WITCHAVEN II

Sequel to the Best Selling First-Person, Fantasy Action Adventure...

WITCHAVEN II

BLOOD VENGEANCE

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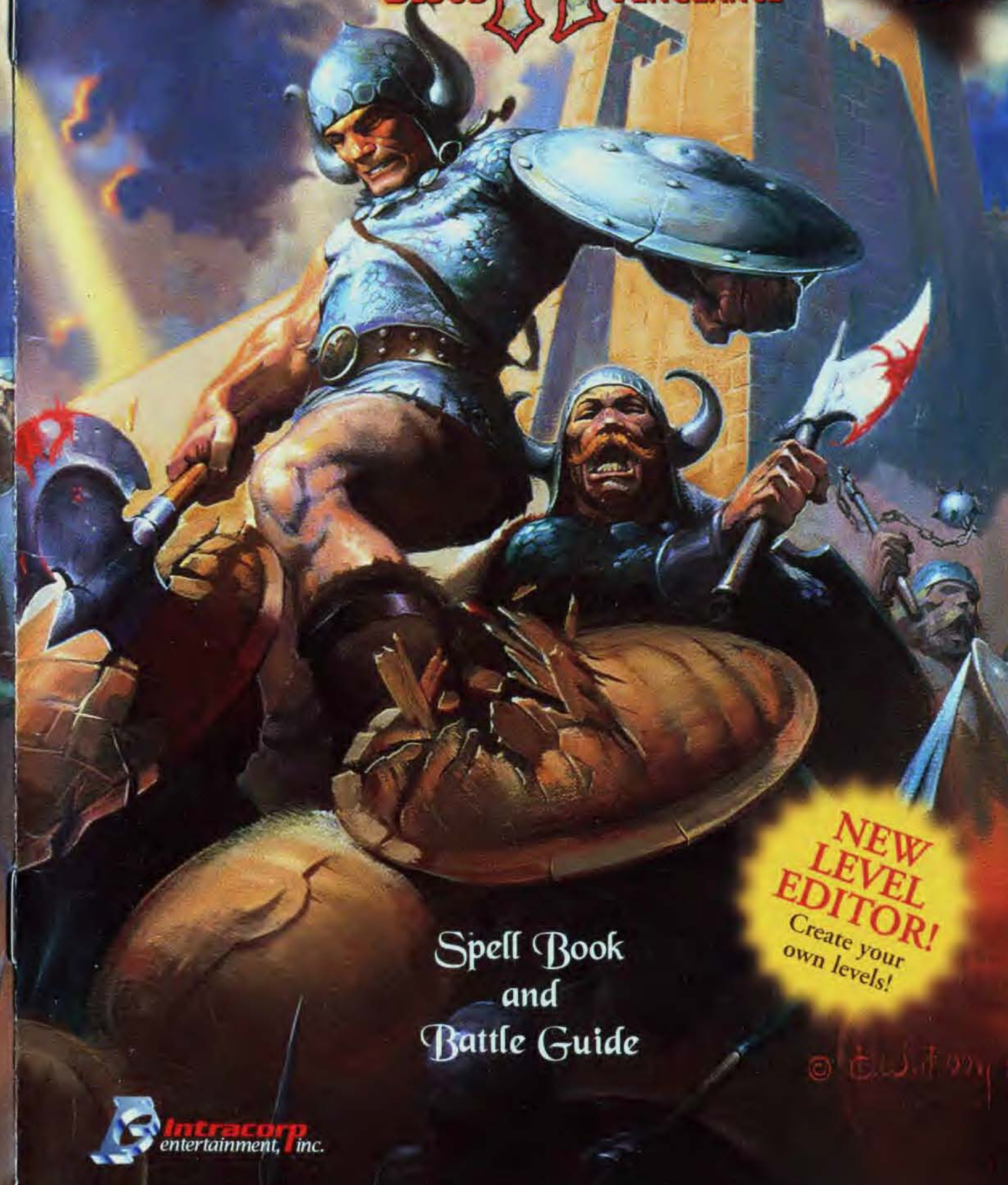
Spell Book and Battle Guide

Intracorp entertainment, inc.

Capstone
THE PINNACLE OF ENTERTAINMENT SOFTWARE

IBM CD-ROM

Intracorp entertainment, inc.

Witchaven II
Blood Vengeance

Spell Book & Battle Guide

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Installation Instructions

Running the Installation Program (DOS mode):
1) Insert the CD into your CD-Rom drive, and switch to the CD-Rom drive.
2) Type: **INSTALL**.

The installation once complete will take you directly to the Witchaven 2 setup program. The setup program allows you to select the following: Digital Sound, Midi Divice Control, Game Controls and Video Display Mode. If you need to change any one of the above after Witchaven2 has been installed, type in: **SETUP** at the **CAPSTONE\WHAVEN2** directory (or wherever you installed the game).

Starting Witchaven 2 (in DOS mode):
1) Insert the CD into your CD-Rom Drive.
2) Type: **CD\CAPSTONE\WHAVEN2** [ENTER] .
3) Type: **WH2** [ENTER] .

Installing Witchaven 2 in WIN 95:
1) Insert CD-Rom into the appropriate drive.
2) Start Windows Explorer.
3) Double Click on your CD-Rom drive button.
4) Double Click on the **SETUP.EXE** file.
5) Follow the step-by-step installation procedure.
6) To Start, in Windows Explorer change to the directory in which Witchaven 2 was installed (c:\capstone\whaven2).
7) Double Click on WH2 application icon to start.

If you encounter problems installing or running the setup program, you must install Witchaven2 in MS-Dos mode. Shut down your computer using the restart in MS-Dos mode option. Then refer to the Dos installation instructions above to finish the install.

Network & Modem Play:
Witchaven 2 supports one active, 2-16 player game on a LAN, requiring an IPX or compatible network driver. Witchaven 2 also supports a head-to-head modem game at 9600 baud or better. For instructions on setting up the modem or network games please read the **README.TXT** file by typing in **README** from the root directory on the CD-ROM.

Game Play

The following section is a quick start for those eager to enter Witchaven 2. All commands and on-screen elements are explained. Once the introduction has finished, you should see the Main Menu.

Main Menu

New Game
Load/Save
Options
Help
Quit

New Game
This option starts a new game at the entrance of the labyrinth with 100 health and some of the weapons, in battle worn condition. You will also receive a few health potions as well as a resist fire potion.

Load/Save
This option allows you to either load or save a game.

Options
Options allows you to adjust the Sound, Gameplay and Controls for Witchaven.

Sound Use → and ← to move and press ENTER to select.

Music Volume Move the slider to the right to raise the music volume.

FX Volume Move the slider to the right to raise the volume on the various background noises.

Tracks 1-15 If you prefer one music score over another, select it here for continuous play.

Play Press this button to play the selected track.

Stop Press this button to stop the music from playing.

Shuffle Press this button and a random track will be selected when one finishes.

Game Play
This option allows you to change the Blood & Gore along with the Levels of Difficulty.

Blood and Gore
There are two settings for the graphical depiction of blood splattered when hitting the enemy:

Blood and Gore off.

Blood and Gore on (default).

Difficulty
There are four difficulty levels to choose from. The difficulty levels and their effects are:

Level 1: monsters have reduced health.
Level 2: monsters have average health (default).
Level 3: monsters have increased health.
Level 4: monsters have increased health, and are resurrected.

<u>Controls</u> You may adjust your mouse, Spaceball Avenger, or Logitech Wingman here. Once the game starts you will be prompted to calibrate your joystick.

Help

This option brings up the Witchaven2 on-line help. It is a quick-reference for weapons, spells, potions, and gameplay default commands.

Quit

This option allows you to exit to DOS. You will be prompted with "Are you sure y/n?"

Screen Elements

Map

Experience
Chararacter Level

Weapon

Potions

Health Spellbook Armor Keys

Map

Pressing the 🖪 (tab key) brings up the overhead map. The map displays the level you are on. You are represented by the arrow, and the map rotates as you do, so that the direction in front of you is always the top of the screen. When active, the overhead map's size can be changed using the 🞣 and 🞤 keys.

Experience Points and Character Levels

This area indicates the experience points and experience level your character attained. You gain experience points by killing monsters and finding certain items. Once a sufficient

number of points have been reached, you rise in experience levels, thereby acquiring damage bonuses, and more health. (See Experience in the Reference section for more details.)

Health

This number represents the amount of damage you can sustain. When monsters or traps strike you, you lose health points. If your health reaches zero, you die. You can increase your health by drinking blue potions and finding certain items. You can minimize your health loss in combat by finding better armor. In addition, your total possible health increases as you gain experience levels.

Spellbook

This area displays all the spells available to you and the number of spell charges remaining. Each time you pick up a scroll, that spell becomes ready to be casted. To select a spell, flip the pages of the book by pressing the corresponding function key:

F1	Scare	F5	Open Door
F2	Night Vision	F6	Fly
F3	Freeze	F7	Fireball
F4	Magic Arrow	F8	Nuke

After selecting a spell, press the ~ key to cast it.

