King's Quest I :
Quest For The Crown (1984)

Originally commisioned by IBM as a showpiece for their ill-fated IBM PCjr, Roberta Williams' King's Quest would only become an industry bestseller the following year when it was released for the IBM PC and new Tandy 1000 computers. Being the first game to fully support the newly introduced EGA color card, King's Quest clearly demonstrated the superior 16-color capabilities of the then $400 optional video card. The player directs game action by way of text-based commands (example: "OPEN DOOR") and use of the keyboard arrow keys to control the hero's onscreen movements.

This original King's Quest game was released later in an updated version as King's Quest 1: Quest for the Crown. The new version (a contemporary of King's Quest IV), allowed the use of icons rather than a text parser interface, and had updated graphics and sound to keep up with the games of that time.

Synopsis:
The King of Daventry is nearing the end of his life. Tragically, he has no heir to carry on the royal line, and he worries that his kingdom will be left without a leader. Daventry is already a shadow of its former glory, as the three treasures of the realm have been lost to the ages. And so the king summons his bravest knight, Sir Graham, and sets him on this quest — return all three of the lost treasures, and the throne will be his. Not an easy task, but the recovery of the Mirror, the Chest of Gold, and the Shield will take Sir Graham through mythical perils and magical dangers, and forge a new kingdom from the ruins of the old!

King's Quest II :
Romancing The Throne (1985)

This sequel to the original King's Quest provided not just a second look at the life of King (formerly Sir) Graham of Daventry, it also began a tradition of using King's Quest as a training ground for future designers. Future Space Quest series designers Scott Murphy and Mark Crowe joined the development team, making this game an even bigger hit than the original.

Synopsis:

Sir Graham is now King Graham, inheritor of the Daventry throne. But he is a king without a queen, and his subjects fear the heirless fate which befell his predecessor. Until the day when Graham beholds a dreadful sight in the magic Mirror — a beautiful woman held captive in a secret tower! Smitten, the king vows to release her. His search for three magical keys will lead him to an enchanted land on the other side of the world. To claim his future bride, Graham must explore underground caverns, eerie towers, and ocean wonderlands; ride flying carpets; and meet and mingle with legendary characters like King Neptune and Count Dracula!

King's Quest III :
To Heir Is Human (1986)

The release of this product in 1986 was quickly met with loud protests from gamers claiming that this King's Quest wasn't really a King's quest at all. Because it focused on a young slave named Gwydion and his attempts to escape his evil master, players didn't grasp the connection between Gwydion and King Graham of Daventry until they finished the game some months later. (This was before

Sierra began offering hint books or a hint line.) It was here that a programmer named Al Lowe, the future designer of the *Leisure Suit Larry* series, learned the internals of adventure game programming. An exciting feature of King's Quest III was "automagic mapping". This feature was widely promoted on King's Quest III's introduction... however, it was not included in future King's Quest games, since players' feedback indicated that it reduced the challenge. This mapping feature was later built into Roberta Williams' Mixed-Up Mother Goose adventure game for children, where it was better appreciated.

Synopsis:
Step into the tattered shoes of Gwydion, a young slave whose existance has been spent serving the powerful and evil wizard Manannan. But now your usefulness to him is ending, and a landmark birthday approaches — you are certain that Manannan will choose to end your miserable life that day. With nothing left to lose, you must finally dare to learn the wizard's magic spells, explore the world outside the tower you've called home, and finally challenge the wizard himself to save your own skin, and discover the awesome secret of your own past!

King's Quest IV : The Perils of Rosella (1988)

This innovative epic invited players to step not into the boots of the now familiar adventure hero King Graham, but instead into the soft slippers of his young daughter Rosella - a bold step for 1988, when the audience for computer games was almost exclusively male. Designer Roberta Williams' move to attract more female players to adventure gaming was

a success, and King's Quest IV went on to be one of the most successful games of the year. From a technical standpoint, King's Quest IV also scored big as the first commercial entertainment product to support optional music cards. Hollywood composer William Goldstein (Fame) provided the stereo soundtrack, adding new dimensions and motion to the presentation. King's Quest IV was the first 3-D Animated Adventure to use Sierra's improved graphics system, and allowed the player to use a mouse to move their character around the landscape.

Synopsis:
King Graham is hanging up his adventurer's cap for good! With his beautiful queen at his side and his kingdom momentarily at peace, he prepares to pass that symbol of his questing youth to one of his two children. But before he can speak, he collapses, struck down by a fell magical disease! Now his fate lies in the hands of his daughter Rosella, who must journey to a faraway land on a frantic search for the one item that can save your father from certain death. But when Good and Evil vye for the throne of Faerie, you can bet that no task is as simple as it seems. Soon, the ailing Faerie Queen has Rosella on a quest of her own, to stop an evil sorceress from taking over. Only by saving the Faeries can Rosella save her father — but who's going to save Rosella from ogres, witches, and ghosts?

King's Quest V : Absence Makes the Heart Go Yonder (1990)

A computer game on a CD? Unheard of! No game since the original King's Quest had the impact of King's Quest V, which redefined

adventure gaming in game play, design and overall presentation. It was Sierra's first million-dollar-plus development effort. Designer Roberta Williams assembled an unequaled team of animators, artists, musicians, and programmers to make the project a reality. A new interface was designed to appeal to a larger audience, and extra efforts were taken to make the game an attractive entertainment venture for every member of the family. No more typing 'open the door' — now the player could simply use their mouse to click a 'hand' cursor on the door.

Sales of King's Quest V during its first year shattered all known records for computer games. Led by Emmy award-winning producer Bill Davis, King's Quest V made the leap in graphics resolution to full 256-color VGA. Animations and backgrounds advanced from "computer art" to true handpainted, life-like scenes inhabitied by life-like and fluid-animated characters. Over fifty voice actors lent their talents to the effort, making King's Quest V the most elaborate and cinematic game to date.

Synopsis:
A year has passed since Princess Rosella's journey to Tamir, and King Graham's health has been fully restored. The Royal Family of Daventry is whole once more, and all is well with the Kingdom. But unbeknownst to Graham, his beloved family will soon be in grave danger! Somewhere far away, a powerful presence watches the castle of Daventry with evil intent. Mordack, a wizard even more powerful than the late Manannan, has concocted a dreadful plan: to capture the castle of Daventry, and the Royal Family within. He waits for the right moment to strike - when

King Graham will be helpless to stop him. On that fateful day, King Graham will return home to find that his castle and his family have disappeared. Graham must don his adventurer's cap once again and find Mordack before harm can come to Rosella, Alexander, and Valanice. With Cedric the owl, his relucatant guide, Graham journeys through forests, across deserts, over mountains and oceans in search of the evil wizard who holds the Royal Family and the castle in his grasp.

