

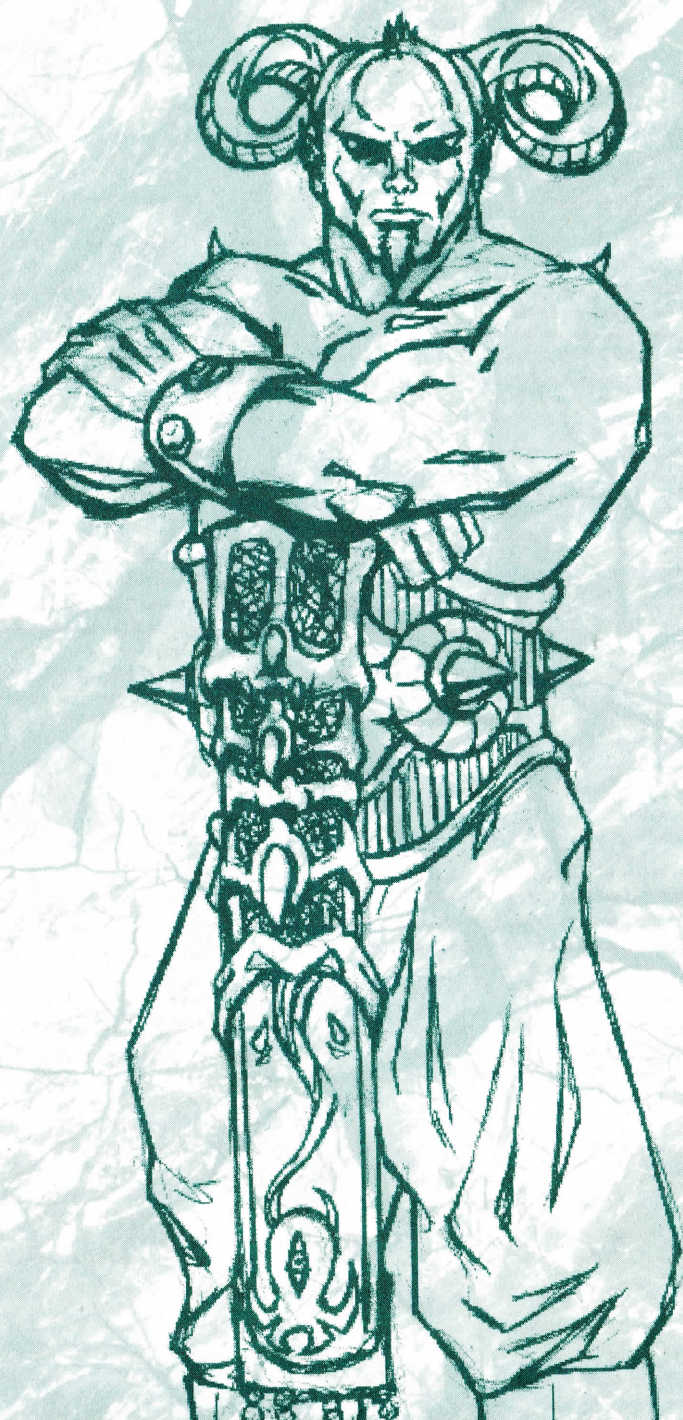


An Elder Scrolls® Legend

BATTLESPiRE™

USER'S GUIDE

BETHESDA SOFTWARE™
WWW.BETHSOFT.COM



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INSTALLATION

FROM DOS:

- 1) Insert the *Battlepire* CD-ROM into your CD-ROM drive.
- 2) Switch from your main drive to the CD-ROM drive by typing **D:** (or whichever is your CD-ROM drive letter) and press **Return**.
- 3) Type **install** and press **Return**.

FROM WINDOWS 95:

- 1) Insert the *Battlepire* CD-ROM into your CD-ROM drive. If you have Autorun on in Win 95, an install menu automatically appears. Select **Install**. If you have turned off the Autorun feature, start the install program by clicking on the **Start** button and selecting **Run**. Then type **d:\install** (or whichever is your CD-ROM drive letter) and press **Return**.
- 2) Once in the Install program, you will be asked if you agree to the terms of the license agreement. If you do not, *Battlepire* will not be installed.
- 3) Be sure to read the last minute notes and changes. You can do that before or after installation, but do it before you play the game.

- 4) Choose **Install the game to your hard drive**.
- 5) The next menu appears and asks where you would like to install the game. If you are uncertain about the best path, choose **Yes, I want to install the game here**.

Otherwise, if you prefer the game to be installed in a specific directory, choose **Change install path**. All available drives will be scanned. Only those drives with enough space to hold the game will be offered. Click on the drive where you want the game to be installed. After selecting the drive, type in the new path name. If the new path doesn't exist, the game will create it for you.

- 6) Once the install path is chosen, select **Go ahead and install the game** to transfer files from the CD-ROM to your hard drive.
- 7) Set up your video card by selecting **bypass** to use an already loaded VESA driver or **Normal** to use the built in VESA library.
- 8) If Windows is detected, the installer will ask you if you want to have a *Battlepire* icon created on the desktop.
- 9) The next step is Sound Card setup. Once the game is installed, you will be asked if you are ready to configure your sound card. Choose **Yes**. You can change your sound card setup later by running the SETUP program or rerunning this installation program from the *Battlepire* game directory.

Note: Read this section carefully! Most problems that consumers have with computer games have to do with sound card setup. If you have problems with your sound card, call the manufacturer of the card first. Before you call Bethesda Softworks Technical Support, make sure you know the brand name of your sound card, its emulation modes, and proper settings for DMA, IRQ, and Addresses.

- 10) Use the arrow keys to choose **Select Audio Digital Driver**, and then press **Enter**; or double-click your selection. If you do not want sound, select **No Digital** and then **Done**.

The next menu is a list of sound card drivers. Use the arrow keys to choose the driver that best fits your sound card. Again, use your sound card information, brand name, and emulation mode to select the appropriate driver. Double click your selection or move the cursor over it and hit **Enter**.

- 11) Once you have selected your sound card from the list, the next menu will give you the choice to configure the digital device automatically or manually. Select **Attempt to Configure Automatically**. In most cases, the default settings for Address, DMA and IRQ will work fine.

However, if you know your sound card's Address, IRQ and DMA, you may use the **Skip Auto Detection** choice and configure the card manually. It is recommended that you use the auto detection if you have any doubts as to your sound card's settings.

Once the card is configured, select **Test**. If the sound plays correctly choose **OK**. Otherwise, check the brand name and settings of your sound card.

Note: If your sound card does not play, you will need to thoroughly check the type of sound card you have, its settings, and all your speaker connections. Once you enter the correct card settings, sound and music should play with no problems. If you can not get the sound or music to play, select **No device**. Having the wrong sound card or emulation selected may cause the game to crash.

- 12) Once your card has been correctly configured, you may exit the sound setup program by selecting **Done** under Sound Configuration options. Or, if an incorrect driver has been selected, simply **Select a Different Driver** to change the sound card.
- 13) Enabling captions allows you to see speech text while the story video is being played.
- 14) Childguard is an optional system that allows parents to eliminate all scenes of gore, nudity, and adult topics from the game. If you choose to enable Childguard, whoever installs the game is prompted to enter a password. The Childguard option can not be turned off without first entering the correct password. Childguard can be activated at any time by re-running the installer.
- 15) Your game is now ready to play. Go to the directory where you installed the game and type **spire**. Windows 95 users will have a shortcut icon and double clicking the icon will start the game.



A FIRST LOOK

Once the game is properly installed and you run *Battlespire*, the first thing you will see is the Bethesda Softworks logo. The game will then roll into the introductory cinemagraphic to *Battlespire*. Pressing a key or clicking the mouse button will interrupt the video file.

Escaping from the start-up cinemagraphic, the opening menu asks you to select the Scenario to be played.



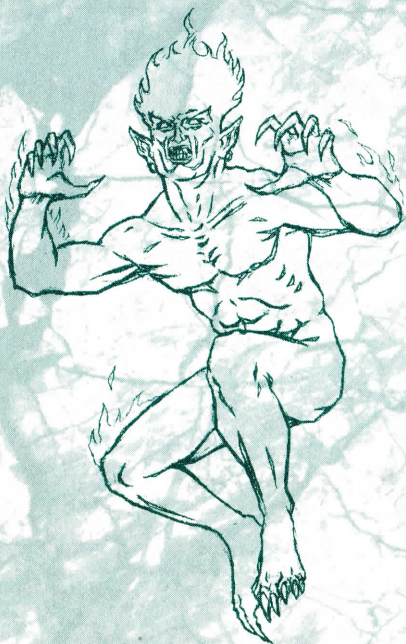
You are given two choices: Single Player or Multiplayer. To begin on your own, select Single Player.

Before you begin, take advantage of the game's roll-over information feature. Let your mouse pointer pause (without clicking) a few moments on each icon or button on the screen. A small message window will appear identifying the pointed-at-object. These tags offer easy and instantaneous bits of information to help you navigate through the game.

HELP SCREENS

Battlespire also offers help screens. These screens give detailed descriptions of everything appearing on the screen at any given time. To de-activate automatic help screens, click **No** to the question on the bottom left of each help screen: "Automatically pop up similar help screens in the future?" When you have finished reading the explanation on the screen, click **Done** to return to the regular screen. If you have turned off Automatic Help, you can bring up help screens manually by clicking on the question button (❓) which appears on most screens.

