JOURNAL OF SIERNAN

DARKNESS HAS DESCENDED UPON PARTHORIS AGAIN.
I FEAR THAT THIS TIME THERE SHALL BE NO ONE TO LIFT THE
DAMP VEIL THAT HAS BLANKETED MY BEAUTIFUL HOMELAND.
THE PLAGUE STRUCK QUICKLY, AND IT WAS NOT UNTIL TOO MANY
WERE INFECTED THAT ANYONE TOOK NOTICE OF THE CREEPING DEATH.
NOW, CITY STREETS ARE FILLED WITH THE NOXIOUS GREEN PLAGUE
VAPORS THAT CAUSE INSANITY AND THEN DEATH TO ANY THAT
ARE UNFORTUNATE ENOUGH TO INHALE IT. MOST ARE WARPED
AND TWISTED INTO A BLOOD-CRAZED RAGE THAT DRIVES THEM
TO ASSAULT NEARLY ANY THAT THEY ENCOUNTER. MY PEOPLE
HAVE FARED BETTER THAN THE SIDHE, BUT EVEN THOSE
NOBLE BEINGS HAVE REGRESSED INTO MINDLESS BARBARISM.
PERHAPS I WILL BE ABLE TO FIND SOME MEANS TO CURE THIS
TERRIBLE NEMESIS THAT HAS BEFALLEN MY HOMELAND.
IF NOT, I FEAR ALL WILL BE LOST.

CONTENTS

EXCERPTS FROM THE CHRONICLES OF PARTHORIS, COMPILED BY THOLIA, SSITHRA HISTORIAN

THE COMING OF D'SPARIL.

Ages ago, when Parthoris existed in relative peace, five races walked the land. The Seraphs had withdrawn beyond the Worlds End Mountains. Each race built great cities, temples, and centers of wisdom from the knowledge that the great Seraphs left in the wake of their passing. But the Seraphs left behind more than their wisdom when they removed themselves from the affairs of Parthoris. Their passing left the young races vulnerable to the powers of the Outer Worlds.

It is said that the Seraphs foresaw the coming of D'sparil, but if this is true they did nothing to intervene.

As the five races settled into their destined roles, three majestic demon brothers began to formulate a plan of conquest of three different inner worlds. D'sparil, having watched the passing of the great Seraphs, prepared his armies to sweep across Parthoris.

On the Day of Darkness, D'sparil opened World Ripples in each of the great cities of Parthoris. Andoria, K'chekrik, S'chekrik, Vendra, Savria, Thurge, Biskol, and Silverspring. He marched his armies into these cities, and by nightfall each was under his iron rule. Only Silverspring managed to resist his conquest for a short time. The Celestial Watcher had the night before seen a change in the star patterns which allowed Silverspring to prepare for the coming doom. Most fled the city and hid in the Darkmire swamps and the Kell Mountains.

As D'sparil began the second phase of his conquest, the four races that had fallen to his might on the Day of Darkness were subjected to the powerful charisma of D'sparil's presence. Over time, they succumbed to his will and freely chose D'sparil as the rightful ruler of Parthoris.

D'sparil reigned supreme, until a hero arose to combat his evil.

BRIAN LELLETIER

THE HERETIC

Huddled in the occupied streets of Silverspring, now called the City of the Damned, a young Sidhe began to unlock the mysteries of the lost artifacts of the Seraphs. He unearthed an ancient magic wand that the Seraphs had made as a gift to the first Celestial Watcher. Its power was limited, but it was enough to allow Corvus to start fighting back against D'sparil's minions.

As news of Corvus's defiance traveled across Parthoris, he was dubbed the Heretic. He did not conform to the laws of D'sparil. He fought back against the ravaging hoards of the demonic armies. He openly defied D'sparil's power.

Corvus traveled from city to city looking for D'sparil's stronghold. He fought the legions with every step of his journey, but his search uncovered more than just D'sparil. He found caches of the Seraph's lost magic, including one of the famed Tomes of Power. Using the newly unearthed artifacts, Corvus attacked D'sparil's stronghold on the ocean floor with renewed vigor.

Face to face in D'sparil's domed city, Corvus and D'sparil pummeled each other, blow after blow. Even with his serpent slain, D'sparil still came at Corvus with all of his demonic fury, but in the end it was a final blow from the Phoenix Rod that caused D'sparil to erupt into a conflagration of fury, fueled by the oppression of Parthoris.

D'sparil cried out in anguish as his robes and flesh were seared from his bones. With is dying breath, he cried out a curse that set into motion Corvus's fate.

THE OUTER WORLDS

D'sparil was defeated. Corvus stepped through the world ripple expecting to cross over into Silverspring. As he crossed through the dimensional portal, he discovered the full meaning of D'sparil's curse. He was trapped in the Outer Worlds with no apparent means of returning home.

For years he wandered among the seemingly infinite landscapes that make up the Outer Worlds. Each new world was more desolate and alien than the last. He learned that D'sparil had two brothers that had laid plans to conquer other worlds, and as he traveled across the barren landscapes Corvus became increasingly aware of how widespread the taint of the Serpent Riders really was. Most of D'sparil's army had been composed of creatures that were the twisted remnants of once normal civilizations, and he heard tales of the Serpent Riders using mass enslavement to bulk up the ranks of their armies. Corvus did not know where the other two Serpent Riders traveled to, but he hoped that these unfortunate worlds were more successful at stopping the demons than his people had been.

The only relics Corvus managed to retain were his fighting staff and the Tome of Power that I have imbued my essence into. All of his other weapons were rendered inert and useless. The knowledge contained in my pages became his most valued possession. I had lost most of my power after the battle with D'sparil, but I was able to refocus my energy slowly during the course of our travels. Eventually, I was able to reveal my presence to Corvus. I guided him, and eventually related the story of my creation.