Armor

This area displays your remaining armor points. The type of armor you are wearing determines the number of points and the manner in which enemy damage is distributed. See the Items section for more details.

Keys

This area displays which keys you have. There are four key types: the black key, brass key, glass key, and the ivory key.

To open a door with a key, get close to the door and press [SPACE] . Some doors can only be opened by stepping on a floor trigger along with the appropriate key.

Potions

This area shows the potions you are carrying. There are five potion types: Health, Strength, Cure Poison, Resist Fire, and Invisibility. The triangle slider points to the potion selected or just discovered. You can move it by pressing the left and right bracket keys: [and]. To drink a potion, press [ENTER] . The computer will automatically quaff down a health potion before you die (if you have one available).
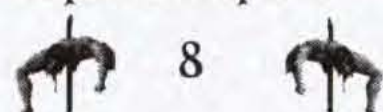
Weapon

This area shows the weapons you are holding. To select a weapon, press the corresponding number key.

[1] Fists	[6] Battle Axe
[2] Dagger	[7] Bow
[3] Short Sword	[8] Pike Axe
[4] Morning Star	[9] Two Handed Sword
[5] Broad Sword	[0] Halberd

Enchanted weapons share the same number as the original weapon and will last for a short time, leaving you with the original weapon. Refer to the Weapons section for more information on Enchanted weapons.

To attack, press the *Left* [CTRL] on the keyboard, the *Left* mouse button or *Button* #2 on the joystick. As you gain experience levels, you get a weapon damage bonus. For more information see the Weapons section.

If you pick up a shield it will be displayed only if you are using a one handed weapon (weapons 2-5). You may select to use or not use the shield by pressing [S] accordingly. Dual weapon combination will happen automatically when you are using the Broad Sword, and the Dagger or the Morning Star is in your inventory. You must lower the shield to take advantage of the dual weapon combination.

Screen Adjustment

The screen size can be adjusted to speed up game play. Press [+] to increase the screen size and [-] to shrink the screen size (in VGA mode only). The menu bar can be toggled on or off by choosing the largest screen size.

Movement

The movement keys can be customized by running Setup.exe before playing the game. Providing you have not altered the default settings, use the following keys to control movement:

Walking

Use the appropriate ARROW KEYS , the *Right Mouse Button* or *Up* on the joystick.

Running

Hold down [SHIFT] while walking or *Button#*1 on the joystick.

Strafe

Press [ALT] or [<] [>] on the keyboard.

Flying

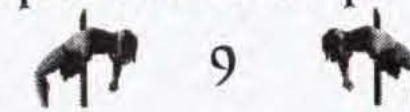After casting the Flight spell:

Fly Up: press [INS]	Look Up: [PG UP]
Fly Down: press [DEL]	Look Down: [PG DN]
Cancel Spell: press [END]	Center : [HOME]

Doors and Chains

To open doors and pull wall chains, press [SPACE] .

Introduction

The witches have been destroyed. You stand on a precipice overlooking the entrance to their wretched lair, surveying the damage. Oily smoke spouts from the mouth of the volcano far up into the heavens - it seems the sky rests on an undulating pillar formed from the ashes of evil. A light haze hangs in the air, and the clouds are bloated with an impending rain. Suddenly, an unearthly chill stands your hair on end. The wind picks up, partially dissipating the smoky column. The ground trembles beneath your feet. An ominous distant rumbling begins a slothlike crescendo. With a shiver, you turn and run towards the shoreline. Branches rip at your cloak as you race toward escape. Fatigue hindering your pace is tempered by occasional shudders beneath your feet and you soon reach the waterfront. The sea is rough, waves gathering strength as if rushing toward some unseen goal. The water is dark and forbidding, turned soulless black by churned volcanic ash that once rest on the ocean floor. Your boat lies among jutting obsidian rocks, waves battering the hull. You climb the treacherous formation, your boots slipping on flooded granite. The rumbling increases in intensity, causing you to lose your footing and tumble down the rock face. Propping yourself up on your elbows, you see glowing embers spewing from the fiery mountain, and bright lava trickling down its sides. You quickly stand and examine the boat for damage. There are several spots near the prow where the wood has almost worn through. With increasing panic, you remove your armor and weapons, toss them into the boat, and drag it to the icy water. You push off and jump in. The current fights to bring you back inland, but frantic rowing saves you this fate. In a few moments you are safely out of danger, and you watch triumphantly as the volcano, known as Char, engulfs the island in a searing baptism.

Your return to Stahzia is cause for great celebration. The lodestone of latent fear carried by the townsfolk for so long has been lifted - replaced by newborn hope and faith. A tremendous and decadent banquet is held in your honor. The table which you head is crowded with noblemen and dignitaries, all manner of regality paying homage to their benefactor. The evening passes in a whirlwind of blurred flashes and intense images. Upon finding you, the princess Elizabeth clings to your side. The evening of overindulgence ends with even the most stalwart of men passed out on the floor, tables, or chairs. Your wine-weary eyes open and close sluggishly until at last, a fitful sleep overcomes you.

You wake with a throbbing head and aching stomach. Your surroundings are as you would expect, a lavish hall maligned by drunken celebration. After the initial perusal, you notice something strange - no one is here! You rise to your wobbly feet and try to understand this oddity. Your head spins and you grab the back of your chair for balance, feeling gently nauseous. Where did everyone go? Still staggering slightly, you make your way out into the early morning glimmer. The streets are bare - not a soul to be seen. You walk toward the town square. The vendor booths there are empty, the Inns have no loiterers conning passersby with cards, and the butchery is dormant.

An eerie silence looms in the still air, the stagnant atmosphere akin to a decrepit mausoleum. Suddenly, you hear the sound of beating wings. You whip around with a start to face an enormous gold dragon descending from above. Dust rises in a blinding cloud and the wind from her beating wings buffets your face. She lands gracefully for a beast of her size, and regards you intelligently with one unblinking blood-red eye. Her lips retract, revealing hundreds of jagged teeth in multiple rows. Thick yellow saliva drips in tendrils down her shiny black hide. She opens her mouth and begins to speak.

"You are the one called Grondoval." Her voice belches forth in deep rasps.

You are momentarily stunned, but soon regain your composure.

"Yes. Who are you and what happened to my people?"

"My common name is Ikethsti. My purpose here will become self-evident in moments..."

"Where are my people?"

"Your kindred are gone. You have only yourself and your foolish meddlings to blame. Cirae-Argoth wishes to extract revenge upon you – and it looks to me," Ikethsti smiled, waving her massive head from side to side, "like she has."

"Where is she?" You try to sound certain and demanding, but standing in the face of such a magnificent and horrible creature makes your voice waver.

"She has yet to leave the island. She is building up her magic. When she is ready, they will all be gone forever. You should not have killed her sister." Ikethsti unfolds her wings and begins to take flight with astonishing slowness.

"Wait!" you cry, "Why would you tell me this? Are you here to help me?"

Ikethsti's throaty laughter shakes the trees around you.

"I do," she says, "Only what my master tells me! Begone! You are not meant to die... yet."

Ikethsti flies lugubriously towards the town parapet. She lands and twists her head to face you, smiling.

"Cirae wants to give you a chance." her neck cranes as she surveys the townscape, "She enjoys sport. You can find her in the northern range, but you had best leave now, for my aim is not what it once was."

With this, she inhales sharply, and exhales a torrent of flame

towards the square. Thatched roofing ignites immediately, and soon the entire village is ablaze.

Having finished her task, Ikethsti flies off to the north. Resolve and hatred glowing in your eyes, you follow...

Weapons

The following is a description of the weapons you are likely to find in Witchaven2.

Fists
The weapon of last resort, your fists do the least amount of damage, and have the shortest attack range. Each punch does 1 to 5 points of damage.

Dagger
These magical blades once belonged to Verkapheron's elite priesthood. The dagger has the same range as your fists, but allows both a slashing and a stabbing attack. The enchanted dagger does double the amount of damage than the regular dagger.

Short Sword
The favored weapon of the Argothonian Clansmen, the short sword is a double-edged blade of poor quality. It inflicts more damage than the dagger but also breaks easily.

Enchanted Short Sword
The Flame Strike short sword was forged from the molten lava in which you adventure. It leashes out double the amount of damage the normal short sword does due to its intense flames.

Morning Star
The Morning Star is a devastating spiked ball and chain. It does more damage and a has larger swinging radius than the short sword. The crushing attack and swinging attacks inflict more damage than the short sword.

Enchanted Morning Star
The Enchanted Morning Star has an amber glow due to the flames extending from the spiked balls. It also vibrates from the sound aura of enchantment. Swinging the Enchanted Morning Star will summon a prey seaking fireball, causing serious amounts of damage to its helpless victim.