King's Quest VI :
Heir Today, Gone Tomorrow (1992)
From the opening sequence of the game, there could be no doubt that if King's Quest V redefined what computer gaming actually was, King's Quest VI provided the quality standard for the next generation. The state-of-the-art "floating camera" sequence that opened the game, featuring young Prince Alexander as he sets out to find his "girl in the tower," gave computer gamers the world over a real view of what the new age of multimedia computers could bring to classic storytelling. The character graphics were based on motion-captures of real actors, giving the game an unprecedented 'feel' of reality.

The King's Quest VI love song "Girl In the Tower," a soulful duet featuring the voices of Bob Bergthold and Debbie Seibert, rivaled the best motion picture anthems of the year. Continuing in a long tradition, Jane Jensen, who would go on to design the industry bestselling *Gabriel Knight"!: Sins of the Fathers,* assisted Roberta Williams in game design of this epic.

Synopsis:

Prince Alexander sits in the throne room of Daventry, longing for the beautiful Cassima. Suddenly, just as it had done a score of years ago for his father, the magic Mirror sprang to life to show him an image of his beloved. But one look at her distraught face made it clear that something terrible had happened to her! Immediately, Alexander sets off by ship for her home — the Kingdom of the Green Isles.

Rather unfortunately for Alexander, the Green Isles are surrounded by rocks and reefs, and he is shipwrecked. Washed up on the shore with little more than his signet ring and a single coin, he must unravel the twisted schemes of an evil vizier, restore the kingdom to its rightful rulers, and win back Cassima's heart... before she is married to someone else!

King's Quest VII: The Princeless Bride (1994)

King's Quest VII featured an innovative chapter-based design, an intelligent bookmarking system for saving games, and an easy point-and-click interface, making the game more intuitive for the novice gamer, while still being challenging for those who had enjoyed the series for the past 10 years. This was the first King's Quest game which could not be released on diskette, as the number of disks which would be required to hold the files would never fit in a game box, or even multiple game boxes! The graphics were breathtaking in scope, created by a team of animators who drew individual images, cel-style, and then digitally added color and sequenced the images to produce motion. The resulting animation not only set new standards for game

graphics, but also rivaled or surpassed the animation available on TV or film.
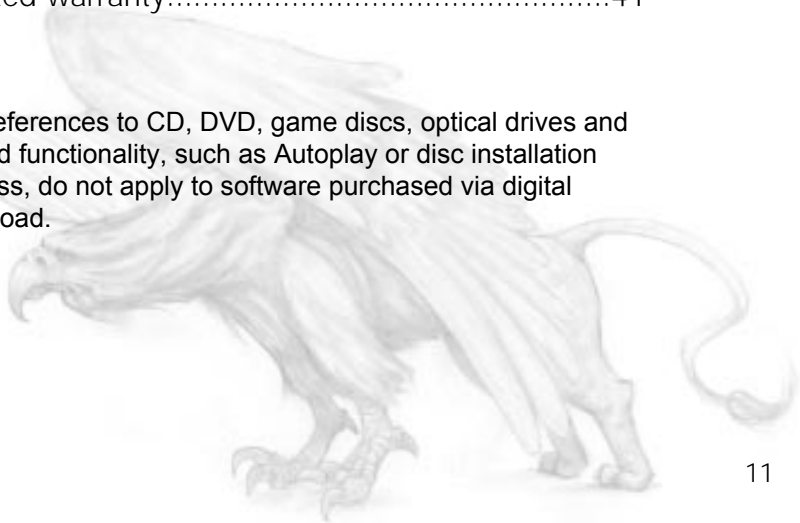
Synopsis:

Rosella of Daventry is reaching marriagable age, and her mother Valanice hopes to find a suitable match for her daughter. Unfortunately Rosella has no interest, either in the men her mother has chosen, or in marriage itself! As the two of them walk in the woods, discussing this very subject, Rosella sees a small dragon-sprite leap from a pond, leaving behind it an image of a fantastic castle floating in the clouds. Intrigued, and feeling mischevious, Rosella dives into the pond and disappears. Valanice leaps in after her, and the two find themselves drawn into a vortex of magical energy, and seperated.

Now each woman must pursue her own quest — Rosella to save the Volcanix Underground from the evil witch Malicia, and Valanice to find her daughter. Before they can be reunited, each must cross the land of Eldritch, face the dangers of Ooga Booga, delve into the world of spirits and legends, and finally confront Malicia in the heart of an active volcano!

Installation

Start Windows 95/98.

Insert the **King's Quest: Mask of Eternity** disk into your CD-ROM drive. If you have disabled AutoPlay, click on the start button, select [Run].

Type "D:\SETUP" and press [ENTER].

(If your CD-ROM is not named "D:," substitute its letter instead.)

Main Menu

New

Click on this or press [ENTER] with the "Mask" icon next to it to start a new game.

Load

Click on this or press [ENTER] with the "Mask" icon next to it to go to the load game screen. Once there, you can load a previously saved game.

Save

Click on this or press [ENTER] with the "Mask" icon next to it to go to the save game screen. Once there, you will be able to save your current game and/or multiple games.

Options

Click on this or press [ENTER] with the "Mask" icon next to it to go to the options screen. Once there, you will be able to set many of the game settings.

Replay Intro

Click on this or press [ENTER] with the "Mask" icon next to it to watch the opening movie. Once the movie starts, you can exit it by clicking or pressing [ESC].

Quit

Click on this or press [ENTER] with the "Mask" icon next to it to quit the game.

Back to Game

Click on this or press [ENTER] with the "Mask" icon next to it to return to a currently running game.

Options Menu

Here you can select a number of different game options. When you first install the game, the install will attempt to set all the options specifically for your machine based on your hardware. Here's what can be adjusted:

Graphics: This will take you to a new screen where you can adjust your graphic options.

Graphics Mode

The three graphic modes available are Direct Draw, Direct 3D, and 3DFX. If you have a 3DFX card, Direct 3D will be grayed out as you'll want to run in 3DFX mode. If you don't have a 3D hardware accelerator then both 3DFX and Direct 3D will be grayed out.