Ages ago I was a Seraph, but I, along with my seven sisters, was given the honor of becoming one with the seven Tomes of Power. Each of the Tomes carried different pieces of our knowledge. Our greatest seers had foreseen our departure from the affairs of Parthoris and we knew the necessity of maintaining the wisdom of our race. The seven Tomes were created, infused with our life force, and then they were given to our cousins, the Sidhe.

A WAY HOME

Years of wandering the Outer Worlds hardened Corvus. Alone in the alien worlds, Corvus was forced to fight for his life with the only weapon that he had, his staff. He fashioned it into a pole arm of sorts by lashing a blade to one end. I began to teach him about the lost magic of the Seraphs. It was only after years of practice that he gained mastery of the magical foundations that I taught him. With this education, Corvus will be able to quickly learn and use most any spell based upon our tradition of magic.

Decades past before I stumbled upon a means for us to return home. Corvus was engaged in a fierce battle with a demon when I felt the opening of a nearby World Ripple. This Ripple felt different than any of the others that we had traveled through, I could feel the faint call of my sister Tomes from the other side of the ripple. They cried out in pain, for they were being used for powerful magic. The ripple was a means home.

Using the other Tomes as a beacon, I guided Corvus to the ripple. As he stepped through, I was confident that our search was, at long last, over.

THE ATLAS OF PARTHORIS
FROM THE COLLECTED WORKS OF ORTHIS

THE SIDHE PEOPLE

The Sidhe people are a tall, thin race of delicately boned people. Most of these folk live full yet simple lives in which even the lowliest in social standing is exposed to the benefits of higher learning.

Being the descendants of the Seraphs the Sidhe have more access to the magic that the Seraphs left in the wake of their departure. But their delicate control over magic has left them, at times, more susceptible to it as well. It has been so long since the Seraphs have left the world that much of the inner workings of their magic have been lost. The artifacts that the Seraphs left behind are still evident in aspects of Sidhe everyday lives. Simple shrines dedicated to the preservation of the Seraph magic, dot the landscape of Parthoris. These are the most common of the Seraph artifacts that are used in everyday life.

When D'sparil brought his armies against the world, the Sidhe were the hardest hit by his minions. They did not succumb to his iron rule. They fought back for a time, but even their magic could not withstand the oncoming stampede of D'sparil's armies. Defeated, most of the surviving Sidhe hid in the Kell Mountains, away from D'sparil's execution squads. It was from these hiding refugees that the greatest hero that Parthoris has ever seen arose. Corvus fought back against D'sparil's minions when all others had fled or had been brainwashed by the demon's powerful magic.

With D'sparil defeated, the Sidhe have rebuilt their beautiful cities, the greatest of which is Silverspring. The Sidhe have built cities all across Parthoris, several of them after the D'sparil wars.

THE SSITHRA PEOPLE

The Ssithra are an amphibious race that build their cities on both the land and in the murky waters of the swamps that they prefer to live near. The average Ssithra is taller than a Sidhe when standing fully upright, but most Ssithra tend to slouch by hunching their backs and standing with slightly bent knees. Many of the Ssithra dedicate their lives to academia and religion, preferring to trade with others rather than manufacturing goods for themselves.

In recent years the Ssithra have become culturally divided. They have a long history of using violence as a means to an end, and they are known for their religious fanaticism. For centuries they have practiced blood rituals, which require living sacrifices to be drowned in pools of Earthblood (which is considered the very essence of life on Parthoris). The current city leaders have started to move beyond the old ways of blood sacrifice and violence in an effort to move their people into a new era of learning, enlightenment, and peace. Their efforts have divided many of the cities because of a faction of Ssithra that still cling to the old ways. Both factions are dedicated to higher learning and the study of the world at large.

The Ssithra have built many libraries and museums dedicated to the arts that they hold to be most precious. Andoria, the Ssithra capital, was built ages ago. Since D'sparil ravaged this portion of Parthoris, the swamp city has been sinking deeper into the water. The Ssithra have made several attempts to slow the sinking, but their efforts have met with only limited success and portions of the city now lie in ruins. D'sparil's coming was a milestone in Ssithra history. Before he came, they were united in their methods and ideals; after he was defeated, their civilization became divided.

THE T'CHEKRIK PEOPLE

The T'chekrik are a people that have evolved in the wastelands of Parthoris. They are covered in a heavy carapace armor and stand upright on two of six limbs. This leaves their other four limbs free for spell casting, combat, or other tasks, giving them the overall appearance of seven foot tall insectoids. The rear legs of the T'chekrik are powerful limbs that can be used for leaping both vertically and horizontally.

The Katlit'k canyon serves as home to all of the T'chekrik colonies. Their cities exist almost entirely underground, having been carved from the rock that forms the canyon walls. All of the cities are divided into two districts. The larger of the two districts houses the males of the race, whereas the smaller, more secluded sector is home to the females.

The T'chekrik hold the females of their species above all else; they are the life-bringers as well as the spiritual and social leaders of their society. The males are the warriors and the laborers of their society. They protect the city from any intruders, and a few lucky warriors are allowed to enter the Chekriks, or female homes, to serve as elite guards and possibly as a mate to a mother.

THE OGLES

An Ogle is a short, pathetic looking creature that lives in the darkest part of almost any mountain range. They are very timid by nature, preferring to hide instead of confronting danger. Only when they are directly attacked do they defend themselves; if any of their number are attacked, they generally will strike back at the assailant as a group.

Ogles have always been the workers of Parthoris. Their small stature and non-combative attitudes have forced them to pound their survival out of the mountains. Preferring to hide and avoid contact with outsiders, the Ogles generally live in the shadows of the many mountains of Parthoris. Here they mine and work the metals that they extract from the rock. Their metalworking skills are renowned throughout Parthoris.

Unfortunately for them, their meek nature has also made them prime targets for slavery. Over the centuries, the Ogles have been captured and forced into slavery countless times by the more dominant races of Parthoris.

