THRONE 魔

OF DARKNESS

+44 (0)1268 531222	Direct Sales
+44 (0) 1268 288049	Sales Fax
+44 (0)1268 531222	International Direct Sales
(0118) 987-56 03	Technical Support Fax
(0118) 920-9111	Technical Support

http://www.clickgames.net World Wide Web

http://www.sierra.com   Online Technical Support

TABLE OF CONTENTS

GETTING STARTED

SYSTEM REQUIREMENTS

Computer: Throne of Darkness requires an IBM PC or 100% compatible computer, with a Pentium 266 or better processor. Your computer must have at least 32 megabytes of RAM for single player and 64 megabytes RAM for multi-player.

Operating System: You must be running Windows 95, Windows 98, Windows ME, Windows NT 4.0, or Windows 2000 to play Throne of Darkness on your system.

Controls: A keyboard and a 100% Microsoft-compatible mouse are required. Throne of Darkness is not designed to work with game pads or joysticks.

Drives: A 4X speed CD-ROM drive and a hard drive with at least 700 MB of disk space available are required.

Video: Throne of Darkness requires an SVGA monitor and a video card compatible with DirectDraw. You must have DirectX 7 or higher installed on your system to play the game (DirectX 8.0a is included on the Throne of Darkness Install Disc).

Sound: Throne of Darkness works with any DirectX 7 or higher compatible sound card.

Multi-player connectivity: Access to Sierra's online game service requires a low latency Internet connection with support for 32-bit applications and rated at 56 Kbps or faster. Multi-player games played over a LAN require a TCP/IP network.

INSTALLING THRONE OF DARKNESS

Place the Throne of Darkness installation disc into your CD-ROM drive. If your computer is AutoPlay capable, the Throne of Darkness Installer menu will automatically appear on the screen. Select Install Throne of Darkness from the list to start the installation process. Follow the on-screen instructions. After the game is successfully installed, a Throne of Darkness shortcut is added to your Start menu.

If your system is not AutoPlay capable, open the My Computer icon on your desktop and select the drive letter that represents your CD-ROM drive. Double-click the Setup icon and continue as set forth in the paragraph above.

INSTALLING DIRECTX

Make sure that the Throne of Darkness installation disc is in your CD-ROM drive. When you begin the installation process, Throne of Darkness automatically detects whether you have DirectX. Should you need to update your version of DirectX or install it for the first time, you will be prompted to do so. Since Throne of Darkness cannot be played without DirectX, we recommend that you install DirectX immediately should you be so directed. If you experience any problems with Throne of Darkness, please see our Troubleshooting section before you attempt to contact technical support.

TROUBLESHOOTING

Throne of Darkness requires that you have Microsoft's DirectX 7 or higher installed and that your video and sound cards are DirectX 7 compatible. DirectX 8.0a is included on the Throne of Darkness installation disc. The most common problems with DirectX games are old or outdated device drivers for your sound card and video card. If you have problems with Throne of Darkness, you should first contact your video and sound card manufacturer (via their Web sites or over the telephone) for information on obtaining the latest drivers.

Why am I getting a black screen when I start Throne of Darkness?
Either your video card is not DirectX compatible, or you are using an older version of DirectX. You will need to install DirectX 8.0a from the Throne of Darkness installation disc, and/or obtain DirectX-compatible drivers from your video card manufacturer.

Can I run Throne of Darkness on a system that is slower than a Pentium 266?
Throne of Darkness has been optimized to run best on a Pentium 266 or faster processor. While systems slower than a Pentium 266 may run the game, it may not run properly or at playable speeds.

Is there any way to play Throne of Darkness without the CD?
No. You must have the Throne of Darkness play disc in your CD-ROM drive in order to play the game.

Can I install Throne of Darkness to a compressed drive?
Yes. However, we do not recommend this because game performance may suffer.

GETTING THE LATEST VERSION

When you install Throne of Darkness the install includes the Sierra Auto Update utility. When you run Auto Update, it gives you a list of all Sierra products installed on your machine and then gives you an easy way to go onto the Internet and search for the latest updates. We recommend you run this regularly as a convenient way to keep your machine running with the latest versions of all your Sierra products. Note that you must have an Internet Service Provider (ISP) to access this feature. While Sierra does not charge for the use of Auto Update, you will still have to pay your regular fees to your ISP.

SUPPORT CONTACTS

ONLINE SUPPORT SERVICES

Sierra provides upcoming news, software updates, product demos, reviews, technical support, and more on the following service:

World Wide Web: http://www.sierra.com

ADDITIONAL SUPPORT SERVICES

Vivendi Universal Interactive Publishing UK Ltd. offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (0118) 920-9111, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web.

Vivendi Universal Interactive Publishing UK Ltd.
2 Beacontree Plaza
Gillette Way
Reading, Berkshire
RG2 0BS United Kingdom

http://www.sierra-online.co.uk

See page 67 for complete contact information.

BEFORE YOU CALL FOR TECHNICAL SUPPORT

If you are having problems, please consult the troubleshooting section before calling technical support. We receive many calls every day and can deal with your inquiry more efficiently if you know the following information:
- The manufacturer of your computer and its CPU type/speed
- How much RAM your system has
- The version and type of operating system that you are using
- The manufacturer and model of your video card, sound card, and modem

Our technical support number is (0118) 920-9111. Our hours are Monday-Friday, 9:00 a.m.- 5:00 p.m. PST, except holidays. Have a pen and paper handy when you call, and be near your computer if at all possible. No game playing hints will be given at this number.

TUTORIAL

BEFORE YOU START

A quick note on terminology: Throughout this manual there are some terms with which you might be unfamiliar. Since much of your interaction in the game is accomplished by using your mouse, you should be fluent with some mouse-specific expressions. The phrases "click" and "left-click" refer to quickly pressing and releasing the button on the top, left side of your mouse. The phrase "right-click" means pressing and releasing the top right mouse button. "Double-click" means to rapidly click the top left mouse button twice.

When pressing a key on the keyboard duplicates an action that would normally require you to use the mouse to click something on the screen, that key is called a "hotkey". In this manual, when we refer to an action that has a hotkey shortcut, we will print the hotkey in bold text. For example, the hotkey for using the inventory is the "I" key.

STARTING THE GAME

Once Throne of Darkness is installed on the computer double click on the Throne of Darkness icon on the desktop or choose Throne of Darkness from the start menu: Programs/Sierra/Throne of the Darkness.

CHOOSING A CLAN

After Throne of Darkness has loaded, select the "New Game" option. This takes you to the Clan Selection screen where you will be presented with the option to choose one of four castles. Each castle and its seven samurai are unique. Select a castle and then give its clan a name by typing it in the box. Now you're ready to begin...Click on the Start button.

ENTERING THE WORLD AND GETTING YOUR FIRST QUEST

When you start your game, your samurai are given their first quest. Your Daimyo, the narrator of Throne of Darkness, will give you orders to "...clear the castle of the invaders." Once he is done speaking, a Quest "Q" icon appears in the lower left of the play screen, indicating that you have been given a quest. The Quest icon appears whenever you are given a new quest or whenever a major event has occurred toward completing an existing one.

Clicking on the Quest icon brings up the Quest Interface, which keeps track of the quests you have been assigned, the status of current quests, which quests you have completed, and how many quests are remaining. You can access the quest interface whenever you wish by clicking on the Quest Interface button on the Taskbar, or by pressing the "Q" key. You can then close the interface by clicking the close button or by pressing the "Q" key again.

Unlike most games, your quests are not sequential, meaning that it is possible to complete them in any order you choose, as long as your samurai are powerful enough. There are two types of quests: Strategic, and Personal. Strategic Quests are the same from clan to clan, and advance the main story line. Personal Quests vary depending on

which castle you start from, and are assigned to a particular samurai in your party. Becoming familiar with your samurai's names will help you to recognize when their quests have started. Personal Quests do not need to have the exact samurai active to start the quest, but you will need to bring him into your active party to finish the quest (see Daimyo Interface).

Controlling Your Characters

To move your characters around the game environment, place your mouse cursor over a location and click. If there is a clear path to that location, your character will move there. Notice that the screen moves to stay centered on your currently selected character at all times and reveals new areas as you move about the world.

To move continuously, hold down the left mouse button. Your character moves in the direction of the cursor until you release the mouse button. Note that obstacles such as walls, monsters, or closed doors may prevent your character from reaching the desired location.

Switching the Active Character

The Active Character is the player that you choose to control directly. The other Samurai follow the Active Character. You can switch to another Samurai in your party 3 different ways. To switch your Active Character with the mouse, click on an inActive Character's portrait in the Control Panel at the bottom of the screen. To switch your Active Character using the keyboard, press the F1-F4 keys to switch to a specific Samurai, or press the space bar to toggle through the Samurai in your party. When entering into hectic battles, using the space bar often is a good way to control your team.

Melee and Ranged Combat

Click on the stairs to go down to the first combat area, then wander around until you encounter a monster (it shouldn't take too long). Now position the cursor over the monster you wish to attack. A bar indicating the name of the monster and its health will appear at the top of the screen. Once you have targeted the monster, click on it to attack. Your currently selected character will attack. Continue to click on the monster to repeat your attack. Other characters not currently selected will behave as defined by their character or tactic. This is a major factor in the game play, since you are controlling only one of up to four characters at any given time. Using tactics for the other three is a must if you want to be effective. For more information on this see Tactics and Roles.

Magic Combat

Magic combat happens much like melee and ranged combat, except that it is controlled by right-clicking instead of left-clicking. Target a monster and right-click on it. The Active Character will then cast his currently selected spell toward the target.

Treasure

Treasure is a big part of Throne of Darkness. You will need it to acquire the necessary tools to finish the game. Treasure can be found in items such as chests, barrels, cracks in the Earth's surface, and other secret places. They can even drop out of monsters when they die. Make sure to click on all highlighted items as they have some form of function. Be careful, though, as some containers for items are traps.

When you want to pick up an item, left-click on it. Your Active Character will then run up to the item and put it in his inventory. If the item can be worn and the slot for it is empty, the item will then automatically equip itself into the empty slot. To quickly see what items are near your characters, press the ALT key. This will show a tool tips description of all items in the play area. If you no longer have room in your Active Character's inventory, try having another character pick the item up.

Death

If the Health Sphere of any of your clan characters is reduced to zero during the game, that character has died. When this happens, the dead Clan member will fall to the ground, his portrait will become grayed out, and a message will be displayed informing you that a character has died. Your Daimyo has the power to resurrect your characters, and procedures for this are discussed in the Daimyo Interface section of this manual. If all of your samurai are dead, the game is over, and you must start from where you last saved.

STORY LINE

There is a legend in Japan that dates back to the Age of Kami. It is a legend that is rarely spoken of, and even then, in furtive whispers and never in the dark. The legend tells of the Decline of the Kami brought on by the Lord of Evil and Demon of Destruction, Maou-Hakaiki Zanshin and the heroes who fought against the darkness.

The legend begins with the ascension of Shogun Kira Tsunayoshi, great grandson of Kira Bennosuke, as Supreme Warlord of Yamato.

Fifty years before, when Bennosuke had risen to power and became the Shogun, he had commissioned five castles. One was built on the sacred mountain of Shourinzan, to honor those that gave their lives for him, and to appease the souls of the vanquished. The other four were built around the mountain in line with the cardinal directions, each honoring one of the four gods who had aided his rise to power. Bennosuke awarded four of his most capable and loyal retainers the four lower castles to act as both guardians for the shrines and as protectors of the kingdom.

Bennosuke ruled Yamato with a fair and just hand. The four deities, Susano-oo-no-mikoto, God of the Sea and Storms, Amaterasu-oo-mikami, Goddess of Sun, O-Kuni-nushi, God of the Land and Raiden, God of Lightning, were given the place of Official Deities of Yamato. Daily obeisance were made to the four Gods and certain days of the year were set aside for them.

As time passed, the people gradually forgot the days of strife and grief from war. Trade flourished, there was plenty to eat, and there was always something new and interesting to entertain one's self. Yet in time, the people grew soft, and their faith wavered.

Bennosuke passed away and he was succeeded by Kira Tsunayoshi. Tsunayoshi was a wretched statesman and a pathetic leader. The responsibility of running the kingdom was left to the four Daimyo, while Tsunayoshi amused himself. From parading his troops up and down the mountainside "just to see their banners flapping in the breeze," to throwing week-long banquets of extraordinary decadence, Tsunayoshi led an extravagant and shallow life.

Spurred on by the acts of their ruler, the people, too, shared Tsunayoshi's decadent lifestyle. Normal life no longer seemed to have the same allure it once had. Wars were a thing of the past and it was now time to live life to its fullest. Gold became the new god as Yamato grew affluent under the rule of the four Daimyo. The people stopped caring about the four gods who had helped them in their time of need and began worshiping newer, more sinister gods, which seemed to fit their life style.

But the Gods were not without their divine punishment; both for the hubris of Tsunayoshi, and the loss of reverence from the people. Tsunayoshi awoke one morning with the terrible knowledge that he was dying, as the Gods had whispered in his dreams. This, they said, was his punishment for both the excesses of his people, and himself. But the Shogun did not relent in his behavior. He sent a proclamation through the kingdom demanding that anyone who could save his life come and do so. Many came, but none could deliver their promise. Each failure resulted in an execution, each more terrible then the last. Rumors began to surface, about dark and evil ceremonies the Shogun practiced.

How he would bring young children into his castle and they would never be seen again. How entire villages sometimes disappeared, and for weeks afterward muffled wails could be heard from the castle walls. Tsunayoshi then began to send agents throughout the kingdom to bring people to him that could save him.

Then one day, a Monk came to the castle gates demanding to see the Shogun, claiming he had an elixir of immortality. The Monk was a small, shriveled man dressed in the simple garb of a Buddhist priest. Painfully thin arms clutched a bamboo staff that produced an odd staccato counterpoint to his crab-like gait as he shuffled across the pavement. He was quickly shown to the bedside of Tsunayoshi, where the Monk gave a draught of exceeding bitterness to the Shogun. Within minutes, the Shogun rose from the bed, fully rejuvenated, and bellowed for the servants to bring him sake. That night the Shogun and the Monk drank a prodigious amount of alcohol. What passed between the two is unknown, but it has been surmised that the Monk kindled the fire of conquest and glory in the Shogun.