(Note: Some 3D cards don't support the full set of 3D features required for **King's Quest: Mask of Eternity** *For more information about this, check the readme file.)*

Resolution: 640 x 480 is available in all modes. 800 x 600 is available ONLY to Direct 3D and 3DFX and then ONLY if your card has at least 4 megs of available texture ram.

Dynamic Lighting: On/Off. This feature is suggested only for Pentium II/266 or faster. This makes many of the lights in the world dynamic, effecting the objects near them.

Connor Shadows: On/Off. Available in all modes, this casts a shadow from Connor.

Monster Shadows: On/Off. This feature is ONLY available if you are running in Direct 3D or 3DFX mode. Like Connor's shadow, this will cast a shadow from all monsters.

Character Shadows: On/Off. Available in all modes, this casts a shadow from all characters.

Object Shadows: On/Off. This feature is ONLY available if you are running in Direct 3D or 3DFX mode. Like Connor's shadow, this will cast a shadow from many of the objects in the world.

Brightness: Allows you to set how bright the game looks on screen. If this option is grayed out, then your card does not support this kind of gamma control.

Keyboard: This will take you to a new screen that will allow you to remap a number of the game key controls.

Sound Volume: Individually for music, sound effects, and speech.

Subtitles: On/Off. Take a guess . . .

Help Getting Started: On/Off. This will turn on or off the "help" dialogs that pop up throughout playing Daventry (the first land). These are very useful if this is your first time playing the game.

Performance Issues:

King's Quest: Mask of Eternity has been designed with lots of options you can turn on or off. When the game is installed, we try to look at your machine and set up what we think will be the best configuration balanced between look and performance. If you feel the game is running slow, try turning off some or all of the options. The cost to performance in order of options is: Dynamic Lights, Object Shadows, Monster Shadows, Character Shadows, and, lastly, Connor Shadow. *(For more information check the readme file.)*

Games Controls

The Interface

There are two main pieces of the onscreen
interface, the top and bottom bars. The details
of both of these bars will be covered in their own
sections. All references to keys in this manual
assume you have not remapped them.
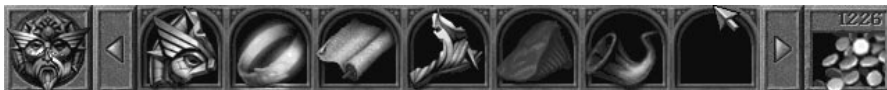
To get to the top bar, simply move the play cursor
to the top of the screen; the top bar will
automatically slide down. Moving the play cursor
off of this bar will cause it slide back up and out of
the way. *(Note that the attack cursors do not
activate this bar.)* Features of this top bar from left
to right include: the Mask icon to go to the options
screen, your inventory items, and gold currency.

The bottom bar can be put away or opened up
by pressing the [SPACE BAR]. If this is closed
and you are in combat, the health and
experience meter will pop up by itself until
combat is complete. Features of this bottom bar
from left to right include: armor class and stat,
hand weapon and stat, ranged weapon and stat,
the health and experience meters, four health
and four magic items, the rope and hook, supply
of rocks, and the magic map.

Controlling Connor

Connor has two modes of moving: run or walk.
Use the [END] key to toggle between running
and walking. Use the four arrow keys to move
Connor around. While you are moving around
the world, Connor will react to things he runs

into, as well as the slope of the ground. If Connor runs straight into an object he will stop. If he hits something at an angle, he will glance off of it and keep moving in the same general direction.

Controlling the Camera

In third-person the camera will automatically follow Connor around. It will attempt to keep Connor in the middle of the screen. At anytime you can take control of the camera. To do this, right-click and hold, and then move the mouse. Moving forward or backward with the mouse will zoom the camera in or out. Moving the mouse right or left will swing the camera around Connor. Continuing to hold the right mouse button down while Connor moves will maintain the camera in the same relative position and allow you to track Connor from a constant angle and distance.

The [Page Up] and [Page Down] keys are used to tilt the camera view up or down. If you have tilted the camera, it will automatically reset itself as soon as Connor moves.

The [Shift] key can be used to temporarily modify camera movement. Pressing [Shift] while right-clicking and moving forward or backward with the mouse will tilt the camera up or down as opposed to zooming in or out.

[F11] toggles the behavior of the third-person camera. Move the camera to the distance you want it to stay from Connor and then press [F11]. The camera will now always keep that same distance from Connor. The default behavior for the right-click camera movement is now changed. Right-click and move the mouse forward or backward; the camera will now tilt up or down. [Shift] right-click now zooms.

First-person/Third-person

At anytime you can change between playing in first-person and third-person mode. [F2] toggles between the two modes. While the game is

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best played in third-person, you can play all of it in first-person. However, we recommend you play it in third-person and use the first-person mode for special cases where you might want to look at something close up. If you are playing in first-person, any hands-off scenes will jump you into third-person so you can see the interaction. Switching to first-person is disabled in hands-off scenes.

The Cursors

There are four main game cursors: 1) The play cursor (a gold arrow); 2) The hand weapon cursor (a sword); 3) The ranged weapon cursor (a bow arrow); and 4) the wait cursor (the spinning Mask).

The play cursor looks like a golden arrow pointer. With this cursor you can click on items to select them, get information about them, and/or start conversations with other characters. Actions for the play cursor includes: DO, TALK, and TAKE, but is never ATTACK. To temporarily change to the play cursor without having to put away a weapon, press [CTRL]. This is a momentary switch to get the play cursor. Releasing the [CTRL] key will change the cursor back to the prior attack cursor.

There are many different weapons Connor can find while exploring. Regardless of the weapon Connor may currently have, the hand weapon cursor always looks like a sword, and the ranged weapon cursor always looks like an arrow from a bow. These are the attack cursors. With these two cursors you shoot or swing at the object or character you click on. These can also be used to start conversations. The difference between the attack cursors and the play cursor is that the default action for the attack cursors is attack unless it is clicked on a character with whom you can talk. It is *never* DO or TAKE. If you
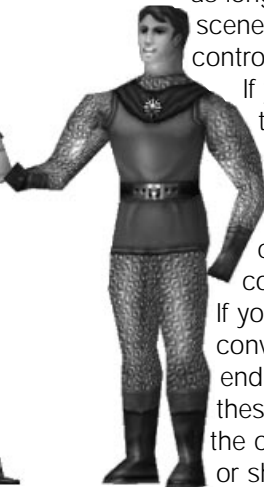
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want to look at something or pick up an item, you need to click it with the play cursor.

