EDGE
Extreme Dungeon Game Experience

User Manual
v. 0.92 first draft

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The Story

Dark things roam the land. Black things—shadows not seen since before the lands were tamed and the ways of kings brought law and order to the peoples of Terra.

Now the reigning monarch of Xersia, King Arik the Tenth, is rumored to be mad, and his only son, the Prince, is whispered lost to the wilds of the north. The jagged passes of the northern wastelands are unpassable, and the lower woods to the south team with evil and things that go bump in the night. Men speak of ancient prophecies of doom and foreboding. Of the end of time. The elves have long since retreated into their protected forests, and the dwarves have sealed tight their mountain mines.

Indeed the dark times have been foretold by many. In tongues of Man and Elf and Dwarf alike this darkness holds ill omen. Some villages of Men call it the End of the World, Apocalypse. Ragnarok. The oldest, wisest of the Dwarves call it Ak-Kharn, "the Edge of the End-Time." In the softer language of the High Elves, their unreadable words translate roughly to "the End of the Light."

Each of these prophecies fortells a piece of the land's doom. And each a promise of vengeance and despair. But each too holds a sliver of hope, for a true soul who might journey to the very *edge* of this rising danger, and save us from our darkest nightmares.

Hardware Requirements

PalmOS

EDGE was originally designed for PalmOS 5 and higher devices. It requires a minimum of 6.5MB of available free RAM. Some of the required database files can be installed to an external data card (SD, Memory Stick, or other) and accessed through VFS (virtual file system). While the main Edge_Data and Edge_Maps databases can also be installed to RAM (if enough storage RAM is available on the device), all sound and music files require use of an external card. The game can be played without an external card if all three .prcs are installed to RAM, but no sound will be available without being installed to external card.

PocketPC

EDGE can also be played on PocketPC devices with the use of the StyleTap application, which allows many PPC devices to run PalmOS software. (See www.styletap.com for download and purchase instructions.) StyleTap version 0.9.085 or higher has been optimized for full compatibility with EDGE. The memory requirements are the same as the Palm version.

EDGE runs best on a newer VGA device in either 66% mode (at 320x320 resolution, as on PalmOS) or in 100% mode (at 480x480 resolution). In 100% mode, EDGE's 320x320 playfield will be scaled up to 480x480. This will result in some jaggedness of fonts and some pixilation, but will be closer to full-screen.

EDGE can be played on a 240x320 QVGA device as well, although the game will be scaled down from 320x320 to 240x240, which may make some text hard to read and graphics will lose some fidelity. Some features and icons may appear slightly differently than the screenshots used throughout this manual.

Installing the Game

PalmOS

Make sure you meet the hardware and RAM requirements above. If you have an external card, install it into your device and place your device in a cradle (or choose to install EDGE directly to card using a card reader, if available).

The **EDGE installer** can be used to install these files correctly to either RAM or card, or they can be installed manually into the proper directories of the external card using a card reader.

If installing entirely to external card:
The **EDGE.prc** application should be installed to the **/Palm/Launcher** folder. **Edge_Data.prc** and **Edge_Maps.prc** should be installed to an **/Palm/Programs/Edge** folder. All .ogg files (sound files) should be installed into a **/Palm/Programs/Edge/Sound** folder.

If installing to RAM:
The **EDGE.prc** application, **Edge_Data.prc** and **Edge_Maps.prc** should be installed to RAM. (A remaining 6.5MB of free RAM is also required to run EDGE.) All .ogg files (sound files) should be installed into a **/Palm/Programs/Edge/Sound** folder on an external card, if available.

NOTE: Installing the **Edge_Data.prc** and **Edge_Maps.prc** databases to RAM will result in slightly faster load times and less pauses during game play, at the sacrifice of available RAM. Also, the access speeds of different brands of external card may affect any pauses, delays, or loading time while playing from card.

All EDGE "Maps" must be installed to the same place as the **Edge_Data.prc** database.

PocketPC

All files should be installed to the same folders as listed in the PalmOS instructions. The **EDGE.prc** application should be installed to RAM with the StyleTap Application Installer. The **Edge_Data.prc** and **Edge_Maps.prc** can either be installed to RAM or on the card in the **/Palm/Programs/Edge** folder.