The next day, the Monk watched the Shogun's soldiers as they were paraded before him. Something had changed inside the Shogun. There was a malevolent fire burning in his eyes as he surveyed his troops, even though his outer appearance suggested otherwise. Turning to the Shogun, the Monk told him that it would be possible to produce a vast quantity of the elixir so that it could be given to the soldiers, assuring victory in any battle. His advisors recoiled in horror as a terrible smile crossed the face of Tsunayoshi. Records of the accounts tell how his face grew dark, and a pair of oni horns was seen for a moment on his head.

It has been generally agreed that at this point, the Shogun was no longer human, but the demon Zanshin, the Dark Warlord. The elixir was said to have been made using ancient scrolls brought over from China, and when imbibed, the victim would become immortal, but at a terrible price. A gateway to the drinker's soul would be opened, allowing it to be engulfed by an evil spirit that would inhabit the body, preserving it for all time.

The Dark Warlord immediately ordered the Monk to mix up a batch of the elixir. A great cauldron was brought out into the middle of the courtyard, and servants stacked huge piles of cordwood around it. The Monk lit the mass of wood with a gesture of his hand and soon the cauldron was bubbling away. Into it, the Monk threw in rare and bizarre ingredients. Mandrake, ginseng, the dried carcasses of unknown sea creatures, and what appeared to be the paw of a bear were tossed into the cauldron. He began summoning poisonous insects that all flew or crawled into a large bag, which he then threw into the cauldron. Evil smells began drifting from the cauldron and the flames lifted higher. The heat grew unbearable, but the Monk still stood near, somehow protected from the burning fire. At night, the glow from the flames could be seen for miles. After two days, the fire died down, and the Monk declared the potion to be ready.

As the potion was poured into sake cups, the Dark Warlord ordered his soldiers to form up. For a moment he stood silent, collecting his thoughts, then made an announcement, asking anyone who did not wish to take the potion, to step forward. Thirty men stepped forward. The Shogun suddenly made a series of quick hand gestures. Ten of the men died vomiting their internal organs out. Another ten died when their heads were wrenched from their bodies by an unseen hand. The last ten died as their skeleton tore itself out of their bodies, then collapsed in a heap.

For a moment, the Dark Warlord simply stared at the mangled piles of flesh, then bellowed out a command.

"This shall be what happens if you do not follow my orders! This is the fate of traitors! This shall be the fate of our enemies! We shall be victorious, we shall crush all who oppose us, and none shall be left standing before us! Now drink of the elixir of victory."

Ten more died as they tried to run. The others simply watched in horror, and drank the elixir. The screams of the men were said to have been heard in faraway Chungkuo.

The Dark Warlord drank in the sounds of the awakening beasts, and answered them with a roar of his own. The flesh of his human body began to split and sloughed off, revealing the true form of the Dark Warlord.

As the strange night passed, the inhabitants of the Daimyos' castles changed their watch as the first rays of daylight touched the horizon. The forces of the Dark Warlord were waiting for this opportunity. With lightning force, they crashed through the gates, leaving a flurry of dead bodies in their wake. As they poured into the courtyard, they broke into two columns, one smashing into the outer citadel, slaughtering the night watch as they were coming off their shift, and the day watch as they were gearing up. More troops rushed up the stairs, killing soldiers left and right as they lay sleeping in their beds, and overwhelming those that tried to put up resistance.

The second column chased down the defenders that ran for the main citadel's armory. A running battle was fought through the armory, as the defenders frantically grabbed what weapons and armor they could get a hold of. Others fled into the storage room, and were hunted down like rats and killed, their blood soaking the walls. The remaining defenders ran up into the next level, as others gave their lives to allow their comrades to don their armor.

A running battle was held through the next level, and word was passed down that they would gather to attempt a counter attack in the throne room. The defenders valiantly held against the shadow soldiers, but there were too many. They were overwhelmed as wave upon wave of troops were smashed against them, and finally they broke and the stragglers fled up the stairs to gain their Daimyo time to escape.

As the defenders collapsed before the onslaught, they came upon the body of the Daimyo's wife who had killed herself. She had seen what was to follow and had committed suicide by cutting her own throat rather than face the fate that awaited them. The Daimyo had been taken to the very top of the castle, where he assumed he would die.

As the shadow soldiers mounted the steps to the shrine level, they mysteriously stopped, and retreated. The Daimyo and his retainers were puzzled by this action, but continued to stay vigilant in case they attacked anew. Through the windows, they saw a main part of the army departed and headed back to the mountain castle. Unbeknownst to them, the Dark Warlord had given the recall command, assuming his forces had annihilated the Daimyo by now. The Dark Warlord would later pay for his mistake. As dawn fell across the castle, a scene of carnage was unveiled before the survivors. Body parts were strewn all over the courtyard, and the screams and gurgles of the occasional survivor could be

heard as they were found and killed. The smell of blood was everywhere and the Daimyo realized this was a time to counterattack. This was a chance given to him by the gods, a chance for revenge. An order was given to his seven remaining retainers: "Bring me the head of Kira Tsunayoshi. The gods have granted us one last chance and we must not fail."

GAME MENUS

MAIN MENU

The Main Menu allows you to start new games or load saved games in single or multiplayer mode, set graphic and sound options, and see the credits for the game. Play On-Line connects you to the Throne of Darkness lobby where you can create or join multiplayer games.

The main menu displays these options:

New Game - Select this option to start a new single player game.

Load Game - Select this option to load a previously saved single player game.

Play Online - Select this option to connect to the Sierra.com Internet gaming site.

Multiplayer - Select this option to start or connect to a multi-player game on a LAN.

Options - Select this option to adjust the game's video, sound, and connectivity options.

Credits - Select this option to see a list of the people who worked on Throne of Darkness.

Exit - Select this option to exit Throne of Darkness.

IN-GAME OPTIONS

From the Options screen, you may modify the following system options in Throne of Darkness. This screen can be accessed from the Main Menu or from the Esc menu during game play.

Music Volume - Move the slider to the right to increase the volume, or to the left to decrease.

Sound Effect Volume - Move the slider to the right to increase the volume, or to the left to decrease.

Sound Provider - Use this feature to select your sound provider.

Lighting - This turns on or off the dynamic lighting that surrounds the player characters. On some slower systems, turning this feature off may improve performance.

Connection Speed - Use this feature to select your connection speed for multiplayer games.

Speaker Type - Use this feature to select the configuration of your speakers.

CONTROLLING YOUR CHARACTERS
THE GAME INTERFACE

The play area consist of the upper area of the screen. This is where your samurai are displayed along with the environments, creatures, and any items you see along the way.

The control panel is located at the lower part of the screen. This area displays your characters' current status in the game and gives you access to the game's interfaces.

The Daimyo Interface is an additional part of the Control Panel, which is accessed by clicking on the Daimyo button, the top button in the center of the panel. The Daimyo Interface gives you access to the Daimyo's abilities to teleport Samurai between the shrine room and the location of your active party, as well as access to the Blacksmith and Priest (after you have found them).

The Control Panel is composed of several elements:

Character Portraits - The four Character Portrait slots left of center are slots for images of the up to four player characters that can be active at one time. Left-click on a portrait to select that character (a colored border will appear around the portrait). You can also hit the space bar to toggle through your samurai, or hit the the F Keys, 1 through 4. The red bar at the top of each portrait displays the health of the character, and the blue bar at the bottom displays the available Ki.

Health Sphere - Located on the left side of the Control Panel, the Health Sphere displays the current health of your Active Character. When the Health Sphere is down to nothing, your character will die. The Health Sphere can be replenished by drinking health potions, encountering special items or certain shrines, or by visiting your Daimyo who can resurrect.

Ki Sphere - Located on the right side of the control panel, the Ki Sphere displays your Active Character's current amount of Ki. Ki is the potion that allows you to cast magic. Ki may be refilled by drinking Ki potions or by encountering certain shrines along the way.

Tactics Button - The green button on the left overlapping the Health Sphere is the Tactics Button. This shows the current active tactic. Left-click this button to open a list of Tactics, and click on a tactic to activate it. Right-click this button to open up the Tactics Editor.

Spell Button - The gold button on the right overlapping the Ki Sphere is the Spell Button. This shows the current spell for the Active Character and can also be left-clicked on to open the list of spells available for that character. Right-clicking on the Spell Button will open up the Spell Tree allowing access to other spells once spell points are accumulated.

Switch Weapon Button - The button just to the left of the Spell Button is the Switch Weapon button. Pressing this will switch between using weapon 1 and weapon 2 of the Active Character.

Daimyo Button - In the center of the Control Panel are three buttons in the shape of a triangle, and a single smaller button in the center. The top button opens the Daimyo interface.

Inventory Button - The bottom right button in the center of the Control Panel opens the inventory of the currently selected character.

Character Stats Button - The bottom left button in the center of the Control Panel opens the Character Stats screen for the currently selected character.

TASKBAR BUTTON

Taskbar - The small button in the center is the Taskbar button. This button toggles the Taskbar on and off. From left to right, the buttons on the Taskbar are: Tactics screen, Spell book, Map, Quests, and if you are in multiplayer, the chat screen.

- • Tactics - Open/closes the tactics screen.
- • Spellbook - Opens/closes the spellbook for the currently selected character.
- • Map - Toggles on/off the Automap.
- • Quests - Opens/closes the Quest Interface. Only available in single player.
- • Chat - Opens/closes the chat screen. Only available in multiplayer.

Belt Items - To the right of the center three buttons are four slots for potions. Each character has four potion slots, and the potions in the current view are the ones on the belt of the Active Character.

The Automap - The Automap is a map of the current world in the upper-left corner of the screen. To open the Automap, click the Automap button on the taskbar, or press the "M" key. As you move your characters around the world, the map is uncovered, revealing where you have and have not been. The red icon shows the location of your currently selected character, and the other green icons reflect the locations of the other three party members. Following the gold line in the Wilderness gives the most direct route to the next

citadel. To increase the map size, press the "+" key on the number pad of your keyboard. To decrease the map size, press the "-" key on the number pad of your keyboard.

PORTAL GATES

At various places throughout the game you will find Portal Gates. They will allow you to travel between enormous distances in just seconds. To activate, left-click on the Portal Gate. Once activated, a menu will open showing all possible destinations. Be sure to click on Portal Gates as you find them to add their locations to your Teleport Interface. Teleport destinations appearing in gray text are ones you have not yet discovered and activated. You can jump between any Portal Gates shown in orange text by clicking on their buttons in the Teleport Interface. Moving your Active Character off the portal gate will automatically close the Teleport Interface.

USING ITEMS

Enemies will toss out an item when defeated. The item will often conform to the general nature and equipment of the creature. For example, Shadow Archers will often give bows or treasure. To pick up objects or interact with objects in the world, highlight the them with the cursor and left-click. In this way you can open doors, unlock chests, talk to NPCs, or pick up items on the ground.

INVENTORY INTERFACE

Once an item is picked up, it goes into your character's Inventory. Access your Inventory at any time by pressing the "I" key on your keyboard or by clicking the Inventory button on the Control Panel. Each of your characters has his own Inventory. Clicking on a portrait on the Control Panel while Inventory is open selects the associated character's

individual inventory. This can also be done by clicking on the arrow key under the portraits on the Inventory screen. The Inventory screen takes up half of the Play Area. Notice that the game continues in the other half without pausing.

The top half of the Inventory Interface contains several slots representing the equipment slots where the Active Character can hold equipment. If you pick up an item that can be equipped and the character has the appropriate equipment slot free, the item is auto-equipped. For example, if your character does not have a helmet and you pick one up, the character automatically wears the helmet.

The equipment areas on your characters include:

Head - This is where you equip any helmet or head armor. This raises the character's armor class.

Arms - This is where you equip any armor for your character's arms. This raises the character's armor class.

Mask - This is where you equip masks. Masks contain magical attributes.

Weapon 1 - This is where you equip your character's primary weapon.

Body - This is where you equip basic body armor. This raises the character's armor class.

Weapon 2 - This is where you equip your character with a secondary weapon.

Jewel - This is where you equip Jewels.

Medicine Case - This is where you equip Medicine Cases.

Legs - This is where you equip any Leg Armor. This raises the character's armor class.

Talisman - This is where you can equip a Talisman.

Rosary - This is where you equip Rosary Beads.

Inventory - The large grid at the bottom of the screen is your Active Character's Inventory. The Inventory can hold different sized items depending on how much space is available. As your character acquires more items, the Inventory will automatically move and sort them to maximize the amount of available space. When your Active Character's inventory becomes full, you must either give the item to another samurai in your clan, offer the item up to the Blacksmith or Priest, or throw it on the ground.

You can gather information on any item in Inventory by holding the cursor over it for a few seconds. The pop-up menu will give you specifics regarding the item's attributes, requirements, and other specifics. To drop an item, left-click the item, move it into the Play Area and click again. The item will fall to the ground. If you drop the item onto another item in an equipment slot, the items will swap places. If an item is picked up with the Inventory Interface already open, place the item into your Inventory by left-clicking it into an empty area.

Items located in your inventory are not equipped and therefore do not affect your character's stats. To equip items from your character's inventory, place any weapons, armor, or other slot specific items in the appropriate equipment slots. There are faded out graphics behind each slot to help you determine where each item goes.

You can drink potions located in your Inventory by right-clicking on them.

In the Inventory for each character, you will find any gold he has picked up during play. Hold the cursor over the gold to display how much gold your character is carrying. The Blacksmith and the Priest require gold for the services they provide.

Gold and other stackable items can be divided out by left-clicking the stackable item. A Pick Up bar will appear over the item indicating how much of that item you would like to pick up. Type the amount on the key board and hit the enter key. Your amount specified will then be in your control. To quickly take all of your stackable items at once, double left-click the item.

To close the Inventory, click the Close button in the Inventory screen.