The wait cursor looks like a rotating image of the Mask, and gets moved to the right-ower corner of the game screen. When the cursor is in this mode, it means you are in a hands-off sequence. During these times you cannot move Connor, and monsters can't attack. Just watch and enjoy the scene!

Conversations

Throughout the game Connor will meet helpful characters and interact with them. When you click on one of these characters, Connor will begin a conversation. During a conversation, as long as it's not a hands-off scene, you remain in complete control of the camera and Connor. If you don't move the camera, the program will automatically make camera cuts to better tell the story. If you move the camera at any time, all future camera cuts for that conversation will be terminated. If you walk Connor away during a conversation, the conversation will end. If you return from one of these interrupted conversations, the character will pick up where he or she left off.

Listen carefully to conversations. Characters give important clues to puzzles. Sometimes it takes several clicks to get to the end of a conversation. Just because the character has stopped talking doesn't mean that they have nothing else to say. Clicking on a character after exhausting the talk string will result in the playing of a summation. You will never miss an important message!

Pushing

Connor can push and move many objects in this game. To get Connor to push something, stand him next to it. From a stopped position, move him forward, if it's something he can push, he'll automatically go into push mode and start pushing. As long as you keep moving him forward he'll continue to push. If he stops pushing and you're still trying to move forward, then the object he is pushing has run into something that is preventing it from moving further forward.
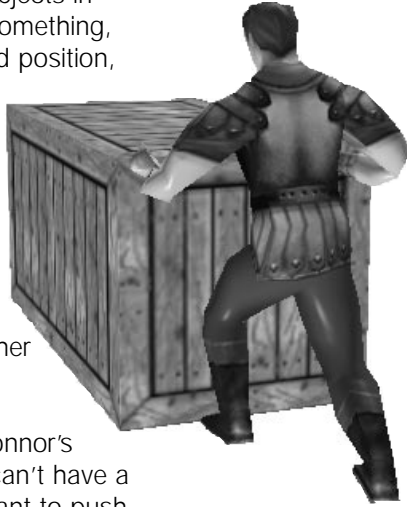
Pushing cannot be initiated when Connor's hands are full. In other words, you can't have a weapon out while pushing. If you want to push something, you will have to put away your weapon first.

Jumping

Connor has three different kinds of jumps: 1) The standing or walking jump; 2) the running jump; 3) the back flip. The standing jump moves Connor forward about six feet and he clears a height of about four feet. His running jump moves him forward about thirty feet and he clears a height of about six feet. The back flip moves him backward about eight feet and he clears a height of about six feet.
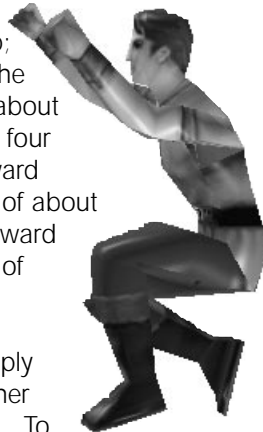
To do a standing or *walking jump*, simply press [INSERT]. You can press this either while standing or while walking forward. To do a *running jump*, you must be in run mode. While running forward press [INSERT] and Connor will do a running jump. To do a *back flip* you can be in either run or walk mode, it doesn't matter. Simply walk Connor backwards by pressing the back arrow. While walking backwards, press [INSERT] and Connor will do a back flip.

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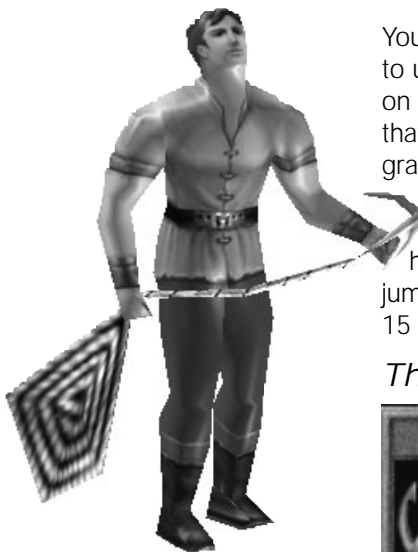
You will find a number of places where you will want to use these jumps to get over obstacles, jump up on something, or cross areas of trouble. Remember that each jump clears a defined distance. Also, take gravity into consideration. Jumping from a high spot to a low spot will increase the length of the jump, whereas jumping from a low spot to a high spot will shorten the distance. Be careful jumping from high places. If Connor falls more than 15 feet, he will die.

The Rope and Hook

During the course of game play you'll find a rope and hook. The rope and hook can be used to climb up and down things. Places where you can use the rope and hook are identified by a rope and hook/arrow icon at the bottom right of the game screen. When you see this it means you can climb something nearby. To use the rope and hook, click on its icon on the lower bar. The cursor will change to the rope and hook. Now click on the object (cliff, wall, building, etc.) you want to climb. Connor will throw the rope and automatically get into "climb" position. Use the arrow keys to make him climb up and down the rope. To get him off the rope move him past the end of the rope and he will automatically get off and put the rope away.

Rocks

Connor will be able to find small boulders in various places. These will be useful for solving certain puzzles. In a number of places throughout the game Connor will discover pressure plates which depress when stepped upon. Rocks can be used to weight down these plates. To use one, click on the rocks on the interface. The cursor then becomes a rock. Now click the cursor where you'd like Connor to throw it. Connor can only throw rocks a fairly short distance. If you've clicked beyond his range, he'll throw it as far as he can in the direction you've clicked.
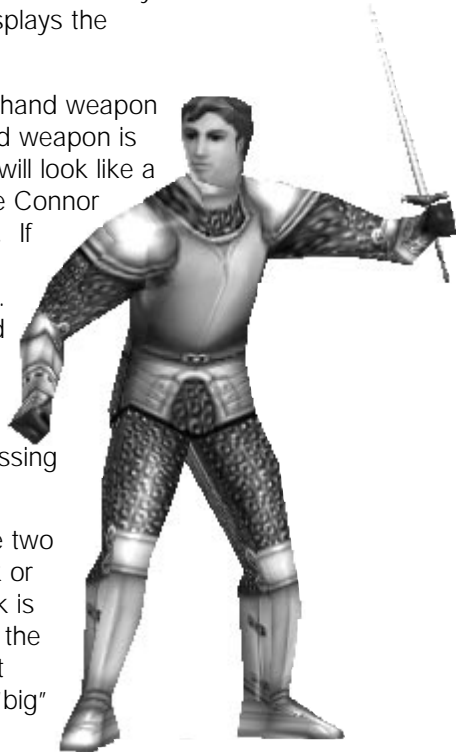
Hand Weapons

During the course of game play Connor will find a number of different hand weapons. Click on the weapon to pick it up. If you already had a hand weapon, it will automatically swap with this one. Connor can only carry one hand weapon at a time. When you pick up a new hand weapon, watch the stats for hand weapons to determine which one you want to keep. Keep the one that displays the highest number.