Furthermore, every screen is equipped with an **Exit** or **Cancel** icon. Whenever you are not sure of your path through each menu, simply click on the cancel button to return to the previous screen or to a main menu screen.

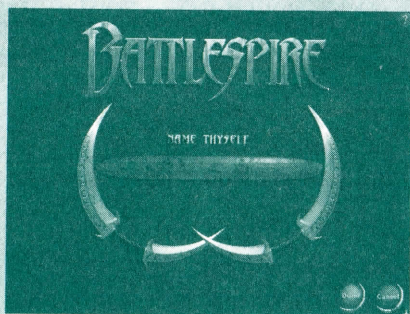


CHARACTER CREATION

The following sections detail how to create the character you will play in *Battlespire*. The character creation process is identical for all the Scenario types. You can choose to play a pre-generated character class or customize your own.

NAME

The first screen asks you to *Name Thyself*. Type in the name you wish for the character and press **Enter** or click **Done**.



SELECTING THE CHARACTER'S GENDER

After naming your character, you will be asked to select a gender. Choose male or female, and you will be taken to the next screen.

SELECTING THE CHARACTER'S RACE

The next character creation screen asks you to select the race of your character. There are six unique races in *Battlepire*, each with their own characteristics and special qualities. Select your character's race by clicking on the appropriate image. Information about each race will appear in the scroll at the bottom of the screen. Once you've selected a race, click **Done**.



The six races found in Tamriel are as follows:

Breton: Highly intelligent and willful, the Bretons have a natural bond with the forces of magicka. Many great sorcerers have come out of their home province of High Rock, and even the humblest Breton can boast a high resistance to the destructive powers of magicka.

Dark Elf: The dusky, fire-eyed Dark Elves of Morrowind are a strong, intelligent, and quick-footed people. They are legendary sorcerers and warriors, with a prowess with sword and bow rivaling that of the Redguards and Wood Elves.

High Elf: The tall, golden-skinned High Elves are easily equal to the Bretons in sorcerous ability due to their high intelligence, force of will, and agility. They are more susceptible to spells than the people of High Rock.

Wood Elf: Hailing from the forests of Valenwood, the Wood Elves are the finest archers in all of Tamriel. These cousins of the High Elves and Dark Elves are nimble and as quick as the wind. Because of their curious natures and natural agility, Wood Elves often become thieves.

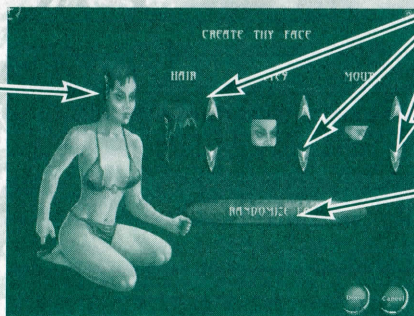
Nord: The citizens of Skyrim are a tall and fair-haired people. Strong, stubborn, and hardy, Nords are famous for their resistance to cold, even magical frost, and are known for their prowess as warriors.

Redguard: The most naturally talented warriors in Tamriel, the dark Redguards of Hammerfell seem to have been born for battle. In addition to their affinity for weaponry, Redguards are blessed with hardy constitutions and quickness of foot.

CREATE A FACE

Battlepire gives you the freedom to create virtually any kind of character. After you have selected your character's race and sex, you will be taken to a screen where you can edit your character's facial features. There you can select a hairstyle, lips, and eyes of different colors and shapes.

Example of your character's current features



Use arrows to scroll between choices for each feature

Let the computer randomly generate facial features for your character



Burglar: Agile, silent, and as curious as a prowling cat, the burglar finds the challenge of a tricky lock or an open window irresistible. Unlike the way-laying thief and the sinister assassin, the burglar slips in and out of the shadows with pouches full of treasure. A burglar depends on high Agility, Intelligence, and Speed.

Healer: Healers are specialists in the magicka school of Restoration. Though weaker in offensive magic, their powers tend to be very strong for defense, protection, and healing. Like all spellcasters, a healer needs high Intelligence and Willpower.

Knight: Knights are the warriors' elite and are dedicated to honor and chivalry. To become a knight is to earn great status and the highest respect. Like warriors, a knight has high Strength and Endurance as well as a noble Personality.

Mage: Thaumaturgists, mystics, enchanters, conjurers — all are specialist spellcasters and all are mages. A mage spends many years training and studying the six schools of magicka, leaving behind most all other pursuits. In the end, a mage of experience and mastery wields supernatural power to rival any other class. A high Intelligence grants the mage a greater pool of magical energy for spells. Furthermore, a high Willpower grants the mage greater success at casting and resisting spells.

Monk: With supreme discipline, the monk strives to achieve perfection of body, mind, and spirit. Monks are martial artists shunning all armor and shields. Their bodies and the weapons they use are one, full of grace and power. However, some monks even choose to reject conventional weapons, relying on their hands and feet alone to devastating effect. Strength, Willpower and Endurance are the three most important attributes for monks.

Nightblade: Nightblades are the most intriguing and shadowy of people. Unlike the cheerful diversity of the bard, the nightblade combines the skills and philosophy of the thievish classes with the powers of the mage. Their natural agility, stealth, and abilities in the school of Illusion make for a deadly combination. Nightblades are seldom seen though their hand is certainly felt. Effective nightblades have a high Agility as well as high Intelligence and Willpower.

Ranger: Rangers are woodland warriors who explore and protect the wilderness. At times, rangers will serve as trackers, guides, and guardians of travelers making their way through the wilds of Tamriel. Their abilities lie in Strength, Endurance, and Agility.

Rogue: Equal parts thief and warrior, rogues seek to satisfy their greed and ambition through both battle and guile. A rogue's training is divided over a variety of combat skills as well as thievish skills. A rogue depends on a high Strength, Agility, and Speed.

Sorcerer: Sorcerers are like mages but their magical powers are slightly different. First, they do not regenerate magicka naturally within their bodies, but absorb it from the spells of others. Second, their total magicka pool is much greater than the mage's—in fact, they have the greatest magical potential of any character class. Like their kindred mages, sorcerers must have a high Intelligence and Willpower.

Spellsword: Spellswords are the warrior-mages of Tamriel. They are a powerful group whose training delves into the mysteries of magicka as well as the practicality of weaponry. Their versatility is their greatest strength. Spellswords need high Intelligence and Willpower as well as good Strength and Endurance.

Thief: The thief depends on the quickness of both hand and dagger and seeks out any opportunity to gain fortune or advantage through skill and cunning. Versatility and dexterity are the thief's staple. For thievish skills, high Agility is essential, combined with healthy Speed and Luck.

Warrior: The warrior is the epitome of strength, constitution, and prowess. Warriors are masters of physical combat, capable of using any weapon, and any armor. Strength, Endurance, and Agility are the most important attributes for warriors.

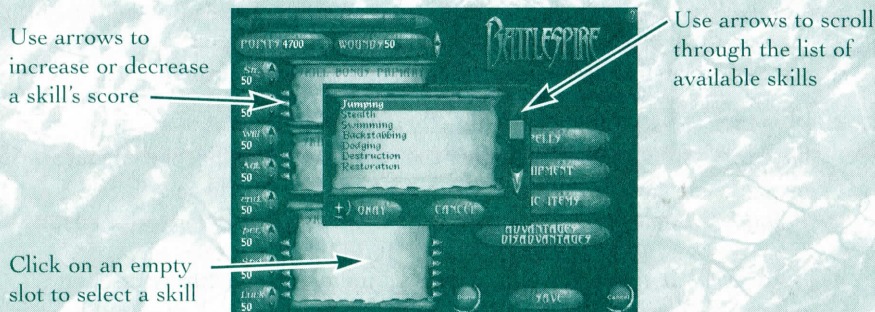
CREATE A CUSTOM CLASS

If you don't want to choose from the previously generated classes, you can choose to create a custom class. Creating a new class allows you to customize the character's Attributes, Skills, Strengths, Weaknesses, and starting equipment. The following sections detail the different steps in creating a new class.

Luck (LUCK): Luck has a small effect on most actions the character performs, from aiming an arrow to talking to people. The higher the Luck, the better the modifiers on the character's actions.

SELECTING THE CHARACTER'S SKILLS

The next step in character creation is choosing skills and proficiencies. The character gets three Primary skills, three Major skills, and six Minor skills. Primary skills are the most important skills—they are used most often, with the best chance of success, and can be improved most easily. Major skills are secondary—given less training and moderately used. Minor skills are the least important skills—they are auxiliary, trained the least, and offer only a basic level of success.



Click on an empty skill slot and a list of available skills will appear. Scroll down the list and double-click on the skill that you wish to add to the slot. All skill slots for Primary, Major, and Minor skills should be filled.

Once a skill is chosen, use the arrows beside the skill slot to increase or decrease the base score for the skill. Left-click to raise or lower a skill value by one point. Right click to raise or lower values by ten points. Again, depending on the current skill score, the build point cost to raise a skill's score will vary. The higher the skill level, the better the chance of success. The maximum value for any starting skill is 60%.

Consider the nature of your character and take time in choosing each skill. Determine what skills and proficiencies are most appropriate for your character. Reference the skill descriptions in the skill list below to get a better understanding of each skill.