Belt Items - The Belt Items Slots are designed to allow quick access to the potions your characters find or buy. The Belt is located on the Control Panel by a row of four potion specific slots. After a potion is used, if another one of the same type is available, it automatically will be moved from Inventory into the belt.

Potions go into the following specified slots:

    Potion Slot 1: Holds the Health potion, which increases health.
    Potion Slot 2: Holds the Ki potion, which replenishes Ki.
    Potion Slot 3: Holds the Restorative Potion, which restores both Health and Ki.
    Potion Slot 4: Holds the Antidote potion, which cures characters when poisoned.

Potions are used by either opening the Inventory and right-clicking a potion, or by using the Potion on the Control Panel. Potions may be used by either right-clicking on the potion, or using the respective hotkey associated with the Belt Items Slot (hotkeys 1-4).

AI-controlled characters will automatically use Ki and Heath potions to rejuvenate themselves. If a character uses all but 10% of their Hit Points, he will automatically use a Full Healing potion. Lesser potions for Healing are used only when none of the potion will be wasted. As soon as one can be used without wasting any, it will automatically be used. Characters will use Ki potions only when their Ki Points run out or when they can no longer use the selected spell, because their Ki Points are too low.

TACTICS AND ROLES

Left-click on the green tactics button and it will bring up a list of tactics, represented by a series of creatures that are known as styles of combat. Move the mouse over one of tactic icons and left-click again. This calls the selected tactic. Lines stretch from the current location of each Samurai to a new location defined by the tactic. This formation can be rotated in real-time using the mouse. Rotate the formation by moving the cursor around the active Samurai using your mouse, then left-click to move the Samurai into a new formation. After a tactic has been called you may re-orient the formation without calling the tactic again by pressing the Formation key (F). F5-F8 have been designated as hotkeys for tactics. To customize a tactic hotkey left-click the tactics button and put your mouse over a tactic icon then press F5-F8 to bind the key to a tactic.

After gaining familiarity with the functionality of the built-in tactics, you can gain finer control by editing your tactics using the advanced features found in the Tactics Editor. Editing tactics is perhaps the most advanced feature of Throne of Darkness. Some familiarity with the use of tactics is recommended before you attempt to edit them.

To open the Tactics Editor right-click on the green tactics button or press the Tactics key (T). There are two parts to this interface, the Role Editor and the Tactics Editor. Click on the Role Editor tab to edit the roles. You assign roles separately for each of your characters. The role assignment lists the order of preference for primary weapon (Weapon 1), secondary weapon (Weapon 2) and spells. In addition to specifying the order of the roles, the Role Editor also allows you to select which spell this character will use when he is engaged in tactics. To select a different spell, click on the spell icon and choose a spell from the spell list in the lower right corner of the play area.

The order specified in the roles page determines how the character will fit in to the tactics created in the Tactics Editor. For example, the Wizard's top role (role #1) is set to spell. As a result, when you use a tactic that has a slot for a spell caster, the Wizard will be chosen for this slot.

Click on the left arrow or right arrow to switch to a different character. The roles are preset but can be customized to suit your playing style. After you have defined the role for each of your characters, you can edit a tactic.

Click on the Tactics Editor tab to edit the currently selected tactic. At the top of the Tactics Editor panel are four character slots marked by the slot icons (X, Circle, Square, and Triangle). Each slot has two settings, combat style and aggression. To change a setting, click on the current setting and choose a new setting from the drop-down list. The top setting specifies the preferred combat style (Melee, Ranged, or Spell). The bottom setting specifies the level of aggression (Aggressive, Neutral, Defensive), which determines the distance at which a Samurai will attack an enemy. An aggressive Samurai will attack any enemy on screen, whereas a defensive Samurai will wait for enemies to come to him.

Based on these settings and the roles you have defined in the Role Editor, the tactic then picks the best character from your party to fill each slot. The resulting slot assignments are shown at the bottom of the panel. The assignment is based on a best fit. However, if there is no good fit, the next best choice is made. For example, if your tactic slots call for four ranged attackers but none of your active Samurai are carrying ranged weapons, you will end up with four melee attackers. Also keep in mind that these assignments may change any time you edit the roles, any time you change the characters in your party, any time you change the weapons carried by your samurai, and any time you edit the slot settings. Placing your cursor over the character icon will display a tool tip describing the details of that character's tactic behavior.

The middle of the panel shows the formation window. The position of the icons in this window determines the formation the characters will use when the tactic is called. To change the position of an icon, left-click on the icon, and while holding the mouse button down, drag the icon to a new position.

The icon for the currently edited tactic is displayed in the upper-left corner of the panel. To edit a different tactic, click on the icon and select a different tactic from the tactic list.

When you finish editing your Tactics and Roles, closing this screen automatically saves your changes.

DEVELOPING YOUR CHARACTERS

INTERACTING WITH NPCs

Interacting with NPCs Non-Player Characters) in Throne of Darkness is important, as they tell you about specific quests and other relevant events in the world. To talk to an NPC, highlight them with your mouse cursor and left-click. Your Active Character will automatically walk up and start a conversation. Note that not all NPCs are inclined to engage in conversation. Rest assured that silent NPCs do not have any important information for you.

QUEST INTERFACE

Often, NPCs will ask you to complete a quest for them or you will come across a quest while progressing through the game. When a quest is presented, the quest indicator button (Q) appears in the lower left corner of the Play Area. Clicking this button opens up the Quest Interface. This screen informs you of the status of quests, and tells you what you need to do next. Quests that you have not yet received appear empty and grayed-out and are not selectable. Assigned quests appear in red and are selected by clicking on them. Click the Play Audio button at the bottom left of the Quest Interface to play the selected quest audio. Quests that have been completed appear full and are lightly grayed-out. Anytime an important event occurs that affects the status of a quest, the quest indicator button re-appears in the lower left corner of the Play Area.

GAINING EXPERIENCE POINTS AND LEVELING UP

To advance through the world in Throne of Darkness, you must develop all of your characters. As you battle through the game you gain experience points by slaughtering the evil minions inhabiting the land. When you reach certain predetermined levels of experience, your character "levels up." You can check your progress toward the next level by examining the "Next Level" bar found on each of the characters' Stats Interface. This bar indicates how many total experience points are required to advance to the character's next level. When a character levels up, a plus sign button "+" will appear next to their portrait on the Control Panel. Click this button and the Character Stats Interface will open.

Also, when your character levels up, his Health and Ki will replenish to full and four spells points will be awarded by the gods.

CHARACTER STATS

When a character levels up, they are granted six Stat points to distribute to their specific Stats. In the Stats Interface, assign your new points by clicking the "+" button next to the stats you wish to increase. Each click incrementally raises that attribute by one point. The New Stats icon will then disappear from the Character's Portrait on the Control Panel, after all the stat points are distributed.

To get a good idea of where to distribute your stat points, here is a break down of each attribute:

Level - Displays your character's current level. All characters start at Level 1.

Experience - Displays the amount of experience the character has already earned. Your character gain experience whenever they do damage to an enemy in combat.

Next Level - Displays the amount of experience a character needs to reach the next level.

Strength - This attribute affects the amount of damage dealt by the character when using melee and ranged weapons, and satisfies strength prerequisites for using certain weapons and armor.

    Weapon - Displays the name of the weapon currently in use.

    Damage - Displays the damage range (min,max) that will be dealt with each successful attack using the current weapon.

Dexterity - This attribute affects skill, and satisfies dexterity prerequisites for using certain weapons.

    Skill - Displays the weapon category of the current weapon and the character's skill for that weapon category. The Skill stat is used to compute a character's chance of hitting a target with one of the weapon types: Unarmed, Bow, Sword, Dual Swords, Polearm, or Thrown Weapon.

    Each character class has the ability to use three specified types of weapon, plus the ability to engage in hand-to-hand (unarmed) combat. For simplicity, we will refer to

hand-to-hand combat as a fourth weapon type, even though in fact it is distinguished by its lack of weapon.

Each character class has an initial skill level in each of the weapon types. These skill levels are increased throughout the game by leveling up and by increasing dexterity, as well as by finding certain magic items and unique shrines.

Armor Class - Armor Class determines the amount of protection the character has against Normal Damage attacks (as opposed to Magic Resistances). Normal Damage is dealt by melee and ranged weapon combat. AC affects the amount of damage dealt in the case of getting hit.

Vitality - This stat affects the ability of the character to take damage via the Health Points derived stat.

Health Points - Health Points determine the total amount of damage a character can take before dying. The HP stat represents the maximum value of the character's current HP counter.

Ki - Ki represents the character's magical force. This stat affects the amount of magic spells the character is able to cast via the Ki Points derived stat.

Ki Points - Ki Points determine the total amount of spell casting a character can perform. The Ki stat represents the maximum value of the character's current Ki counter.

Spell Name - Displays the name of the current spell your Samurai is using.

Charisma - This stat affects the cost of transactions and duration it takes the NPC to complete a task. The concept of this stat is that the more charismatic a character, the easier it is for him to convince others to do things like build items.

Discount % - Determines the % discount involved in transactions with the blacksmith and priest.

Stat Points - This shows how many Stat points are available to spend on customizable stats. The customizable stats are: Strength, Dexterity, Vitality, Ki, and Charisma.

Fire Resistance - The likelihood that you will resist damage from a fire attack. The more resistance you have, the less damage you take from fire attacks.

Water Resistance - The likelihood that you will resist damage from a water attack. The more resistance you have, the less damage you take from water attacks.

Earth Resistance - The likelihood that you will resist damage from an earth attack. The more resistance you have, the less damage you take from earth attacks.

Lightning Resistance - The likelihood that you will resist damage from a lightning attack. The more resistance you have, the less damage you take from lightning attacks.

THE SPELL TREE

Spell trees are accessible to each individual samurai. To open the spell tree, right-click on the spell icon or press the Spell Tree hotkey (S). Spells become available by leveling up or by offering magical items through the Priest to one of the four gods. When a samurai offers a magical item to a god, the value of the offering will accumulate until a spell point is earned. When Spell Points are available, the Spell Point icon will appear in the bottom right corner of the Play Area. Clicking this icon will open the Spell Tree.

The spells displayed on the screen are laid out in a branching order. Spells available to your currently selected character are divided up into the four spell disciplines; Fire, Water, Earth, and Lightning. Left-click on the square discipline button at the top center of the interface, or click on the four tabs at the screen bottom to step through the four different disciplines.

Spell Points - This field displays the number of Spell Points that the currently selected character may distribute within the currently selected discipline.

Spells - In order to view a particular spell, hold the cursor over it for a couple of seconds to get its tool tip description. These tool tips explain what the spell does - for instance, how much damage it causes, its range, and its KI cost. If you have put at least one point into a spell, its description also details how much the skill would improve at the next level.

Left-clicking on a spell when Spell Points are available assigns one point to the spell. To apply Spell Points left-click the desired spell. Keep in mind that increasing the effectiveness of an old skill may be more useful that learning a new one, though, each time a spell point is added, the spell will slightly increase in Ki cost.

NOTE: Each spell point assignment is permanent, so choose wisely!

Only a few spells are available to a new character. More spells will open up as the character advances in each level and you invest in the prerequisite spells for that character. Follow the lines on the Spell Tree and read the spell descriptions to determine the prerequisites needed for the more advanced spells.

DAIMYO INTERFACE

The Daimyo is the warlord of your clan and its ultimate authority. As narrator of Throne of Darkness, he will give you orders throughout the game to direct you towards your ultimate goal of destroying the Dark Warlord. Listen carefully to his instructions. Any Quests given can be reviewed through the Quest interface. You can find more information regarding Quests under the **Developing Your Characters** section of this manual.

The Daimyo remains in the shrine room of your citadel. To open the Daimyo interface, left-click the Daimyo button, which is the top button in the triangular grouping at the center of the Control Panel. Characters shown on the left side are in the Play Area. Characters shown on the right side are in the Shrine Room. When a character is in the Shrine Room with the Daimyo, he is resting and therefore slowly regenerates his Health and Ki. Between these two groups of characters is a Ki globe surrounded by four buttons. The Ki globe reflects the Daimyo's current level of Ki. The four buttons surrounding the Ki globe give you easy access to the following functions (starting at the top right and going clockwise): Close the Daimyo Interface, Open/Close the Priest Interface, Open/Close the Blacksmith Interface, Open/Close Inventory for the currently selected character.

The Daimyo, by using his Ki, can teleport characters to and from the Play Area to the Shrine Room as well as resurrect dead characters. While in the Daimyo Interface, left-click a character's portrait to move them from the left side of the Control Panel to the Right side and vice versa. This is how you teleport characters to and from the Play Area. If the Daimyo doesn't have enough Ki, the attempted teleport will fail, nothing will happen, and you will hear the spell fizzle. Fortunately, the Daimyo's Ki regenerates over time.

If the Daimyo has enough Ki, he can resurrect dead characters. To resurrect a character they must be in the Shrine Room. Dead characters' portraits will appear in gray, and will have a tool tip available above them when they are in the Shrine Room - Left-click on a dead character's portrait to resurrect them. As with teleporting, if the Daimyo doesn't have enough Ki, the attempted resurrect spell will fail and you'll hear it fizzle. Remember, the Daimyo's Ki regenerates over time. If you attempt to teleport and/or resurrect a character and fail, wait and let the Daimyo's Ki regenerate and try again later.

PRIEST INTERFACE

Players have the opportunity to Offer, Purify, Identify, and Buy items from the Priest.

Offer - The player left-clicks the Offer button in the Priest Interface and then selects items to drag and drop into the appropriate Shrines at the bottom of the Priest interface. Once offered, items may not be brought back. Items offered increase the Elemental Spell Points available associated with that god. Accumulated Spell Points can be spent in the Spell Tree interface. The value of an offered item determines the amount of Spell Points that will be given.

Purify - Cursed items are essentially magic items that cannot be used by the characters. They must be purified first. To do this, left-click the Purify button in the Priest Interface and then drag and drop the cursed item into the slot. The cost to Purify is displayed. Left-click the Proceed button to carry out the task. You can close this screen during the purification process. A small button with the letter "P" will appear on the screen when the purification is complete.