EDGE can be installed directly to RAM using the StyleTap Application Installer. Drag the **EDGE.prc** application, **Edge_Data.prc** and **Edge_Maps.prc** into the Installer window and Transfer them to the device. The .oggs should be placed on an external card using a card reader.

Starting the Game

Tap on the icon for EDGE from any PalmOS launcher. After a brief pause, the "ZaneGames logo" should appear. If you have not run the game before, this logo will remain on-screen for 3-8 seconds, then be replaced with the main Startup Screen.
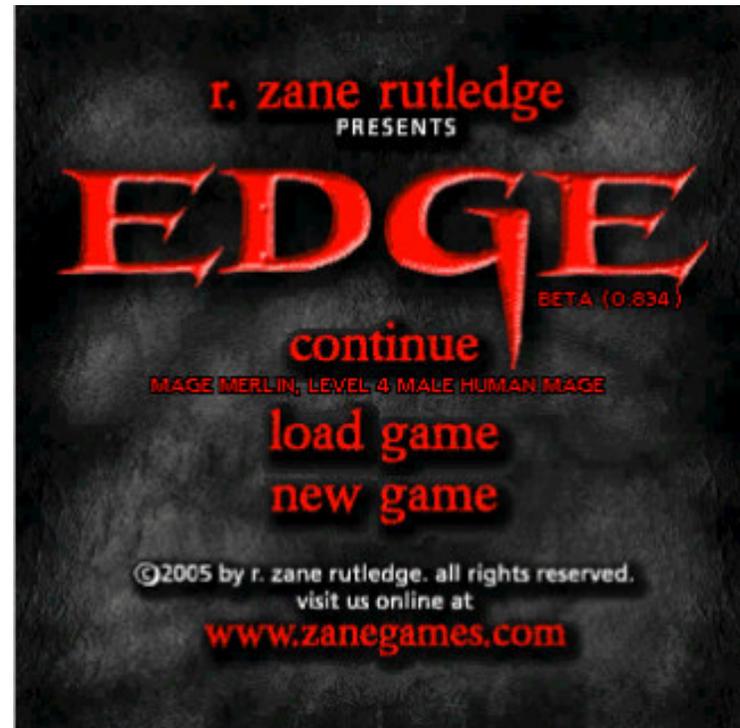
The first time you play EDGE, there will be no "continue" option. You will also have no games to "load," so the obvious choice will be "**new game**," which will take you to the Character Creation Screen. (See below.)

On subsequent launchings of the game, you will have the option of automatically "**continue**"-ing the game wherever you last were. You can also "**load game**" to load anywhere you may have previously saved.

Character Creation

Like most Role-Playing Games (RPGs), you begin any New Game by creating your character.


This can include giving him or her a heroic **Name** and choosing what type of character you would like to play. You can choose the **Gender** of your player character, the **Class** or occupation of your character, their **Race** and many of their starting **Statistics**. You can also choose their **Portrait**, one of ten (10) for each race and gender combination, for a total of sixty (60) possible portraits.

Click on the **Name** field to open a **virtual keyboard** and type in a name that suits you. The keyboard will automatically capitalize each new word by default. The name will be most legible if you enter it with both capitals and lowercase.

Next, use the arrow keys to choose **Gender**, **Race**, **Class**, and **Portrait**. For each Race and Gender combination, ten (10) Portraits exist.