Broad Sword
Forged in the keep armory, this weapon is heavier and sturdier than the short sword. It is double-edged and gives you two different swinging attacks. The left hand attack inflicts more damage than the right-hand attack.

Battle Axe
The Battle Axe is the native weapon of the Mino Drake. This sturdy, curved blade inflicts more damage than the broad sword and has a high resistance to damage. Due to its massive size and slow weapon speed, this a weapon of choice for only the highly experienced warrior.

Enchanted Battle Axe
This Weapon is used by the Mino Drake Lords. Forged by magic, it delivers twice the amount of damage and is faster to wield than the standard Battle Axe.

Bow

The epitaph of Lord Ver Kapheron's archers, the bows and quivers you find give you the advantage of attacking from a distance. It has been proven that a single arrow delivered by a hero can kill an opponent with ease. In addition, the bow is never damaged, therefore it is never rendered useless. However, you are limited to the number of arrows you can scavenge.

Flaming Arrows

These arrows were left by Ikethsti to penetrate the unwary victims that despise the taste of flames. The flaming arrows will inflict twice the amount of damage when they strike an opponent.

Pike Axe

These items were once the symbol of the castle guard, serving as both a two-handed Pike Axe and a throwing axe. With the swinging attack, the Pike Axe inflicts an amount of damage equal to a short sword. The overhead chopping attack can inflict the same as the Morning Star. Furthermore, when more than one Pike Axe is found, the additional axes can be thrown, and reused if they miss.

Enchanted Pike Axe

The enchanted Pike Axe will spread into three prey seeking axes when thrown, allowing a better chance to hit. An experienced axe hurler can hit three opponents on one throw, making this a deadly weapon. Be advised that you will not be able to pick up the regular Pike Axe until the Enchanted version is used fully.

Two-Handed Sword

This gigantic double-edged blade does the most damage of all the weapons. It allows two swinging attacks, inflicting 20 to 30 points of damage with the left swing and 25 to 30 points of damage with the right swing.

Enchanted Two-Handed Sword

The Ice Razor was enchanted by Ikethsti herself and turns creatures to ice 25% of the time. You can increase your chances of turning helpless victims to ice to 50% if you have on the helmet when this item is used.

Halberd

This is a large blade mounted on the end of a long wooden pole. The Halberd has the largest attack range of all melee weapons and it inflicts 5 to 20 points of damage with a piercing attack and 5 to 35 points of damage with a swinging attack.

Enchanted Wells

There are many enchanted wells throughout Cirae-Argoth's labyrinths. All enchanted weapons will be charged for limited amount of uses. Be sure to switch to another weapon that is charged, when one relinquishes its enchanted powers. Be wise young warrior, most wells have the ability to enchant weapons only once.

Damage Modifiers

Both your experience level and strength affect the amount of damage you can inflict with weapons. You gain 1 point of additional damage per experience level, and drinking a strength potion and/or having the helmet, doubles (or quadruples) inflicted damage.

Break Hits

Each weapon, depending on the quality of its make and the strength of its design, has a certain number of break hits. This is the number of hits the weapon can inflict before dulling or breaking. Of the non-magical weapons, the short sword is the weakest, and the two-handed sword the strongest.

Double Weapon Proficiency

This skill allows you to wield two weapons simultaneously. In order to wield two weapons during combat you must have the Broad Sword out and have the Dagger or Morning Star in your inventory. The shield must not be in use, (press [S]) in order to take advantage of this ability. A second attack will be made automatically in opportune times with the Morning Star or the Dagger.

Spells

"Certain words, ancient and sacred, have the power to magnify and focus the will. They allow those with discipline to bend reality and invoke the powers arcane. Such words comprise the languages of the Nether-Reaches, but exist in the Prime Realms only as writing, scribed from parchment to parchment by initiate mages, refusing to be memorized and forever eluding the reason of man."

The scrolls you find will be incanted with 5 charges, thereby casting the spell and affecting the physical world.

Scare

When cast, this spell reaches into the mind of your foe and fetches its deepest fear. This spell is most effective on lesser creatures, for more powerful minds can see through the illusion.

Night Vision

This spell enhances your vision, granting you the ability to see in darkness for a limited time. The spell lasts ten seconds per experience level.

Freeze

This spell launches a ball of energy that draws the heat from all creatures nearby. The spell makes your foes so brittle that they can be shattered with a single blow. The freeze spell is powerful but limited in the sense that some fire-based creatures may be immune to its effects.

Magic Arrow
This spell launches 10 prey seeking energy projectiles, inflicting 20 to 40 points of damage each.

Open Doors
This spell will open any pentagram door requiring a key. Make sure that you are facing the door and are relatively close to the door you wish to open. Use this spell to open doors you can not find a key to.

Fly
When invoked, this spell commands the power of air, granting you the ability of flight for a limited duration. You can fly straight up by pressing INS and straight down by pressing DEL , relinquish your flight by pressing END .

Fireball
When cast, this channels the heat of the earth, creating three prey seeking fireballs, incinerating all creatures within 10 feet that fail to resist the effect of the spell. Those that resist, are singed, but otherwise unharmed.

Nuke!
This spell summons the energy of the stars, annihilating all creatures and items within 30 feet. Only the most powerful of the witches are capable of resisting this spell.

Scrolls
There is a scroll for every type of spell mentioned in the Spells section. When found, a scroll counts as five spell charges, ready to be spoken so that the magic bound in the text can be released.

Items

"There is a wide assortment of items to be found in the labyrinth. For decades since the assault on VerKapheron Keep, warriors and adventurers from across the Prime Realms have journeyed into those dark depths seeking glory and wealth. A few have returned, but most have perished, leaving their items behind to collect dust amidst their aging bones and forgotten dreams."

Ankh
Artifacts left by VerKapheron's priests, the ankh's powers of life grant 250 health points.

Amulets
Two amulets can be found in the labyrinth:

Amulet of the Mist
This amulet renders you invisible for 1 minute.

Shadow Amulet
This amulet acts as a Scare spell for 1 minute.

Armor
Armor serves two important functions: to deflect enemy attacks and thereby nullify all damage, and to absorb damage that is inflicted, reducing the cost to health. Though there are numerous items in the labyrinth that increase your armor, there are only three armor classes: leather, chain and plate.

When you are successfully attacked, a certain amount of armor points are deducted from your pool, and then some percentage of the enemy's inflicted damage is subtracted from your health. The three classes of armor and their effects are:

Leather: loses 4 armor points per hit, half damage is inflicted.
Chain: loses 2 armor points per hit, one-quarter damage is inflicted.
Plate: loses 1 armor point per hit, one-quarter damage is inflicted.

Each armor type or armor-affecting item gives you a certain number of armor points, and protects as one of the classes above. Obviously, leather protects as leather, chain as chain and plate as plate, but other items will protect as one of the classes above as well. For example, a Crystal Staff gives you 300 armor points and protects as chain. When those 300 points have been exhausted, that item is no longer useful and is discarded. Furthermore, you can wear only one type of armor at a time.

Example: Suppose you find a suit of leather armor. You get 50 armor points. Each enemy hit subtracts 4 armor points and inflicts half damage on your health. If you find a suit of chain, your armor points go to 100, not 150 because the suit of leather is discarded. Now each enemy hit would reduce your armor points by 2, and inflict one-fourth the amount of damage to your health.

Leather Armor

Bound leather armor offers the poorest form of protection, granting 50 points of armor, losing 4 points per hit and allowing half of inflicted damage to be taken from your health. Still, some armor is better than none, and leather armor can sometimes deflect enemy attacks altogether.

Chain Mail

An armor composed of a padded metal mesh. Chain mail gives you 100 armor points. It loses armor at the rate of two points per hit, and allows only one-fourth of all damage to health. Chain mail has a good chance to deflect enemy attacks.

Plate Armor

The highest quality armor, this armor grants you 150 armor points, loses only one point per hit, and allows only one-fourth of all damage to health. Plate mail has a very good chance to deflect enemy attacks.

Crystal Staff

This item gives you 250 health points, 300 armor points and protects as chain mail.

Glass Skull

The glass skull is given to only the mightiest warriors that prove their worth to Cirae-Argoth. This item will endow a warrior one level higher and bestow upon them all the benefits of the new level.

Helmet

This artifact grants you the power of legendary heroes, increasing the speed of your attacks, giving you ten armor points, and doubling your damage for thirty seconds.

Horn

For one minute, every point of damage you inflict is added to your health.

Keys

There are four types of keys in the labyrinth: Black Keys, Brass Keys, Glass Keys, and Ivory Keys.

Pentagram

These are artifacts used by the Nether-Realm invaders to move quickly through the labyrinth. Bring this item to the transparent Pentagram and it will teleport you to the next level.

Potions Five types of potions can be found in the labyrinth:

Blue Potion: Increases your health.

Green Potion: Increases your strength temporarily.

Orange Potion: Cures poison.

Red Potion: This potion grants immunity to fire.

Brown Potion: This potion turns you invisible, if you are not attacking.