Identify - Left-click the Identify button in the Priest Interface. Select an item to be identified in character's inventory and drop it in the slot. If the player agrees to the cost, left-click the Proceed button, and the object is identified. All unidentified non-unique magic items must be identified before their magic takes effect. You can close this screen during the identification process. A small button with the letter "P" will appear on the screen when the identification is complete.

Buy - Left-click on the Buy button and the purchase display grid pops up in the Priest Interface. Depending on the amount of gold you have, players may buy any of the available potions. Left-click on an item, it will pop up into the slot and display the cost. Click Proceed to purchase the item. The gold deduction does not occur until a check to see if there is space in the character inventory is successful. The purchase screen is limited in stock. As items are purchased, they will disappear. To carry out a purchase quickly, simply right-click on the potion and it will automatically go into your inventory, depending upon space.

THE BLACKSMITH

Players have the opportunity to Repair, Make, Customize, and Give items to the Blacksmith.

Give - By left-clicking the Give button in the Blacksmith Interface, the player may give basic (non magical & non -cursed) items to the Blacksmith as a base for the Blacksmith to use to create more items. Each given item will be stored in the appropriate category. The three categories are Melee (swords/polearms), Armor, and Ranged (Bows/Throwing Weapons). The more you give, the more Recycling Units are available and the better items the Blacksmith can make.

Make - When the Make button is left-clicked, the player will have three categories from which to choose: Melee(swords/polearms), Armor, and Ranged (throwing weapons/bows). By clicking on the appropriate tab, the Display Inventory grid in the Blacksmith interface will show the items he can make. The best possible item to make is based on the accumulated Recycling Units available. Highlighting an item allows you to see the specific stats for it. Note that Masks and Miscellaneous Magic Items may not be given to the Blacksmith. Note: If you do not see any weapons in the make section, you need to "Give" some weapons first. These weapons are made from your weaponry donations.

Customize - To customize an item, the player left-clicks the Customize button. Left-clicks the item to customize from the character's Inventory, and drags and drops it in the slot. The item will pop into the Blacksmith's customize display grid. Components of the appropriate type in the character's Inventory can be added to the current item. Components added must be dragged and dropped into the customize grid. Note that Components are specific to items. Highlight each to see information regarding item types and general spell discipline. You can close this interface while during the customization process. A small button with the letter "B" will appear on the screen when the customization is complete.

Repair - To Repair an item, left-click the Repair Button, then left-click an item and drop it into the slot. The item will be tossed into the Active Item box. The time and gold requirements necessary to implement repairs are listed next to the item. Click the "Proceed" button to initiate repair. You can close this interface while repairs are being made. A small button with the letter "B" will appear on the screen when the repair is complete.

Character Classes

The Leader

The most charismatic member of the seven samurai, the Leader binds the party together. The Leader is deadliest with a single sword, but can also handle himself with a Bow.

Spells available to this character class:

Fire	Earth	Water	Lightning
Flame Dart	Stonebolt	Frostbolt	Resist Lightning
Fire Seeker	Spike Trap	Ice Trap	Lightning Bolt
Fire Darts	Skill Bonus	Ice Spears	Spark Storm
Inferno Strike	Brimstone	Blizzard	Shock Blade
Sunshard	Lava Blade	Ice Blade	Forked Lightning
Incinerate	Strength Increase	Ki Barrier	Spark Seeker
Vitality Increase	Earth Spears	Ki Leech	Arc Wall
Resist Fire	Resist Earth	Resist Water	Lightning Shield
Flame Barrier	Granite Barrier	Suido	Dexterity Increase
Flame Blade	Impenetrable	Icy Barrier	Flash Strike

The Brick

The strongest of all of the seven samurai, the Brick is said to have the strength of a demon. With the coming of the Dark Warlord, Zanshin, he will have his chance to prove this. A few swift blows from his Tetsu Bo or Iron Cudgel are enough to smash even the largest of boulders into sand.

Spells available to this character class:

Fire	Earth	Water	Lightning
Flame Dart	Lava Wave	Ice Trap	Lightning Bolt
Vitality Increase	Spike Trap	Tidal Wave	Lightning Strike
Blastwave	Resist Earth	Frostbolt	Lightning Shield
Flame Barrier	Petrify	Ice Seeker	Spark Seeker
Fire Seeker	Granite Barrier	Water Strike	Spark Storm
Sunshard	Meteor	Suido	Arc Wall
Incinerate	Lava Ring	Avalanche	Lightning Wave
Flame Blade	Lava Blade	Resist Water	Resist Lightning
Resist Fire	Strength Increase	Icy Barrier	Shock Blade
Fear	Impenetrable	Vitality Increase	Flash Strike

THE ARCHER

Taking a more traditional approach to the way of the warrior, the Archer has mastered Kyudo. Once considered as important as the sword fighting form, the Archer has perfected it to such an extent that it seems as if a torrent of arrows flows from his bow when he shoots. In addition to his mastery of the bow and arrow, throwing weapons, such as the Shuriken (throwing star), Kunai (throwing knife) and Kabutowari (helmet cracker) are also part of his martial repertoire. If in close quarters he is very capable of using his Katana.

Spells available to this character class:

Fire	Earth	Water	Lightning
Vitality Increase	Lava Wave	Ice Trap	Lightning Strike
Fire Seeker	Lava Seeker	Icy Barrier	Spark Seeker
Blastwave	Granite Barrier	Ice Seeker	Resist Lightning
Fire Darts	Entomb	Blizzard	Lightning Wave
Sunshard	Brimstone	Ice Blade	Lightning Shield
Inferno Strike	Earth Strike	Water Strike	Shock Blade
Inflammable	Spike Trap	Avalanche	Spark Storm
Flame Barrier	Resist Earth	Resist Water	Conductive
Resist Fire	Lava Blade	Kyudo	Dexterity Increase
Flame Blade	Blood Leech	Drown	Furious Attack

THE SWORDSMAN

The swordsman is being groomed to succeed the Leader. An all around samurai, he embodies Bushido, the way of the warrior. He has honed his martial skills to perfection, although this does not mean his mental training has suffered, for his strategic sense is second only to the Leader. A master of all forms of the Sword, he also has formidable skills with a Bow.

Spells available to this character class:

Fire	Earth	Water	Lightning
Flame Dart	Stonebolt	Frostbolt	Lightning Bolt
Vitality Increase	Skill Bonus	Ice Seeker	Arc Wall
Blastwave	Granite Barrier	Tidal Wave	Lightning Burst
Fire Darts	Brimstone	Blizzard	Resist Lightning
Sunshard	Earth Strike	Ice Blade	Spark Storm
Inmolation	Lava Wave	Comet	Lightning Wave
Incinerate	Impenetrable	Avalanche	Lightning Shield
Flame Blade	Resist Earth	Resist Water	Dexterity Increase
Resist Fire	Lava Blade	Suido	Flash Strike
Flame Barrier	Earths Spears	Icy Barrier	Shock Blade

The Wizard

In Japan, the mystic arts are well known by all, but few have the will and power necessary to harness them. The Wizard comes from a long line of mages born into the art. His powers are second to none, and he considers the Dark Warlord, Zanshin, a magical abomination that must be stopped. Although he is the weakest character of all seven samurai physically, his spell abilities more than make up for it. His forte is supporting others, using curses, and casting vicious combat spells at range. He is qualified in throwing weapons and has elementary training in the Bow and Sword.

Spells available to this character class:

Fire	Earth	Water	Lightning
Flame Dart	Meteor	Comet	Spark Seeker
Fire Darts	Blood Leach	Blizzard	Forked Lightning
Vitality Increase	SpikePetrify	Drown	Lightning Bolt
Fire Kanji	Earth Dragon	Water Dragon	Lightning Strike
Inflammable	Earth Strike	Freeze	Lightning Kanji
Fire Dragon	Earth Kanji	Ice kanji	Thunder Dragon
Incinerate	Lava Ring	Icy Barrier	Lightning Burst
Resist Fire	Resist Earth	Resist Water	Resist Lightning
Flame Barrier	Entomb	Ki Leech	Conductive
Fire Seeker	Granite Barrier	Ki Barrier	Lightning Shield

The Ninja

Every leader's success depends upon the ability to gain quick and accurate intelligence. The Ninja is poorly armored, but his speed more then makes up for his low defensive value. Walking the fine line between light and darkness, the Ninja is familiar with both the physical disciplines of the Sword and Bow. His darker side gives him familiarity with Curses and Wards, making the Ninja's proficiency in the magical arts second only to the Wizard. His mastery of throwing weapons sets him apart from the rest of the samurai.

Spells available to this character class:

Fire	Earth	Water	Lightning
Flame Dart	Stonebolt	Ice Seeker	Lightning Bolt
Vitality Increase	Petrify	Frostbolt	Shock Blade
Inflammable	Spike Trap	Drown	Conductive
Fire Storm	Skill Bonus	Icy Barrier	Spark Storm
Sunshard	Lava Wave	Ice Trap	Furious Attack
Fire Kanji	Lava Seeker	Freeze	Thunder Storm
Blastwave	Lava Ring	Kyudo	Lightning Burst
Fire Seeker	Lava Blade	Ki Leech	Lightning Shield
Flame Barrier	Entomb	Ki Barrier	Dexterity Increase
Flame Blade	Granite Barrier	Ice Blade	Flash Strike

The Berserker

No other samurai matches the Berserker when it comes to defeating a large number of opponents single-handedly. Most accurate with a Polearm and unarmed combat, the Berserker can cut through an enemy horde, leaving behind a trail of decapitated limbs and internal organs.

Spells available to this character class:

Fire	Earth	Water	Lightning
Flame Dart	Lava Blade	Ice Spears	Lightning Bolt
Vitality Increase	Stonebolt	Blizzard	Ball Lightning
Fire Storm	Strength Increase	Frostbolt	Lightning Shield
Fear	Brimstone	Icy Barrier	Forked Lightning
Immolate	Impenetrable	Avalanche	Thunder Storm
Inferno Strike	Lava Wave	Suido	Spark Seeker
Blastwave	Spike Trap	Comet	Arc Wall
Flame Barrier	Resit Earth	Resist Water	Resist Lightning
Resist Fire	Granite Barrier	Ki Barrier	Shock Blade
Flame Blade	Meteor	Ice Blade	Flash Strike

THE CLANS

CLAN MORI

Mori Motonari, the youngest Daimyo, is by far the most capable ruler of the four daimyos. His political abilities are second to none, but those who assume he has no military experience will be in for a nasty surprise. Motonari is as skilled in warfare as he is in the diplomatic realm. He is currently under the assumption that if Kira Tsunayoshi can be saved, they have every obligation to save him. But if there is no possible way to rid the kingdom of the Dark Warlord without destroying Kira Tsunayoshi, he will not hesitate to take the throne.

LEADER: TAKEDA SHINGEN

A bold and honorable leader, Shingen's sheer presence instills the utmost loyalty in his men. Shingen is a traditionalist, instilled with principles of Bushido.

BRICK: SATO TADANOBU

Chief of the mining works, Sato Tadanobu is a strong beefy individual always willing to show off his strength, often competing against a team of men to see who can destroy a huge boulder faster. He always wins, smashing the boulder with his bare fists. Tadanobu prefers to attack only if attacked first. Since the Dark Warlord attacked first, he reckons it's okay to consider the Dark Warlord's entire army fair game.

ARCHER: SASAKI KOJIRO

Kojiro is the youngest of all of the master archers in Yamato, but is perhaps the most powerful. Arrows from his bow have been seen destroying rock and trees, and there is a legend that he sank a ship with a single shot from his bow. Kojiro uses an older style instead of the more stylized "Kyudo" techniques taught to all of the archers. Although he has made many an enemy at the Kyudo schools, his self-taught technique is grudgingly acknowledged as a style far better than the standard techniques. Kojiro is still quite dissatisfied with his technique and is continually improving it.

SWORDSMAN: MIYAZAKI ASHITAKA

Called "the Tiger of Yamato," Miyazaki Ashitaka is a devoutly religious man. His sword technique is elegant, yet incorporates his own style to add a level of deadliness that makes him one of the best swordsmen in the land. Ashitaka's talents do not merely lie in swordsmanship. His tactical sense is also impressive, although Askitaka claims most of his skill in combat comes from divine inspiration. Either way, Askitaka's natural talents were immediately recognized by Mori Motonari and he has been placed under the tutelage of Takeda Shingen. As for the current situation, Askitaka sees this as merely another test of his faith.

Wizard: Hojo Sooun

Sooun trained with Ootani Yoshitsugu, but unlike the Toyotomi mage, Sooun continued his clerical education and entered the priesthood. Sooun was a priest in the warrior-monk society based out of Mount Hiei. Sent as an emissary to Mori Motonari, he escaped the infamous Burning of Mount Hiei by Oda Nobunaga. Motonari offered him haven in his clan and Sooun has taken up residence and is the religious advisor to Motonari. Sooun has not forgotten Nobunaga's genocide of the monks of Mount Hiei, and this war has given Sooun an opportunity to get revenge.

Ninja: Ise Yoshimori

Generally described as a rogue, Ise Yoshimori's clan originally was a noble house, but it fell upon bad times. Yoshimori set out on his own and found himself particularly adept at gathering intelligence. The protègè of Fujiwara Jutaro, Yoshimori is an accomplished ninja in his own right. His forte is disguises, and he is rarely seen as the same person twice.

Berserker: Yagyu Jubei

Considered a genius of swordsmanship, he is the eldest son of the Yagyu clan, the swordmasters of the Mori. Although he was essentially disowned by his family for his wild ways and absolute disinterest in political affairs, Jubei is often called upon in secret to deal with those who would threaten the Yagyus' appointment as swordmasters. He merely looks upon these "events" as simple tests of his skill.

Clan Oda

Seething with ambition, Oda Nobunaga leads a group of men who will stop at nothing to ensure that he takes the throne. This attack has become a prime opportunity for Oda Nobunaga to destroy any obstacles, while having a legitimate reason to commit regicide. Nicknamed the Oni or Demon, Oda's ruthless tactics and heavy-handed rule are nevertheless brilliant, earning him grudging respect and fear.

