long as you have enough cash, it will appear in your hand and money will be deducted from you purse.

Sell - To sell an item to a Vendor, do the reverse. Pick an item up from your inventory by left clicking it and place it anywhere on the Vendors window. The item will transfer to their shop, and the cash will appear in your purse.

Quick Sale - For quickness, you can do a quick sale to a Vendor with any item in your inventory, by just right clicking on the item. The item will delete from your inventory and will transfer to their shop inventory, and the cash will appear in your purse.

Important note, if you sell an item that the Vendor natively sells, then you will receive 80% of it's price. If the item is not the Vendors native item type, then you will only get 50% of it's price, so it is important in the long run to sell to the correct Vendors. Only Mine Host will give you the 80% higher price for all the miscellaneous items you sell, so keep this in mind.

Fig 11.5 - Item Information

If you hover the mouse pointer over any item in yours or the Vendors inventory item slots, this small window will appear, showing all the information about the target item.

Banker Grimbol NPC

Left click on the Banker NPC to bring up his banking window.



Fig 12

Fig 12.1 - Vendors Name

This part of the window shows the Bankers name.

Fig 12.2 - Exit Button

This part of the window shows the Bankers exit button. Left click to exit the shop.

Fig 12.3 - Money Text Boxes

These 3 boxes are manual entry boxes for you to type in how much Gold, Silver or Tin you want to deposit or withdraw from the Bank, Once filled in, you either then left click "in" or "out" to move the desired amount of money.

Fig 12.4 - Banked Money

These 3 numbers represent exactly how much Gold, Silver or Tin you currently hold in the bank.

Fig 12.5 - Money In Button

Left click on this arrow button if you want to deposit all or only some of the money you are currently carrying in your purse.

Fig 12.6 - Money Out Button

Left click on this arrow button if you want to withdraw all or only some of the money you are currently have in the bank.

Fig 12.7 - Bank Inventory Slots

This area is where you store all the items you do not want to sell or destroy. Left click to pick them up or place them down.

Xandra the Quest Giver NPC



Fig 13

Fig 13 - Xandra the Quest Giver

You start the game with an instruction to seek out the quest giver for your first assignment. Follow your radar arrow to find her, and when you do left click on the NPC to bring up your first real quest. If you were to left click on her again without completing the current quest, she will say "no no" indicating that you have not filled the requirements she had set to complete the current quest you are on. To exit the quest screen, left click the mouse button to return to the game.

Guard Orea NPC



Fig 14

Fig 14 - Guard Orea

The Guard Orea NPC can be very useful for new player early in the game, as she can attack any MOB attacking you if things get out of hand. If you are in need of her services, run to her, dragging the attacking MOB with you. Once Guard Orea detects the MOB, she will move away from her base and kill the MOB out right. Note, you can drag multiple MOB's with you and she will deal with them all. You do not win any loot from her Kills.

Orb Buffs

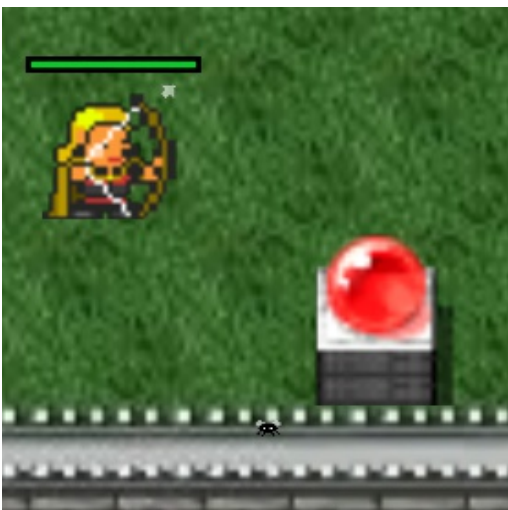


Fig 15

Fig 15 - Orb Buffs

There are 3 orbs dotted about the map that are there for new players at the early stages of the game. These are there to provide a "buff" for your character to help you along, as your Stats when you start are very low. There are 3 of them in total that will "buff" up your attack, defence and speed Stats. To use one, just left click the mouse button on it. To show it is working, a "buff" icon will appear on the right side of the viewing window and if you hover the mouse over it, it will show you how long it will last.

Potion Buffs

You will find that there are useful potions available to purchase at one of the vendors. There are 5 types available in various strengths and sizes and to use one, just pick it up from your inventory and left click it on the "use" slot. The potion will disappear from your hand, and the effect of it will be immediate. To show that any of the three "buff" potions are working, a "buff" icon will appear on the right side of the viewing window and if you hover the mouse over it, it will show you how long it will last.

Health Potion - Restore "x" amount of hit points.

Mana Potion - Restore "x" amount of mana points.

Attack Buff Potion - Boosts your attack Stat.