Rings

During the battle for the keep, many magic-using soldiers on both sides were slain, leaving behind an abundance of rings.

Adamantine Ring

This ring protects as plate mail, but gives no armor points.

Onyx Ring

This black jeweled ring grants you protection from missiles.

Sapphire Ring

This blue jeweled ring provides protection from fire attacks for a limited time.

Scepters

There are two scepters to be found within the labyrinth.. The Blue scepter grants you the ability to walk on water, and the Yellow scepter allows you to walk on lava. The effect of both scepters is limited to the level upon which they are found.

Midian Shield

This item gives 50 armor points and protects like plate mail. The shield can only be used when you have a one-handed weapon selected, and like other weapons, it can be damaged and rendered useless.

Ciraen Shield

This rounded shield is enchanted and used by Ciraen's warriors. It will protect you longer than the Midian shield making it a strong compliment to any armor.

Treasure Chest

The lure of many adventurers. Within these chests lie glittering wealth or grave danger.

Horned Skull

The horned skull with its icy blue eyes holds the powers of Cirae-Argoth. When this item is found Cirae-Argoth has been defeated and her powers are contained, entrapped inside forever. To end the game, pick up this item and return it home so that it can be disposed of properly.

Gold & Silver Coins

Some enemies carry pouches full of gold or silver coins that can be collected for experience points.

Denizens of the Labyrinth

This section serves to illuminate what is known of Cirae-Argoth's fighting force. These creatures now inhabit and protect the outer parts of her labyrinth and the inner sanctum known as the Witchaven.

Rat

The scavengers of the labyrinth. The rats are thick there, for they have much upon which to dine. They feast on the fallen during the first assault, and now their numbers are maintained by the feeble would-be warrior bodies.

Willow Wisp

Perhaps one of the strangest denizens of Witchaven 2 are the Willow Wisps. These amorphous creatures pushed through the Veil during the siege, attracted to the magical energies being expended by witch and priest alike. The Willow Wisp absorbs magic and life energy, attacking with a fireball blast from a distance making them a menacing creature.

Skeleton

These undead are the result of death magic rituals deep within the Witchaven. Wandering without purpose, these damned souls claw at the living with contempt.

Ogre

These creatures of the Nether Reaches possess enormous upper body strength and a meager intelligence. Most are enslaved by the Witches and forced to patrol Cirae-Argoth's tunnels.

Imp

Illwhyrin used her ascendancy to raise the hideous Imp from Stahzia's quagmire. Once summoned by Cirae-Argoth, the Imps will amass in numbers feeding off any inhabitant they come across. Traveling in packs, they are very formidable, not to mention their ability to poison their victims, leaving them helpless and vulnerable.

Lava Fiend

Summoned from the Lower Planes, the Lava Fiends are bound in servitude to the Witches. Because of the low-magic quality of the Prime Realms, they are greatly weakened in the Witchaven. Drawing their energy from sources of elemental fire, the Lava Fiends gravitate to Char's subterranean lava flows.

Mino Drake

The Mino Drakes are a race of part man, part bull and part fire drake. As such, they are an intelligent, stubborn race that savors the heat of the earth. They serve as loyal soldiers for the Witches, wielding large battle axes and guarding designated areas to the death.

Guardian

Guardians are spirits of the Nether World, doomed forever by Ikthesti to guard the two planes of existence. They spit hissing balls of fire in their fury and long to see mere mortals wince in agony before they die.

Giryon Knight-War Hammer
This Giryon Knight enjoys surprising his enemies and becomes relentless when doing so. His war hammer is very light, enabling many fast attacks at a close range.

Giryon Knight-Sword and Shield
This is the weakest of all the Giryon Knights. He uses a shield in coordination with his sword attacks. It is almost impossible to penetrate his defenses when his shield is up.

Giryon Knight-Two-Handed Sword
This Giryon Knight has mastered the two-handed sword. He is able to attack at a farther range than most single-handed weapon users and he enjoys taking advantage of this.

Argothonian Clansman-Fist
These mighty combatants were conjured by Cirae-Argoth to strengthen her army and pose a threat to anyone they encounter. This clansmen uses the aid from his allies and will fight with his fists if need be.

Argothonian Clansman-Swords man
This clansman was trained by Cirae-Argoth herself and is very skilled with a magic sword that he can conjure at will. Because of its magical properties, the sword can penetrate any type of armor known to man.

Argothonian Clansman-Throwing Axe
This clansman has the ability to summon magical pike axes and hurl them with both hands. When his magical ability runs low, he will attack with a short sword until he dies.

Ciraen Sentinel-Bare Hands
Hand chosen by Cirae-Argoth herself, these mighty sentinels protect her from would be assailants. In their bare-hand fighting form, they pose little threat but they can summon other warriors to aid in their distress.

Ciraen Sentinel-Dual Morning Stars
Due to the Ciraen Sentinel's rigorous training, has an ambidextrous fighting ability, not to mention their inherent primal rage, which makes them very strong and hard to knock down. Avoid their blows by keeping them at a distance with a ranged weapon.

Ciraen Sentinel-Magical Bow
This sentinel can conjure a bow from the Nether World and shoot many arrows at their prey. Once they relinquish their arrow supply they enjoy rushing their enemies to point blank range and attacking them into a melee battle to the death.

Ciraen Sentinel-Magic User
Trained by Ikethsti, this sentinel can conjure attack spells causing much damage. They love to attack from a distance and wear down their enemy before engaging in hand-to-hand combat.

Midian Warrior
Named for the energy that spawned them, the Midian Warriors were shaped from the tattered soul pieces of the vanquished High Priest Midias. These dark guardsmen exist only to protect Illwhyrin and crush her enemies to dust. These warriors have four different rankings as well as weapon proficiencies. The brown capped is the weakest, the blue, purple or red capped Midian Warrior is always a firm foe.

Midian Warrior-Sword and Shield

This Midian Warrior has seen many battles and is very experienced in crushing enemies with the broad sword. Be careful of their speed and ability to defend themselves.

Midian Warrior-Halberd

This warrior can hurl three halberds at a great distance before they rush to engage their foe in melee with a sword and shield. It has been said that only the strongest of warriors can pull the halberd from of their body and use it against the Midian Warrior.

Midian Warrior-Magic User

This Midian Warrior can cast three fireball spells at a rapid pace before they unsheathe their swords and charge making even the strongest of enemies turn and run. Avoid his fireball attack by using the resist fire potion, making his fire attack worthless.

Cirae-Argoth

One of the most powerful of the Nether-Reaches Order of Witches. A master of death magic, she is able to raise the dead, channel the forces of fire, and summon minions at will. Illwhyrin's sister is very volatile and will stop at nothing to destroy her most hated foe, who murdered her sister. She will not be happy until she punishes you for the crimes you committed and bestows the hatred of her world upon you.

Labyrinth Creator/Editor

"Never before has evil come so close. . . . "

:Sir Steve Newton , 28 February 1996

The following pages will instruct you on how to edit and create your own vile and menacing levels of evil. Be warned that learning to create such hideous labyrinths takes time, but much can stem from a level oozing with the glory of malevolence. Feel free to share your levels with other Witchaven 2 owners, as you become a master dungeon creator.

LEVEL EDITOR OVERVIEW

The following instructions will teach you how to edit existing Witchaven 2 maps or, create new ones. Copy the file named **BUILD.EXE** from the CD-Rom into your Witchaven 2 directory (for example: **COPY D:\BUILD\BUILD.EXE C:\CAPSTONE\WHAVEN2** [ENTER]). To edit a preexisting map, go to the Witchaven 2 directory (type: **CD\CAPSTONE\WHAVEN2\BUILD**). Then type **BUILD [level name]** [ENTER] , or to create a new map, type **BUILD** [ENTER] .

There are 2 modes in the BUILD editor, the **3D EDIT MODE** and the **2D EDIT MODE**.

The **3D EDIT MODE** is similar to the Witchaven 2 play mode, except with a mouse cursor. The **3D** mode allows you to change the attributes of walls, sectors and sprites. For a further explanation, refer to the **3D EDIT MODE** section.

The **2D EDIT MODE** functions like a CAD program, enabling you to create walls and sectors inside the map. You will start with an overhead view of the map, enabling you to place doors, monsters, items and weapons.

To switch between the two **EDIT MODES**, press [ENTER] on the numeric keypad.

To *Load, Save* or *Quit* from the **Level Editor**, press [ESC] in the **2D MODE**, then press the appropriate key.

SAVING MAPS
If you wish to add a new map to the 15 that already exist, you must save it as *LEVEL##*. You may rename any of the 15 levels, just make sure that level15.map is the last number in the sequence.