Leader: O-ishi Kuranosuke

Probably the most underestimated of all of the leaders, O-ishi Kuranosuke received the nickname "Badger" because of his seemingly lazy attitude and blase demeanor, which hide a brilliant mind. He dissects every situation and measures the strengths and weaknesses of his enemies with ease. It has often been observed that despite his broad smile and relaxed poise, Kuranosuke had the eyes of a hawk, not letting even the most minute detail escape him.

Brick: Kamui Kanna

Of Ainu descent, Kamui Kanna is a tremendously powerful warrior. In battle, he wields a spear, often impaling numerous opponents on one spear because of his strength. Legend tells of Kamui Kanna wrestling stags down with his bare hands. Although he has been the target of good-natured ribbing for his inability to ride a horse because of his tremendous size, Kamui Kanna simply smiles quietly. He proceeds to pick up the joker's horse and shake him off.

Archer: Teraoka Masami

Born a farmer, Masami was recruited by Oda Nobunaga after being caught poaching Nobunaga's pheasants. When asked why he did it, he looked Nobunaga square in the face and said, "Because they taste good and why should I starve while you fill yourself with meat?" Nobunaga was impressed with Masami's defiance and unflinching attitude and hired him as forester of his lands. With an intimate knowledge of the wilderness, Masami is more at home roughing it than dressing up and surrounding himself in the finery of court.

Swordsman: Imagawa Yoshimoto

Pompous and emotional, Imagawa Yoshimoto would seem a bad choice as second in command of Oda Nobunaga's forces, but underneath the lackadaisical nature is the mind of an intellectual. Yoshimoto is a master of tactics, and he has yet to fail because he acts on gut instinct. Bored with the long peace, Yoshimoto welcomes this disaster not only for the "excitement" it brings, but also for the opportunity to hone his sword skill.

Wizard: Kawanabe Kyosai

Unlike Sooun and Yoshitsugu, Kawanabe Kyosai is a Shinto priest, specializing in shikigami-spirit manipulation. His name is different from the others, for he was given a name from ancient Japan. Using a more primal magic, Kyosai supposedly knows the special true names of all living things and matter, allowing him to draw power from the very land itself. Kyosai is probably the most scrupulous of all of Nobunaga's men. Many wonder why Nobunaga would keep someone like Kyosai, and many more wonder why Kyosai stays on as a retainer despite Nobunaga's reputation.

Ninja: Kajiwara Kagesue

Possibly the most bloodthirsty assassin in Yamato, Kagesue has been used numerous times to make an example of political opponents who have opposed Oda Nobunaga. Entire households burned to death, a temple of monks blinded, their tongues pulled out, and other atrocities have been attributed to Kagesue, who is also known as "Nobunaga's Rabid Dog."

Berserker: Nomi no Sukune

Nomi no Sukune comes from an extremely old family of Yamato and has absolutely no reverence for the past. His blatant disregard of both religion and politics gained the eye of Oda Nobunaga, and he was immediately given the simple role of "enforcer." Many upstarts and threats to Nobunaga have met unfortunate accidents that are untraceable (although the violence of their deaths leaves little doubt that Nomi no sukune was responsible). Essentially a sociopath, it remains to be seen how long Nomi no sukune will survive with his headstrong behavior and short temper. He is commonly referred to as "Nobunaga's Sword."

Clan Tokugawa

A realist, Tokugawa Ieyasu has not only planned the entire offensive against the Dark Warlord, but has also created plans for his eventual attainment of Shogun himself once the Dark Warlord is defeated. Although he will gladly join forces with any of the other Daimyo to increase his personal power, Ieyasu will be quick to exploit any weakness shown by the other clans. Most important, Ieyasu has his sights set upon the Sphere of Power wielded by the Dark Warlord. If he is able to obtain this item, he knows without at doubt that he will be able to rule all of Yamato.

Leader: Datè Masamune

An audacious leader, Datè Masamune excels in lightning fast warfare. He is a master-class swordsman and has no fear of entering the thick of combat.

Brick: Benkei Musashibo

Nicknamed the Demon of Yamato for his ferocious strength and merciless judgement of criminals, Benkei is the chief magistrate of the area controlled by the Tokugawa. Formerly a priest, he became a vigilante after deciding the priestly life would never cure his hunger for justice. For many years he brought terrible vengeance upon the outlaws of Yamato, killing a thousand criminals before being brought to justice. Ieyasu saw the potential in Benkei and pardoned him on the condition he work for the prefecture guard force. Benkei's chief weapon is the Naginata Polearm, and he is said to be able to slice thick wooden bridge supports in half with little effort. Benkei has personally decreed the sentence of death to Kira Tsunayoshi for his betrayal of the people of Yamato.

Archer: Tejima Kenzaburo

Although technically brilliant, Kenzaburo has focused more on the political gains he obtained becoming the Kyudo instructor to Tokugawa Ieyasu's army. Unfortunately, this has resulted in excellent archers who have been possessed by the Dark Warlord's demons. Kenzaburo now wishes to be done with this catastrophe and rebuild his life.

Swordsman: Hojo Ujimasa

A shrewd tactician, Ujimasa broke away from his aristocratic family to set out on his own. Datè Masamune took Ujimasa under his wing, and has trained him to be his successor. Ieyasu has also taken notice of this young upstart, and though disproving of his unfilial nature, the initiative Ujimasa has taken to ensure he does not end up a poetry-spouting layabout has impressed Ieyasu. Ujimasa only shortcoming is his volatile temper, which can flare up at the slightest provocation. Masamune expects this is simply a matter of experience, and as soon as Ujimasa is given the responsibility of a command of his own, it will come under control.

Wizard: Sugawara no Michizane

A brilliant scholar, Sugawara no Michizane previously served Kira Tsunayoshi as an advisor, but was dismissed after creating poetry that did not suit the Shogun's mood

at the moment. Immediately hired by Ieyasu, Michizane has served with distinction under his new lord, but still looks back upon his court days with sorrow. Descended from an ancient family, Michizane obtains his power through an ancestral link that allows him to cast spells of great power. Perhaps the most powerful mage in the land, Michizane has a particular hatred of dragons.

NINJA: ISHIKAWA GOEMON

A master thief, Goemon was given a pardon by Tokugawa Ieyasu on the condition he work as a member of Ieyasu's intelligence group, the Onmitsu. He reluctantly accepted, and another criminal was boiled to death in his place. He has been put to use trying to follow the movements of Fujiwara Jutaro, but all of his efforts have failed. He still occasionally steals from the Treasury, but this money is given to the poor in the area.

BERSERKER: HIJIKATA TOSHIZO

Extremely loyal, Toshizo is the commander of an elite guard for the Shogun. His ferocity is unparalleled, and he claims his sword technique is more of a "fighting skill" - he breaks the rules of his technique when it suits him. Although this leads to a rather "ungraceful" technique, he has lost only to Musashi, and many considered that fight a draw. Toshizo could easily have become the swordmaster for the Tokugawa clan were it not for his hatred of politics.

CLAN TOYOTOMI

Clan Toyotomi is led by the eldest of the four daimyos, Toyotomi Hideyoshi. Hideyoshi is a boisterous leader, and well liked by the normal troops because of his farming roots. Rising through the ranks through sheer determination and ability, Hideyoshi became known as "Hanuman." Although he is called this for both his cunning and whimsical nature (like the monkey god's namesake), it is because the previous Shogun's nickname for him was "Saru" or "monkey" that he has kept the moniker. Hideyoshi has every intention of saving the Shogun, and will deal harshly with any Daimyo that attempts otherwise.

LEADER: SANADA YUKIMURA

The leader of the Daimyo Toyotomi Hideyoshi's forces, Sanada Yukimura is shrewd and brilliant. Capable of executing any strategy, no matter how audacious, Yukimura commands a core group of men that is both feared and respected throughout Yamato.

BRICK: AKAGI TOSHIRO

The Yokozuna, or sumo champion of Yamato, Toshiro is a veritable man mountain, capable of demolishing anything in his path with little effort. Interestingly, it was his skill as an artist that caught the eye of Toyotomi Hideyoshi. Able to draw anything from simple caricatures to enormous folding screens, Toshiro is a master of sumi-e, or "ink brush art." He claims to draw inspiration from the crowds that gather at the sumo tournaments, but it is obvious he revels in the ability to overpower any opponent placed against him. Hideyoshi places Toshiro's skills as an artist to good use by

having him create accurate maps of Yamato. As for the current crisis, Toshiro sees this both as an opportunity to test his strength against oni, and a chance to draw visions of hell from a live source.

ARCHER: MURAKAMI TAKAUJI

A master of Kyudo, or Way of the Bow, Murakami Takauji is a quiet contemplative man whom never rushes anything. His unerring accuracy with the Bow has made him a legend in his own time. Demoted by the Shogun for not shooting a phoenix, he was immediately patronized by Toyotomi, who saw Takauji as a man unwilling to bow to the whims of his leader when the leader was wrong. Takauji is a valued counselor and now serves as Hideyoshi's advisor.

SWORDSMAN: TAIRA KIYOMORI

Originally groomed for a high position in court, Taira Kiyomori was hand-chosen by Toyotomi Hideyoshi to be Sanada Yukimura's second-in-command and eventually his replacement. He is the third son from one of the oldest families in the kingdom. His family's sword technique has been chosen by Hideyoshi to be taught to the entire clan, and Kiyomori himself is said to be the best practitioner of the family's style. Kiyomori's greatest test will occur when he pits his wits and cunning against the forces of the Dark Warlord.

WIZARD: OOTANI YOSHITSUGU

An excellent mage, Yoshitsugu received his magic training from the Buddhists. Although he does not condone the use of Magic for harming other human beings, he has no reservations about using it to destroy evil spirits and beasts. Buddhist spells are his forte, but Yoshitsugu has studied a number of Shinto curse spells to better understand them should he come across them.

NINJA: FUJIWARA JUTARO

The greatest ninja and possibly the single most dangerous man in all of Yamato, Jutaro is almost considered a mythical figure by the common populace. His single-handed destruction of a rival ninja clan is a well-known fable of heroism and bravery in Yamato, and there are numerous other stories of political rivals to Toyotomi Hideyoshi having fatal accidents, as well Hideyoshi's ability to obtain information about anyone. Few have actually seen Jutaro in person, and none have seen him use his unique skills. No one knows how old Jutaro is, and rumor has it that he was alive before the creation of the Shogunate.

BERSERKER: MIYAMOTO MUSASHI

The deadliest swordsman in all of Yamato, Miyamoto Musashi is a master of the two-sword, or "Nitou" technique. Although he is acknowledged as a master swordsman, Musashi's style is so unique that it could not be taught to anyone else. His outward calm is but a mask, for Musashi calculates every move with precision. His seemingly wild and chaotic sword style is a front to keep his opponents off balance. Musashi is mainly a loner and tends to act on his own. The coming of the Dark Warlord is viewed

by Musashi as simply another trial that presents him with an opportunity to hone his sword skills.

Spells

The Gods

The four gods of the land aid the characters in their quests toward the eventual destruction of the Dark Warlord. Characters gain magic through the deities. Each deity represents an elemental force that is reflected in the manner in which his or her magic spells are cast.

Followers of Susano-oo-no-mikoto - Susano-oo-no-mikoto is the god of the sea. He grants water magic to his followers.

Followers of Amaterasu-oo-mikami - Amaterasu-oo-mikami is the sun goddess. She grants fire magic to her followers.

Followers of O-kuni-nushi - O-kuni-nushi is the god of land. He grants earth magic to his followers.

Followers of Raiden - Raiden is the god of thunder. He grants lightning magic to his followers.

Spell Categories

There are three categories of spells. For each category, there is a different method of using the spells.

Cast Spells: This is a ranged or aggressive spell that is fired at a target. To use a Cast Spell, activate it by selecting it from your spell list, then right-click in the Play Area. Your Active Character will cast the spell. Casting these spells requires Ki. Note the spells such as Granite Barrier, Lava Ring, or Entomb are Cast but are either not ranged or do not need a target.

Active Spells: These spells can not be cast. Instead, they take effect immediately as soon as you activate them by choosing them from your spell list. These spells do not require any Ki.

Passive Spells: These spells can not be activated or cast. Instead, their effects take place as soon as you obtain the spell in the Spell Tree, and remain in effect permanently. For example, the 'Strength Increase' spell increases your strength for the rest of the game. These spells do not require any Ki.