BRIAN PELLETIER

THE CAURTHORIANS

The Caurthorians are a warlike race that was crippled during the D'sparil wars when the demon's armies stormed across the continent. They are tall thin people that resemble sinuous reptiles. Their culture lacks a cohesive government of any kind. They live in small clans that are generally formed through family ties. The few Caurthorian cities that do exist are simply loose collections of clans that have gathered together to share resources and for mutual protection.

The Caurthorian's warlike nature has made them nearly perfect warriors and assassins. They are trained to fight from the moment they are able to walk. All adult Caurthorians are expected to be able to fight; anyone that has become too old or feeble to fight is killed during a ritual combat with the rest of their clan.

OF LEGEND AND SERAPH

Legends speak of an ancient race of people that at one time ruled over all of the lands of Parthoris. These people, known only as Seraphs, were powerful spell casters capable of controlling the elements. As the young races emerged, the blood of many of the Seraphs became thin; most of the Seraphs evolved into the Sidhe Elves that walk Parthoris. In the ages that have past since the Seraphs walked the lands of Parthoris, many stories have been told of godlike creatures that live in the Worlds End Mountains. Many believe that these creatures are the last of the pure Seraphs.

NATURAL INHABITANTS

Parthoris is filled with dangerous creatures that wander the wilderness, preying on anything or anyone that that they deem a worthy meal. Most of these creatures generally shy away from contact with others, but bad times and food shortages will drive any of them to attack a superior opponent in hope of finding some kind of food.

GORGON

The most common predator in Parthoris is the Gorgon. These are two limbed reptilian creatures that travel and hunt in packs. These packs are generally lead by a leader that directs and helps guide the group.

MYXINI

Many of the fresh water lakes and streams of Parthoris are filled with the carnivorous Myxini. These are large, toothed, meat-eating fish that can grow to be up to five feet long.

HARPIES

Reptilian-like Harpies fill the wilderness skies and have been known to attack lone targets, especially when these predators are together in groups. Harpies are found in both populated regions and the desolate reaches of the deep wilderness.

RATS AND G'KROKON

Large rats and G'krokon, can be found in many locales throughout Parthoris. Rats can be found living just about anywhere there is food for them to eat. The largest rats, when hungry, will attack almost anything in their quest for food. The G'krokon are not nearly as common as rats, but they are just as much a menace to anyone they encounter. They are usually found alone or in small groups and attack by spitting a noxious poison at their potential food source.

ADDENDUM BY SIERNAN
THE HEALER OF ANDORIA

THE PLAGUE HAS HAD MANY STRANGE EFFECTS ON ALL OF THE NATURAL INHABITANTS OF PARTHORIS. I HAVE HEARD RUMORS OF STRANGE CREATURES MOVING THROUGH THE LANDS, SPREADING THE CONTAGION. THESE PLAGUE SPREADERS, AS I HAVE HEARD, ARE FEARSOME CREATURES THAT HAVE BROUGHT ABOUT THE EXTINCTION OF ENTIRE VILLAGES BY SPRAYING THE FOUL PLAGUE VAPORS AND INFECTING ALL THAT THEY CROSS. SEVERAL WEEKS AGO A YOUNG OGLE MAN STAGGERED INTO ANDORIA. HE TOLD OF GIGANTIC MERCILESS OVERLORDS THAT HAVE ENSLAVED THEIR PEOPLE. THEY HAVE BEEN PUT TO WORK, MINING PRECIOUS METALS AND EARTHBLOOD IN THE WORLDS END MOUNTAINS. I FEAR WHAT THIS COULD MEAN FOR THE REST OF PARTHORIS.

BOOK OF SPELLS

MANA

Mana is the essence of every spell caster. It is the lifeblood that fuels the magic that they are attempting to channel and control. In order for Corvus to use the ancient Seraph magic, he will need to gather mana throughout his journey across Parthoris. Mana comes in two varieties: green and blue. Green mana can be used to power all of Corvus's offensive magic, and blue mana is used to channel defensive magic.
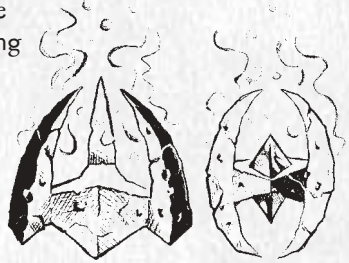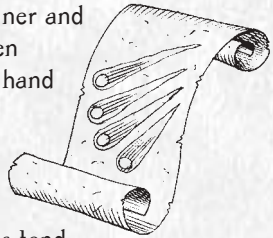
OFFENSIVE MAGIC

FIREBALL

Fireball was the first spell that Corvus learned from the Tome of Power during his journey through the Outer Worlds. By drawing on the energies from the earth he stands upon, Corvus is able to hurl a fiery fist at his enemies. While this spell is only mildly damaging, it can be used at a reduced effect without any mana.

THUNDER BLAST

The Thunder Blast was given its name because it draws its energy from the terrible tempest that exists between the Inner and the Outer Worlds. The spell taps into that energy, and when cast, an array of projectiles is hurled out from the caster's hand causing a loud clap of thunder. As the projectiles travel towards a target they spread out from one another, making them capable of striking several targets in generally close quarters. If used on a target at close range, the Thunder Blast can be devastating since all of the projectiles tend to hit the same target.

SPHERE OF ANNIHILATION

The Sphere of Annihilation is a powerful spell that allows huge amounts of offensive mana to be channeled through Corvus's body which culminates in a massive explosion. The spell requires a great amount of concentration and mana to be cast. The longer that Corvus concentrates on the spell, the more mana he is able to invest into it, creating a more powerful burst. When the Sphere explodes, a shock wave of pure energy is expelled from the impact point; the force of the impact will thrash anyone caught in the shock wave.
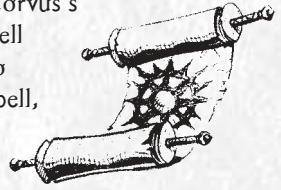
FIREWALL

The Seraphs were masters of all of the elemental magics, but fire is one of the few magics that was remembered by the younger races of Parthoris. The Firewall is a focused barrier of pure elemental fire which Corvus is able to conjure and then direct away from himself. The conflagration forms itself around Corvus in a semi-circular pattern and when released, the energy of the spell wall is expelled out, away from Corvus's body. The hungry flames quickly consume anything caught in the blaze.