To use a hand weapon, click on the hand weapon icon on the interface. Once the hand weapon is out and Connor is ready, the cursor will look like a sword. Each left-click will now make Connor swing in the direction you've clicked. If you click behind him, he will automatically turn around and swing. For hand weapons, Connor will need to be close enough to an object to hit it. Connor will always swing, but if he's not close enough, as in the real world, he'll just hit dead air. Pressing [DEL] switches between weapons.

With hand weapons you can choose two kinds of attacks: the standard attack or the "big" swing. The standard attack is done with a simple left-click. This is the quickest kind of attack, but does not deliver the biggest blow. To do the "big" swing, hold down [SHIFT] while left-clicking. Connor will take the "big" swing and deliver between .75 to 5 times the possible damage. Be careful in using this. While Connor usually delivers greater damage, it also takes him longer to make this kind of swing. Upon fighting one opponent this might prove effective. However, if battling a group, a quicker attack might prove more effective.

Ranged Weapons

During the course of game play, Connor will find a number of different ranged weapons. Click on the weapon to pick it up. If you already had a ranged weapon it will automatically swap with this one. Connor can only carry one ranged weapon at a time. When you pick up a ranged weapon, watch the stats for ranged weapons to determine which one you want to keep. You will want to keep the one that displays the highest number.
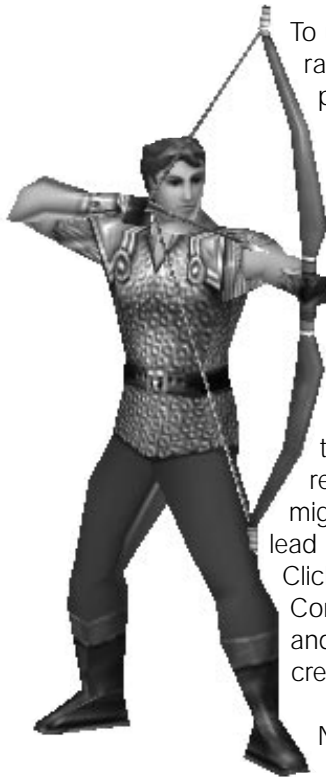
To use a ranged weapon, click on the ranged weapon on the interface or press [DEL]. This will make Connor draw his ranged weapon. Once the weapon is out and Connor is ready, the cursor will look like an arrow from a bow. Each left-click will now make Connor shoot in the direction you've clicked. If you click behind him, he will automatically turn around and shoot. Ranged weapons can shoot in any direction at anytime. You don't have to click on an object to shoot. This is important to remember as often in combat monsters might be moving around. Be careful to lead moving monsters with your shot. Clicking on a moving monster will cause Connor to shoot where the monster is, and by the time the arrow gets there the creature may no longer be there.

Note about weapons: In a couple of places, Connor will pick up a new weapon and in the course of so doing will lose his old weapon. Don't worry about this, it is part of the design, and in these cases the new weapon will ALWAYS be better or be exactly what you need.

Armor

During the course of game play, Connor will find various kinds of armor (gloves, boots, breastplates, etc.). Click on the object to pick it up. If you don't have that piece of armor, Connor will simply put it on and you'll see his armor stat increase. If he already has that piece of armor, then just like the weapons, you'll see it swap (for example: swap a leather breastplate for a bronze breastplate). When you obtain a new piece of armor, watch the armor stat to determine which one you want to keep. Keep the one that displays the highest number. Some armor comes as a complete suit. If you are wearing a suit of armor and click on a single piece like gloves, Connor will remove the full suit to put on the single item. In almost all cases you'll want to keep a full suit over swapping for a single item. Just be careful and make sure you keep what gives you the highest armor stat.

The Magic Map and Teleporting

During the course of game play you will find a magic map. The magic map can be opened and closed by clicking on the map icon on the interface or pressing [TAB]. The magic map will track everywhere Connor goes. The forward and backward arrows under the map allow you to page through the maps of the various displayed worlds. At the bottom center of each map is the name of the current world.

Located at the bottom right of the map is a teleport button. Each world has one teleportation location except the Realm of the Sun, the final world. Once you find these you can then teleport between teleportation locations. This button will be grayed out until it's possible to teleport.
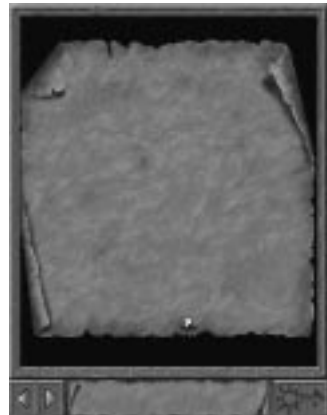
To teleport, open the map. Make sure Connor is standing on the teleporter in the current world. Now page to another map where you have ALREADY discovered the teleportation location. The button will now be active. Click on the teleport button. Connor will disappear, and the world displayed on the map will be loaded. Once it's loaded you will see Connor appear on the teleportation location in the new land.

The map is very interactive. As you change things in the world, the map will often reflect these changes. Opening a locked door may reveal the door open on the map where before it was closed. Pay special attention to potential changes on the map as Connor does actions to trigger these changes. Note that changes could occur elsewhere in his current world besides where he is standing.

Gold

As Connor travels he will find gold hidden in places, and will find that some monsters will drop gold when they die. Make sure you take any gold you find. There are several places throughout the game where you'll be able to buy items and information. To use the gold, click on the gold icon on the interface. The cursor turns into gold coins. Now click where you want to use it. If you have enough gold in your inventory, your gold will automatically be reduced by the proper amount and the exchange will be made.

Inventory Items

On the top interface is a section containing seven boxes used for storing inventory items. If you have more than seven inventory items you can use the arrow buttons at either end of the inventory to scroll. To use an inventory item, simply left-click on it. The cursor changes to the item. Now left-click where you want to use it. If it can be used there, something will happen. To get information about an inventory item, right-click on it. Connor will give you a spoken description of its attributes.