PLAYING NEW MAPS
If you wish to play or test a map you just created, save it as: LEVEL##. The numbers must be greater than 15. When you want to play it, just type in **WH2_LEVEL##** (_ signifies a space, # signifies the number). **Remember** *that you must also refer to the* **2D & 3D EDIT MODE** *sections to fully understand how to create a map.*

2D EDIT MODE

The 2D mode is used to create or edit walls, floors and ceilings inside a level. These sectors can be used to create pits, stairs, doors, or any imaginable item that is raised or lowered from a ceiling, wall or floor. **Remember** *that you must also refer to the* **3D EDIT MODE** *section to fully understand how to create a map.*

MOVEMENT CONTROLS

MOUSE: This allows you to move around the **ORANGE CROSS HAIRS**, enabling you to create walls and sectors and to insert tags.

LMB (Left Mouse Button)
This button allows you to move sector points, insert points and move sprites. Hold down the **LMB** to move any object and release the button to drop the sector point or object.

RMB (Right Mouse Button)
This button allows you to move the **3D** map arrow. The white arrow signifies the location and direction you will be placed inside the **3D EDIT MODE** (when the **NUMERIC** [ENTER] is pressed). To move around freely on the map editor area, hold down the **RMB** while moving the cross hair.

MOVEMENT: The ARROW KEYS move the white arrow on the map in the appropriate direction.

ZOOM: To zoom in and out in the **2D** mode, press [A] or [Z] keys.

GRID RESOLUTION: To change the Grid Resolution, press [G]. It can be changed into 16 different sizes. Grid points are places where horizontal and vertical lines meet. These grid points are used to place points evenly. The largest grid size is approximately equal to a ten square foot area.

BLINKING LINE: A blinking line is the closest line to the cross hairs. This is used to signify that it is active and will receive a point or can be made into a circle.

CREATING WALLS AND SECTORS

The following section will describe how to create red and white sectors. A red sector is best described as an area consisting of red lines, that can be raised or lowered inside **3D** mode. A white sector is best described as a white lined area, acting as solid walls that cannot be passed through. When building a map, remember that the outer walls of the map must always be white, confining the player to that map.

WHITE SECTORS: The [SPACE] places a point on the grid block closest to the cross hair. A white line will be made following the cross hair until another point is made by pressing [SPACE]. A sector can only be finished by connecting it to another point or the original point, but only after two points have been made. You may split another sector by connecting two points within that sector. The rules for building white sectors are as follow:

1) YOU MUST CREATE FROM THE OUTSIDE IN.
2) You must create a room first, then stairs, pillars and doors etc.
3) You cannot place a red sector around a pillar that is already inside a room. Create the red sector first, then create the white sector pillar inside the red sector.

CHANGING A WHITE SECTOR TO A RED SECTOR: A white sector can be changed into a red sector by placing the cross hair inside the desired sector and pressing [ALT] [S]. The sector will change to a red sector if it is not the outermost white sector on the map.

DELETING WHITE SECTORS: Large complex areas of white sectors can be deleted by placing the cross hairs inside the desired sector to be deleted and pressing [CTRL] [DEL]. Be very careful, doing so can (at times) delete sectors attached and/or inside the sector you are deleting.

RED SECTORS: After a white sector has been made, you can turn it into a red sector by placing the cross hair inside the desired sector and pressing [ALT] [S]. Red sectors are different than white sectors since they can be raised and lowered inside the 3D mode. The rules for building red sectors are as follow:

1) YOU MUST CREATE FROM THE OUTSIDE IN.
2) The outer wall must be a white sector.
3) Red sectors are automatically made whenever you join two existing white sectors with a new line.

CHANGING A RED SECTOR TO A WHITE SECTOR: Any red sector can be made into a white sector by placing the cross hairs inside the desired sector and pressing [CTRL] [DEL].

BLOCKING RED SECTORS: You may make any wall of a red sector blocking. To do so, make sure the desired line is blinking and press [B]. The color of the line will change from red to purple. This will not allow a person or a character to walk pass this line. Whole sectors can become blocking by repeating this procedure. You may reverse a line to non-blocking by repeating the process again.

JOINING SECTORS: You may combine two sectors of the same color as long as they are touching. To do so, place the cross hair inside the desired sector you wish to keep and press [J]. Then place the cross hair inside the other sector and press [J] as well. The attributes (such as the wall tile, height and any tags) of the first sector will be transposed into the second one. Press [ESC] twice at any time to eliminate the joining feature if need be. Whole red sectors can be deleted in the same fashion, just remember that the first sector will copy its attributes into the second sector.

CREATING A POINT ON A LINE: To create a point on an existing line press [INS]. A point will be placed on the blinking line on the closest grid point. A point can be placed, then moved, by holding down the **LMB** and releasing it on the desired location. The rules for creating a point are as follow:

1) You can only create a point on a blinking line.
2) Points will only be placed on the closest grid point.
3) All points stick to the closest grid point.
4) Points are deleted when they meet.

DELETING A POINT: A point can be deleted by picking it up (holding the **LMB**) and moving it over another point and releasing the **LMB**. If you are making a white sector, use [←] to delete the last point already plotted before the sector is finished. You may delete lines, walls and sectors by doing this continuously.

GROUP DRAG: By holding down the **RIGHT** [SHIFT], a purple box will move with the cross hair. Use the box to highlight the points you wish to group drag for easy movement. The points collected inside a group drag will be blinking, and can all be moved by moving any one of the points. Once the group drag move is finished, press **RIGHT** [SHIFT] again to deactivate.

SPLITTING SECTORS: Sectors can be split by connecting to points between the two sectors. If there are no points, place the cross hair over the desired line of the sector and press `INS`. Do the same for the other sector, then place the cross hair on one of the points, press `SPACE`. Move the cross hair to the other point and press `SPACE` to split the sector.

CREATING CIRCLES: To create a circle, place the cross hair near the desired wall so that it blinks. Press `C` and a small + will appear along with yellow points representing the circle. You may add or delete points with the NUM `+` or `-`. You may move the + with the cross hair. Once the desired size, shape and amount of points are correct, press `SPACE` to finish the half circle. Repeat this process to the other side of the wall to make a complete circle. You may cancel the creation of a circle by pressing `C` again. To create a separate circle sector, follow the steps below:
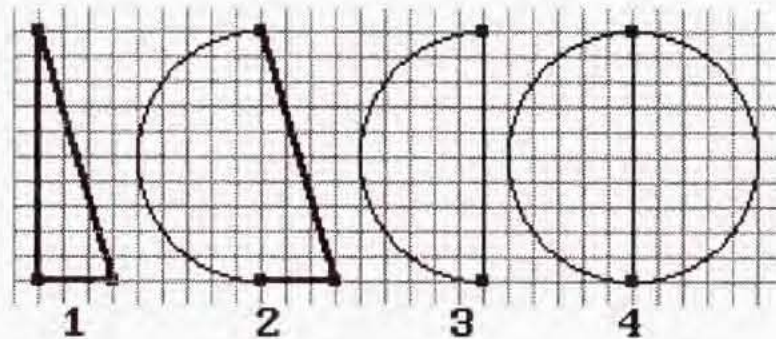

1) Create a triangle.
2) Place the cross hair near the long perpendicular line so that it blinks and press `C`, then adjust the circle and press `SPACE`.
3) Pick up and drag the farthest point and drop it to make a half circle.
4) Make another half circle with the last long line to complete the full circle.

SPRITES

Sprites are one tile items that can be in the form of creatures, pull chains, potions, items and almost any tile available inside the art file. You may do the following functions to sprites in 2D mode as long as the cross hair is directly on top of the sprite or the area you wish to place the sprite. Refer to PLACING SPRITES IN 3D MODE for more detail.

`S`   Placing a sprite.
`DEL`   Deleting a sprite.
`<` `>`   Rotating a sprite.
`B`   Repetitively to make it blocking or non-blocking. Blue is non-blocking, purple is blocking.
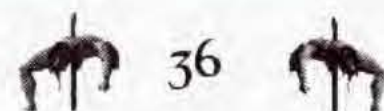
`ALT` `T` Place a low tag on a sprite (only certain sprites can be tagged).
`ALT` `H` Place a high tag on a sprite (only certain sprites can be tagged).

Once a sprite is placed, the stick pointing out from the circle indicates the sprite's direction. The direction of a sprite is important when placing creatures or pull chains since it should always face the player, especially when they are flush against the wall.

TAGS

Tags are numbers assigned to red sectors and/or sprites that make the tagged red sector perform a specific task such as open door, lower/raise a wall, trigger a trap, etc. There are two types of tags each described below, low tags and high tags. A tagged sector or sprite will have numbers in the middle of the red sector or on the sprite. The first number represents the high tag, the second is the low tag.

LOW TAGS: A low tag forces the red sector or sprite to perform a specific function. To assign a tag, place the cross hair inside the desired red sector and press `T`. Enter one of the numbers below to assign a function to the red sector you are tagging. Moving sectors will operate only once when triggered and will stay in the final position.

Moving Red Sector Low Tags
1101-1199 Lower Floor any amount 11## units down.
1201-1299 Raise Floor any amount 12## units up.
1301-1399 Lower Ceiling any amount 13## units down.
1401-1499 Raise Ceiling any amount 14## units up.