IRON DOOM

Few spells, even among those wielded by the ancient Seraphs, were able to combine more than one of the magical spheres. When a spell caster is able to do this, a truly powerful and sometimes uncontrollable spell is unleashed. When Iron Doom is cast, Corvus conjures a small spiked sphere which he immediately hurls at his target. When the sphere strikes its target, it magically shatters into several spiked spheres that are projected out away from the point of impact. The razor sharp spikes are capable of ripping through nearly anything that they strike.
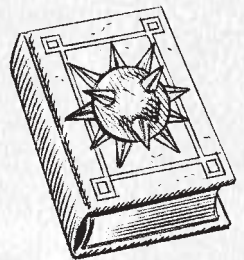
DEFENSIVE MAGIC

TOME OF POWER

The native ability of all of the Tomes of Power is the ability to increase the power of any spell or magic item. When used, the Tome of Power will dramatically increase the power of any offensive magic or weapon that the user has. The effect is only temporary, and when used, the Tome requires a large amount of blue mana in order to achieve this effect.

RING OF REPULSION

The ring of repulsion is a spell that is most useful when Corvus is being overwhelmed by a group of enemies. When cast, the ring will send out an expanding shock wave that will propel away everyone that is in close proximity to Corvus. The force of the shock wave is so great that very few can resist its effects.
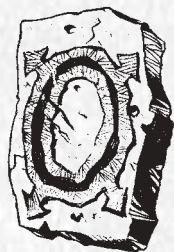
TELEPORT

Desperate situations call for desperate measures. The Teleport spell is able to move Corvus out of harm's way to an area that is free from danger. If used quickly this spell can be very useful whether Corvus is about to fall to his death or to be crushed by an opponent. It takes powerful magic to prevent Corvus from being able to teleport to safety.
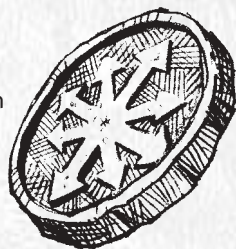
METEOR SWARM

Calling up rock from the ground he stands upon, Corvus is able to put these large meteors into an orbital motion around him. Once summoned, the meteors will find a target and hurl themselves at it with deadly accuracy.
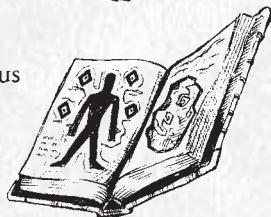
MORPH OVUM

When cast, the morph ovum will turn any inflicted targets into a chicken. When so affected, the target is unable to do much more than run for their life. The effect is temporary, so to take maximum advantage, the caster must harvest the new flock before they return to their normal state.
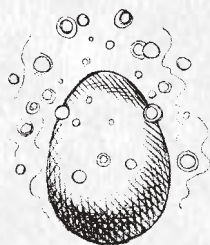
LIGHTNING SHIELD

The Lightning Shield activates small spheres of energy that encircle Corvus's head, swirling with charged electricity. When any foe gets near, they are shocked by bursts of pure power that fire out from the balls.

WEAPONS OF WAR

DURHNWOOD STAFF

Corvus learned mastery of the staff out of necessity during his journey in the Outer Worlds. The staff is made from the heart of a durhnwood tree, one of the hardest building materials in Parthoris. After years of use, the staff has become sm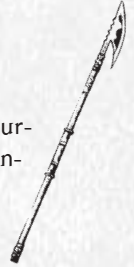ooth and polished. Corvus has lashed a blade retrieved from a fallen enemy to one end of the staff. With proper timing and aim, the staff is a powerful melee weapon.

HELLSTAFF

The Hellstaffs were created by the Seraphs before they withdrew from Parthoris. Corvus used one of them during his battle with D'sparil, but that was only one of the many that were created. They all look very similar to one another, and function virtually identically. When used, the Hellstaff is able to fire a nearly continuous stream of projectiles. Individually, the projectiles are not incredibly damaging, but when fired continuously at a single target the weapon can have a devastating effect.

Ammo: In order for the Hellstaff to function, Corvus must collect Hellorbs. These orbs contain the necessary energy to fuel the Hellstaff.

STORM BOW

The Ssithra warriors created the Storm Bow long before the Seraphs left the world. They used what little magic they had at their command to channel natural environmental conditions through the bow to produce a fiery storm at the impact point of any attack made with the bow. Anyone caught in the storm is subject to the terrifying effects of its wrath.

Ammo: The Storm Bow requires Corvus to fire special storm arrows. Storm arrows contain the needed magical foci to properly channel and control the effects of the bow.
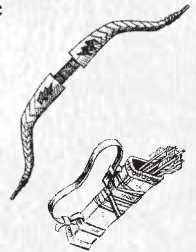
PHOENIX BOW

The phoenix has long been a symbol of terrifying power in Parthoris, and many weapons have been fashioned around this fierce magical bird of prey. The Phoenix bow is capable of firing fiery arrows that, upon impact, explode into a conflagration of fire and shrapnel.