Finally, adjust your **Stats**. Each statistic starts at 9, and none can be lower than 3, nor higher than 18. You have an additional 10 points to distribute to the six statistics to craft your starting character. Statistics will increase with experience throughout the game.
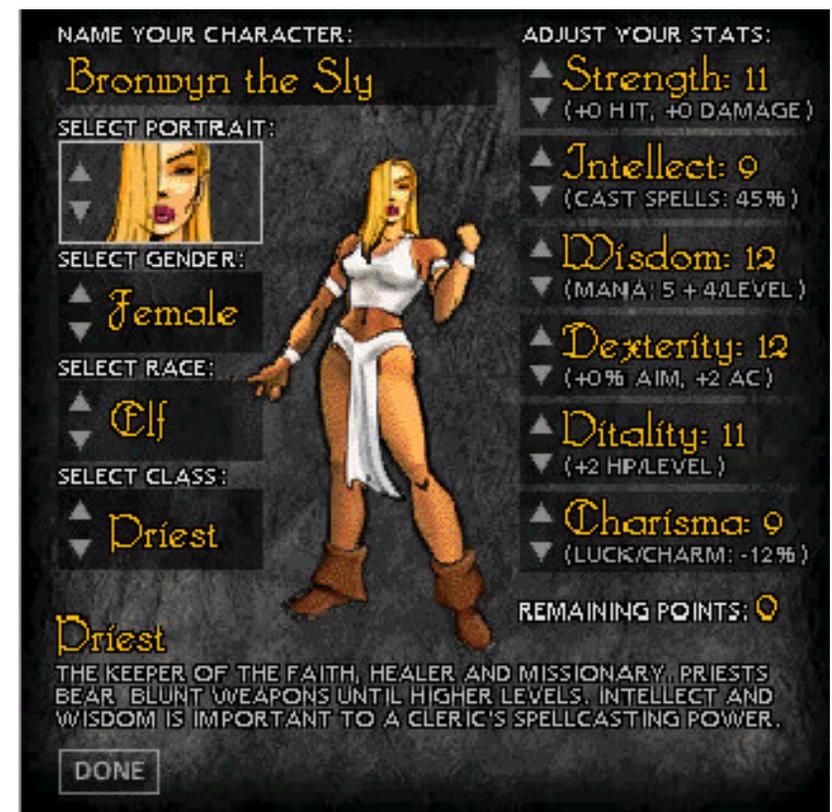
The Races

Human

Man dominates most of the population of Terra, with a hearty work ethic, strong muscles, and a penchant for warmaking. Because of their tendency to violence and their short lives of only thirty to fifty years, the other races shun Man as foolish and ignorant. Humans are good warriors and thieves, but can also learn the ways of magic or of priestly worship. Humans are most easily recognized by their height and stature, and their dark hair.

Elf

The elves are fair and of slight but tall build. Their blond locks surround piercing eyes that convey their extreme age. The elves live each life for many hundreds of years, and have seen many generations of Man come and go. For the most part, the elves have retreated from Man's world into the deepest woodlands, or in the case of the oldest of the High Elves, into obscurity. Elves are very powerful with magic, and exceptional with a bow. They make fine priests and thieves as well, and while not as strong as a human with a heavy weapon, can become fierce fighters as well. Elven artifacts are highly sought treasures.

Dwarf

The Dwarves have retreated even further from the worlds of Man, but every once in a rare while, one will emerge from their mountain mines to right some wrong. They are short and stocky, with red hair and a hearty disposition. Dwarves make ferocious warriors, especially when armed with an axe of their own making. Dwarven thieves, mages, and priests are less common, but dangerous when encountered. Dwarves as a rule trust Elves even less than they trust Man, though few remember the reasons for this animosity.

The Classes

Fighter

Warrior, cavalier, knight, or swordsman. All of these are fighters, and to train to become a true Lord takes skill and experience. Fighters are mighty with most any weapon, from the simple knife or stiletto up through the greatest of broadswords or the heaviest of axes. Fighters are good with range weapons but not as nimble as thieves. Only elven fighters will match a thief with a bow, and they cannot bear the heaviest of weapons quite as well as the human or dwarven counterparts, though they are still cunning and deadly with any longsword.

Fighters required a high **Strength** and **Vitality**, as well as good **Dexterity** for range weapons and speed. These are also the skills which will improve naturally as your character levels up.

Thief

Rogue, sneak, shadow…backstabber. These are the devious arts of the Thief, a hero in spite of his or her profession. Taking from the rich can be its own reward, but saving all the lands from evil is the task at hand this day. Thieves are exceptional with daggers of all kinds, and moderately capable with lighter blades and axes. Dwarven thieves of course can handle even the heartiest axes with stealth and cunning. Thieving skills include **Walking Silently**, **Hiding in Shadows**, and **Backstabbing**, as well as **Picking Locks** at higher levels. Walk silently in shadows behind an enemy and land the first attack with surprise and you will deliver double, triple, or even quadruple damage to the unsuspecting foe.

Thieves must have a high **Dexterity** to be effective. **Vitality** and **Strength** are of secondary importance, since they increase your hit points and your ability to fight in melee.

Mage

Magician, wizard, necromancer, and sorcerer. These are the casters of magic spells, both powerful and arcane. Mages of early level are greatly limited in their choice of weapons, for the steels of swords can disrupt the power of their spells. Similarly, only robes can be donned, making the early spellcaster an easy target with little protection from attack. Only their ever-increasing spell power and their clever wits can sway each encounter.

