

# 11 ESSENTIAL TIPS FOR PLAYING



**1** Each new game begins in the Character Creation screen, where you may name and customize your Hero. Use the 150 unassigned points to boost particular skills or abilities, or to teach the Hero a skill that is not native to his character class. 100 points are required to teach a character a new skill.

**2** Click on the hand/eye icon, located at the far right of the interface border, to toggle between the Hand and Eye Cursors. Use the eye cursor to examine the world around you. Use the hand cursor to move, use items, and interact with others. PC players can also right-click the mouse to toggle between the Hand and Eye cursors.

**3** In addition to the mouse, the keyboard can be used to move the character. To move forward, hold down the Up Arrow. Turn using the Left and Right arrows. Press the Down arrow to step backwards.

**4** To increase the Hero's speed from a walk to a run, hold down the Shift key. To run to a specific location on the screen, double click on that location. Additionally, you can use the Control Screen to set the default movement to run.

**5** Click on the border icons or use the following hot keys to open game screens.

**C** Character screen

**I** Inventory screen

**E** Equipment screen

**S** Spells screen

(if you have magic skill)

**6** For quick access during game play, weapons, objects and spells may be stored as shortcuts in the Belt field, located at the bottom of the game screen. Use the hot keys (1-9) to instantly select items within the Belt field.

**7** Click once on a belt item to select, click again to deselect. Double-click on items for information and item specific options (Equip, Drop, Cast, or Use). PC players can also right click the mouse to deselect items.

**8** A weapon must be equipped before it may be used in hand to hand combat. If no weapon is equipped, your Hero will fight unarmed. To equip the Hero with a weapon, select it from the Equipment Screen or drag it onto the Hero from the belt field. To throw something, select a throwing item from your belt and click on your target with the target cursor.

**9** To use selected items, click them on objects, your Hero, or other characters. For example, click food on your Hero to eat. Be sure to learn about items before using them.

**10** As characters speak, their dialogue appears in the text box above the main game screen. To rapidly advance the dialogue while the character is speaking, press the spacebar, click on the talking head, or click on the white text box.

**11** The ESC key brings up a window with a wide range of options: Load Game, Save Game, Controls, Keyboard, Online Manual, Credits, Play and Quit. Pressing ESC will also pause the game.