Defence Buff Potion - Boosts your Defence Stat.

Speed Buff Potion - Boosts your speed Stat.

Spell Buffs

To cast a spell buff, you must first purchase a spell book from one of the vendors and learn it by left clicking it on the "use" slot in your inventory area. You will need to have the spells required intelligence Stat to learn it. Once that is done, you will notice that the spell becomes available on your spell button array at the bottom of the viewing window.

To cast one of the "buff" spells, just left click on the selected Spell button and you should start casting it. If the spell was successful, you should see a "buff" icon appear on the right side of the viewing window and if you hover the mouse over it, it will show you how long it will last. The only one that does not show a lasting "buff" icon is the health spell, as that just restores some of your hit points.

Attack Buff Spell - Boosts your attack Stat.

Defence Buff Spell - Boosts your Defence Stat.

Speed Buff Spell - Boosts your speed Stat.

Health Spell - Restore "x" amount of hit points.

Torch Spell Buff - Gives some light in dark places.

Map Zoning

The world of Chaos-Realm is not just played out over one large map area. As you explore the main map, you will come across small picture icons that if you hover your mouse pointer over, will tell you what they are. Some of these picture icons are actually routes to "zoning" out to other entirely separate maps. You will find that at least half the quest you will be sent on will take place in these other maps.

When you "zone" in to or out of a map, the map you are travelling to does a 100% reload, so every MOB's location, way points and vital Stats are all totally reset. This can be useful for a couple of reasons.

Firstly, if you are losing badly in a fight, and may be being attacked by too many MOB's, make a B-line for the map "zone" exit so you appear somewhere else. When you zone back in, the offending MOB's will have gone away from the "zone" exit and reset themselves.

Secondly, if you are on a map hunting for a particular type of MOB, but they are out of reach because of some higher level MOB's, "zone" in and out until you get the lay-out you want.

Teleport Portals



Fig 16

Fig 16.1 - Portals

The portals are not accessible early in the game, as you can see if you hover your mouse pointer over the one shown here. They only become active when you first find an animated one further away in the map, and they are only around on the main Chaos-Quest map. To use one, just walk into it, and you will teleport back to this base location. You can then use this one to return to the last portal you used. As in "zoning" the entire map gets reset when you use a teleport portal.

Combat

Use the left hand mouse button to click any of the selections below.



Fig 17

Fig 17.1 - Radar Arrows

The radar is run automatically and is directly controlled from the current quest you are doing. Dependant on which quest you are on, you will see either one, two or three radar arrows around your Character for you to choose your target from. If your quest target is in another "zone" map, there will only be one radar arrow pointing to the "zone" entrance or exit.

Fig 17.2a - Con MOB Colours

As you can see from Fig 17.2, the MOB shown here, "Cons" (Considers) as Cyan to you. Basically it is the colour of the MOB's name that gives you the information you need. This colour is an indication of how powerful the MOB is compared to you, as shown below.

Mob "Cons" Green - The MOB is the same level as you.

Mob "Cons" Cyan - The MOB is the one level higher than you.

Mob "Cons" Blue - The MOB is the two levels higher than you.

Mob "Cons" White - The MOB is the three levels higher than you.

Mob "Cons" Yellow - The MOB is the four levels higher than you.

Mob "Cons" Orange - The MOB is the five levels higher than you.

Mob "Cons" Red - The MOB is the six levels higher than you.

As well as the "Con" colour, when you left click the MOB to initiate combat, you also get a text message in the message window taunting you!

Fig 17.2b - MOB Factions

With most miscellaneous Critters and Animals, they have no Faction. That is to say that if you are attacking one of there kind with the same or lower level than you, any of the same species will not join in the attack, they will just amble on by.

If however you attack a creature that has a Faction, say like a Dwarf, then any other passing Dwarf that comes into range, of equal or lower level, will join in the fight. This make Faction fights much more dangerous, as before you know it you can be ganged up by lots of the same species.

Fig 17.3 - Initiate Combat "Aggro"

To initiate combat, just move into range of a MOB. When the MOB see's you it will immediately get "Aggro" on you and start to move towards you for an attack when it is close enough. For you to get "Aggro" on the MOB, just left click on any MOB and a red indicator circle will then appear underneath, showing which MOB you have "Aggro" on. To remove "Aggro" from a MOB, either left click and another MOB or left click on the ground.

Fig 17.4 - Melee Attacks

When a MOB has "Aggro" on you and is close in, your Melee timed attacks will happen automatically. Also, the red indicator circle will then appear underneath the MOB. To show hits on both sides, floating hit point numbers will appear above your heads when damage is being taken.

Fig 17.5 - Ranged Attacks

When you are within ranged attack of a MOB and have a Bow ready, left click on the MOB to get it's "Aggro". The red indicator circle will then appear underneath the MOB. Fire your Bow by clicking the Ranged attack button, and the MOB will then have "Aggro" on you and attack. In this way, you can strategically "pull" MOB's from difficult places with out getting overwhelmed.