Complex Doors With Keys
To create a door, low tag a red sector with a 6,7 or 8 according to the type of door you desire. If you wish to make it a locked door, follow the door number with a 1,2,3 or 4 according to the desired key color. A splitting door locked with a black key will be low tagged 82. A door tagged with a single digit number (6-8) will function every time a player presses `SPACE` unless it is locked or linked with a high tag (see HIGH TAGS for more info).

6 Raising Door	1 Brass Key	4 Ivory Key
7 Dropping Door	2 Black Key	
8 Splitting Door	3 Glass Key	

SPRITE TRAP LOW TAGS: A low tag on certain sprites will make the sprite perform a specific task. To assign a low tag to a sprite, place the cross hair over the sprite and press [ALT] [T]. The following is a list of low tag traps for sprites and the specific tile numbers that can use a low tag.

Fireball	Tile# 1717	Low Tag 90
Shooting Arrows	Tile# 1957	Low Tag 91
Shooting Darts	Tile# 1957	Low Tag 92
Shooting Javelins	Tile# 1957	Low Tag 93
Shooting Pikes	Tile# 1957	Low Tag 94

Once a low tag trap is assigned to a sprite, make sure that the stick portion of the sprite is pointing in the direction you wish the projectile to travel. Please refer to the **3D MODE SPRITES** for more information on how to place a sprite.

ACTIVATING SECTORS: In order for any moving sector, trap or door to operate, it needs a switch to activate it. An activating sector performs the function of a pressure plate. It is always in the form of a red sector placed on the ground, with a low tag of one. It must also have a high tag corresponding to the same high tag number of the trap, door or moving sector. Please refer to the EXAMPLE.MAP for an example of activating sectors. The rules for creating an activating sector are as follows:

1) The sector created must be a red sector on the floor in a place where the player will step on it for it to function.
2) The activating sector must be low tagged with a 1 (one).
3) The activating sector must have a high tag number (that you create) corresponding to the door, trap and/or moving sector.
4) More than one activating sector can be placed for any item that it will activate and vice versa.
5) An active sector will trigger the linked item every time it is stepped on. Items such as doors and traps will function every time the active sector is stepped on.

Please refer to the HIGH TAG section to understand how activating sectors work along with high tags.

ACTIVATING SPRITES: An activating sprite is a pull chain placed on a wall that can be pulled by the player (using the spacebar) to activate a sector, open a door and/or trap. The sprite being placed must be one of the two sprites that act as pull chains (tile number 370 and 539). Once the correct tile number is selected, place the cross hair over the sprite and press [ALT] [T] and enter 1 (one) for the low tag number pressing [ENTER] when finished. You must also give the

activating sprite a high tag number that is the same as the moving sector, trap and/or door high tag. Do this by placing the cross hair over the sprite and press [ALT] [H] and create a number from 1 to 999 that corresponds to the moving sector, trap and/or door. See HIGH TAGS for more information. The rules for placing an activating sprite are as follows:

1) A sprite must be placed facing away from the wall, blocking, non rotating flush against a wall.
2) The sprite must have a low tag of 1 and a high tag that corresponds with the item(s) it will activate.
3) The activating sprite must be a tile numbered 370 or 539.
4) Activating sprites can only be used once. A pull chain can never be pulled or used twice.

HIGH TAGS: A high tag is a number that you create that is identical to the activating sector and the item it will activate (door, trap, or moving sector). Think of a high tag as a link between the activating sector and the functioning item. The activating sector will trigger the link to activate a door, trap, or moving sector. You may have one floor trigger or pull chain activating many items. There is no limit to the number of items to which an activating sector and a high tag can be linked. You may also have many activating sectors or sprites linked to one item. The rules for using high tags are as follow:

1) A door (low tags 6-8), once high tagged, can only be opened by an activating sector or pull chain. A door requiring a key cannot have a high tag.
2) Remember that doors and traps will function every time an activating sector is stepped on or only once when a pull chain is used.
3) More than one activating sector and/or pull chain can activate some thing and more than one trap, door and/or moving sector can be linked to a single high tag-activating sector or sprite.

RISING DOOR ROOM WITH TRAPS:

The following is an example of a room with a rising door (tag 1,6) that can only be opened by the active trigger sector in front of the door (tagged 1,1). A pull chain (High Tag 2, Low Tag 1) is on a pillar that triggers an arrow trap (High Tag 2, Low Tag 91) on both the North and South walls (note the direction of the sprite traps). To finish it off, as the player walks through the door, it will close automatically when they step on the sector that follows the door (tagged 1,1). This room is called *EXAMPLE.MAP* and can be viewed by loading it.
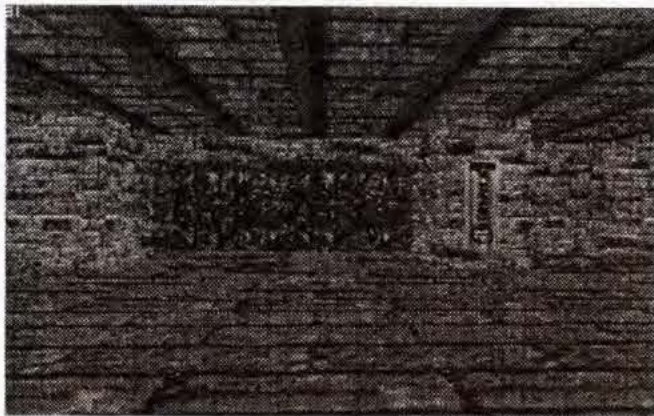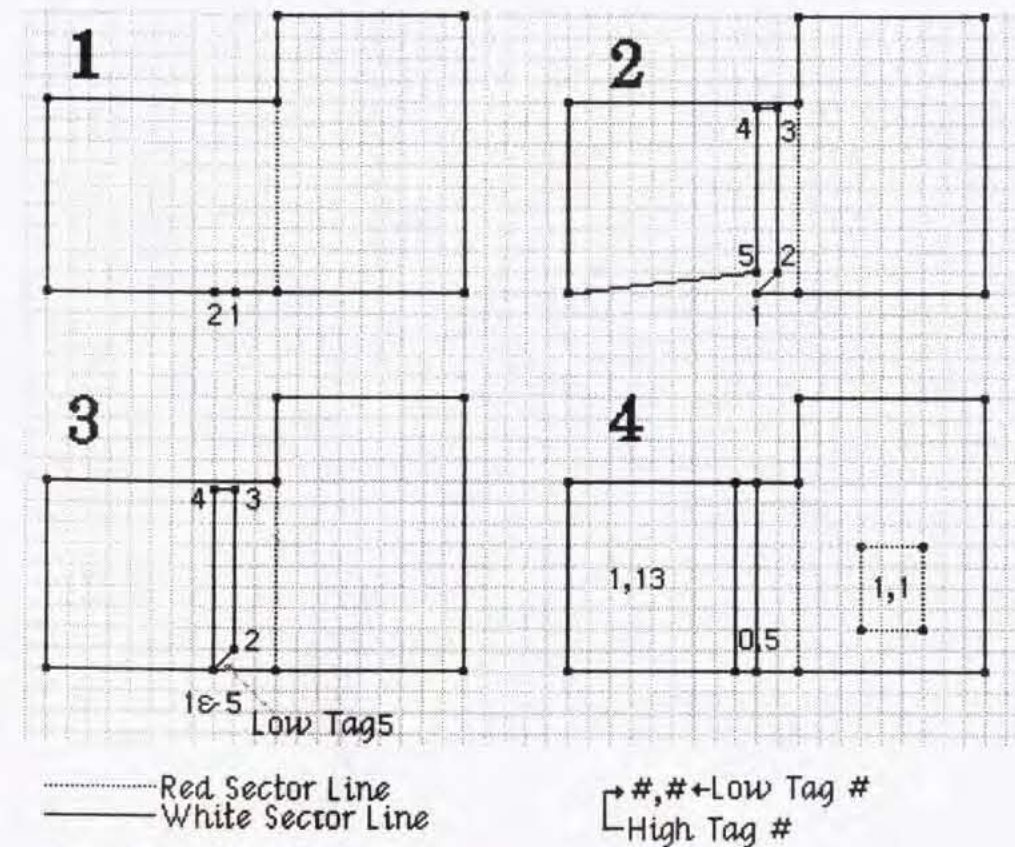
3D View   **2D Mode**
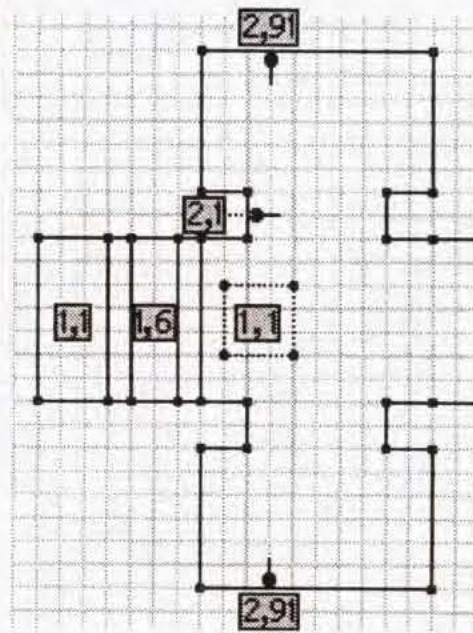

```
-------- Red Sector Line
———— White Sector Line
   • Point
  ┌High Tag
2,91
  └Low Tag
  •— Sprite
```

SWINGING DOORS:

Swinging doors are the hardest to make, but the most realistic. Use the following diagram and steps to make a single swinging door or double swinging door.


```
-------- Red Sector Line        ┌→ #,# ←Low Tag #
———— White Sector Line          └ High Tag #
```

1) Place two points on a white sector line.