THE SKILLS LIST

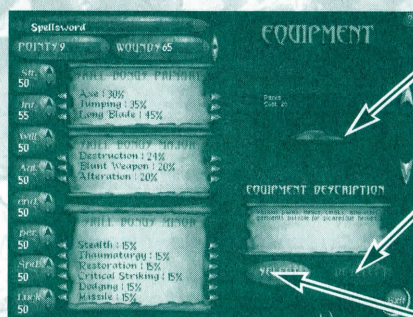
Skill	Attribute	Description
Alteration, School of Magic	WIL	The School of Alteration specializes in magic's ability to change the structure and composition of matter. The better the character's skill, the easier the character can buy, learn, and cast spells in this School.
Axe	STR	Characters with this skill are proficient in using axes and cleaving weapons.
Backstabbing	AGI	A dastardly and underhanded skill, Backstabbing is automatically checked when the character attacks a target from behind. A successful Backstab inflicts double the normal damage to the target.
Blunt Weapon	STR	Characters with this skill are proficient in using blunt, crushing weapons.
Critical Strike	AGI	Critical Strike allows the character to inflict a devastating amount of damage. With every successful strike, this skill is checked. Assassins favor this skill.
Destruction, School of Magic	WIL	The School of Destruction specializes in the explosive, destructive, and damaging powers of magic. The better the character's skill, the easier it is to buy, learn, and cast spells in this School.
Dodging	SPD	Whenever the character is attacked, whether with a spell, a missile, or a sword, Dodging is automatically checked to see if the blow hits home. The higher the skill, the better the chance is of an attack missing the character.
Hand-to-Hand	AGI	Characters with this skill are martial artists inflicting damage with their punches and kicks. The better the skill, the more effective are Hand-to-Hand attacks.
Illusion, School of Magic	WIL	The School of Illusion specializes in magics of obscuring, illumination, and camouflage. The better the character's skill, the easier buying, learning, and casting spells is in this School.
Jumping	STR	The greater the Jumping skill, the higher and further the character can leap. This skill is checked automatically whenever the character jumps.

EQUIPMENT

Before the adventure can begin, the character must be readied with the necessities and accouterments of survival and combat—armor, weapons, and other equipment.

From the initial character creation screen, select **Equipment**. See the Appendix for a complete list of equipment. Use the arrows to scroll through the equipment. Once you have decided on a piece of equipment, choose **Select**. When you have selected all the equipment you want, click **Exit** to return to the previous screen.

Remember to only buy items that the character can use. For example, to use a weapon the character should have the appropriate proficiency. Furthermore, depending on the character's Disadvantages, he or she may be forbidden to use certain items or equipment made of a particular material.



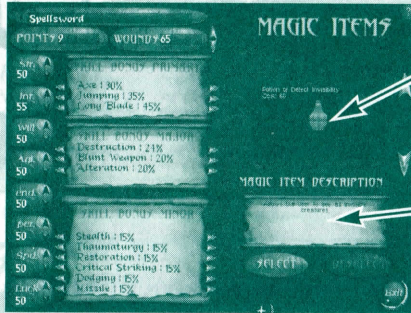
To buy another item, simply select **Equipment** again, and select the item. To remove an item, use the arrows to scroll through the list of purchased equipment. Highlight the unwanted item and click **Deselect**. The cost of the item will be refunded to your build points.

MAGIC ITEMS

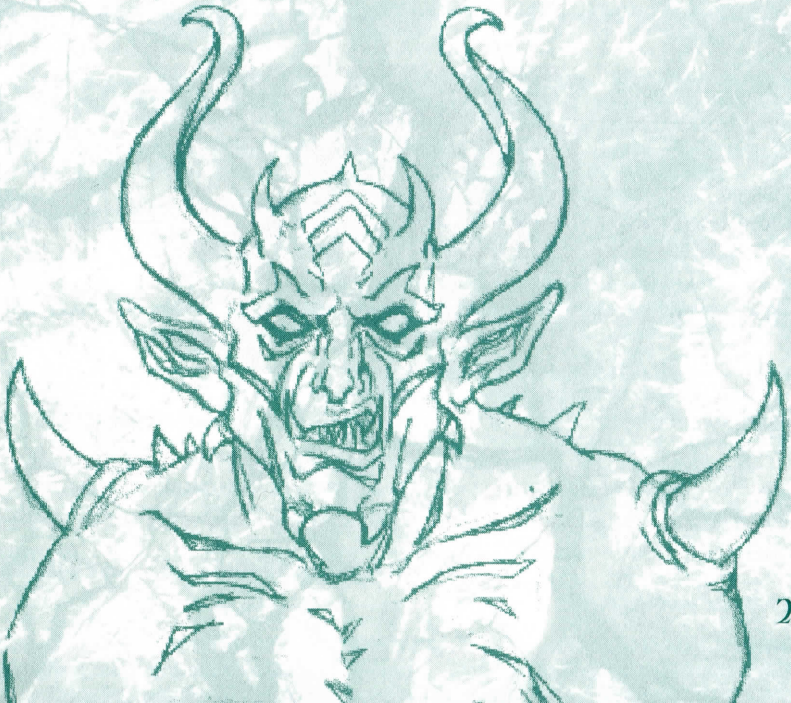
Magic items are a welcome addition to the character's inventory. For example, investing in healing potions, which restore the Wounds Attribute, and in magicka potions, which restore lost Spell points, can make a marked difference in survival while adventuring.

From the initial character creation screen, select **Magic Items**.

A box will appear showing each available item. Use the arrows to look through the items. See the Appendix for a complete list of magic items. Once you have decided on a magic item, click **Select** to select the item and click **Exit** to return to the previous screen. Again, remember to only buy items that your character can use.



To buy another magic item, simply click on **Magic Items**. To remove an item, use the arrows to scroll through the objects. Highlight the unwanted item and click on **Deselect**. The cost of the magic item will be refunded to your build points.



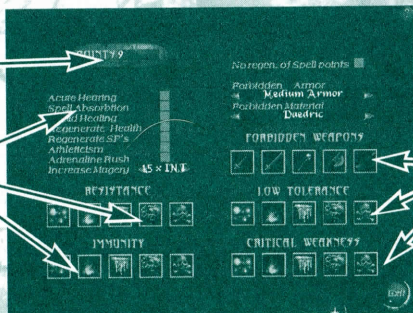


ADVANTAGES AND DISADVANTAGES

The final step in character creation is choosing Advantages and Disadvantages. Advantages are special abilities, perks, and strengths that give the character more power and make the character more effective. Disadvantages are special limitations, restrictions, and weaknesses that balance out the character and provide additional build points to buy skills and abilities. For an explanation of the different icons, reference the Spellbook on page 38.

Remaining build
points

Choose
Advantages



Choose
Disadvantages

Simply click on the appropriate areas to select an Advantage or a Disadvantage. Depending on what you choose, the character's build points will increase or decrease by the appropriate amount. Once finished editing the character's strengths and weaknesses, click on **Exit** to return to the initial character creation screen.

THE ADVANTAGES LIST

Advantage	Description
Acute Hearing	This advantage allows the character to hear sounds at a greater distance, perhaps warning him or her of nearby danger.
Adrenaline Rush	This advantage gives the character a burst of increased energy and ability in combat when he or she is near death from a decrease in Wounds level.
Athleticism	Athleticism means the character possesses a high stamina and loses Fatigue Points more slowly while running, swimming, and fighting.
Immunity	This expensive advantage grants the character Immunity or complete Resistance versus the effects of raw magicka, fire, frost, shock, or poison. If the character has an Immunity to a particular effect, he or she can not have a Low Tolerance to or Critical Weakness for the same effect.
Increase Magery	Characters with this advantage have greater magicka reserves. Most characters begin with only half their Intelligence in Spell Points. With this advantage, the character can buy up to 1x, 1.5x, 2x, or 3x their Intelligence in Spells Points.
Rapid Healing	Characters with this advantage recover lost Wound points more quickly.
Regenerate Health	Characters with this costly advantage automatically regain lost health over time.
Regenerate SP's	Characters with this advantage automatically regain lost Spell Points over time.
Resistance	This advantage grants the character increased Resistance versus damage and other harmful effects caused by raw magicka, fire, frost, shock, or poison. If the character has a Resistance to a particular effect, he or she can not have a similar Low Tolerance or Critical Weakness to the same effect.
Spell Absorption	Spell Absorption grants the character a chance to automatically absorb the magicka of a spell cast at him or her and add the Spell Points to his or her own reserves. However, if the character's magicka reserve is full, he or she can not absorb the spell and suffers the effects of the spell.