Ammo: the Phoenix Bow requires the use of phoenix arrows. These special arrows ignite upon being notched in the bow, and are prepared to explode upon impact.
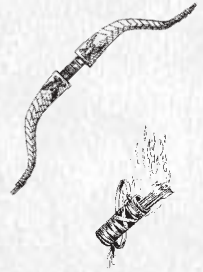
THE SIDHE SHRINES TO THE SERAPHS

Ages ago the Seraphs left the lands of Parthoris. As they moved away from the mundane affairs of the world they left behind many gifts for the younger races. To the Sidhe they left their magic. Even the greatest of the Sidhe have yet to unlock more than a mere splinter of the knowledge that the Seraphs possessed. That magic which has been unraveled has created powerful wizards. As a means of preserving these magics and providing access to some of the knowledge of the Seraphs, the most learned of the Sidhe mages created a collection of shrines. When a Sidhe uses one of these shrines they are imbued with the power of the ancient Seraphs. The shrines are spread throughout Parthoris for any traveling Sidhe to use.
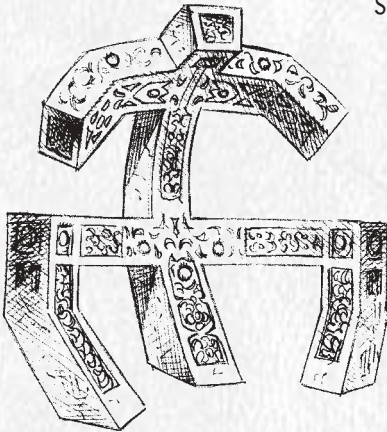
SPIRIT SHRINE

The Spirit shrine will heal Corvus's wounds.

MANA SHRINE

This shrine regenerates all of both the blue and green mana pools.

LUNGS OF THE SSITHRA SHRINE

Using this shrine allows Corvus to hold his breath longer than he normally could.

REFLECTIVE SHRINE

When powered by the Reflective shrine, Corvus's body becomes a reflective surface that will deflect all incoming projectiles.

ARMOR SHRINE

The Armor shrine encases Corvus with a hard magical armor that will diminish all incoming attacks.

BLADE SHRINE

After using the Blade shrine, Corvus's staff becomes a much deadlier weapon. This effect is permanent and cumulative, so as Corvus finds these shrines he will become more proficient and deadly with his staff.

GHOST SHRINE

The ghost shrine makes Corvus vaporous in appearance. He becomes difficult to see and hard to hit when in combat. In this form Corvus can use stealth to his advantage before attacking.

CHAOS SHRINE

When using the Chaos shrine Corvus is never sure what the effect will be.

LIGHT OF THE SERAPH SHRINE

The Light of the Seraph allows the Tome of Power to emanate a bright light for Corvus to see by.

MINIMUM SYSTEM REQUIREMENTS

POWER MACINTOSH G3 233 MHz
MAC OS 8.6, 9.2.2 OR LATER / 96 MB RAM
MAC OS 10.1.4 OR LATER / 128 MB RAM

INSTALL DIRECTIONS

If the install window does not automatically open after the CD mounts on the desktop, double-click on the Heretic II CD icon. Copy the Heretic II folder to your hard drive. Heretic II is now Installed

To start the game, open the Heretic II folder on your hard drive and double-click the Heretic II application icon to launch the game. The Heretic II CD must be in the CD drive to run the game.

QUICK START GAME PLAY

STARTING A NEW SINGLE-PLAYER GAME

To start a New Game of Heretic II, open the Tome of Power by pressing Esc. Choose Main on the first page of The Tome, select a skill level for your game, and press Enter.

CORVUS'S ABILITIES

Corvus has learned much during his journeys in the Outer Worlds, and as such is capable of performing a wide variety of acrobatic and martial maneuvers with and without the use of his Sword-Staff.

SIMPLE ACTIONS:

Walk Forward	Up Arrow
Walk Backward	Down Arrow
Run Forward	Shift + Up Arrow
Run Backward	Shift + Down Arrow (Handspring)
Jump	Spacebar

COMPLEX ACTIONS:

(Keys Listed are Defaults and may be modified)

Forward Roll	Walk Forward while Crouched
Backward Roll	Walk Backward while Crouched
Forward Flip	Run Forward while Jumping
Backward Flip	Walk Backward while Jumping
Backward Handspring	Run Backward
Left Flip	Sidestep Left while Jumping
Right Flip	Sidestep Right while Jumping
Ledge Grab	Move/Jump up to ledge and use A key
Rope Swing	Jump up on rope and use A key

Pole Vault	With Staff selected, Run Forward while Jumping

ATTACKS

Attack	Mouse 1
Whirling Staff-Attack	Attack while Running Forward

HOW TO CONTROL CORVUS

There are a variety of options to best control Corvus during the course of the game. No matter which method players choose to use, each is fully customizable. To customize the controls, open the Tome of Power by pressing Esc, choose the Options menu and then Customize Controls. For a list of all controls, please refer to the help file contained on the Heretic II CD.

CONTROL LAYOUT

ACTION KEYS

	DEFAULT	KEYBOARD	KEYBOARD + MOUSE
Attack	Ctrl	Ctrl	Mouse 1
Defend	Enter	Alt	Mouse 2
Action	/ or A	/ or A	E or Alt + Mouse 2
Look Up	Delete	Delete	Move Mouse
Look Down	PgDn	PgDn	Move Mouse
Center View	End	End	(None)
Look Around	Tab	Tab	Tab
Keyboard Look	Help/Ins	Help/Ins	(None)
Mouse Look	L	L	L
Next Weapon	K	D	Alt+ D
Previous Weapon	J	S	Alt + A
Next Defense	]	]	]
Previous Defense	[	[	[

MOVEMENT KEYS

	DEFAULT	KEYBOARD	KEYBOARD + MOUSE
Walk Forward	Up Arrow or Mouse 2	Up Arrow	W or Mouse 3
Walk Back	Down Arrow or Mouse 3	Down Arrow	S
Turn Left	Left Arrow	Left Arrow	Move Mouse
Turn Right	Right Arrow	Right Arrow	Move Mouse
Run	Shift	Shift	Shift
Creep	`	`	`
Step Left	,	,	A
Step Right	.	.	D
Sidestep	Alt	(None)	(None)
Jump / Up	Space	A	Space
Crouch / Down	M	Z	Q
Quick Turn	;	;	;