FIRE SPELLS

Immolate
Spell Mode: Cast
Spell Effect: Launches an explosive ball of fire.
Class type available to use: Brick, Wizard

Flame Dart
Spell Mode: Cast
Spell Effect: Launches a single deadly bolt of fire.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman

Flame Blade
Spell Mode: Active
Spell Effect: Causes all melee attacks to have fire damage.
Class type available to use: Archer, Brick, Leader, Ninja, Swordsman, Wizard, Berserker

Inflammable
Spell Mode: Cast
Spell Effect: Sabotages creature to become susceptible to fire damage.
Class type available to use: Ninja, Brick

Fire Dragon
Spell Mode: Cast
Spell Effect: Creates a fire dragon that attacks enemies.
Class type available to use: Wizard

Fire Seeker
Spell Mode: Cast
Spell Effect: Launches a fireball that trails its victims until it makes an explosive impact.
Class type available to use: Archer, Berserker, Brick, Leader, Swordsman

Inferno Strike
Spell Mode: Cast
Spell Effect: Funnels a stream of fire energy toward target.
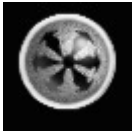Class type available to use: Archer, Berserker, Brick, Leader, Swordsman, Wizard

Fire Kanji
Spell Mode: Cast
Spell Effect: The Fire Kanji targets multiple enemies and burns them with a quick burst of fire.
Class type available to use: Ninja, Wizard

Fire Darts
Spell Mode: Cast
Spell Effect: Launches multiple fire bolts in all forward directions.
Class type available to use: Archer, Berserker, Leader, Ninja, Swordsman

Resist Fire
Spell Mode: Active
Spell Effect: When active, your character will become more resistant to enemy fire magic.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman, Wizard

Incinerate
Spell Mode: Cast
Spell Effect: Casts a furious circular wave of fire in all directions.
Class type available to use: Archer, Berserker, Brick, Leader, Swordsman, Wizard

Flame Barrier
Spell Mode: Cast
Spell Effect: For a limited duration, a waist-level spinning shield blocks a percentage of fire damage.
Class type available to use: Archer, Berserker, Leader, Ninja, Swordsman, Wizard

Fire Storm
Spell Mode: Cast
Spell Effect: Fire violently spirals out, leaving enemies to smolder.
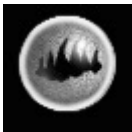Class type available to use: Berserker, Brick, Ninja, Wizard
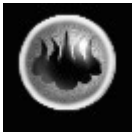
Sunshard
Spell Mode: Cast
Spell Effect: Creates a wall of fire, causing massive damage to any enemy in its path.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman, Wizard

Blastwave
Spell Mode: Cast
Spell Effect: Wall of fire propagates away from character.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman

Lightning Spells

Dexterity Increase
Spell Mode: Passive
Spell Effect: Increases your character's dexterity.
Class type available to use: Archer, Leader, Ninja, Swordsman

Flash Strike
Spell Mode: Cast
Spell Effect: Increases the speed of your melee attack.
Class type available to use: Berserker, Brick, Leader, Ninja, Swordsman

Furious Attack
Spell Mode: Cast
Spell Effect: Increases the speed of your ranged attack.
Class type available to use: Archer

Lightning Bolt
Spell Mode: Cast
Spell Effect: Launches a stream of burning electrical lightning.
Class type available to use: Archer, Berserker, Brick, Leader, Swordsman

Ball Lightning
Spell Mode: Cast
Spell Effect: A ball of electricity is cast at a target.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman

Shock Blade
Spell Mode: Cast
Spell Effect: Adds lightning damage to the total attack.
Class type available to use: Berserker, Brick, Swordsman

Forked Lightning
Spell Mode: Cast
Spell Effect: Casts a chain of lightning that can bounce to multiple targets.
Class type available to use: Archer, Berserker, Leader, Ninja, Swordsman, Wizard

Conductive
Spell Mode: Cast
Spell Effect: Makes targets more susceptible to lightning magic.
Class type available to use: Ninja, Wizard, Archer

Thunder Dragon
Spell Mode: Cast
Spell Effect: Creates a lightning dragon that attacks enemies.
Class type available to use: Wizard

Spark Seeker
Spell Mode: Cast
Spell Effect: Creates a ball of electricity that zeros in on its target.
Class type available to use: Archer, Leader, Swordsman, Wizard

Lightning Strike
Spell Mode: Cast
Spell Effect: Funnels a long-range stream of electric energy toward its target.
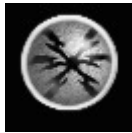Class type available to use: Berserker, Wizard

Lightning Kanji
Spell Mode: Cast
Spell Effect: Targets multiple enemies, burning them with a giant explosion of electric energy.
Class type available to use: Ninja, Wizard

Spark Storm
Spell Mode: Cast
Spell Effect: Fires multiple lightning balls of relentless electric energy.
Class type available to use: Archer, Brick, Leader, Swordsman

Resist Lightning
Spell Mode: Active
Spell Effect: Increases your characters resistance to Lightning.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman, Wizard

Lightning Burst
Spell Mode: Cast
Spell Effect: A chaotic circle of electric energy burns anything in its perimeter.
Class type available to use: Berserker, Brick, Ninja, Wizard

Lightning Shield
Spell Mode: Cast
Spell Effect: Shields your character from Lightning damage for a duration.
Class type available to use: Archer, Berserker, Brick, Leader, Wizard

Thunder Storm
Spell Mode: Cast
Spell Effect: A catastrophic spiral of electronic energy cremates all targets in its perimeter.
Class type available to use: Berserker, Brick, Ninja, Wizard

Arc Wall
Spell Mode: Cast
Spell Effect: A wall of electronic fusion is propelled from your character, burning any target that walks through it.
Class type available to use: Leader, Ninja, Wizard, Swordsman

Lightning Wave
Spell Mode: Cast
Spell Effect: A wave of electric chaos casts away from your character, burning any target in its path.
Class type available to use: Brick, Wizard

Earth Spells

Strength Increase
Spell Mode: Passive
Spell Effect: Adds strength to your character.
Class type available to use: Berserker, Brick, Ninja

Meteor
Spell Mode: Cast
Spell Effect: Fires an explosive ball of lava.
Class type available to use: Brick, Leader, Swordsman, Wizard

Stonebolt
Spell Mode: Cast
Spell Effect: A single, short-range bolt of stone is launched at a target.
Class type available to use: Archer, Brick, Leader, Swordsman, Ninja

Lava Blade
Spell Mode: Active
Spell Effect: Causes all melee attacks to inflict Earth damage.
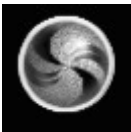Class type available to use: Archer, Brick, Leader, Swordsman

Entomb
Spell Mode: Cast
Spell Effect: Causes more damage from Earth Magic.
Class type available to use: Leader, Ninja, Wizard

Petrify
Spell Mode: Cast
Spell Effect: Immobilizes a target, but the enemy is still able to shoot.
Class type available to use: Berserker, Ninja

Earth Dragon
Spell Mode: Cast
Spell Effect: Creates an Earth dragon that attacks enemies
Class type available to use: Wizard

Lava Seeker
Spell Mode: Cast
Spell Effect: Launches a lavaball that seeks its victims, and explodes on collision.
Class type available to use: Archer, Leader, Swordsman

Earth Strike
Spell Mode: Cast
Spell Effect: Funnels a stream of volcanic energy. Long range.
Class type available to use: Archer, Wizard, Swordsman

Earth Kanji
Spell Mode: Cast
Spell Effect: Targets multiple enemies from long range, burning them with a burst of fire from the depths of the Earth.
Class type available to use: Ninja, Wizard

Brimstone
Spell Mode: Cast
Spell Effect: Launches multiple lava bolts at once.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman

Resist Earth
Spell Mode: Active
Spell Effect: Resist to Earth magic.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja

Granite Barrier
Spell Mode: Cast
Spell Effect: For a limited duration, a spinning shield blocks a percentage of Earth damage.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Wizard
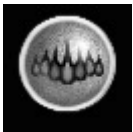
Earth Spears
Spell Mode: Cast
Spell Effect: Rock spikes puncture the ground in seismic waves.
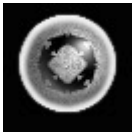Class type available to use: Archer, Brick, Leader, Ninja

Spike Trap
Spell Mode: Cast
Spell Effect: Large spikes pierce the ground.
Class type available to use: Berserker

Lava Ring
Spell Mode: Cast
Spell Effect: launches a circular blast of volcanic lava.
Class type available to use: Wizard, Brick

Lava Wave
Spell Mode: Cast
Spell Effect: Creates a wall of lava, killing the enemy in its path.
Class type available to use: Berserker, Swordsman, Wizard

THRONE OF DARKNESS

Bonus Weapon Skill
Spell Mode: Active
Spell Effect: Increases your weapon skill while selected.
Class type available to use: Ninja

Impenetrable
Spell Mode: Passive
Spell Effect: Permanently increases armor class.
Class type available to use: Leader, Brick, Berserker

Blood Leech
Spell Mode: Active
Spell Effect: All hits decrease health in enemies while leeching health to your character.
Class type available to use: Berserker, Brick, Leader

WATER SPELLS

Vitality Increase
Spell Mode: Passive
Spell Effect: This permanently boosts the vitality of your character.
Class type available to use: Berserker, Brick, Leader

Ki Barrier
Spell Mode: Cast
Spell Effect: Creates a magic shield to stop damage.
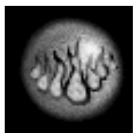Class type available to use: Ninja, Wizard

Ice Spears
Spell Mode: Cast
Spell Effect: Ice spikes puncture the ground in razor sharp waves.
Class type available to use: Leader, Swordsman, Berserker, Swordsman

Ice Trap
Spell Mode: Cast
Spell Effect: Large spikes of ice pierce the ground.
Class type available to use: Swordsman

Water Strike
Spell Mode: Cast
Spell Effect: A high pressure blast of water shoots toward the target at long range.
Class type available to use: Swordsman

Suido
Spell Mode: Cast
Spell Effect: Reflects a percentage the damage received back to the attacker.
Class type available to use: Berserker, Brick, Leader, Archer, Ninja, Wizard, Swordsman
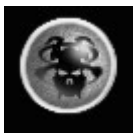
Ki Leech
Spell Mode: Cast
Spell Effect: All hits lower Ki in target and draw it back to the user.
Class type available to use: Leader, Brick, Berserker

Kyudo
Spell Mode: Passive
Spell Effect: Permanently increases your base damage.
Class type available to use: Archer

Stun
Spell Mode: Cast
Spell Effect: Causes the monster to run fleeing in the opposite direction.
Class type available to use: Berserker, Ninja

Comet
Spell Mode: Cast
Spell Effect: Fires an explosive ball of ice.
Class type available to use: Archer, Brick, Leader, Ninja, Swordsman, Wizard

Frostbolt
Spell Mode: Cast
Spell Effect: A sphere of ice is launched at a target at short range.
Class type available to use: Archer, Berserker, Brick, Leader, Swordsman

Ice Blade
Spell Mode: Active
Spell Effect: Causes all melee attacks to inflict water damage.
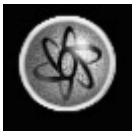Class type available to use: Archer, Berserker, Brick, Swordsman, Ninja

Drown
Spell Mode: Cast
Spell Effect: Makes enemies more susceptible to water magic.
Class type available to use: Archer, Ninja, Swordsman, Wizard, Brick

Freeze
Spell Mode: Cast
Spell Effect: Immobilizes the enemy.
Class type available to use: Brick, Ninja, Wizard

Water Dragon
Spell Mode: Cast
Spell Effect: Creates a water dragon that attacks enemies.
Class type available to use: Wizard

Ice Seeker
Spell Mode: Cast
Spell Effect: Shoots a homing ice ball at target.
Class type available to use: Archer, Leader, Swordsman

Ice Kanji
Spell Mode: Cast
Spell Effect: Ice Kanji targets multiple enemies at short range, burning them with extremely cold gusts of air.
Class type available to use: Leader, Ninja, Wizard

Blizzard
Spell Mode: Cast
Spell Effect: A blast of ice chunks is cast at your target.
Class type available to use: Archer, Leader, Swordsman, Wizard, Berserker

Resist Water
Spell Mode: Active
Spell Effect: Helps your character to resist Water spells only when the spell is active.
Class type available to use: Archer, Berserker, Brick, Leader, Ninja, Swordsman, Wizard

Tidal Wave
Spell Mode: Cast
Spell Effect: Shoots ice balls to all directions.
Class type available to use: Wizard, Archer, Ninja

Icy Barrier
Spell Mode: Cast
Spell Effect: Shields your character from water damage until the spell wears off.
Class type available to use: Archer, Swordsman

Avalanche
Spell Mode: Cast
Spell Effect: A wave of ice is cast at enemy.
Class type available to use: Berserker, Brick

MULTIPLAYER

One of the best ways to experience Throne of Darkness is to play with other people. There are two Multiplayer options on the Main Menu: Play Online and Multiplayer. In the Play Online through Sierra.com, you can find thousands of other gamers to team up with (or compete against). If you choose this option, you play with characters stored on the Sierra.com server over the Internet. If you choose Multiplayer, you play with characters stored locally on your machine on a LAN (Local Area Network) with other players on that network. There is information below concerning both of these options.

The multiplayer campaign in Throne of Darkness is based on a "King of the Hill" style of gameplay. In the multiplayer game, there are four castles of seven samurai, each trying to defeat the minions of the Dark Warlord and overthrow his reign of terror. Seven lieutenants in turn defend the Dark Warlord. In a multiplayer game, up to 8 people can play online at one time. Ultimate victory comes when the Dark Warlord and his minions are defeated by one of the four clans. At this point, the samurai that defeat the Dark Warlord then become his minions, and the game begins again.

PLAYING THROUGH SIERRA.COM

Sierra.com is Sierra's free on-line gaming network. Sierra.com offers a place where gamers can meet, chat, and adventure together. If you've never tried multiplayer games before, Sierra.com is the easiest and fastest way to play Sierra games online. Note that you must have an Internet Service Provider (ISP) to access this feature. While Sierra does not charge for use of Sierra.com, you will still have to pay your regular fees to your ISP.

CONNECTING TO SIERRA.COM

To connect to Sierra.com from the Main Options Screen, click the Play Online button. At this point, you must Log In to Sierra.com with your Sierra.com account name and password. If you do not already have an account, you can create one. After you have created your account, you will be automatically connected to Sierra.com. Make sure you write down your login name and password - you will need it to access your characters on Sierra.com in the future.

Selecting or Creating a Sierra.com Character

This is handled much like regular TCP/IP multiplayer characters except that these are stored on the Sierra.com server. You will not be able to play or have access to these characters except through Sierra.com, and you cannot play your locally stored characters on Sierra.com.

Sierra.com Chat

Send - The chat room will allow you to chat publicly with others players. To do so, click inside your text box and type your message. Press the Send button or hit the enter key on your keyboard and your message will be posted to everyone currently in the chat room.

Whisper - To chat privately with others in your chat room, click inside your text box and type your message. Left-click on the character you wish to whisper to, followed by pressing the Whisper button. This will send the message to only the highlighted character.

Emote - Click this button if you want to send text the whole room can see. For example, if Falcon77 wants to greet all the players in the chat room, he could type, "says what's up" and press the Emote button. Everyone in the Channel then receives the message "Falcon77 says what's up."

Squelch - This feature allows you to block messages form a player. Left-Click on the character you want to block so that it highlights. Press the Squelch button. You will no longer hear any public or private messages from that player.

Unsquelch - Allow messages from a squelched player. Left - click on the character so that it is highlighted. Press the Unsquelch button. You may now receive messages from this player.