THE DISADVANTAGES LIST

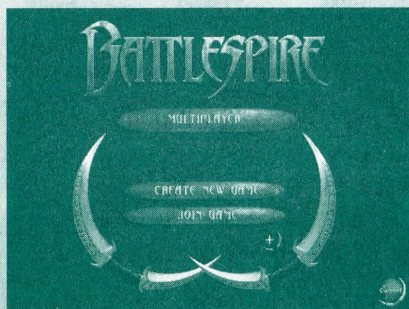
Disadvantage	Description
No Regeneration of SP's	This disadvantage means the character does not regenerate spent magicka. The character's spell casting abilities are severely limited. However, Spell Points may be replenished with magicka absorption spells and abilities.
Forbidden Armor	Characters with this disadvantage can not use or equip any armor of a higher class than the one indicated. (For example, a character restricted to Light armor can not use Medium or Heavy armor).
Forbidden Material	Characters with this disadvantage can not use or equip any item of better material than the material indicated. (For example, a character restricted to Mithril material can not use or equip items of Adamantium, Ebony, Orchish, or Daedric Material. See pages 45-46 for lists showing material qualities.)
Forbidden Weapons	Characters with this disadvantage can not use or equip certain types of weapons.
Low Tolerance	This disadvantage means the character suffers increased damage or effect from raw magicka, fire, frost, shock, or poison. If the character has a Low Tolerance to an effect, he or she can not have a Resistance or Immunity to the same effect.
Critical Weakness	This dangerous disadvantage means the character is highly vulnerable to the effects of raw magicka, fire, frost, shock, or poison. The character suffers a chance of being extremely hurt or even killed by the effect. If the character has a Critical Weakness to an effect, he or she can not have a Resistance or Immunity to the same effect.

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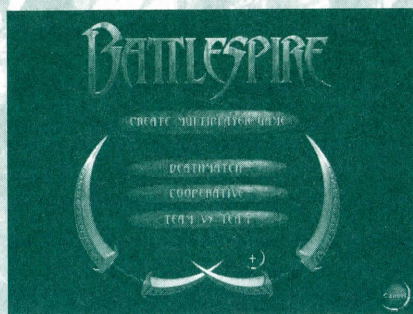
MULTIPLAYER
SCENARIOS

In addition to the normal single player game, *Battlespire* offers three other gaming scenarios allowing more than one player. Depending on the scenario, the number of game levels and the nature of each level may change to suit the challenge.

The multiplayer scenarios can be played over a local (LAN) network or via the world-wide-web through Mplayer, an internet gaming site. Tune your web browsers to <http://www.mplayer.com> and download the latest Mplayer client. Or, you can run setup from inside the mplayer directory on your Battlespire CD to install Mplayer onto your system. After you have clicked on Multiplayer in the scenario menu, you need to choose whether to Create New Game or Join an Existing Game. If you want to start up a new networked multiplayer game, you should choose Create New Game.



If you choose Create New Game, you must then decide which kind of Multiplayer game you want to start. You will have three options to choose from.



Deathmatch

Intense, fierce, and harrowing, the Deathmatch Scenario pits player against player. There are four levels created specifically for the Deathmatch setting, but you can choose to play on the regular game levels as well. Up to eight players can pit their skill and their strength against one another. In this scenario, team colors are meaningless and become a matter of personal taste. Also, you can not advance levels in this mode of multiplayer.

Cooperative

The Cooperative Scenario matches all the players against the computer. The players work together to overcome each level. However, players can still do damage to each other especially when casting area of effect spells. This Scenario functions like the Single Player mode except each level will have more monsters. Up to eight players can join to make up a team vs. the computer. Team colors in this scenario are also meaningless. After completing each level, your character class will be saved automatically. This allows you to use these characters to create Cooperative or Team vs. Team multiplayer games that start at advanced levels instead of level one.

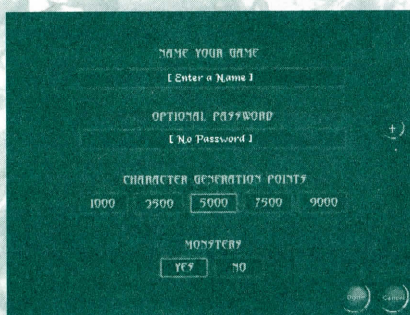
Team vs. Team

Once the Team vs. Team Scenario is started, each player selects one of two teams to join. Only two teams are allowed (red and blue) and each must fight to solve the game level. The first team to solve the level and open the gate wins that level and everyone proceeds to the next level. Depending on

the level, special changes and surprises may be in effect for this Scenario. You can have as many players on a team as you wish, as long as the total for both teams is eight or less. For example, you can have a team of six versus a team of two. Your character is saved in this mode the same way it is saved in Cooperative mode, so that you can use it to play a different game at a later time.

If you choose the Deathmatch option, you must decide in which level of the Battlespire to start your game. There will be special levels designated specifically for multiplayer games. You can choose one of these, or play in one of the regular game levels. Click on the Level in which you wish to start, and then click **Done**.

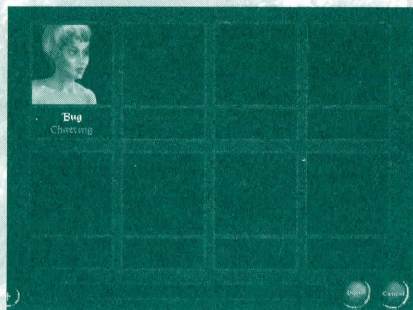
The next screen will give you several options to choose from for Multiplayer gaming. You must establish a name for the game, whether or not there will be monsters in the game, and how many build points you want each character to start with. Note that many levels require monsters to be turned on in order to complete the level. You can also choose to put a password on the game, so that only people who know the password can join.



When you have finished making these decisions, click **Done**, or if you decide you want to play a different kind of Multiplayer game, click **Cancel** to return to the previous menu screen.

At this point, you will have to go through the process of creating a character exactly as you would for a single player game. You must choose a Name, Sex, Race, Face, and Class for your character. If you are starting at level two or higher in Cooperative or Team vs. Team, these steps will be bypassed since you are using a previously created character.

The screen will say Loading Game Level after you've made your choices, and then it will take you into a chat room where you can see what is happening with the other players entering the game.

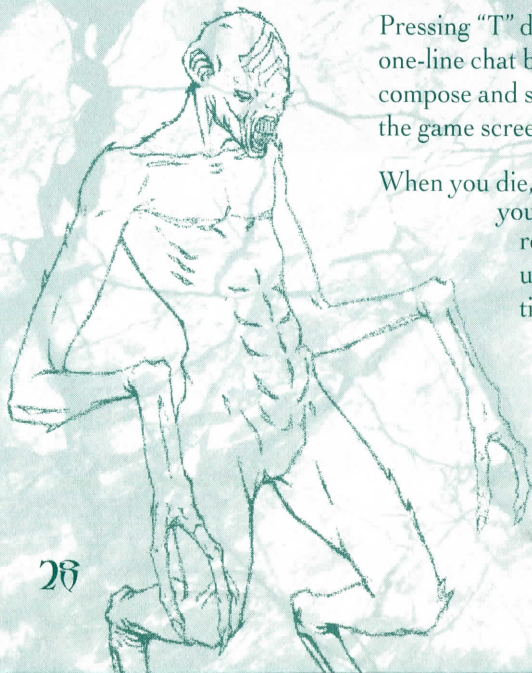


In this screen, each PC's face will appear in a different box. You can choose the color (red or blue) by clicking on your own face. The color outline around your character should change accordingly. In Team vs. Team mode, the color of your appearance is also the color of your team.

While in this screen, you can send messages to other players by clicking on the text box at the bottom of the screen. (When you are playing the game, pressing "C" will bring up this screen. You will see a picture of each PC, his or her name, status, and points). During the game, you can click on a team member to see from his or her point-of-view.

Pressing "T" during the game will bring up a one-line chat bar. From the chat bar, you can compose and send messages without leaving the game screen.

When you die, or when a level is completed, you are returned to the chat room. Pressing **Done** will resurrect you at a random location near your place of death, and will also allow the game to proceed to the next level once everyone is ready.

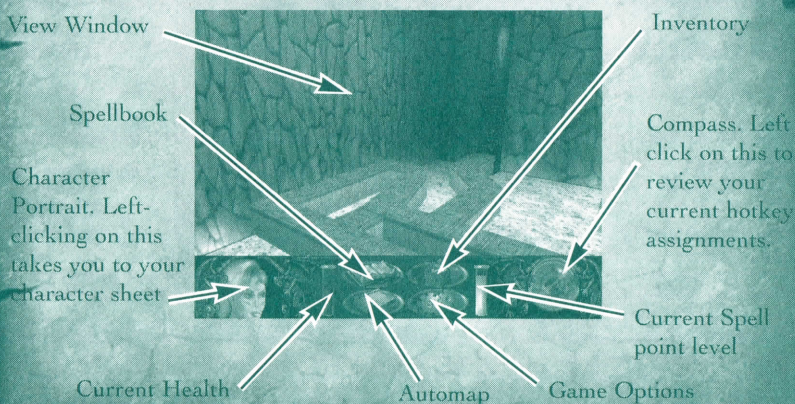


5 STARTER WALK THROUGH


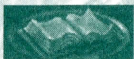


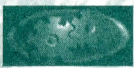

Once you have finished creating your character, the game begins. The following sections walk you through the start of the first level of *Battle-spire*. Each step of game-play is described below like a tutorial taking you through the basics of getting started, setting up, getting oriented, maneuvering, parlaying, and fighting.

Once the game starts, you will see the play screen with a large view window. Press **ESC** to freeze game time. The view is from the perspective of your character (in other words, what the character is currently seeing) and at the bottom of the play screen you will see the status bar and command icons.