Intellect and **Wisdom** are both important for a Mage. **Intellect** governs the accuracy and the fortitude of spells, while **Wisdom** increases the desperately needed Mana. Mana is used at each casting of a spell, and the more powerful the spell, the more Mana is consumed. Luckily, mana regenerates slowly over time, and Mana Potions can be obtained to restore it more quickly.

All other skills are of secondary but reasonable importance. An increased **Vitality** can give you a few extra and precious hit points, **Dexterity** added speed, and **Strength** a bit of extra power when a blade is necessary. At higher levels, mages can use longswords, but initially they are quite limited in their weapons. A mage with a decent **Dexterity** can be quite proficient with bow and arrow.

As the mage gains levels, a more powerful spell will be added to their spellbook. Some lower level spells will also increase in power with each level gained.

Priest

Cleric, Druid, or holy Inquisitor. Choosing the path of spiritual magic is the way of the priest. The spells of the priest are different than those of the Mage, relying more on self-preservation and less on offensive attack, though the priest is not without the power of Holy Fire or an occasional Smite from on high.

The priest of low level must also wear no armor, though at higher level both arms and armor once again become available for priests. Priests cannot bear edged weapons, but are quite powerful with a mace or staff.

Strength, **Dexterity**, and **Vitality** are equally important as secondary skills to a priest. **Strength** for power in combat, **Dexterity** for speed and range attacks, and **Vitality** for hit points and survival.

As the priest gains levels, a more powerful spell will be learned. Some lower level spells will also increase in power with each level gained.

Statistics

Strength – Affects your "to hit" rolls (which determine whether you strike an enemy when you swing a weapon at them) and also the damage done when you do hit. Critical to fighters.

Intellect – Affects the likelihood of a spell being cast accurately and the damage inflicted if the spell is offensive. Critical to Mages.

Wisdom – Affects the number of Mana points gained at each level. Critical to Mages and Priests alike.

Dexterity – Affects your aim and accuracy with range weapons (including some spells) and your speed and recovery time after being struck. Also affects your armor class and the ability to dodge enemy attacks.

Vitality – Affects the number of hit points gained at each new level.

Charisma – Affects subtle things throughout the game; treated much like "luck" in encounters and with random rolls in combat.

The Main Game Screen

Once you have built a character, a Loading screen will appear. While the level is loading, useful tips, rumors, or history may be displayed. Once the level is fully loaded the blood or blue bar will fill the sword entirely and a DONE button will appear. Press DONE to continue to the Main Game Screen. (You can set a Preference to press DONE for you automatically. See the Preferences section for more.)

The Main Game Screen, by default, is mostly filled with an isometric view of the world around you. If walls are blocking your view of an area, that area will be black. But as you move around, you will see any area that your character can see, including through windows into the world outside, for example.
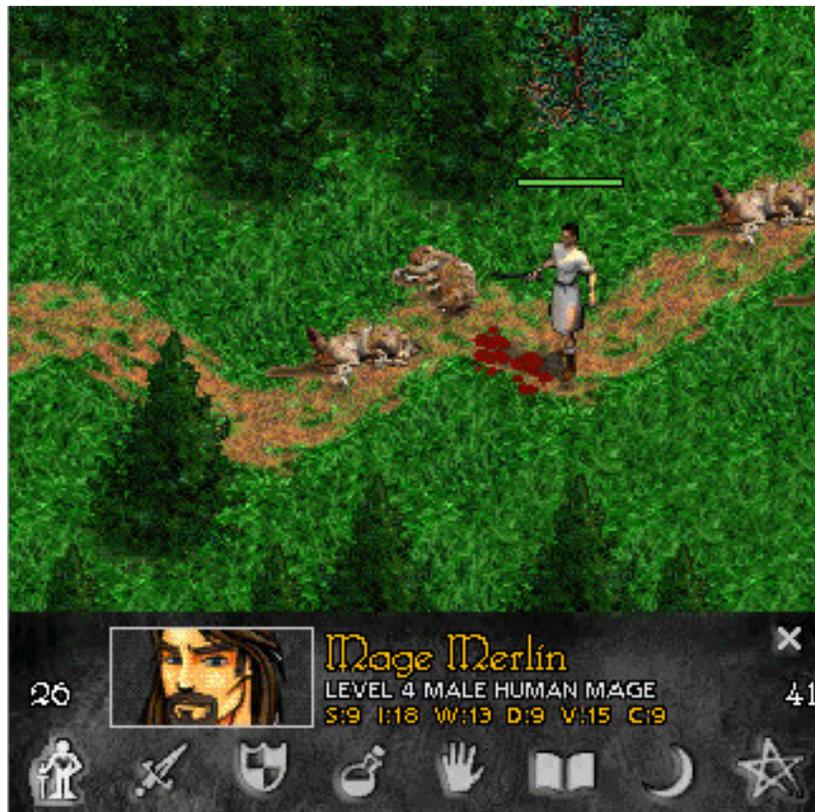
You can move with hard button controls, the D-pad, (or the analog joystick on the Tapwave Zodiac), or simply by tapping the screen where you want your character to go. If your character can see it and reach it, a tap will generally move him or her there by the shortest route possible.