Create - This will enable you to create a game of Throne of Darkness. You must name your game, and you may also give it a password to make it private, enter a description and specify the maximum number of players allowed in this game.

Users - This shows you a list of users currently in your chat room.

Join - Displays a list of games you can join. In each game, a number of players currently in that game is listed. Selecting one of the games shows you additional game information including the names and levels of the characters currently in the game. Select "Join" after you have selected a game.

Rooms - This displays a list of other chat rooms you can join. Once you have selected the game you want to join, click "OK."

Servers - This is where the available servers are displayed at Sierra.com.

Help - Click this button to receive tips in getting through this interface. Select it a second time to make the help feature go away.

Quit - Click this button to exit and return to the server selection interface.

TCP/IP AND GENERAL MULTIPLAYER OPTIONS

Multiplayer Throne of Darkness games can be played without using Sierra.com by using the TCP/IP option on a Local Area Network. To do so, one computer must be chosen as the server. To do this, select Multiplayer from the start screen. You will then be presented with a Join/Create screen that shows you all available games currently running. To join a game, highlight it and select Join. To create a game, select Create.

When you create a game, you will be presented with a screen showing various options. Naming the game gives it the title others will see on the Join/Create screen. If you leave the Password blank, anyone can join the game. If you input a Password, only those who have the Password will be able to join. You can also specify limits for the number of players, as well as for character level limits. When you have input the game name, password (if any), and set your limits, left-click **Next.**

The next screen allows you to choose your castle and enable/disable shared castles. Enabling shared castles allows multiple players to play in a single castle. When you enable shared castles you must also select which character(s) you will be playing, as well as the castle. After selecting your castle, and if you've enabled shared castles and your character(s), left-click **Next.**

Finally, you will be presented with a screen that allows you to select or create a new clan. A clan is a collection of up to seven characters representing the different character types in each castle. Select from the list on the left or create a new clan and lift-click Next…the game begins.

In-game Chat

During a multiplayer game you can easily communicate with other players by pressing the Enter key. A small area will open at the bottom of the Play Area. Start typing and you'll see your message appear as you type. When you're ready to send your message, press Enter and it is sent.

ITEMS

Items play a key role in the RPG genre - they allow a player to establish an identity for characters by customizing their possessions. Items form one of the main ingredients of the game's addictive qualities. They create a Pavlovian reward system that keeps players itching to find out what item they will get if they play for "just one more minute."

The Throne of Darkness world contains the following categories of items:

Armor - This provides protection for the character.

Masks - These provide additional magical powers for the character.

Melee Weapons - This is weaponry for the character.

Ranged Weapons - This is ranged weaponry for the character.

Amulets - This is a group of items. Prayer Beads, Jewels, Medicine Cases, and Talismans are under this group. They provide additional magic support for the character.

Potions - Ki, Health, Restorative.

Components - These are used to customize an item. Gems are also included in the Components group as they can enhance the effects of normal components if used in certain combinations.

Treasure - This is gold, and can be used to purchase items or services.

Gems - Gems are special components that multiply the effect of standard components. Gems will only multiply the effect of components if they are used at the same time a Gem is used for customization. Gems will only modify the specific elemental groups of components. (For example, Mercury only affects Fire element components such as Purple Soul Shards).

If more than one gem is used at any one time, the multipliers add together, then multiply the standard components. For example, if three Mercury Glob Gems are used during customization, they will multiply any fire component by six.

If a Gem is added during customization but no standard components that the Gem affects are added, it will be wasted if the customization is completed.

WEAPONS

Wakizashi (or Kodachi) - Normally considered a weapon that is paired for image reasons with the katana, the wakizashi is also used in enclosed spaces where a katana cannot be employed. When used alone, the Wakizashi ("slung at the side") is called a Kodachi ("small sword"). Although it is typically used by itself by shinobi (ninja) and the Toda style, it is also used in dual sword styles, where it is utilized in much the same way as a main-gauche weapon is in fencing.

Hachiwari - A shorter version of the Wakizashi, the Hachiwari ("helmet cracker") is used to parry blades, and its point can be used for thrusts. This weapon is not sharpened and is made out of a softer metal so it does not break when parrying.

Katana (or Tachi) - The standard weapon of a samurai, it is used in a variety of different styles, from the all-around technique of the Yagyu Shinkage Ryu to the lightning strike of the Jigen Ryu. Some of the heroes will be proficient in the Nitouichi style, in which are employed two swords at once.

Nodachi - A longer version of the katana, the nodachi can only be wielded two-handed. Its longer reach makes this weapon particularly dangerous. It is utilized by the Battou Tamiya style.

Kabutsuchi - A Korean sword that curves forward two-thirds of the way up the blade and places most of its weight near the apex. This allows the wielder to inflict a vicious chopping wound that is more severe than that of the standard katana. The Kabutsuchi is closer to an axe in its implementation than a sword. A one-handed weapon, the Kabutsuchi may be used in parallel with another weapon.

Nagamaki - A weapon very similar to the nodachi, the nagamaki has the same extended blade, but a longer handle. A two-handed sword, this weapon is used by shock troops because of its intimidating size.

Naginata - A pole arm with a sword blade mounted on the end, the naginata is a fearsome weapon which allows the wielder to strike with much more force than the katana.

Yari - Spear. The spearhead is longer than the standard European blade allowing slashing attacks. This is a two-handed weapon.

Masakari - Another pole arm that is topped with an axe head. This weapon is not often used due to its unwieldy nature. This is a two-handed weapon.

Kumade - Translating as "bear's paw," this is a pole arm with a clawed head. The head allows raking attacks and is also used to dismount horsemen. A lethal version of a mancatcher.

Tetsu Bo - Also known as the kanabo, this is a long, studded octagonal shaft of metal and wood - in short, a giant club. This weapon can only be used by only the strongest of individuals. Unfortunately, this makes it the preferred weapon of oni because of their stupendous strength. The Japanese language even has a proverb after it, "oni ni kanabo," which means giving somebody a tool which will allow that person to become invincible. Definitely a two-handed weapon.

Kunai - A small throwing knife the size of a dagger. Created by the ninja because of its similarity in appearance with the knives merchants used, thereby allowing them to pass off this weapon as "tools of the (merchant) trade".

Shuriken - Also known as "throwing stars," these four-to-eight pointed discs can be thrown en-masse because of their small size. The favored weapon of ninja.

Kabutowari - Tiny throwing darts that look like two cones joined at the base. Kabutowari are often thrown in multiples, but their small size makes them ill suited for piercing heavy armor.

Hankyu - Literally meaning "half-bow," this is a half-sized bow used primarily in enclosed areas where the standard asymmetrical bow would be too cumbersome.

Yumi - The full-sized asymmetrical bow most commonly used. Made up of a variety of materials, Yumi fire a variety of different types of arrows.
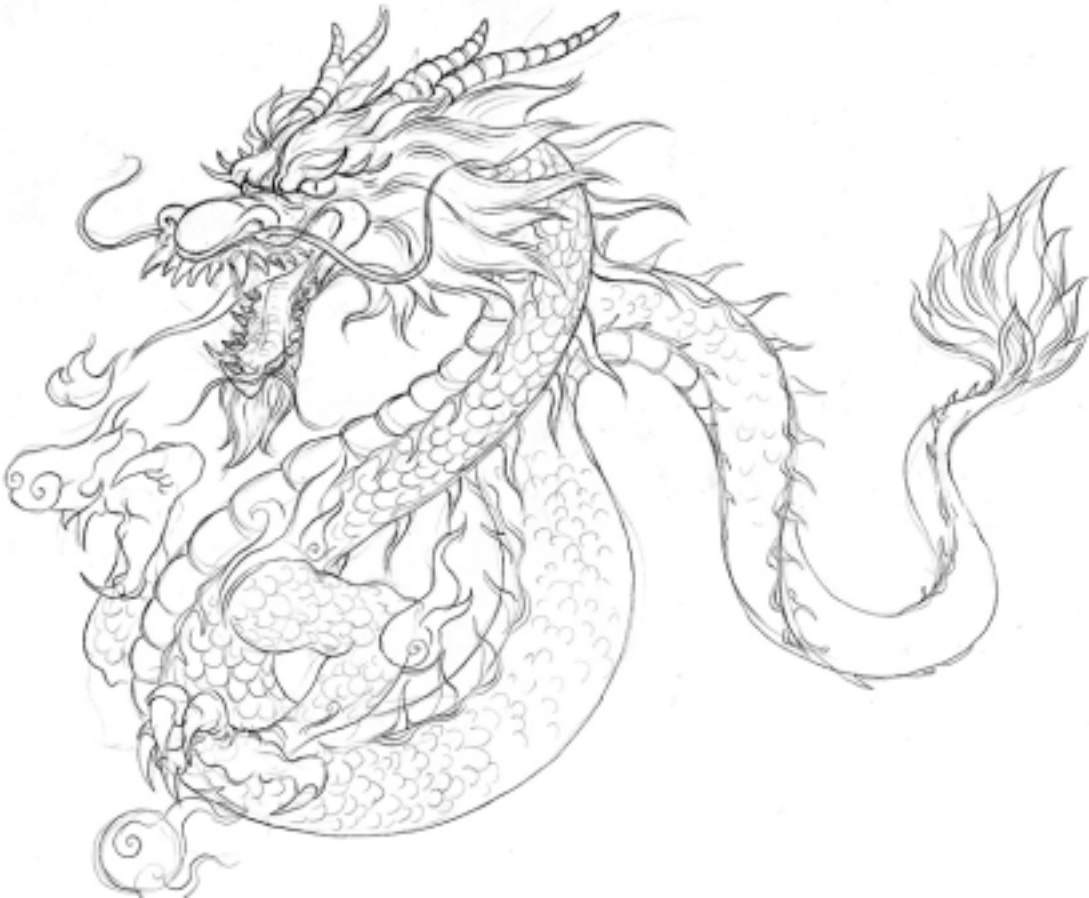
Opponents

Elder Kappa

Tainted by the effects of the Dark Warlord, these gigantic shelled leviathans are some of the largest creatures in the land. Their powerful slashes can disembowel a man in the blink of an eye. The shells of the Ancient Kappa can be used to make an excellent armor, among other things.

Kappa Small Kappa

These small water spirits are humanoid in form with small shells on their backs - their size belies a great strength. The child kappa attacks in mobs, overwhelming their opponent. Their chief delight is devouring the intestines of their victims.

Neanderskull

The largest of the Dark Warlord's army of the undead, Neanderskulls are an alchemistic combination of giant apes and humans. These gargantuan soldiers wield a maul that can flatten a grown man with one hit. Their dull nature makes them a soldier that is slow to react to attacks, but at the same time, they are impossible to rout because they fear nothing.

Priestesses

A twisted version of the pious and pure Shinto priestesses, these supernaturally beautiful demons take delight in cursing their targets with horrible pain before blasting them apart with magically enhanced arrows. Shunning the more mundane forms of movement, these treacherous creatures make their way around by floating above the ground.

Shadow Commander

Larger then the standard Shadow Soldier, Shadow Commanders are fearsome fighters, keeping their troops in line through fear and intimidation.

Shadow Soldier

The most numerous of the Dark Warlord's army, Shadow Soldiers are simple undead constructs of bone and sinew, kept together by the sheer willpower of the evil spirits housed inside of them.

Baké Yoroi

The Baké Yoroi are highly skilled swordsman, comparable to a grand master. They prefer to use double katanas, making them twice as deadly. They are relentless assassins, and any intruder coming across them will become victim to an atrocious execution.

Evil Female Ninja

Evil Female Ninjas have stealth and aggressive melee attack skills. They also have spell casting abilities with long range capability. They throw a powerful blade that does both physical and elemental damage, and their allegiance with the Dark Warlord allows them to do damage from multiple elements.

Fallen Hero Foot

In life they were once mighty samurai, but now they have been brought back from the dead to serve their new master, The Dark Warlord, Zanshin.

Shadow Assassin

The Shadow Assassin attacks with stealth and cunning. They are difficult to detect and can use their weapons from short and long range. If able to sneak up behind a samurai, the shadow assassin can do double damage with a backstab attack. It is impossible to find a Shadow Assassin who is not aware of the samurai's presence.

Fallen Sorcerer

The dreaded Fallen Sorcerers were handpicked and trained in the dark arts by the evil wizard, Tenkai.

Debu

These lumbering behemoths act as the slave drivers for the Dark Warlords' prisoners. Although they are slow, they make up for it in sheer strength.

Forest Oni

Distant cousins to the Mountain Oni, these creatures are more bestial and have a taste for human flesh.

Guardian Dragon

Guardian Dragons are among the strongest enemies and they are able to knock a samurai down with a single blow from their powerful claws. If provoked, the Guardian Dragon makes the earth shake then it charges and pounces on the samurai.

Kehei

Charging on their horses, the Mounted Fallen Heroes (Kehei) swing their weapons wildly. The charge is a devastating attack as well as an impenetrable defense. Once encountered, the Mounted Fallen Heroes are virtually impossible to escape from.

Evil Monk

The Evil Monks have been corrupted and now wield magic in the service of their master, The Dark Warlord.

Mountain Oni

The mighty Mountain Oni are a combination of cunning and raw power, making them especially dangerous to engage. Their strength allows them to wield the largest of pole arms, the kanabo as their weapon of choice. In addition, their intelligence allows them to use spells. Mountain Oni have incredibly acute senses, but are overconfident and lazy. They typically are found lounging about drinking sake or scratching themselves. When they are aroused, they will hunt targets down to their deaths.

Rouzoku

It is rumored that hidden among the ravenous packs of Yama Inu are deadly shape shifters called Rouzoku who can also walk as men.

Spider Witch

The caves are said to be home of the Spider Witch and her sisters. Beware of their magic, for they prey on the unsuspecting!

Scorpion Dragon

The Scorpion Dragon is fast and unpredictable. Its long neck allows it to lunge forward with a ferocious bite. The Scorpion Dragon (as the name may suggest) has a stinger at the end of its tail and will use it to attack from the front and the back simultaneously. It can also use its tail to cast spells.