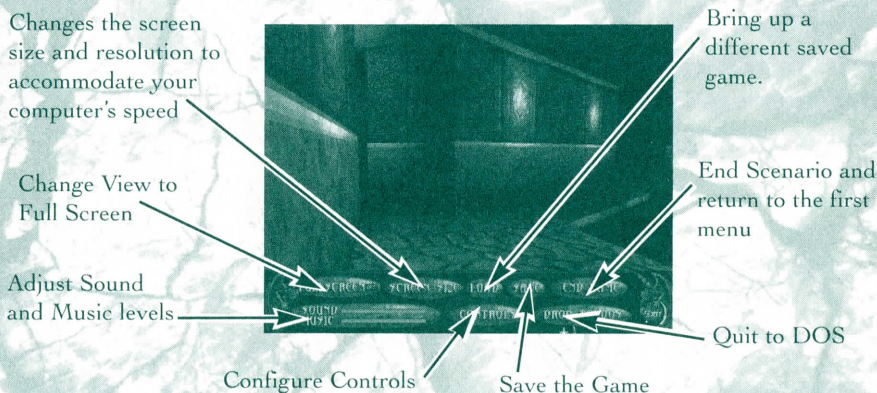
Move the mouse pointer around the screen without clicking on any of the icons. Pause on each feature to get the roll-over information about the icon.



THE COMMAND BAR

Icon	Hotkey	Description
	F9	Character Face— Click on the portrait to bring up the character sheet.
	F12	Spellbook— Clicking on this button brings up the character's spellbook.
	F11	Automap— Clicking on this button brings up the automap.
	F10	Inventory— Clicking on this button brings up the character's inventory sheet.
	ESC	Options— Clicking on this button brings up the game options bar.
	n/a	Compass— The compass indicates the direction the character is facing. In addition, the compass indicates the direction of anything currently being magically detected; an information bar below the compass tells you what is being detected. You can also click on this to review your hotkey settings.

GAME OPTIONS: SETTING UP AND SAVING THE GAME



The first thing you should do is configure your game settings and save the game. Saving the game saves the character that you have just created. Later on, saving the game preserves all that you have done and accomplished up to that point. It is a good idea to save often, especially moments before per-

ing a significant action and right after a challenging success.

From the play screen, click on the **Game Options** icon or press the ESC key. The status bar changes into the options bar.

The options bar allows you the following functions:

Full Screen— Removes the status bar and expands the view window to fill the entire screen. Returning to the options bar and clicking on this button again will restore the status bar.

Screen Size— Controls screen settings for the game speed including resolution and screen size.

Controls— Clicking on this button brings up the current hotkey assignments. You may customize the keypresses for most game functions and change the type of interface.

Sound and Music Controls— By clicking along these two slide bars, you can independently adjust the volume of the sound effects and the music heard during play.

Save— Brings up the saved-game screen, where you may save your current game into one of the ten slots. Click on a space to select the saved game slot. You will be prompted to name your game. Type in the name you wish, then click **Save** or hit **Enter**. Save game saves only your status and position and not that of other players in multiplayer mode. You can not save games in the Deathmatch scenario.

Load— Brings up the saved-game screen, where you may load a previously saved game to replace the current game.

End Game— Quits the current scenario and returns you to the scenario-selection screen.

Drop to DOS— Exits the game.

Click on the **Exit** button to return to play.



DEFAULT HOTKEYS

Most of the keys in *Battlepire* can be customized to your liking. Below is a list of the default settings. To alter these settings, hit **Escape** in the game screen (or click on the **Options** icon), then click the **Controls** button on the **Options** menu to display the control configuration screen.

To change a key setting, click on the display of the current setting. A message will come up prompting you to "Hit the key or mouse button you wish to assign to this function." Do so. If any of your key settings are red, it is because you have assigned the same key to two functions. You must re-assign one of the functions before you will be allowed to exit this screen. When you have assigned all the keys, click **Exit** to return to the **Options** menu on your game screen. If you do not wish to use any of the other functions on the **Options** screen, click **Exit** to return to your game.

Note:

You may not assign F1-F8, as they are reserved for spellcasting and inventory hotkeys. You also may not assign the Escape key.

INVENTORY	F10	FORWARDS	UP	SELECT	M1
AUTOMAP	F11	BACKWARDS	DOWN	LANTERN	L
CHAR SHEET	F9	LEFT	LEFT	MOUSE REVERSE	
CHAT BAR	T	RIGHT	RIGHT	MOUSE SENSITIVITY	
CHAT ROOM	C	JUMP	ALT	X	
FULLSCREEN	TAB	TURN RIGHT	END	DOUBLE CLICK RATE	
EXIT VEHICLE	D	TURN LEFT	DEL	TURN RATE	
ACTIVATE WEAPON	A	LOOK UP	INS	MOVEMENT	
SPECIAL MOVES	SPACEBAR	LOOK DOWN	HOME	VIEW	
SWING WEAPON	M2	MOVE UP	PG UP	WHEEL	
SNEAK MODE	S	MOVE DOWN	PG DN		
SPELLBOOK	F12	CURSOR	ENTER		

VIEW-BASED INTERFACE: LOOKING & MOVING AROUND

Battlespire uses a view-based interface where the mouse controls where your character is looking and the arrow keys are used for movement. To activate a cursor, press down and hold the ENTER key. The cursor allows you to select objects or target missile weapons more accurately. Once you let go of the ENTER key, the cursor will disappear, allowing you to move freely again.

Take a look around. As you move the mouse left, the character turns left. As you move the mouse right, the character turns right. If you pull the mouse toward you, the character looks up, and if you push the mouse forward, the character looks back down. These movements can also be controlled with the keyboard using the hotkeys.

As you look around, keep an eye on the compass on the right-hand side of the status bar. As you turn, the compass turns. The compass shows you which direction your character is facing. Used in conjunction with the automaps, the compass helps you navigate the *Battlespire* successfully.

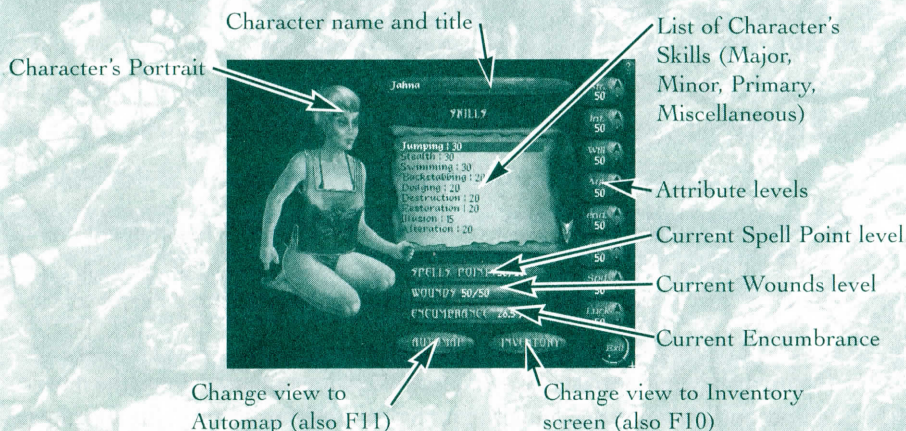
To move, hold down the appropriate direction key. The UP arrow moves the character in the direction he or she is facing. The DOWN arrow moves the character backwards away from the direction he or she is facing. The RIGHT arrow slides the character to the right and the LEFT arrow steps the character to the left. These controls can also be modified to your liking by hitting ESCAPE in the game screen and clicking on CONTROLS. Look around the starting room but do not wander too far just yet.

To select an item, object, or feature in the view, center it in the screen view and left-click. For example, to search sacks left by dead monsters, center one in the screen and then left-click. For more precision, press and hold ENTER to freeze the view and show a cursor. With ENTER pressed and held, use the mouse to position the cursor over an item, then left-click to select it. To aim spells at targets not in the center of the screen, also press and hold ENTER for a targeting cursor. In Single Player mode, the game will pause when menu screens are displayed. In Multiplayer, the game does not pause.

To jump, hold down the ALT key. An inverted pyramid will appear and slowly float out away from the character. Once the indicator is over the landing location, release the ALT key and the character will make the jump to the designated place. To abort a jump, continue to hold down the ALT key until the indicator disappears. When the indicator reaches the edge of the room, it will disappear.

THE CHARACTER SHEET

The character sheet is used for information purposes. You will not need (or be able) to change anything on it except when you are advancing in levels. However, it is a good quick reference of all your character's attributes. Once you are comfortable with looking around and moving about, click on the character portrait on the left-hand side of the status bar. Clicking on the character's face pauses the action of the game and brings up the character sheet. Pressing F9 will also bring up the character sheet.



The character sheet is a record of the character's pertinent information including name, portrait, Skills, and Attributes. Furthermore, the character sheet shows the character's current Spell Points, Wounds, and Encumbrance. Refer to the character sheet often to keep tabs on the character's magical and physical status.

When the character is ready to go to the next level of the *Battlepire*, the character sheet allows you to spend build points earned by level completion. To leave the sheet and return to play, click on **Exit**. In both multiplayer and single player modes, the character is saved when you leave this menu after advancing a level. You can later start a multiplayer game at higher levels using these saved characters.