SHORTCUT KEYS

	DEFAULT	KEYBOARD	KEYBOARD + MOUSE
Help Screen	F1	F1	F1
Tome of Power	Q	Q	Z or Alt + 1
Ring of Repulsion	W	W	X or Alt + 2
Meteor Swarm	E	E	C or Alt + 3
Morph Ovum	R	R	V or Alt + 4
Teleport	T	T	T
Lightning Shield	Y	Y	N or Alt + 6
Inventory	I	I	I
Objectives	O	O	O
Parthoris Map	P	P	P

	DEFAULT	KEYBOARD	KEYBOARD + MOUSE
City Map	U	U	U
Say (Talk)	S	S	S
Frags (Score)	Backspace/Delete	Backspace	Backspace
Modifier	(None)	(None)	Alt

WEAPON SELECT KEYS

	DEFAULT	KEYBOARD	KEYBOARD + MOUSE
Sword Staff	1	1	1
Fireball	2	2	2
Hellstaff	3	3	3
Thunder Blast	4	4	4
Storm Bow	5	5	5
Firewall	6	6	6
Phoenix Bow	7	7	7
Sphere of Annihilation	8	8	8
Iron Doom	9	9	9

FUNCTION KEYS

	DEFAULT	KEYBOARD	KEYBOARD + MOUSE
Help	F1	F1	F1
Save Game	F5	F5	F5
Load Game	F6	F6	F6
Normal Camera	F9	F9	F9
Camera Lock	F10	F10	F10
Quit	F12	F12	F12

SAVING AND LOADING A GAME

Save and load games by using the Tome of Power or through the function keys. Press Esc to open the Tome of Power. Choose Main and select either Save Game or Load Game.

To Load a game, select the game file you wish to load using the mouse or by highlighting it with the arrow keys. When you have the desired file highlighted, press ENTER to load that game.

To Save a game in progress, select the game slot you wish to record your game in (saving in a used slot will overwrite previously recorded game information) using the mouse or by highlighting it with the arrow keys. Enter a name for your saved game and press ENTER.

Press F5 at any time to quicksave your game into a special slot. Pressing F6 will automatically load your last quicksaved game.

The quicksave slot may only hold one game at a time, so be sure that you wish to write over it before you press the key. Once you do, the old game information will be lost.

MULTIPLAYER QUICK START

STARTING A NEW MULTIPLAYER GAME

Press Esc to open the Tome of Power and choose Multiplayer.

To Setup your player for Deathmatch or Cooperative play, choose Player Config. Enter the following information:

Name: Enter a Name for yourself. Others will see this name in multiplayer games when you are either killed or kill another player.

Skin: Choose a skin for yourself. This is how you will appear to other players.

To join a multiplayer game started by another player, choose Join Server. Choose from the following options:

Address Book: This is a list where you add the IP addresses of your favorite servers. Selecting one and pressing Enter will connect you to that server.

Refresh Server List: This option will scan your network for any available games. Selecting an available game will connect you to that game.

Server List: If a game is shown on the list when you enter this menu, simply select it and you will connect to that game.

To start a multiplayer game, choose Start Server. This will give you eight further options:

Initial Map: This is the map in which your multiplayer the game will begin.

Rules: This is where you set the type of multiplayer game you wish to start. It may either be a Cooperative game or a Deathmatch.

Time Limit: This is where you set the number of minutes your multiplayer game will last. At the end of this time, the game will terminate.

Frag Limit: This is where you set the frag limit for a Deathmatch game. When this goal is reached by a player, the game will terminate with them as the winner.

Max. Players: This is where you decide how many players will be allowed to participate in your multiplayer game.

Hostname: Enter a hostname here, so other players may recognize your game as the one to join. This name is what will appear on their server lists.

Deathmatch Flags: Where you may further set the conditions for a Deathmatch game.

Weapons Stay: When Weapons Stay is turned on, spell and weapon pickups are not removed from the world after they are picked up.

Allow Shrines: This option sets whether any of the shrines are available during the game. If turned off, all of the shrines will be disabled for the duration of the game.

Allow Health: When set to Off, this option will remove any health pickups from the deathmatch level.

Allow Mana: Use this option to remove all mana pickups from the level.

Auto Weapon: This option determines whether weapons are equipped automatically when they are picked up. If set to Yes, when a player picks up a new weapon, if it is a better than the players current weapon, the new weapon will automatically become the players current weapon.

Offensive Ammo: This option enables or disables offensive weapon ammo, such as arrows and Hellorbs.

Defensive Spells: This particular option, when turned Off, disables the use of any defensive magic.

Spawn Farthest: The Spawn Farthest option tells the server to respawn a killed player at the start point that is the farthest away from any other player. This option gives newly reborn players a small amount of breathing room before being attacked again.

Same Map: When enabled, this option causes all new games to start in the same map.

Force Respawn: When this option is enabled, players are automatically respawned when they are killed. If disabled, players must manually respawn by pressing the fire button.

Allow Exit: This particular option enables or disables the level exits in deathmatch. If this is disabled, players will not be able to end a map by moving through an exit.

Infinite Mana: With infinite mana enabled, players never run out of mana for both defensive and offensive magic.

Dismemberment: Dismemberment allows players to be dismembered as other players damage them. If an arm is lost, this could prevent players from using spells and weapons until the damage is healed.

Start the Slaughter: Starts the game/launches your server. As long as there are open player slots in the game, players may join at any time during the game's duration.

SAVING A COOPERATIVE GAME

Saving a cooperative game is very much like saving a single player game. The major difference lies in who can save the game. Only the server can save or load a multiplayer game. When a multiplayer game is loaded all players should rejoin the game using the same names that they used when the game was saved. This will allow the game to restore their characters to the same condition they were when the game was saved. If a new character joins the game, he or she begins with the same weapons as the rest of the party, but the character will be as if it were just resurrected from death.