Health and Magic Items

In the middle of the bottom interface is a section containing eight small boxes. This is where health and magic potions are stored. The four boxes on the left are for the four types of health items Connor can find (sorted by strength from left to right; least powerful to most powerful). The four boxes on the right are for the four kinds of magic potions Connor can find. When Connor uses a magic potion an icon will appear at the bottom-right corner of the screen. The icon is a timer. You'll notice it seems to empty out, as does liquid from a bottle. As soon as it completely empties, the potion's effect will wear off.

The four magic potions sorted in order from left to right include:

Potion of Shield: While under this spell Connor's protection stat increases to 50% or by 50%, whichever is greater.

Potion of Strength: This potion increases Connor's hand weapon stat to 150% of its current value. For example: If Connor's hand weapon stat is 100 and this potion gets used, it will increase to 150 for the duration of the timer.

Potion of Reveal: While under the influence of this potion, Connor cannot be fooled by magic or invisibility. Things that are invisible will become visible, and things that are illusionary will be revealed.

Potion of Invisibility: Using this potion turns Connor invisible to many of the evil minions, and some of the lesser forms of life. Be warned that this potion does not work against some of the greater creatures that have been sent forth, nor does it work against any of the other more advanced forms of life or characters.

To the left are the four timer icons that appear when each of the four magic potions are used. When the inside drains out, the magic effect wears off.

All of these eight items, both health and magic, can be accessed via Hotkeys. While you can simply left-click on these to use them, you can also use them by pressing their associated "Hotkey," the number keys 1 through 8. The eight items line up left to right with the number keys 1 through 8. This allows you to access them quickly during combat.

The Mask

The Mask icon serves two purposes. Each time Connor finds a Mask piece, you'll see it appear here as well as in inventory. This will give you an easy visualization of how many pieces you have found. This is what the game is all about: As Connor will find out soon enough, his

quest is to find all of the pieces of the broken Mask of Eternity and return them to their rightful place.

If you right-click on the Mask, Connor will tell you how many pieces he has found. A left-click takes you to the Main Menu where you can make all types of game adjustments including starting a new game, save, load, adjust game options, replay the introduction, and quit.

Health and Experience Meters

At the bottom center of the interface are two little meters, one red and one green. The red meter shows the state of Connor's health. Don't let this one drop to empty or Connor will die and you'll have to load a saved game.

The green meter shows Connor's progress via experience points. As Connor explores the world he gains experience. Experience can be gained by winning in combat, solving a puzzle, gaining new knowledge, and by meeting and talking to characters. When the experience meter reaches the top it gets reset; your combat stats increase and your health increases and gets reset to 100%. In other words, the higher Connor's level, the stronger he is. (Note: Keep in mind Connor's health gets reset to 100% on level jumps. Don't waste health items!)

Each time you gain a level the experience points required to get to the next level is doubled until you reach level 15. Once Connor reaches level 15 the amount of experience points needed to gain a level gets fixed for the rest of the game. Each level is worth 10 points of health. For example: if Connor is a level 5, with a full health meter he has 50 points of health which allows him to take 50 points of damage before dying. If he's a level 22, a full health meter represents 220 points.

The Lands

The Kingdom of Daventry

Connor lives in an area just outside Daventry. The community is made up mostly of farmers. A grinding mill in the center of the community is for the processing of grain. Connor lives here where it's less populated and nearer trade with hunters, as he is a tanner.

The Dimension of Death

The Dimension of Death is not physically connected to either Daventry or the Swamp, although there are magical portals whichcan be found in each for the purposes of travel. These portals have been silent and unseen for centuries, and are but legend in Daventry. Only recently have they opened--as if in preface to the cataclysm.

The Dimension of Death is the holding place of souls awaiting judgment. Here Lord Azriel rules with the aid of his skeleton guards.

The Swamp

The Swamp is an area not far from Daventry. With all the road and exits from Connor's village blocked off, Connor must find his way here through the Dimension of Death. With the cataclysm came poisonous pools of water, swamp slime, and other dangerous creatures.

The Underground Realm of the Gnomes

The Realm of the Gnomes is north of the swamp and lies in tunnels under the mountains. The gnomes, mostly miners and traders, have now been sealed in their underground world. While traveling through this realm Connor will encounter several gnomes working on reestablishing an exit topside. It is said that millennia ago there was a large civilization that lived in the underground world, but no one has ever found proof of this.

The Barren Region

The Barren Region lies above the Gnome world on a plateau at the base of an ancient volcano. A hot and dry place with rivers of lava, the Barren Region is no place for Man. It is populated by friendly weirdling traders and metal-working hill people who have now come upon hard times as a result of the cataclysm. Years ago there was regular trade with the people from the Ice World who live at the top of the volcano.

The Frozen Reaches

The Frozen Reaches lies at the top of the volcano. In the center of the cone is a lake of icy water. This land is inhabited by Snow Nymphs (a female race), Gryphs (an avian race), and ice orcs (a terrible race). Being one of the highest known locations in the world, it has become known as the place where the earth meets the sun.

The Realm of the Sun

This is the celestial world where the Temple of the Mask of Eternity resides. There is no physical connection between here and any of the other lands. This realm is Connor's final destination--where he will meet his ultimate destiny.
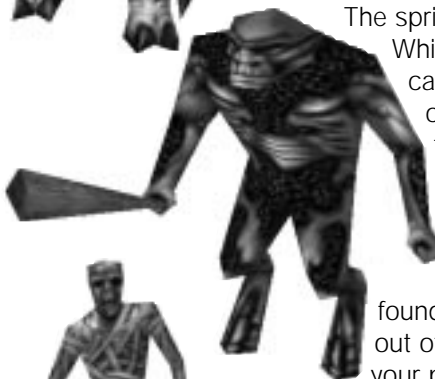
The Monsters

Goblin

The goblin is a creature found mainly in Daventry. They are typically dumb, slow, and weak. They present themselves as nice targets for the early adventurer.

Spriggan

The spriggan is found in several lands. While they are rather dumb, they can be fast and powerful. Be careful when you see one of these, as they often run in packs.

Zombie

The zombie is a creature that is found in many lands. They dig up out of the ground when they sense your presence, often popping up behind you. While these are dumb and very slow-moving creatures, they often pack a powerful punch. Some of them seem able to take a lot of punishment before finally ripping apart.