INVENTORY AND EQUIPPING THE CHARACTER

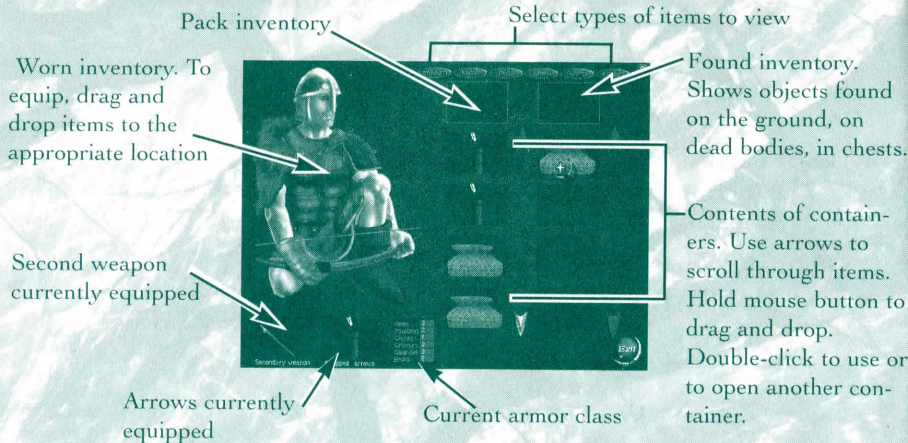
From the character sheet, click on **Inventory** or press F10 to see the character's belongings. The character's armor, weapons, and equipment should be worn and readied to make the business of adventuring a bit easier and safer.

CURSOR BASED INTERFACE: LOOKING & MOVING AROUND

You can change the interface to cursor based in the **Control** screen. Simply go to the **Control** screen, and click on Cursor-Based Interface. When you return to the game screen, there will be an arrow in the view screen, indicating the current function of the mouse. Reference the table below for a description of functions. The hotkeys for movement in the View-Based interface are no longer necessary, but they will work too, and the rest of the hotkeys have the same default settings.

↑	Move forward	↖	Move forward and to the left
↓	Move backward	↗	Move forward and to the right
←	Slide left	↶	Turn left
→	Slide right	↷	Turn right
⊗	Enter dialogue with monsters, activate a door, or grab an item		





The character portrait shows you what the character is currently wearing.

To the right of the portrait are two inventory columns. The column on the left is the character's pack inventory (what you're carrying with you). The upper box shows you the current container (e.g. a backpack, pouch, chest) being examined and below are all the items found inside. The other column is the found inventory. In play, when you come across a pile of treasure, a chest, or search a dead body's treasure sack, any items found will appear in this column.

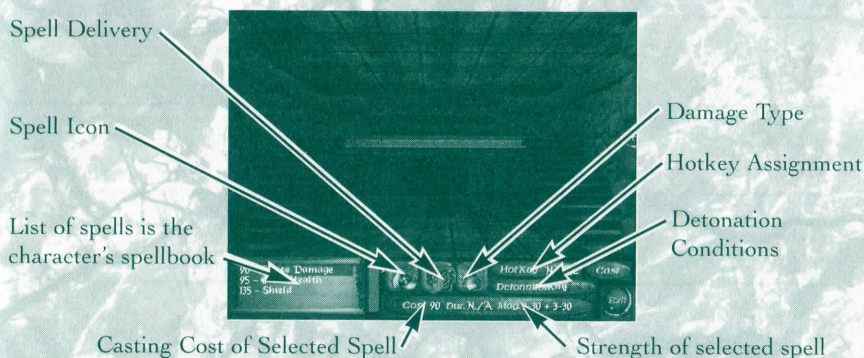
To equip an item, simply click on a piece of equipment, hold down the mouse button, and drag the item and drop it on the character portrait. For example, to wield a weapon, drag the weapon to the portrait and let go of the mouse button. To wear a helmet, drag and drop the helmet on the character. To select a secondary weapon, place that weapon on the slot to the lower left. (During gameplay, press the "A" hotkey to toggle the readied weapon.)

Remember, certain items may not be used or equipped by the character. Clicking once on an item will give you brief information about the item. To remove an equipped item, simply click on the object and drag it back to the character's pack inventory. To put an item in a container, drag and drop the object on the container icon. To drop an item on the ground, drag and drop the object to the found inventory. Finally, to use an item, such as drinking a potion, opening a container, or invoking a magic item, double-click on the item. To close a container, double-click on it again.

If the character is using a bow, you must have arrows equipped in order to fire. Arrows are organized in groups by type. Drag and drop an arrow to the arrows location. Once all the arrows of that quiver are fired, you must equip another set to continue to use the bow. To assign a hotkey to an inventory item, select the item and press any hotkey [F1-F8]. (During gameplay, pressing a hotkey casts a spell from a magic item or equips a weapon or piece of armor.) To leave the inventory sheet, click on **Exit**.

THE SPELLBOOK: USING AND READYING THE SPELLS

Just like equipping armor and weapons, you must ready the character's spells. From the play screen, click on the spellbook icon or press F12 to bring up the magic bar.








The left scroll of the spell bar lists the spells in the character's spellbook. Scroll through the spells to select the spells to ready.

Spells can be configured to be invoked in different ways. How the spell is delivered, what kind of damage or effect is done, how the spell detonates, and how much magicka the spell uses can be changed to your liking. Remember, as long as the character has enough Spell Points, he or she can invoke magic.

From the spellbook, highlight the spell to be used and changed. The spell's default format will be displayed. Generally, you will not need to change the default settings, but special situations may call for an extemporaneous change.






From the spell bar, you can change the following option:

Spell Delivery—This variable determines the spell's range and area of effect. The greater the range and area of effect, the more Spell Points are needed.

Delivery Icon	Description
	Caster. Affects only the caster. This delivery is most often used for protective and restorative magics.
	Touch. Is delivered by touch. The caster must be close enough to the target to use this delivery.
	One Creature. Affects one creature at a range. Like a missile attack, the caster must aim to hit the creature.
	Caster's Area. Fills an area with the caster at the center.
	Area at Range. Fills an area at a range. This delivery is most useful for large explosive magics.

Damage Type

This variable allows you to change the element or type of magic used in the spell.

Damage Type Icon	Element
	Raw Magicka
	Fire
	Frost
	Shock
	Poison



Detonation Conditions.

This variable allows you to change how and when the power of the spell is released. Depending on the type of detonation, the Spell Point cost will vary.

Description

Any	Will detonate on first contact with anything including walls, obstructions, and targets.
Organic	Will detonate only when it strikes a living target. Therefore, the spell will bounce off walls, obstructions, and other non-living things until it hits an organic target or until the spell runs out.
Organic-Drop	Acts like the Organic detonation except the spell will be affected by the pull of gravity. The spell will fire like a thrown grenade and bounce along the ground.

Once each variable is set to your liking, the spell is ready to go. Take the time to go through the list of spells to familiarize yourself with each effect and customize the spellbook.

To use a spell immediately from the spellbook, simply double-click on the name of the spell, or highlight the spell and press Return. You will be returned to the play screen and the spell will be ready to cast. If the spell requires you to aim at a target, position yourself so that the target is in the middle of your screen. Alternatively, press ENTER and hold, then use the mouse pointer to direct the spell and press the mouse button to fire.

Furthermore, instead of casting from the spellbook, you can designate certain hotkeys for quick casting of spells. The hotkeys allow you to invoke the spell without opening the spellbook and using the spell bar. To assign a hotkey, click on a spell name from the spellbook. Then press any function key from F1 to F8. The key will be assigned to the highlighted spell in its current configuration. To change the stored spell, simply highlight a new spell and press the same function key.

INTERACTING WITH THE WORLD

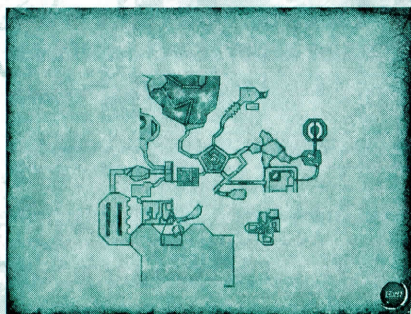
As you move through the game, pay attention to what your character sees and hears. Look out for changes in terrain, doors and openings, objects, people, and of course monsters. Listen for the sounds of opening grates, creatures nearby, and the din of combat. By staying aware, you can preserve and protect the life of your character. Do not forget to look up and down to see if there is anything above you or on the floor.

Looking around, if you see something that looks like you can pick it up, click on the object to use or take it. If you grab the object, you will automatically go to the inventory screen. The grabbed item will be shown in the found inventory column. Again, to save the item in your inventory, drag and drop the object into the character's personal inventory. To use the item, double-click on the item.

Eventually, your explorations and investigations will bring encounters with the wonders and the dangers of *Battlespire*. The following sections detail how to keep track of where you are in the game, talk to creatures and other characters, combat enemies, and reach the next level.

AUTOMAP

Your progress through the different levels of *Battlespire* is automatically recorded on the automap. Go to the character sheet and click on the **Automap** button or simply press the hotkey F11 to get your current map.



Areas already explored will be shown. Areas unexplored will be left invisible. Your current position is marked with an X. If in Multiplayer mode, the locations of other team members will also be shown. To figure out which direction your character is facing relative to the automap, look at your compass on your game screen. North is always up on the automaps.