Skeleton Archer

The most vulnerable of Zanshin's Army of the Dead are the Shadow Archers who engage the enemy from afar and flee from close range attack. Bravest among them are the Skeleton Archer Snipers who guard Zanshin's supply depots with deadly accuracy and refuse to retreat.

Tengu

The Tengu are fierce bird-like warriors who attack in well-organized groups. Their blows are so powerful that they can knock the samurai back. The Tengu are brilliant acrobats and highly skilled martial artists.

Troll

Do not underestimate Trolls because of their size or often comic behavior. These little creatures are deadly when encountered in large groups.

Yama-Inu

These demonic wolf clans are found in packs and can rip through the toughest armor with their razor sharp teeth.

Winged Serpent

These powerful beasts live high in the mountains. Winged Serpents swoop out of the sky and attack anyone foolish enough to attempt the treacherous climb to reach Zanshin's Mountain Fortress.

Note: There are a few other creatures you will encounter as you progress to the ultimate battle. We've intentionally left them off of this list to give you an occasional surprise!

CREDITS

CLICK ENTERTAINMENT

Game Design
Click Entertainment

Project and Design Leads
D. Isaac Gartner, Ben Haas

Game Concept
Ben Haas

Senior Producer
Leif Jensen

Design
Victor Lee, Aaron Akagi, Koji Goto, Anthony Doe

Technical Director
D. Isaac Gartner

Programmers
Baris Yaman, Martin Simpson, Brian Chrisman, Patrick Crosby, Mike Humphrey, Tom Thompson, Evan Saloman.

Additional Programming
Fahri Tuncer

Art Direction
Ben Haas, Victor Lee

Character Artists
George Schmidt, Jae cheol Hong, Herman Wong, Patrick Tougas, Edwin Loo, Anthony Doe

Background Artists
Ivetta Harte, Eugene Galang, Erik Cufino, Eric Queen, Mike Badillo, Tim Brannon

Interface Artists
Victor Lee, Jon Bodenshot, Erik Cufino, Dean Yuen, Kim Cogan

Special Effects
Edwin Loo, George Schmidt, Joe Peterson

Technical Artists
Erik Cufino, Jon Bodenshot, Leif Jensen

Music
Mark Hardy, Etienne Grunenwald

Lead Sound Design
Etienne Grunenwald

Additional Sound Design
Twin Cell

Post Production Audio
Etienne Grunenwald

Lead Level Design
Erik Cufino

Level Design
Gene Galang, Jon Bodenshot, Ivetta Harte, Aaron Akagi, Leif Jensen

Story and Dialogue
Ben Haas, Tom Thomson, Aaron Akagi, Leif Jensen, Erik Cufino

Content Design
Koji Goto, Anthony Doe, Tom Thomson, Herman Wong, Kei Kobara

Network Administration and Technical Services
Koji Goto, Tom Thompson

Manual Design and Layout
Leif Jensen

Manual Artwork
Victor Lee, Aaron Akagi

Cinematic Direction
Anthony Doe, Blair Simmons

Cinematic Script Writers
Koji Goto, Blair Simmons, Anthony Doe

Cinematic Artists and Animators
Blair Simmons, Anthony Doe, Kei Kobara, Herrick Chu

QA Project Lead
Anthony Doe, Edwin Loo

SIERRA CREDITS

Executive Producer
Mark Seibert

Producer
Jeff Pobst

DREAMS Engineer
Evan Buehler

Sierra.com

Engineering
Mike Nicolino, Bill Dewey, Brent LaPoint, Lee Olds, Darren Robinson, Brian Rothstein, Dean Webster

Production
Ross Perez, Ron Daniels

IT
Aaron Hunt, Jeff Routledge, Maruti Sharma, Noel Wade

Manual Design and Layout
Mark Seibert, Cheryl Sweeney, Julie Pitt

Voice Direction
Leif Jensen, Mark Seibert

Voice Casting
Voice Caster

Voice Recording Engineer
Recorded at Waves, engineered by Michael Klinger

Voice Acting
Yuji Okumoto, Jack Angel, Sab Shimono, Walker Edmiston, Kim Mai Guest, Darryl Kurylo, Bob Bergen, Todao Tomamatsu, Steven Blum, Mark Klastorin, Nick Epstein

QA Director
Gary Stevens

QA Supervisor
Ken Eaton

QA Lead
Tharlie Richardson

QA Testers

Darren Cannon, Katrina Quan, Donald Fisk (Squirral), David Webber, John Largis, Niko Simonson, Chris Bourdon, Jared Guthrie, Rick Gusa, Stephen Musch, Marc Nagel, Jon Pulling, Bryan Wilkinson, Rich Nelson, Dave Jordan

Compatibility Testers

Sean Meichle, Sue Ung

CPC

Chris Slack

Localization

Senior Project Manager - Eileen Lineen, Engineering Lead - David Doheny
QA Lead - Jesus Baquedano Ferrer, Graphic Artist - Bill Sweeney

Public Relations

Hillary Crowley, Public Relations Manager, Kelly Cosner, PR Associate Manager Eliza Mixon, PR Associate Manager

Marketing

Koren Buckner, Director of Marketing, Charles Holtzclaw, Brand Manager Adam Fossa, Associate Brand Manager

Special Thanks To

Mike Ryder, Dave Grenewetzki, Mark Hood, Jim Veeveart, Scott Lynch, Bernadette Pryor, and Zippy the Wonder Llama!

THRONE OF DARKNESS QUICK REFERENCE

BASIC GAME CONTROLS

Esc - Toggles the Esc menu on/off and exits other menus.

Left Mouse Button:

- Click on a monster to attack it.
- Click on a spot on the ground to go to that spot.
- Click and hold to continue running towards the hand icon.
- Pick up/drop items onto the ground, inventory, or belt.
- Operate shrines, doors, and chests.
- Interact with NPCs.

Right Mouse Button

- Drink a selected potion.
- Cast Spells.

B - Blacksmith Interface
C - Character Stats Interface
D - Daimyo Interface
F - Formation Direction
I - Inventory
M - Map
P - Priest Interface
Q - Quest Interface
R - Characters retreat back to active samurai
S - Spell Tree Interface
T - Tactics Interface
X - Exchange Weapons

F1 - Char Select #1
F2 - Char Select #2
F3 - Char Select #3
F4 - Char Select #4
F5 - Tactic #1
F6 - Tactic #2
F7 - Tactic #3
F8 - Tactic #4
F9 - Spell #1
F10 - Spell #2
F11 - Spell #3
F12 - Spell #4

1 - Tool belt #1
2 - Tool belt #2
3 - Tool belt #3
4 - Tool belt #4

Spacebar - Switch Leader
Shift - left-clicking allows you to attack from your current location.
Alt - Item tool tips
Enter - Chat

CUSTOMER SERVICES

Technical Support Tel: (0118) 920 9111
Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5pm Monday to Friday.**

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z

Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

Vivendi Universal Interactive Publishing UK Ltd.

Customer Services / Mail Order / Tech Support Department
2 Beacontree Plaza
Gillette Way
Reading • Berkshire
RG2 0BS
United Kingdom

Sierra UK Web site

http://www.sierra-online.co.uk

UK Website includes on-line shopping, special offers, technical support, product information, game demos, patches and much, much more.

Hintline (UK callers only)

09063 636261

24 hrs. Automated service requires a touch tone phone. Calls cost 60p/min. at all times. Max call length 5 minutes. Max call charge at £3.00 at all times

WARRANTY

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM.

This software program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work of Sierra On-line Inc., its subsidiaries, licensors and/or its suppliers. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License").
The Program is solely for use by end users according to the terms of the License.
Any use, reproduction or redistribution of the Program not in accordance with the terms of the License is expressly prohibited.

END USER LICENSE AGREEMENT
1. Limited Use License.
Sierra On-line Inc., ("the Licensor") hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on either a home or portable computer. You may not network the Program or otherwise install it or use it on more than one computer at a time, except if expressly authorised otherwise in the applicable documentation which you should refer to if :
(a) The Program contains a Level Editor ("Editor") that allows you to create custom levels or other materials for your personal use in connection with the Program ("New Materials").
(b) The Program has a multi-player capability
The Program is licensed not sold. Your license confers no title or ownership in the Program.

2. Ownership.
All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by the Licensor or its licensors.
The Program is protected by the English copyright laws , international copyright treaties and conventions and any other applicable laws. All rights are reserved. The Program may contain certain licensed materials and the Licensor's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.
A. Subject to the Grant of License herein above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of the Licensor.

B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own use, but you are not be entitled to:
(i) sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the Licensor prior written consent ;
(ii) publish and/or distribute the computer images, sound, files, fonts, graphics, clipart, animations, photographs, databases or other content of the Program (including without limitation, for resale printed materials for your personal or business use (e.g., flyers and brochures) and on your personal and business website);
use any of the computer images related to identifiable individuals or entities in a manner which suggests their association with or endorsement of any product or services ;
(iii) exploit the Program or any of its parts, computer images, sound files, fonts, graphics, clipart, animations, photographs, databases or other content in the Program, for any commercial purpose including, but not limited to, use at a cyber café, computer gaming centre or any other location-based site.
(iv) host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by the Licensor in the network feature of the Program, through protocol emulation, tunnelling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed,
for any purpose including, but not limited to network play over the Internet, network play utilising commercial or non-commercial gaming networks or as part of content aggregation networks without the Licensor prior written consent .

4. Program Transfer.
You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License and you agree to remove the Program from you home or portable computer.

5. Termination.

This License is effective until terminated. You may terminate the License at any time by destroying the Program and any New Material. The Licensor may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Material.

6. Export Controls.

The Program may not be re-exported, download or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or anyone on the U.S. Treasury Department's list of Specially Designated National or the U.S. Treasury Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. Limited Warranty.

THE LICENSOR EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM, EDITOR, AND MANUAL(S). THE PROGRAM, EDITOR AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WAR-RANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. THE LICENSOR FURTHER DISCLAIMS ALL WAR-RANTIES WITH REGARD TO YEAR 2000 COMPLIANCE OF THE SOFTWARE. SPECIFICALLY, THE LICENSOR MAKES NO WARRANTIES THAT THE PER-FORMANCE OR FUNCTIONALITY OF THE PROGRAM WILL NOT BE AFFECTED BY DATES PRIOR TO, DURING OR AFTER THE YEAR 2000, OR THAT THE PROGRAM WILL BE CAPABLE OF CORRECTLY PROCESSING, PROVIDING, AND/OR RECEIVING DATE INFORMATION WITHIN AND BETWEEN CEN-TURIES, INCLUDING THE PROPER EXCHANGE OF DATE INFORMATION BETWEEN PRODUCTS OR APPLICATIONS ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY DISCLAIMED.
The entire risk arising out of use or performance of the Program, Editor and Manual(s) remains with you ,
However the Licensor warrants that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of ninety (90) days from the date of your purchase of the Program
In the event that the media proves to be defective during that time period, and upon presentation to the Licensor of proof of purchase of the defective Program, the Licensor will at its option 1) correct any defect, 2) provide you with a product of equal value, or 3) refund your money. Some states/jurisdiction do not allow limitation on duration of an implied warranty, so the above limitation may not apply to you.

In case you would like to exchange the product or refund you money, notably if the product is defective, please refer to the "Technical Support Policy" herein included.

8. Limitation of Liability.

NEITHER THE LICENSOR , ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM OR EDITOR
INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.
Some countries do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied war-ranty lasts, so above limitations or exclusion may not apply to you.

9. Equitable Remedies.

You hereby agree that the Licensor would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that the Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as the Licensor may otherwise have available to it under applicable laws.

10. Miscellaneous.

The License shall be deemed to have been made and executed in England, and any dispute arising hereunder shall be resolved in accordance with the English law. This License may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties.
In the event that any provision of this License shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such pro-vision will be enforced to the maximum extent permissible and the remaining portions of this License shall remain in full force and effect.
The terms and conditions of a paper printed licence eventually accompanying the Program prevail on any terms and condition of a license even-tually included in the Program and that could appear on screen.
You hereby acknowledge that you have read and understand the foregoing License and agree that the action of installing the Program is an acknowledgement of your agreement to be bound by the terms and conditions of the License contained herein. You also acknowledge and agree that this License is the complete and exclusive statement of the agreement between the Licensor and you and that the License supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between the Licensor and you including any incon-sistent written license agreement or on-line help accompanying the Program.

TECHNICAL SUPPORT POLICY

Attention : *The technical support will only be available for private use complying with the terms of the End User License Agreement attached to the Product and to which you have agreed. Consequently, the technical support will not, in any case, be available for commercial or professional use of the Product.*

Exchange Procedure for faulty CD-Rom, DVD-Rom or floppy disks

If during the 90 days period following your purchase of the product, you notice that the CD-Rom, DVD-Rom or floppy disk is defective or scratched, the technical support will be able to exchange the Product free of charge, if you:

- send the faulty CD-Rom, DVD-Rom or floppy disk back to the address indicated in the manual
- send a dated proof of purchase of the defective product (e.g. purchase ticket)

Please, do not forget to join in your letter, your name, address and a phone number where it is possible to reach you during the day.

After this 90 days period, if you want to exchange the CD-Rom, DVD-Rom or floppy disk (from a defective or scratched material only), thank you for sending back to the address indicated in the manual, the said CD-Rom, DVD-Rom or floppy disk and to join to your letter a £6-00 cheque for each defective material established to Vivendi Universal Interactive Publishing UK Ltd.

Please address your letters to the Technical Support *

Exchange Procedure for the manuals

If you have lost or torn your manual or documentation associated to the product, the technical support will be able to send you new ones, under the following conditions:
Thank you for sending to the technical support a copy of the floppy disk #1, the CD-Rom or DVD-Rom and to join a £6-00 cheque established to Vivendi Universal Interactive Publishing UK Ltd. with your letter.

Please, do not forget to join in your letter, your name, address and a phone number where it is possible to reach you during the day.

The technical support's address and phone number are indicated in the manual.

• We recommend that you send a letter by registered mail.

The Technical Support won't be responsible for any loss or damage caused by the mail delivery services.
Any shipping charge will be at your own expense

Notes:

NOTES: . . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .

. . . .