Fig 17.6 - Kick Attacks

When you are up close to the MOB, press the Kick button to give him a jolt. Note, kick attacks are best kept to try and interrupt a MOB's spell-casting in later levels!

Fig 17.7 - Spell Attacks

When you are within ranged attack of a MOB and have learned the relevant spell, left click on the MOB to get its "Aggro". The red indicator circle will then appear underneath the MOB. Cast the spell by clicking the spell button, and if the spell is successful, the MOB will then have "Aggro" on you and move in for the attack. In this way, as with the bow attack, you can strategically "pull" MOB's from difficult places without getting overwhelmed.

Fig 17.8 - Spell Grasping Roots

When you are within ranged attack of a MOB and have learned the grasping roots spell, left click on the MOB to get its "Aggro". The red indicator circle will then appear underneath the MOB. Cast the spell by clicking the spell button, and if the spell is successful, the MOB will then have "Aggro" on you and try to move in for the attack, but as he is "rooted", he is going nowhere for now. You can then throw spell attacks at him and he won't be able to hit you!

Fig 17.9 - Loot Bags

If you manage to kill the MOB, it will disappear ready to re-spawn later on, and leave a loot bag on the ground. Left click on the bag to find out what loot you have found. Note, loot bags have a limited life span!

Loot Bags



Fig 18

Fig 18.1 - Loot Bags

This shows the open Loot Bags where you can get 1, 2 or 3 items of loot per bag. Left click to pick the items up and place them in your inventory. Left click the "Discard" button to close the window, but you will lose all the loot not picked up if you do this. If your Character moves to far away from the loot bag origin, it will auto close, losing you all the loot that left.

Playing Tips

4 Leaf Clover - If you find one, use it to boost your Stats.

Guard Orea - If you get in trouble, "Pull" the attacking MOB's to Guard Orea for assistance.

Item Repair - Keep an eye on Equipment repair levels, as they can be destroyed if it gets to low.

Kick - Use your Kick skill to interrupt a MOB's spell casting.

Melee Weapon - Upgrade this as soon as you can to inflict more damage.

Money - Bank money often as if you die, you will loose all you are carrying.

Orbs - Touch the Orbs often in the early game to boost your Attack, Defence and Speed Stats.

Portals - Later in the game, you will find Teleport Portals that will allow you to quick travel around the main Map.

Quick Sell - When at a Vendor's shop, right click on an item in your Inventory to do a Quick sell.

Ranged Weapon - Buy a Bow as soon as you can for a 3rd attack method.

Spells - Your first Spell purchase should be a Healing Spell.

Stat Upgrades - Put your first 2 Stat upgrade points into Strength and Dexterity so you can upgrade your Melee Weapon and use a Bow.

Torch Spell - Use your torch spell in underground maps for a clearer view.

Vendor's 1 - When selling your goods, make sure that the item is of the same type that the Vendor would natively sell, if not you will only be paid half price!

Vendor's 2 - See Mine Host at the Inn to sell all the Consumables and Misc item drops for the best price!

Glossary

Aggro - To achieve Aggro on a MOB, you need to move into its predetermined path within its Aggro radius causing it to move in on you and attack.

Buff - Refers to the ability to temporarily increase important Stats with either a Spell or Potion or by touching one of the Orbs.

Camp - To find a safe place close to the MOB's you are hunting so you can "Pull" them back to the Camp.

Con - Refers to your ability to "Con" (consider) a MOB to determine if it will attack when you intrude into its aggro radius. Also gives you an indication of how dangerous it will be to you.

Ding - This is what it is called when your Character has earned enough experience points and so you "Ding" up a level.

Kiting - This is a method of doing damage to a MOB while hopefully keeping just out of its reach so it can't damage you. To do this get a MOB's Aggro, then when it reaches you, do your kick attack and run away in any direction. Your auto Melee attack should hit and knock the MOB just out of reach as you run. When your next kick attack is ready again, run in the opposite direction and Kick the mob as you pass, then repeat until the MOB is dead...

Loot - This refers to any items and equipment you find when you Kill a MOB and then "Loot" its corpse.

MOB - Refers to any of the roaming monsters (MOB's) that you will come up against (attributed to the old multi-user dungeon term 'mobile object.').

Pull - This term refers to when you have a large group of MOB's, so you run in and "Pull" just one and run out again with it following you back to Camp.

RPG - Stands for Role Playing Game.

Train - This is a term for when you are deep in a Map and get overrun by too many MOB's than you can handle, so you make a B-Line for the Zone exit pulling all the MOB's behind you in a line, called a Train.

Zone In/Out - A term used to describe moving between Maps (Zoning).