CREDITS

PRODUCTION

Creative Directors: Brian Raffel, Steve Raffel

Project Leader: Brian Pelletier

Producer: Ken Love

Lead Designer: Jon Zuk

Lead Programmer: Patrick Lipo

Art Direction: Brian Pelletier

Project Administrator: Daniell Freed

Associate Producer: Steven Rosenthal

Designers: Michael Raymond-Judy, Matt Pinkston, Mike Renner, Tom O'dell, Jeremy Statz, Tim Jervis, Brian Raffel

Additional Design: Chris Foster, Eric Biessman, Bobby Duncanson

Assistant Lead Programmer: Jake Simpson

Player, Weapon, and Game Programjing: Patrick Lipo

Game Programming and Art Asset Coordination: Robert Love

Camera, Network, and Game Programming: Marcus Whitlock

Interface, Hardware, and Low-Level Programming: John Scott

Player, Monster, and Game Programming: Josh Weier

Monster and Game Programming: Mike Gummelt

Low-Level and Game Programming: Jake Simpson

Chief Technologist: Gil Gribb

Scripting System and Quake Engine Expert: Rick Johnson

Assistant Technologist: Josh Heitzman

Additional AI and Special Effect Programming: Steve Sengele

Additional Weapon Effect Programming: Nathan McKenzie

3rd Party Support and Programming: James Monroe

Quake Editor Support and Modification: Dan Kramer

Lead 2D Artist: Jeff Butler – Concept art, level textures, object skins, Corvus skin, Creature skins

2D Artists

Rob Gee – Concept art, level textures, interface graphics, object skins, creature skins

Gina Garren – Level textures, object skins, creature skins

Kim Lathrop – Level textures, object skins, creature skins

Mark A. Nelson – Concept art, level textures, object skins, creature skins

Brian Pelletier – Concept art, level textures

Les Dorscheid – Concept art

Additional Artwork:

Joe Koberstein – Concept art, level textures

Kevin Long – Concept art, level textures

Steve Raffel – Level textures

Brian Raffel – Sky textures

Jeff Dewitt – Concept art

Scott Rice – Level textures

3D Artist/Object Modelers: Jeffrey P. Lampo, Les Dorscheid

Additional Objects: Brian Pelletier

Animators:

Brian Shubat – Corvus, Plague Elves

Jeff Dewitt – Plague Spreader, Celestial Watcher, Gorgon, Caurthorian Assassin, Trial Beast, Morcalavin, Additional Corvus and G'krokon animations, Cut scene animations

John Payne – Rat, Myxini, Mutant Ssithra, High Priestess, Overlord, Guard, T'chekrik, Cut scene animations

Eric Turman – Harpy, Plague Ssithra, T'chekrik

Additional animations:

Jarrod Showers – Chicken, Cut scene animations

Mike Werckle – G'krokon

Steve Raffel – Raven Software Animated Logo

Creature Conceptualization and Box Cover Painting: Brom

Sound and Music: Kevin Schilder

Additional Sound: Chia Chin Lee

Director of Product Development: Mike Crowns

Production Testing: Steven Rosenthal, Steve Elwell, Shane McAllen

Additional Production Testing: Chris Ovitz

QA

QA Lead: Dave Baker

Senior QA Lead: Curtis Shenton

QA Team: Damien Fischer, Derek Johnstone, Eric Lee, Mohammed Wright, Talmadge Morning, Chad Bordwell, Aaron Gray, Matt Powers, Jon Virtes, Gene Bahng, Glenn Ige, Justin Mills, Ben Deguzman, Edward Murphy, Paul Baker, Paul Sauser, Eric Koch, Brian Ullmer, Tom Bissell III, Hector Guerrero, Marilena Rixford and Jeremy Richards

VP of CS/QA: Jim Summers

QA Manager: Dave Arnspiger

MARKETING TEAM

Product Manager: Steve Felsen

Associate Product Manager: Kevin Kraff

Publicity Manager: Maryanne Latiaf

PR Associate: Caroline Poon

Online Production Coordinator: William Mull

Web Site Artist: Charles Hinshaw

Licensing: Justin Berenbaum

33

LOCALIZATIONS

International Publishing:
Sandi Isaacs, Peter Oey,
Ed Bainbridge

Creative Services Manager – Europe:
Lucy Morgan

International Publishing:
Ernie Maldonado, Janine Johnson,
John Burns, Patrick Chachuat,
Wolfram Von Eichborn, John Watts,
Margaret Lawson

Localizations Supervisors:
Jonathan Eubanks, Nicky Kerth,
Natascha Conrad,
Salvador Fernandez

Marketing Product Managers:
Simon Jones, Laurent Danet,
Andreas Stock, Paul Butcher

MANUAL AND INSTALLER

Manual Writing: Daniell Freed,
Christopher Foster

Manual Layout:
Belinda M. Van Sickle

Installer: Steve Stringer

Intern - Installers and Production
Testing: Justin Barad

CINEMATICS AND VOICE-OVER

Rendered Cinematics: Creat Studio,
San Francisco, USA &
St. Petersburg, Russia

Story By: Daniell Freed,
Brian Pelletier

Script By: Daniel Freed,
Brian Pelletier, and Scott Krager

MACPLAY
President - Mark Cottam
Managing Director - Ron Dimant
Technical Director - Mark Dochtermann
Creative Director - Joshua Smith
Director of Sales and Marketing - Henry Price
Installer - Joel Braby
Quality Assurance Lead - Daniel Naruta
Special Thanks to - Susan Carver / Manual Proofing

Conversion by
CONTRABAND ENTERTAINMENT
Lead Programmer - Bill Heineman
Additional Programming - Nate Trost

CUSTOMER SUPPORT

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions: http://www.macplay.com/support/. If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

Title of Game
Operating system
CPU type and speed in MHz
Amount of RAM
Video card
CD-ROM
Game Controller (if any)
A description of the problem you're having

If you need to talk to someone immediately, call us at (214) 855-5955 x20 Monday through Friday between 9:00 AM - 6:00 PM, Central Standard Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. No hints or codes are available from this line.