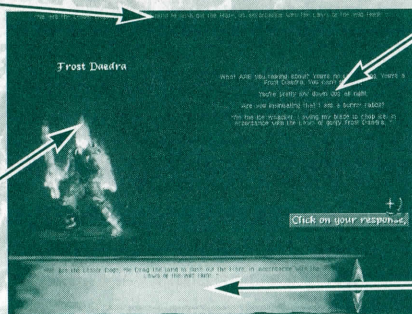
ENCOUNTER: DIALOGUE

As the character winds his or her way through the dungeons of *Battlespire*, he or she may encounter other creatures and characters that meet the character and parlay.

Left click on the other character. If the person does not want to speak with you, you will be given a message refusing your attempt at a dialogue. To answer the beckoning of an NPC or monster, you can also left click on them. If the person is willing to talk, the play screen will change into the dialogue screen. Sometimes monsters or NPC's will initiate the conversation, and you will go into a dialogue screen without taking any action.

Dialogue of other creature

Portrait of other person.



List of possible questions, key words, or phrases addressed to the other creature.

Log of the conversation.

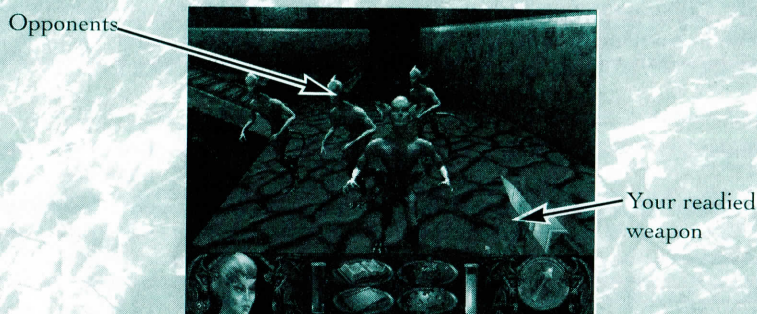
The top part of the dialogue screen opens the conversation with the other person's first statements. The second window in the middle of the screen lists the pertinent and most useful questions or statements that you can address to the other person. Simply click on the question or statement with which you wish to respond. At the bottom of the screen is a log of the conversation including the responses made by the creature. The log allows you to remember important pieces of information that may be useful later in the game.

The conversation lasts until you have nothing more to ask or until the creature decides to leave the dialogue. Click on the **Exit** button to leave the screen after your conversation is over. Note: Dialogues are disabled in multi-player mode.

ENCOUNTER: COMBAT

Sometimes guile and wit is not enough to get through a situation. Sooner or later, the character is going to have to fight. Combat clears a safe area to hide and regroup and wins your character treasure, better equipment, and new items.

When traveling in dangerous areas, ready the character's favorite weapon. Make sure the weapon is equipped and in hand. If you don't see a weapon, it means you did not equip a weapon in the inventory screen.



To strike with a melee weapon, make sure you are close enough to the target. Take a swing at the target by holding down the right mouse button and swinging the mouse in the direction you wish the weapon to follow. For example, holding the right mouse button down and quickly sliding the mouse horizontally left to right or right to left will make your weapon swing in a side-to-side cut. Depending on how you swing your weapon, the difficulty of hitting the target and the potential damage you inflict will vary. Keep in mind the character's skill with the weapon when making special swings.

Attack	Damage Potential	Difficulty to Hit
Diagonal Slash to the Left or Right	Increased damage potential	Very difficult strike
Horizontal Cut to the Left or Right	Base damage potential	Base skill needed
Vertical Chop Up or Down	Greater damage potential	Very difficult strike
Thrust forward	Decreased damage potential	Easy strike

To hit with a missile attack, the weapon must be readied. Remember, for a bow, you must have both the bow and arrows equipped. Unlike melee attacks, you need not be up close to a target. You can fire at a target as long as you can see the enemy. Aim the missile weapon and click the right mouse button to fire. You can fire your weapon until you run out of missiles. Once you have used up all of your arrows, you may retrieve some of the arrows that struck a target by searching the dead body after the combat is over.

To cast a spell in combat, use one of your assigned hotkeys or click open the character's spellbook. From the spell bar, select the spell to be cast. Double-click on the spell. You will be returned to the play screen and the spell will be ready to cast. If the spell requires you to aim at a target, use the mouse pointer or position the target in the middle of your screen to direct the spell and press the left mouse button to fire.

In both melee and missile combat, remember that a number of combat skills and abilities, from Dodging to Critical Strike to Adrenaline Rush, are all checked and activated automatically. You will always attempt to dodge an opponent's blow or strike your opponent accurately.

Once a combat is over, do not forget to search the opponent's possessions for loot and equipment.

Furthermore, use restorative potions to recover Wounds Level and Spell Points. The action is always constant in *Battlepire* and you can not afford to stop and rest. Therefore, the only way to heal wounds and restore magicka is through spells, items, and potions.

Finally, save the game after every major combat.

CHARACTER ADVANCEMENT

At the end of every level of *Battlepire*, the character advances. When your character completes a level and is ready to go up in ability, the character sheet will note the number of earned build points that can be spent to increase Skills and Attributes. Like in character creation, use the arrows to increase a value until all build points are spent. Once you are finished distributing the points, the character class is automatically saved so that you can use your character for upper-level multiplayer games in the future.

6

APPENDIX

WEAPONS

Before picking a favorite weapon, consider the character's best combat skills, the kind and construction of the weapon, and the weapon's overall quality. Each weapon is listed by name, and arranged by increasing damage with the needed skill, number of hands required, and a brief description.

Weapon	Damage	Skill	Hands	Description
Dagger	2-6	Short Blade	1	A double-edged, six-inch to foot-long blade.
Shortsword	2-8	Short Blade	1	A sword with a two foot-long double-edged blade.
Staff	2-8	Blunt	2	A long shafted bludgeoning weapon.
Short Bow	2-8	Missile	2	A three- to four-foot-tall bow, used with arrows.
Mace	4-10	Blunt	1	A war club with a spiked ball as its head, especially effective against skeletons.
Long Sword	4-10	Long Blade	1	A relatively light sword with a three-foot long, double-edged blade, effective in most modes of attack

Weapon	Damage	Skill	Hands	Description
Javelin	4-10	Missile	1	Long shafted weapon made of wood or metal with piercing point, shorter than spears.
Spear	4-10	Long Blade	2	Long shafted weapon with a piercing point, spears can not be thrown.
Broad Sword	4-12	Long Blade	1	A long but broad-bladed, double-edged sword.
Crossbow	4-10	Missile	2	A bow mounted crosswise on a heavy stock. A formidable missile weapon.
Battle Axe	6-10	Axe	1	A light one-handed broad-bladed axe.
Long Bow	6-14	Missile	2	A five- to six-foot-tall bow, used with arrows.
War Axe	6-14	Axe	2	A devastating weapon requiring two hands to properly wield with a heavy haft and heavy bladed head.
Claymore	8-16	Long blade	2	A great sword with a heavy double-edged, five-foot-long blade.

METALS USED IN WEAPONS

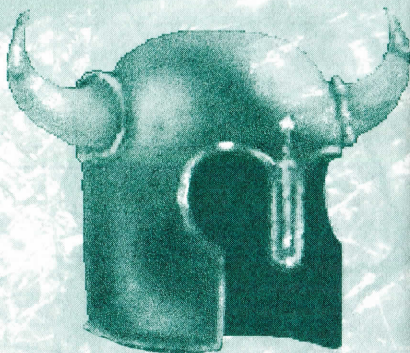
The type of metal used in fashioning weapons can affect the quality, durability, and effectiveness of the weapon. The better the material used, the better and more expensive the weapon.

Metal Type	Bonus to Hit and to Damage	Metal Type	Bonus to Hit and to Damage
Iron	-1	Orcish	+3
Steel	+0	Mithril	+3
Silver	+0	Adamantium	+4
Elven	+1	Ebony	+5
Dwarven	+2	Daedric	+6

ARMOR

The character can gain valuable protection from attack by wearing armor. Armor deflects strikes and damage. Different pieces of armor protect different bodily locations. Furthermore, the protective value of armor depends on its quality and material. Armor Rating represents how difficult it is for an opponent to hit the character. A high Agility combined with the benefit of armor will improve a character's Armor Rating.

Armor Piece	Area of Protection
Helm	Head
Pauldrons	Shoulders and arms
Cuirass	Chest and back
Gauntlets	Hands
Greaves	Waist and upper legs
Boots	Lower legs and feet



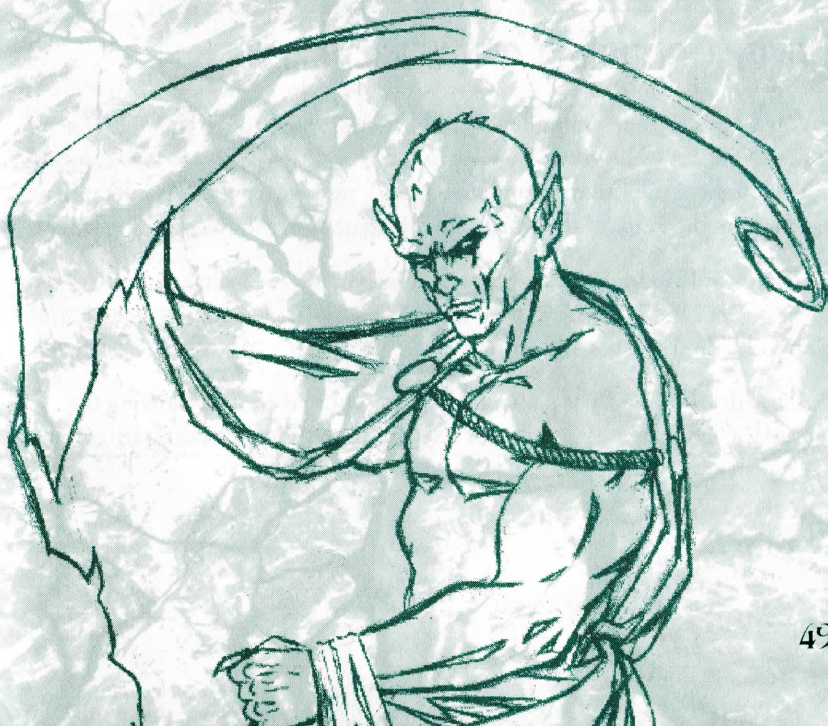
Armor Material	Rating
Iron	A poor knight's armor, weaker than steel.
Steel	Standard armor material, good strength.
Silver	Similar strength to steel.
Elven	Slightly stronger than steel.
Dwarven	Stronger than Elven.
Orcish	Rarely found, almost twice as strong as Dwarven.
Mithril	Significantly more resilient than Orcish.
Adamantium	Twice as strong as Orcish .
Ebony	Very rare and almost impossible to pierce.
Daedric	The refined form of Ebony.