The bottom of the screen is the Grey Bar. There are a number of important icons on the Grey Bar, which provide you with critical information and access to skills and inventory. These will be detailed more completely in the section called Playing the Game.

Of particular importance, however, is the small "X" icon in the upper right corner of the Grey Bar. This is the way to exit the Main Game Screen and go to the Main Menu. The Main Menu looks a lot like the Startup Screen, but there are more options.
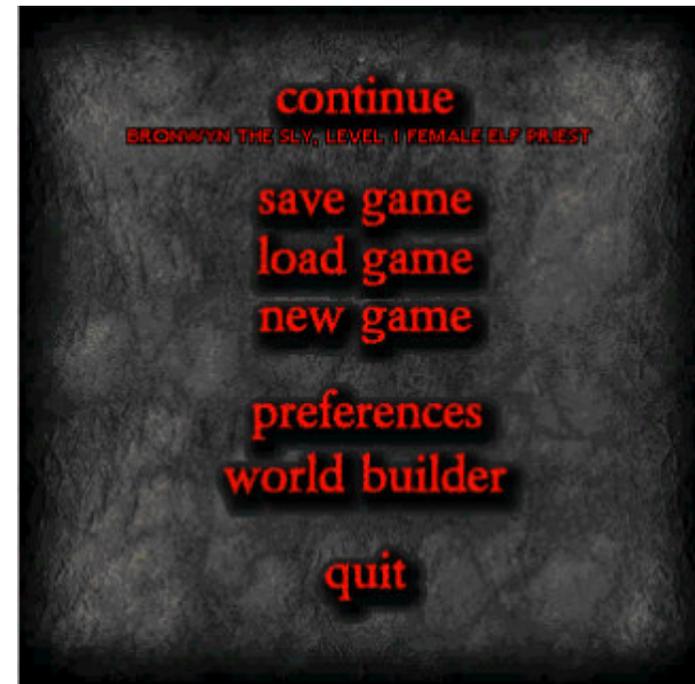
In addition to continue, load game, and new game, you may also save game, select preferences, buy the game (this changes to world builder once the game is registered), or quit.

Loading and Saving Games

At any point in the game, you can tap the X button, choose save game, and store your current position in the game for posterity. Simply select one of five (5) slots (if there is already a game saved in that slot you will be asked "OVERWRITE THIS SLOT – ARE YOU SURE?") and then click SAVE. You will be returned to the Main Game Screen with the game position saved.

Similarly, clicking on "**load game**" on the Main Menu will show you any slots which have previously stored games available. Tap on one to highlight it, then press DONE to load it. Pressing DONE without highlighting a slot simply returns you to the Main Menu. Otherwise, the Loading screen will preceed the Main Game Screen and your restored game-in-progress.

The other choices, "**preferences,**" "**buy,**" and "**world builder,**" will be detailed later in this manual.

Developing Your Character

As you play EDGE, over time your character's experience, much like your own, will increase. In the case of the character, each enemy you face and defeat and each task or quest you solve will add Experience Points to your character. These points are vital to your continuing development and occasionally will allow you to **level up**.

Level Up

You level up by training with a master in your profession (fighter, thief, mage, or priest) who is at a higher level than you.
To do so increases your character's "level," which is a measure of your current rank, title, and skills, much like the color of your belt in karate. The following table can be used to correlate experience points and level.