Skeleton

The skeletons are the guards of the Dimension of Death. They're smart, fast, and often run in groups. Groups are often made up of archers and swordsmen, making a challenge for even the most experienced adventurer.

Commander Skeleton

These guys are big and bad. When you see one of these guys, you're in for a battle. Their heavy armor gives them good protection and their massive size and heavy sword deliver a crushing blow. Be prepared to use your health items quickly. A potion of shield is not a bad idea either!

Weeper

The weeper is a strange and unusual creature. It is the soul of the yet-to-be-judged. Now that chaos has been released in the Dimension of Death, those waiting to be judged have become mindless wanderers looking for the energy of life. If Connor nears one, it will begin to feed on his own life force.
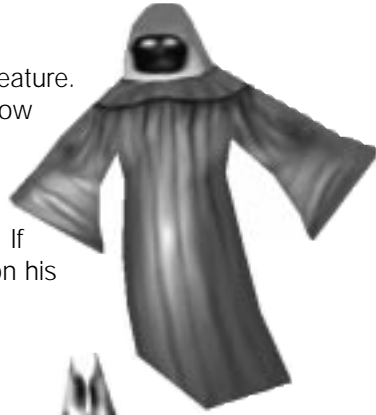
Wandering Spirit

These spirits can be found only in the Dimension of Death. They wander the passages and corridors. Since they have no essence, no physical attack effects them. Be careful to stay out of their way. While they are not interested in Connor, if they happen to come into contact, their mere aura is harmful to Connor.

Scavenger Slime

The slime is a creature that can be found only in the swamp. It spits a poisonous glob of sludge. Be careful with these guys, as they are fast and skittish. While the slime is not a hearty creature, they are relentless in their attack, constantly hitting and running.
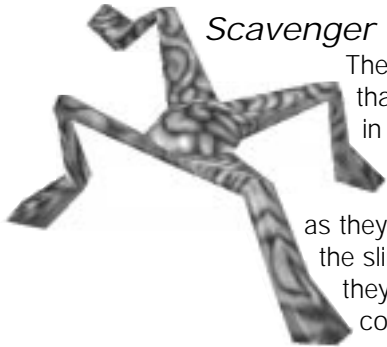
Carnivorous Plant

The carnivorous plant is indigenous only to the swamp. They can hide under the water and pop up with a powerful bite. Fortunately, these plants are just that, plants. They are rooted where they are, and can't move. Ranged weapons prove ineffectual against them, as they seem to quickly duck under the water.
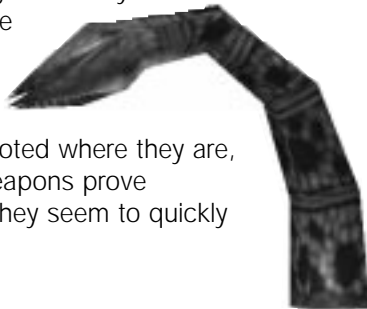
Mandragor Tree

The mandragor tree is a most powerful opponent. Its strong roots block Connor's path to the heart of the beast. While chopping away at a root may open a path for attack, the creature can spawn a new root quickly. Take advantage when a root dies to move in and attack at the trunk. Ranged weapons are completely useless against these creatures.
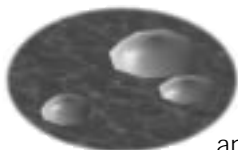
Bubble monster

It is unknown exactly what these creatures are. They live under the water in the swamp and seem to be some kind of tentacled creature. They strike with little warning, often dragging their victim under the murky waters. Watch and listen carefully for bubbles.

Swamp Fiend

The swamp fiend appears to be genetically related to the spriggan. They are fairly slow and dumb creatures, but pack a terrible blow with their clubs of wood. Watch out for these guys, as they often run in packs.
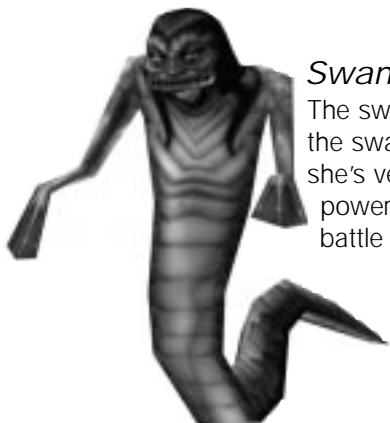
Swamp Witch

The swamp witch is a unique creature of the swamp. While she's slow-moving, she's very hearty and can throw a powerful fireball. Be prepared for heavy battle and using lots of healing potions!

Bat Manta

The bat manta is a creature of the Gnome Realm. Dropping down from the ceiling, they fly toward Connor shooting a lethal electrical charge from their tails. While affected by any weapon, in the close quarters of the underground a strong hand weapon proves most effective.

Rock Demon

The rock demon is a creature made completely of stone. Popping up out of the ground, they'll throw small boulders at Connor. Since they're made of stone, a ranged weapon does little damage.

Dragon Wyrm

This dragon is a unique creature found in the Gnome Underground. Its thick hide is impervious to ranged weapons. Be ready for a battle when confronting this huge beast in hand to hand combat.
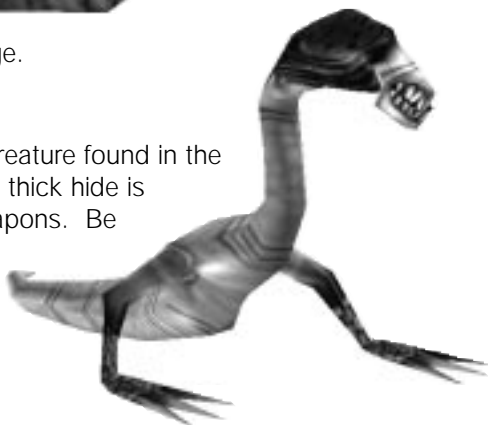
Fire Ants

The fire ant is a creature found in the Barren Region. While it's not a strong opponent, neither is it out to get Connor. If you leave them alone, they usually leave you alone-- just don't get too close. Be careful!--if you combat one of these they usually call their friends. You can quickly get knee-deep in ants!

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Pyro Demon

The pyro demon is a creature that lives in the burning lava. If you get too close to the lava, they will pop up and defend their home tossing globs of searing hot lava at Connor.

Fire Dwarf

The fire dwarves are a mean and cruel people. Their short stout bodies can swing a heavy and powerful hammer, while others of them carry a flaming firebow. They are usually well-armored, and can withstand a heavy attack.