2) Drag Point#2 in front of Point#1 and keep inserting and placing three more points (in the shape of a door) on the same white line.

3) Move Point#5 on top of Point#1 (these two points will not connect because they are white sector lines). Place the cross hair on the line between Point#2 and Point#1 & 5 so that the white line blinks. Place a low tag 5 on the blinking line by pressing [ALT] [T] and enter 5.

4) Move Points 2, 3, and 4 so they are on the original white line. Place the cross hair on the sector after the door and low tag it 13 and high tag it 1. Create a small red sector before the door as the floor trigger. Low tag it 1 and high tag it 1.

WARPING SECTORS: There are two different types of warping sectors, sector-to-sector warps (inside the same map) and level-to-level warps (ending one level to start another).

SECTOR-TO-SECTOR WARPING

Sector-to-sector warping consists of two red sector squares (preferably one square in size of the largest grid resolution) placed on the same map having a low tag of 10 and identical high tag numbers.

ONE WAY SECTOR-TO-SECTOR WARPING

A one way sector-to-sector warp is made with two red sector squares as well. The only difference is the low tag on the receiving is 14 and the low tag of the sending sector is 10. Place an identical high tag on both of the sectors as well.

LEVEL-TO-LEVEL WARPING

A level-to-level warping sector is made with a red sector square, a low tag of 4002 and a high tag of 1. Make sure that a pentagram sprite is placed somewhere on the map since it is essentially a key that activates the level-to-level warping sector. A transparent non-blocking pentagram sprite should be placed on the level-to-level warping sector just created to make the player aware of the level warping sector.

STARTING POINT: Each map created needs to have a starting point inside one of the rooms. Place the white arrow on the desired place you wish to make the starting points and press ⌨SCROLL LOCK . An orange stationary arrow will signify your starting location whenever the map is played as a game level. Every time you press ⌨SCROLL LOCK , the orange arrow will disappear and reappear in the new location.

PLAYING NEW LEVELS: If you wish to play or test a map you just created, save it as: LEVEL##. The numbers must be greater than 15. When you want to play it, just type in **WH2_LEVEL##** (_ signifies a space # signifies the number).

3D EDIT MODE

The 3D mode is used to move and manipulate walls, sprites and sectors inside a level. 3D mode is very similar to game-playing mode except none of the sprites (enemies or objects) move and you have the ability to control your height in terms of floating and hovering. Most of your detailed level designing will occur inside the 3D mode. Keep in mind that you will often have to switch between 2D and 3D mode to create the perfect item in a room, let alone a whole room.

MOVEMENT: The ARROW KEYS will move you in the appropriate direction inside the 3D mode.

**VERTICAL CONTROL MODE:** There are three different types of vertical control modes available. Every time the ⌨CAPS LOCK is pressed, it will toggle you between one of the three different modes of vertical control. Remember that every time you enter into 3D mode, you will always start in mode 1 until ⌨CAPS LOCK is pressed, switching you to mode 2, then to mode 3 and back to mode 1.

> MODE 1: This mode is exactly like the game mode, allowing you to walk at the normal eye level, under and over any red sector area. This is the easiest mode to use while manipulating most of the objects and it is also the default mode.

> MODE 2: This is the height lock mode, keeping you at the same height above the ground no matter how high or low some red sectors are.

> MODE 3: This is the float mode that allows you to "hover" in the air and move with no vertical movement unless you adjust it. This is the best mode to manipulate any tall object or sectors on the ceiling.

VERTICAL MOVEMENT: Using the ⌨A and ⌨Z keys allows you to move up or down inside any of the three vertical modes.

VERTICAL VIEWING: Holding down ⌨ALT and using ⌨A and ⌨Z allows you to tilt your view directly up or down with no horizontal or vertical movement.

MOUSE: Movement with the mouse controls the white cross hair. The white cross hair always points to the item that is being controlled. The sector under control can be raised or lowered, moved or fitted with different artwork. The mouse will be used with many different keys allowing you to manipulate the environment inside 3D mode.

LOCKING RED SECTORS: Holding down the Left Mouse Button (LMB) allows you to lock a sector at which the cross hair is pointing so the sector can be moved up or down, even though the cross hair is no longer pointing at it. This is extremely important when moving sectors out of sight. Remember, they are still under your control.

RAISING OR LOWERING SECTORS: Use the `PG UP` or `PG DN` keys to move a red sector up or down. Remember the sector being moved needs to be either pointed at with the cross hair, or locked, before being moved.

UNITS: Each time the `PG UP` or `PG DN` is pressed, a red sector is raised or lowered one unit. It takes 16 units to make a full tile. A full tile is about equal to a 10 square foot area in real space. Remember the unit of measurement when building in 3D mode. Create most of the rooms at least 20-24 units high so the creatures (sprites) can move about freely and so that everything is in proportion to real size. Artwork on some tiles larger than 16 units in size will look distorted and not in proportion, so keep this in mind when building.

SWITCHING BETWEEN 2D & 3D MODES: Use the NUMERIC `ENTER` key to switch between 2D and 3D modes.

3D BUILDING

TILE ARTWORK: The default tile used on a newboard is always the red square with a yellow circle. With this tile, it is easy to see the units of height, allowing you to build evenly. A good suggestion is to build a level using the red and yellow tile exclusively, then changing the tiles once a majority of the area has been manipulated. To change the artwork on any given tile, press `V`. The first page will show what tiles have been currently used on the map. Use the ARROW KEYS to move the white box around so that it highlights the desired tile you wish to choose. If the tile is not shown (it probably has not been used), press `V` again to display all of the tiles available. Keep in mind that the tile being highlighted is the starting point for the entire page of artwork. Use the ARROW KEYS to move the highlighted box and press `ENTER` to select the desired tile to place in 3D mode. You may also use the `PG UP` or `PG DN` keys to move through a whole screen or artwork. The rules for placing tiles in 3D mode are as follow:

1) Have the cross hair pointing to the desired sector on which you wish to place the artwork before pressing `V`.

2) It is faster to move around the artwork area if you know the location of the desired artwork and highlight a tile that is close to the art you desire, before pressing `V` for the second time.

3) Some tiles are not meant to be placed as artwork on sectors. Any artwork in the form of a person, object or creature should not be placed on a sector. This type of artwork usually has a bright red background and is meant to be placed as artwork for a sprite since the bright red area will become transparent in the game.

SLIDING ARTWORK: If you wish to slide the art of a tile up, down, left, or right to align it to another tile in another sector, place the cross hair on it and hold down `SHIFT` and press one of the NUMERIC ARROW keys `2`,`4`,`6` or `8`.

SHRINKING OR STRETCHING ARTWORK: A tile can be stretched or shrunk by pointing to it with the cross hair and pressing the NUMERIC KEYBOARD `2`,`4`,`6` or `8`keys.

SHADING TILES: Press NUMERIC `+` or `-` continuously to shade a tile.

ALIGNING TILES: You may align many sectors with the same tile all an once by pointing to the left-most sector with the cross hair and pressing `.`.

RESET TILE ARTWORK: You may reset the size of the artwork on a tile by using `7` on the desired tile.

FLIP ARTWORK: You may flip the artwork on a tile or sprite by pressing `F`.

ARTWORK ORIENTATION: Artwork orientation is important if you wish to have the artwork start at the top of a sector or at the bottom of a sector. This is important if the sector rises or falls since the artwork will not move with the tile once it is activated. Place the cross hair on the desired tile you wish to orient and press `O`.

COPY ATTRIBUTES: If you wish to copy and paste attributes of one tile to another (ie. size, orientation, artwork, shading etc.), place the cross hair on the desired tile and press `⊢`(TAB). This will copy the attributes in a buffer allowing you to paste them.

PASTE ATTRIBUTES: To paste the attributes just copied (see above), move the cross hair to the desired location and press `ENTER`.

MASS PASTE: To paste the attributes in the tab buffer on an entire sector of walls that are connecting, press the RIGHT `CTRL` `ENTER` together.