When your experience points reach…	…you qualify for level…
0	1
1000	2
3000	3
6000	4
10000	5
15000	6
21000	7
28000	8
36000	9
45000	10
55000	11
66000	12
78000	13
91000	14
105000	15
120000	16
136000	17
153000	18
171000	19
180000	20

It is important to always find a guild or mentor who can provide you with proper training. Otherwise your valuable experience is wasted as you are stuck at a lower level.

Spells

If you are a spellcaster, for each of levels 1-18, you will gain a new spell, which will be listed under the **Pentacle Icon**. These are generally more powerful at each level, or useful in some new way.

Many spells charge…meaning they must be encanted for a few seconds to reach their maximum potential. Tapping the spell icon the first time starts the chanting. The incantation pentagram or pixie dust will rise from the spellcaster's feet to their head over time. Low-level spells tend to rise quickly, while high-level spells require more chanting time to reach maximum power. Once the spell has stopped rising, the spell is fully charged. Tapping the icon again, or tapping a target, will release the spell.

Spells may be released before their maximum charge, but they will not do maximum damage. Sometimes this is necessary though, for if someone strikes you while you are chanting, the spell is broken and must be re-cast. Only the successful release of a spell depletes Mana.

The spells for Mage and Priest are listed below.

Mage Spells

Sparks – offensive projectile – A stream of fiery blue sparks project from the enchanter's hand at an enemy. If hit, the target sustains 1-5 hit points of damage, plus 1 point per level of caster.

Fire Arrow – offensive projectile – A small arrow of fire is launched at an enemy. If hit, the target sustains 2-8 hit points of fire damage, plus 1 point per level of caster.

Ice Arrow – offensive projectile – A shard of frozen ice is projected at an enemy. If hit, the target sustains 3-9 hit points of ice damage, plus 1 point per level of caster.

Magic Shield – defensive barrier – A protective magic barrier is raised around the spellcaster, adding the wizard's current level to his Armor Class.

Lightning – offensive attack – The wizard calls down a burst of lightning. The enemy struck suffers 3-9 hit points of damage, plus 1 additional point per level of caster above level 5.

Fire Bolt – offensive projectile – A medium-sized bolt of flame is shot at an enemy. If hit, the target sustains 3-12 hit points of damage, plus 1 point per level of caster.

Ice Bolt – offensive projectile – A medium-sized bolt of jagged ice is fired at an enemy. If hit, the target sustains 4-13 hit points of damage, plus an additional point per level of caster.

Fire Ball – *offensive projectile* – A huge ball of explosive flame engulfs the enemy. If struck, the target sustains 4-14 hit points of fire damage, plus 1 point per level of caster.

Ice Storm – *offensive projectile* – A huge ball of jagged ice launches at the enemy. If hit, the target sustains 4-15 hit points of ice damage, plus 1 point per level of caster.

Slow – *offensive enchantment* – An enemy is enchanted to move at half-speed for the duration of the spell. The spell duration is dependent on both the level and Intellect of the caster.

Enchant Weapon – *artifact endowment* – Your currently armed weapon is enchanted to do extra damage for the life of the spell. Additional damage is half your current level, and the duration is ten seconds for every level of the caster (i.e. an 12th level Mage's enchantment would last 120 seconds, or 2 minutes of playtime.

Blink – *defensive portal* – This spell instantly teleports the Mage to another location, though one within sight, or at most, one passageway distant. The location is always random, and enemies may seek you again after any initial befuddlement.

Break Lock – *offensive against objects* – This spell targets locked doors or chests, and effectiveness is dependent of the level of the caster. Not all locks can be broken by magic, however.

Invisibility – *defensive illusion* – The enchantment renders the caster temporarily invisible. Chance of detection is dependent on the proximity and intellect of enemies, as well as their direction. Staying behind enemies rather than directly in front increases the likelihood of passing an area unseen.

Corpse Bomb – *offensive radius transformation* – This powerful spell causes all nearby corpses to explode, causing 10-24 hit points of damage to anyone directly underneath them. Random decreasing amounts of minor damage is also caused to anyone standing on bloodstains in the same area.

Stop Time – *defensive alteration* – This powerful glamour causes time to freeze in the general proximity of the caster for a few seconds. Often just enough time to cast another powerful spell without interruption. Amount of frozen time gained is quite variable, but also dependent on the level of the caster.