Basilisk

This behemoth showed up in the Barrens shortly after the cataclysm. In addition to its size and powerful jaws, its eyes can fire a deadly bolt of energy. Many have tried to confront this beast, but none have survived.

Ice Orc

The ice orc is the slow and dumb foot soldier of the Warlord in the Frozen Reaches. In spite of that, they are well equipped with sharp battle axes and ice crossbows. If you can outthink these guys, it always proves better than a frontal assault.

Gryphs

The gryphs are winged creatures of the
Frozen Reaches. They're smart, fast, and
well-equipped. It's best to just avoid
these guys if you can.

Frost Demon

The frost demon is a large and
shaggy beast of the ice world.
They are slow-moving and rather
dumb. However, don't under-
estimate them. They are very
strong and often run in packs.

Snow Mane

The snow mane is a unique creature in the ice
world. It is swift of foot, and packs a
tremendous bite. It is not known what this
creature looks like as it's invisible. It's also
unknown what kind of magic empowers this
beast.

Two-Headed Dragon

The two-headed dragon guards
a passageway in the Frozen
Reaches. It is said there is a way
to defeat this magnificent
creature, but so far none have
found the secret. It is rumored
that the dragon guards a
gateway to a fantastic land.

Henchman

The henchman is the foot soldier and minion of Lucreto. Created from the now-evil fluids that run through the Temple of the Sun, Lucreto has sent these beings forth in search of the lost fragments of the Mask of Eternity. These guys are strong and well-armored. When you see one, defend yourself. They'll try to kill Connor and take the Mask pieces back to Lucreto, their master.

Shadow Demon

The shadow demon is found only in the Temple of the Sun. Sensing Connor's presence, they appear from out of walls and floors. Watch out for these guys as they often appear in groups.
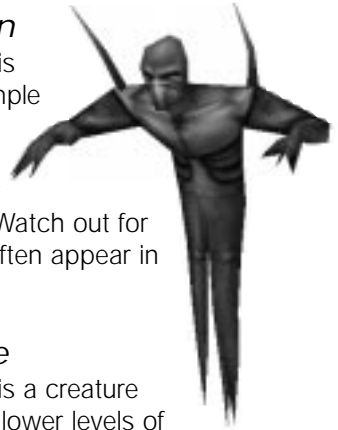
Water Snake

The water snake is a creature found only in the lower levels of the Temple of the Sun. Their powerful whip-like tongue can pack a striking punch.

Lucreto

He's the reason for all this trouble! You'll have to face him at the end of the game. Since Lucreto was an Archon of the Temple before he became evil, he's not good at combat. However, he does hold a good grasp of the powers of magic. Be prepared with plenty of health items when facing him, and keep in mind that he can't be killed by normal means. You'll have to find a way to deal with him other than standard combat!

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Hints

Each of the seven realms' puzzles are mostly self-contained within their respective lands. In other words, if you're stuck in a land, you should probably look for your answers IN that land. There will never be a puzzle that keeps you from progressing to the next land where the answer is not in the land you are currently in. However, that doesn't mean that some puzzles won't span lands, just that there will never be a puzzle to get out of a land that is not wholly contained within that land.

Exceptions to hint #1: Yes, there are a few exceptions to the above rule. It's possible to leave a land that has a piece of the Mask without aquiring it. If you do this, you'll have to go back at some point. There are also several side quests that you can choose to do if you like. Some of these may require going back to a previous land if you've missed an item.

Not sure what to do or where to go? Take a look at your magic map. If there's any place that is not yet uncovered, go there. Exploration is a big part of this game.

Still lost? Try talking to some of the characters AGAIN. They often have very helpful hints.

STILL STUCK? OK, keep in mind that any thing you click on that has a message is probably something important. There aren't messages for every cup and plate in the world, only things that pertain to the game and story.

———————————
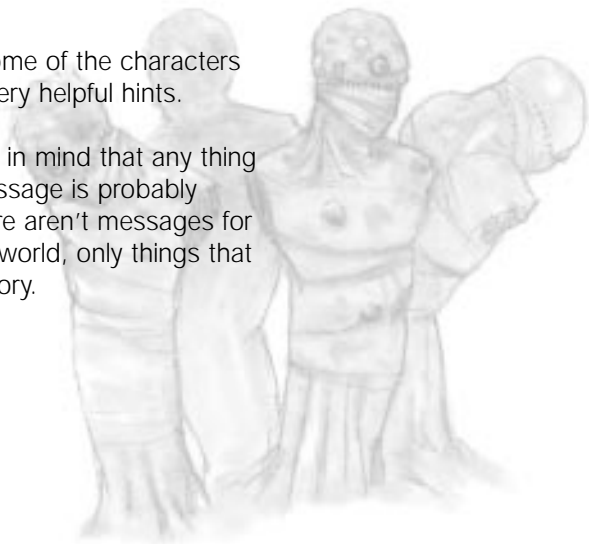
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Animation Director
Jason Zayas

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Jim Edwards
John McKinnie
Scott Bodenbender

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Bob Munsil
William Todd Bryan

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John Piel
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Mark Seibert

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Roberta Williams
Mark Seibert

Voice Auditions
VoiceCaster
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Voice Recording
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Voice Recording Engineer
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Ben Houge
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Robin Ward, Stuart Young

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--and all the moms, dads,
husbands, wives, girlfriends, boy
friends, & significant others
without whom this game would
have been completed months
earlier.

Cast

Ben Houge	Ferryman, Skeletons
Bill Farmer	Weirdling tradesman, King Gryph
Daran Norris	King Graham, Weapon Seller Gnome, Ice Lord
Jan Rabson	Crystal Mystic, Henchman
Jennifer Darling	Swamp Wisp, Lady of the Lake, Unicorn/Ugly beast
Jim Ward	Unseen Voice, Armor Seller Gnome, Hillman
Kevin Richardson	Prophet Tree, Lord Azriel, Lucreto
Kirsten Seibert	Gwennie
Mary Kay Bergman	Swamp Witch, Apothecary Gnome
Neil Ross	Spirit Knight, Archon, Wizard
Nick Jameson	Daventry Official, Sage Gnome
Philece Sampler	Swamp Wisp, Queen Freesa
Richard Horvitz	Swamp Wisp, Ice Orc Foot Soldier, Skeleton
Scott Bullock	Connor, King Mudge
Tasia Valenza	Sylph, Sarah

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