SHADE PASTE: To paste only the shade of a tile to another, copy the desired tile with `⊢` and press `SHIFT` `ENTER` to paste the shade only.

SHRINK TILE: To shrink the artwork on a tile, place the cross hair on it and press E. Press E again to reverse the process.

ARTWORK ALIGNMENT: To change the relative artwork alignment on a tile or sprite, press R consecutively.

PARALLAXING SKY: To make a sky tile appear to look like an outdoor scene (ie: the sky stays stationary as the player moves), point to the ceiling tile that is a sky and press P. The rules for making a sky tile parallaxing are as follow:

1) Only a ceiling tile may be parallaxed.
2) Only a sky tile may be parallaxed (refer to tile listing).
3) If there is more than one consecutive (touching) red sector on the ceiling that are going to be a parallaxed sky tile, make sure that they are all equal in height. Make them equal in height before placing the parallaxed sky tile on them.

CREATING ANGLES

Angles can be created only on red sector areas. Angles can be raised or lowered from the ceiling or floor. To create an angle, start in 2D mode and choose a red sector you wish to angle. To make an angle, you must first choose a pivot point. A pivot point is the line that will act as a hinge as the sector is raised or lowered in the 3D mode to create the angle. To choose a pivot point, make the desired line blinking by placing the cross hair near the line and press ALT F. A statement will appear, "This wall now sector's first wall". Switch to 3D mode to raise or lower the angle. Place your cross hair on the sector, hold down the LMB and press the [or] keys to raise and lower the angle accordingly. Use SHIFT to fine adjust an angle along with the [or] keys. The rules for creating angles are as follows:

1) The pivot point must be the lowest point if an angle comes from a sector on the floor. You might have to raise an angle and then raise or lower the sector using the SCROLL LOCK NUM LOCK keys to make sure that the pivot point is the lowest point on the floor.
2) White sectors can also be anglized in the same manner as a red sector as long as they are part of the playing area.
3) A sector on the floor and a sector on the ceiling do not have to share the same pivot point. To change pivot points, create a floor or ceiling angle first, then complete the other angle separately.

4) Angles can become moving sectors as long as they are tagged accordingly.
5) Avoid angles over 40° on the floor if they can be walked upon. This is to avoid areas that could slow down gameplay.
6) Whenever a new tile is copied and pasted onto an already angled tile, it will lose its angled appearance and will have to be done over. Also, whenever the / key is pressed, the angle will revert back to its original flat form.

SPRITES

Sprites can be placed inside 2D or 3D mode by pointing to the desired location with the cross hair and pressing S. Once placed, they can be moved vertically, rotated, change with other artwork, and placed flush with a wall in 3D mode. Sprites can be moved in the same way red sectors are raised and lowered by using PG UP PG DN keys. Please refer to the 2D mode as well as 3D mode for placement and the many uses for sprites.

SPRITE ARTWORK: Once a sprite is placed you can change the artwork in the same manner as a wall tile by pointing to it with the cross hair and pressing V. Refer to the SPRITE ARTWORK REFERENCE section for details on the different artwork associated with magical items, creatures and humanoid fighters.

SPRITE ORIENTATION: There are three different ways a sprite can be oriented, either rotating, flat, or parallel to the floor. To change between the three different orientations, press R consecutively.

ROTATING SPRITES
A rotating sprite is a sprite that will always have the artwork facing the player. Whenever a sprite is placed (not copied), its default is a rotating sprite. All enemies should be placed as rotating sprites to avoid any wafer-thin enemies from roaming the dungeons. When using a rotating sprite that is not a moving item (ie: treasure), make sure that the sprite is not located too close to a wall, or a moving sector to avoid any sprite clipping (sprites cut in half) problems. When enemies are placed, the stick of the sprite (seen only in 2D mode) needs to be facing forward so the sprite can see the player and react accordingly.

FLAT SPRITES
Flat sprite orientation is the second selection whenever R is pressed twice. Flat orientation allows you to place sprites that should not follow a character such as pull chains, bas-reliefs, stained glass, wall rugs etc. Flat orientation allows you to place a sprite flush to a wall by placing the cross hair on it and pressing O.

Before doing so, make sure that the sprite is facing away from the wall (viewable only in 2D mode). You can also rotate the orientation of a flat sprite by using ◁ ▷ accordingly.

FLOOR SPRITES

Floor sprites is the third orientation that places the sprite parallel to the floor. Only a few sprites can be changed to this setting without being distorted in appearance such as a bridge tile, stained glass etc.

TRANSPARENT SPRITES: There are three levels of transparency for a sprite. The first is none and is the default of every placed sprite. The second is limited transparency and the third is a very transparent sprite. Use T to change between one of the three different modes. Items such as the pentagram and stained glass can be transparent.

The rules for placing, editing and moving sprites are as follow :

1) A sprite can be placed in 2D or 3D mode.
2) A sprite can only be changed to blocking or non-blocking inside the 2D mode.
3) Any item that is picked up (ie: treasure, items and spells) must be placed as non-blocking sprites.
4) Any enemy placed must be a blocking sprite.
5) More than one sprite can be placed on top of each other and moved.
6) Sprites can only receive high and low tags inside 2D mode.
7) Sprites are moved in the same manner as red sectors using the same key commands.
8) Sprites should not be placed on moving sectors since they will not stay with the moving sector.
9) Use the 2D mode to see which way the sprite is facing.
10) Refer to the SPRITE AND TILE NUMBER section to place animated sprites and special tiles.

SPRITE & TILE NUMBERS

The following is a list of sprite and tile numbers. The sprite or tile number refers to the exact piece of artwork that needs to be placed for that specific item. Many sprites are animated and must have the first frame used as the artwork for the sprite in order to function properly. To jump to an exact tile number, press V to change the artwork and all of the tiles already used will be shown on the screen. Press G and enter the number (backspace to delete the number showing first) of the tile you wish to use from the list below and press ENTER. All items that can be picked up need to be placed as non-blocking sprites.

SPELL

Scare	1817
Night Vision	1857
Freeze	1849
Magic Arrow	1865
Open Door	1873
Fly	1833
Fireball	1841

CREATURE

Rat 1961
Willow Wisp 2426
Skeleton 2144
Ogre 737
Imp 922
Lava Fiend 777
Mino Drake 981
Guardian 1993

Giryon Knight
    2 Handed Sword 3279
    Hammer 3352
    Sword & Shield 3426

Argothonian Clansman
    Punching 3017, 3090, 3095
    Throwing Axe 3047
    Magic User

Ciraen Sentinel
    Punching 2780,3170,3243,3248
    Magical Bow 2750
    Magic User 3602
    Morning Stars 3200

WEAPONS

Dagger	1566
Short Sword	2217
Morning Star	1582
Broad Sword	357, 666
Battle Axe	359, 2026
Quiver of Arrow	1889
Pike Axe	356, 2038
2 Handed Sword	229
Halberd	2046

Midian Warrior
>   Halberd 2502
>   Magic User 2638
>   Sword & Shield 2579

To place a different colored Midian Warrior, place the cross hair on the sprite and press `ALT` `P` *and enter in the appropriate palette number.*
Palette# Brown Cape 12, Blue Cape 10, Purple Cape 11, Red Cape (default).

Cirae-Argoth 3541
Whenever Cirae-Argoth is killed, the game will end (no matter where she is placed). Cirae-Argoth's death signifies the end of the game.

All items listed below that can be picked up need to be placed as a non-blocking sprite.

MAGICAL ITEMS	VARIOUS ITEMS
Ankh 714	Brass Key 1623
Amulet of Mist 1574	Black Key 1631
Shadow Amulet 698	Glass Key 1639
Leather Armor 1881	Ivory Key 1647
Chain Mail 1809	Sky Tiles 167-172, 202-3
Plate Mail 1793	210-11
Crystal Staff 1550	Door Tiles 280-3, 1926-1930
Glass Skull 706	Pentagram Tile 291
Helmet 1801	Enchanted Weapon Aura 449
Horn 1767	Torch Tiles 1553, 1704,
Pentagram 1759	1691, 1907
Health Potion 548	Pull Chains 370, 539
Strength Potion 549	Fireball 1717
Cure Poison Potion 550	Shooting Trap Tile 1957
Resist Fire Potion 551	Breaking Stained Glass Tiles
Invisibility Potion 552	1079, 1086, 1093, 1100, 1107,
Andamantine Ring 726	1114, 1121, 1128, 1135
Onyx Ring 730	
Sapphire Ring 373	
Blue Scepter 718	
Yellow Scepter 722	
Shields 2432, 2439, 2446, 2682	
Treasure Chest 260	
Wood Barrel 269	
Gold Coins 235	
Silver Coins 234	

Witchaven II
Blood Vengeance

Trouble Shooting

If you get an error you do not understand and cannot solve, please write down the exact error and contact our Customer Service Department, Monday through Friday, between 9 a.m. and 6 p.m., Eastern Standard Time. Before you do, please make sure you're near your computer and that it's up and running.

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