HOW TO REACH US BY FAX
MacPlay Support Fax: (214) 855-5980.

HOW TO REACH US BY MAIL
MacPlay Technical Support, 2019 N Lamar St Ste 240, Dallas, TX 75202-1704

HOW TO REACH US ONLINE   WORLD WIDE WEB
e-mail: support@macplay.com   http://www.macplay.com/

MACPLAY LIMITED 90-DAY WARRANTY

MACPLAY WARRANTS TO THE ORIGINAL CONSUMER PURCHASER OF THIS PROGRAM THAT THE RECORDING MEDIUM ON WHICH THE PROGRAM IS RECORDED WILL BE FREE FROM DEFECTS IN MATERIAL AND WORKMANSHIP FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE. IF THE RECORDING MEDIUM IS FOUND TO BE DEFECTIVE WITHIN SUCH 90-DAY PERIOD, THEN MACPLAY WILL REPLACE THIS PROGRAM, FREE OF CHARGE, UPON ITS RECEIPT OF THIS PROGRAM AND THE OTHER ITEMS SET FORTH BELOW, PROVIDED THIS PROGRAM IS STILL BEING MANUFACTURED BY MACPLAY. IF THIS PROGRAM IS NO LONGER BEING MANUFACTURED BY MACPLAY, THEN MACPLAY SHALL HAVE THE RIGHT TO SUBSTITUTE A SIMILAR PROGRAM OF EQUAL OR LESSER VALUE. THIS WARRANTY IS LIMITED TO THE RECORDING MEDIUM CONTAINING THIS PROGRAM AS ORIGINALLY PROVIDED BY MACPLAY AND IS NOT APPLICABLE TO ANY OTHER PORTION OF THIS PROGRAM. THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE APPLICABLE DEFECT HAS ARISEN THROUGH NORMAL WEAR AND TEAR OR THROUGH ABUSE, MISTREATMENT OR NEGLECT. ANY OTHER WARRANTIES PRESCRIBED BY STATUTE ARE EXPRESSLY LIMITED TO THE 90-DAY PERIOD DESCRIBED ABOVE.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE MACPLAY. TO THE GREATEST EXTENT PERMITTED BY APPLICABLE LAW, MACPLAY HEREBY EXPRESSLY DISCLAIMS ANY AND ALL OTHER WARRANTIES WITH RESPECT TO THIS PROGRAM.

LIMITATION ON DAMAGES

NOTWITHSTANDING ANYTHING CONTAINED OR IMPLIED HEREIN TO THE CONTRARY, MACPLAY SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PROGRAM, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE GREATEST EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF MACPLAY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. UNDER NO CIRCUMSTANCES SHALL MACPLAY'S LIABILITY EXCEED THE ACTUAL PURCHASE PRICE OF THIS PROGRAM. YOU SHOULD BE AWARE THAT SOME STATES AND COUNTRIES DO NOT ALLOW LIMITATIONS ON THE DURATION OF PRODUCT WARRANTIES AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES WITH RESPECT THERETO. AS A RESULT, THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

WARRANTY REPLACEMENTS

WHEN RETURNING THIS PROGRAM FOR WARRANTY REPLACEMENT, PLEASE SEND THE ORIGINAL PRODUCT CDS OR DISKETTES IN PROTECTIVE PACKAGING AND INCLUDE: (1) A PHOTOCOPY OF YOUR DATED SALES RECEIPT; (2) YOUR NAME AND RETURN ADDRESS TYPED OR CLEARLY PRINTED; (3) A BRIEF NOTE DESCRIBING THE DEFECT, THE PROBLEM(S) YOU ENCOUNTERED AND THE SYSTEM ON WHICH YOU WERE RUNNING THE PROGRAM; AND (4) IF YOU ARE RETURNING THE PROGRAM AFTER THE 90-DAY WARRANTY PERIOD, BUT WITHIN ONE YEAR OF THE DATE OF PURCHASE, THEN A CHECK OR MONEY ORDER FOR US$10 PER CD OR DISKETTE. ALL POSTAGE RELATED TO THE DELIVERY OF THESE ITEMS TO MACPLAY MUST BE PREPAID. MACPLAY RECOMMENDS THAT ALL SUCH ITEMS BE SENT BY CERTIFIED MAIL. PLEASE SEND ALL SUCH ITEMS TO THE FOLLOWING ADDRESS:

MACPLAY, LLC
WARRANTY DIVISION
2019 NORTH LAMAR STREET, SUITE 240
DALLAS, TX 75202-1704

COPYING PROHIBITED

THIS SOFTWARE PRODUCT AND THE MANUAL ARE COPYRIGHTED AND ALL RIGHTS ARE RESERVED BY MACPLAY AND ARE PROTECTED BY THE COPYRIGHT LAWS THAT PERTAIN TO COMPUTER SOFTWARE. YOU MAY NOT COPY THE SOFTWARE. YOU MAY NOT LOAN, SELL, RENT, LEASE, GIVE, SUB LICENSE, OR OTHERWISE TRANSFER THE SOFTWARE (OR ANY COPY). YOU MAY NOT MODIFY, ADAPT, TRANSLATE, CREATE DERIVATIVE WORKS, DECOMPILE, DISASSEMBLE, OR OTHERWISE REVERSE ENGINEER OR DERIVE SOURCE CODE FROM ALL OR ANY PORTION OF THE SOFTWARE OR ANYTHING INCORPORATED THEREIN OR PERMIT OR ENCOURAGE ANY THIRD PARTY TO DO SO.

NOTICE: MACPLAY RESERVES THE RIGHT TO MAKE MODIFICATIONS OR IMPROVEMENTS TO THE PRODUCT DESCRIBED IN THE MANUAL AT ANY TIME AND WITHOUT NOTICE.