THE SPELLS LIST

Cause Damage (Destruction)	This spell allows the caster to strike and damage a target at range. This spell can detonate on impact or be set to detonate on proximity, which causes the spell to bounce like a cue ball until it runs out of time or hits a creature.
Confusion (Mysticism)	While this spell is in effect, your controls will periodically and randomly change causing erratic movement and action. This spell affects both movement and combat controls.
Continuous Damage (Destruction)	With a crackle of energy, this spell inflicts damage upon a target over a period of time. The target continues to suffer damage until the spell expires. A Dispel Magic will remove this spell.
Cure Health (Restoration)	This spell replenishes your Wounds score.
Cure Poison (Restoration)	This spell cures any poison in the caster's body and restores all Attributes affected by the poison.
Delayed Damage (Destruction)	This spell creates an invisible mine that can be left for another unsuspecting creature. The next creature to stumble into the area will suffer damage from the spell's release. A Detect Magic will reveal this spell and a Dispel Magic will remove it.
Detect Enemy (Mysticism)	This spell will point to the nearest creature or monster not of the caster's team. This spell has no range limit.
Detect Invisibility (Mysticism)	This spell allows the caster to see all invisible creatures.
Detect Spell (Mysticism)	With this divination, the character can detect any delayed-action spells.
Dispel Magic (Thaumaturgy)	This spell lists all the spells on the caster and in the caster's immediate vicinity. The caster chooses which spell to dispel. This spell is always successful.

Etherealness (Thaumaturgy)	With this spell, the caster becomes ethereal and can pass through most objects including monsters and other players. However, the caster can not act upon them in any way. The caster can not pass through objects that make up the dungeon itself (such as walls) and the caster still obeys the laws of gravity.
Fire Shield (Alteration)	This spell creates a fiery aura around the caster. Whenever the caster is hit at close range, the attacking creature suffers twice the amount of inflicted damage from the Fire Shield. This spell lasts until a certain amount of damage has been absorbed.
Invisibility (Illusion)	This spell renders the caster completely invisible for a certain period of time or until the caster is hit.
Jumping (Mysticism)	This spell allows the caster to jump at twice his or her normal ability. This spell lasts for a certain number of jumps or until the duration expires.
Monster Summoning (Thaumaturgy)	This spell summons a random monster to attack a creature other than the summoner. The Spell Points required by this spell are based on the strength of the monster summoned. The monster will continue to fight for a certain amount of time or until killed. Note: This spell is disabled in multiplayer games.
Poison (Restoration)	This spell poisons a single creature causing the target to suffer periodic damage. The target continues to take damage until the spell expires or until death. Only a Cure Poison will remove this spell.
Resistance (Alteration)	For the duration, this spell grants the caster resistance to the harmful effects of one of the following: raw magicka, fire, frost, shock, or poison.
Shield (Alteration)	This spell protects the caster by making the caster harder to hit.
Slow Fall (Alteration)	With this spell, the caster will fall at a safe, slow speed, allowing the character to overcome any height without taking damage from falling. This spell lasts for a certain period of time.
Spell Absorption (Mysticism)	The caster gains the ability to absorb the Spell points of any incoming spell. However, there is a chance that the caster will be affected normally by the spell especially if the caster is at full Spell Points. Once this spell has absorbed a certain number of Spell Points, the enchantment ends.

Spell Reflection (Thaumaturgy)	For the duration of this protection, spells affecting the character may hit normally, be reflected back at their point of origin, or be reflected in a random direction. Once this spell has reflected a certain number of Spell Points and often without warning, the protection ends.
Spell Resistance (Alteration)	This spell gives the caster a basic chance to resist any spell above and beyond his or her normal saving throw. Once the character has resisted a certain number of Spell Points, the protection ends.
Teleport (Thaumaturgy)	With this spell, the caster can set a location in the dungeon as an anchor and transport himself instantly to a previously set anchor. When the character goes to a new level, any anchor set on the old level becomes invalid.
Vampiric Drain (Restoration)	With this necromantic spell, the caster drains Wounds or Attribute Points from a target and transfers them to him or herself. The caster can gain up to his or her normal maximum points.
Dispel Sigil	This spell is only used in multiplayer games. All players have this spell. When cast, it will dispel all sigils within the range of the caster at the cost of his life. This spell can only be cast once every five minutes per player.



MAGIC ITEMS

Many magical items may be found in *Battlespire*. Some items, like potions, are simple, easily identified, and predictable in their benefits. Other items like enchanted weapons, armor, and gems, are more obscure.

Enchanted items may permit the casting of spells, enhancement of skills, or grant special advantages like those available during character creation. To invoke the spellcasting power of a magical item, double-click the item in the inventory screen. Enchantments of skills or special advantages may be gained when some items are equipped by the character. Note that some items may bear curses. Such items may have disadvantages in addition to any magical benefits they provide.

Scholars use an elaborate classification system to describe the various complex enchantments commonly found on enchanted items. Collect and study reference volumes you find in wizards' libraries for clues to the magical virtues of the items you discover.

Enchanted items in *Battlespire* can usually cast but a few spells before their reservoirs of stored magicka are depleted. Further, a few very rare items called Coffers of Restoration can restore depleted magical items. When the depleted item is placed inside the Coffer, the magicka reservoir is filled, but the Coffer is destroyed.

DAEDRIC ALPHABET AND WARD SIGILS

Ward sigils are enchantments that injure those who touch them, unless an Amulet of Entry is worn. The invaders of Battlespire employ sigils shaped like letters of the Daedric alphabet. Only those wearing an Amulet of Entry matching the letter of the ward sigil may pass through the warding safely.

Groups of Daedra may also identify one another according to amulets bearing letters of the Daedric alphabet. These letter-coded amulets may indicate an individual's status and faction.

A Daedric abecedary is provided here for your reference, showing the Daedric letter shapes and names along with the corresponding letters of the English alphabet.

DAEDRIC ALPHABET transliteration

Ayem = A



Bedt = B



Cess = C



Doht = D



Ekem = E



Hefhed = F



Geth = G



Hekem = H



Iya = I



Jeb = J



Koht = K



Lyr = L



Meht = M



Neht = N



Oht = O



Payem = P



Quam = Q



Roht = R



Seht = S



Tayem = T



Yoodt = U



Vehk = V



Web = W



Zyr = Z



DESIGNERS' NOTES

Julian is fond of paraphrasing one of our mutual heroes, Sandy Petersen (designer-developer of *Call of Cthulhu*, *Runequest*, *Doom*, and other light classics), to the effect that the best computer role-playing game experience is far less fun than the weakest pen-and-paper roleplaying game session. Julian also has stated as his Lofty Aim the creation of a computer role-playing game experience as satisfying as a pen-and-paper roleplaying game session. Julian, is, of course, mad as a loon, but it is a fine and admirable madness.

Is *Battlepire* as much fun as a pen-and-paper roleplaying session?

Well, we've got your basic persistent power-hungry player characters, and your sprawling, exotic campaign setting, and convoluted plots and quests, and handsome, amazing, otherworldly architecture and landscapes, and perky dialog with obnoxious monsters, and cartloads of magic items, and lots of bad creatures and weapons to whack them with, and heroic high fantasy themes, and overconfident, grasping supervillains with sinister deathtraps, and acres and acres of dark, nasty places to poke around in like rats looking for cheese. All this stimulating, immersive activity takes place in gorgeous environments lovingly crafted by obsessive, sensitive artists in startling THREE-DEE!

Does it get any better than this?

Actually, with the advent of multiplayer gameplay in *Battlepire*, you also get to accidentally roast those front-line clowns in the tin suits with a fountain of fireballs. Even better, you get to play as competing gangs of Heroic War Wizards who DELIBERATELY roast the meat off their little pals.

So, maybe we're getting there. Someday soon, when cheap and universally available technology lets us triumphantly shout at our friends as we roast the meat off them, THEN we'll be able to smugly turn to Sandy and say, "Oh, yeah? Sez who?"

In the meantime, we'll see you on the Net. Wear your asbestos skivvies.



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