Life Strike – *offensive attack* – This spell again takes the form of a shard of lightning, but the damage to the heart of the target is extreme – 24-46 (+3 / level above 18) hit points of damage, plus bonuses, depending on the final charge level of the spell.

Earthquake – *offensive radius attack* – This attack centers a powerful shock to the earth at a single attack point, but that shockwave carries outward from there for many tiles of damage. At the epicenter, 17-37 hit points of damage are done, with a decreasing amount of damage for up to five tiles that distance.

Priest Spells

Minor Heal – *defensive healing* – A blue glow heals 2-6 hit points. This amount of mystic renewal grows by one (1) point with each level the caster gains.

Holy Sparks – *offensive projectile* -- Projects a string of sharp sparks at the enemy, doing 1-5 hit points of damage. This damage increases +1 with each level of the caster.

Bless – *indirect offensive* -- Adds an additional plus of damage to all attacks while the spells effect lasts. The amount increases every other level.

Strike – *offensive attack* -- A lightning bolt of 4-12 points of damage strikes enemies from on high. The amount of electrical damage increases by an additional point every level.

Major Heal – *defensive healing* – A magical blue glow heals 6-18 hit points of damage. This amount of mystic renewal grows by an additional point with each level the caster gains.

Protection – *defensive barrier* – A mystical force adds to the Armor Class of the priest, protecting the caster from enemy assault. Level determines the amount of protection as well as the duration, and this bonus can be cumulative.

Holy Fire -- *offensive projectile* – A huge sphere of burning flame engulfs the target. If struck, the enemy sustains 4-14 hit points of fire damage, plus 2 additional points per level of caster.

Cure Poison – defensive healing – A mystical counter to poison, much the same as the potion of the same name. The effect is immediate.

Holy Shield – *defensive barrier* – A mystical force adds the spellcaster's level to the Armor Class of the priest. Level also determines the spell duration, and this bonus can be cumulative.

Holy Bind – *offensive barrier* – The enemy is held in a spiritual trap, frozen for a short while. The duration is dependent on the level of the spellcaster.

Holy Inferno -- *offensive projectile* – A huge sphere of holy flame engulfs the target. If struck, the enemy sustains 5-24 hit points of fire damage, plus 1 additional point per level of caster.

Smite – *offensive attack* -- A holy shard of 4-24 points of damage strikes enemies from on high. The amount of damage increases by an additional 2 points for every level.

Great Heal – *defensive healing* – A magical blue glow heals 16-32 hit points of damage. This amount of mystic renewal grows by an additional point with each level the caster gains.

Divine Knock – *offensive against objects* – This enchantment targets locked doors or locked chests, and effectiveness is dependent of the level of the caster. Not all locks can be broken by spiritual forces, however.

Sanctuary – *defensive protection* – The enchantment renders the caster temporarily unseeable to enemies. Chance of detection is dependent on the proximity and intellect of enemies, as well as their direction. Staying behind enemies rather than directly in front increases the likelihood of passing an area unseen.

Holy Shock – *offensive attack* -- A holy shard of 12-32 points of damage strikes enemies from on high. The amount of damage increases by an additional 2 points for every level.

Resurrection – defensive protection – This spell protects the spellcaster from one fatal blow capable of rending the spellcaster's death. Instead, the priest is reborn with health mostly intact and the spell's effects are removed. Cannot be cast more than once, though can be re-cast after resurrection.

Exorcism – *offensive projectile* – A powerful sphere of white hot holy energy cleanses the enemy -- damage to the target is extreme – 30-50 (+2 / level above 18) hit points of damage, depending on the final charge level of the spell.

Skills

As a fighter or thief, many levels grant new skills. Some of these are "automatic," meaning they will be taken into account in combat without your need for action. Others are activated by tapping the appropriate skill icon under the **Pentacle Menu**.

The following skills are available for the Fighter class:

Blade Proficiency* -- *offensive* – This skill increases "to hit" chances with any edged blade. The actual increase is dependent on the level of the fighter.

Bow Proficiency* -- *offensive* – This skill increases "to hit" chances with any range weapon, bow or thrown item. The actual increase is dependent on the level of the fighter.

Bash Doors / Chests – *offensive against objects* – This skill allows the fighter to attempt to bash locked doors or locked chests open with sheer force. Not all locked objects can be successfully bashed, though the chance for those that can be bashed is dependent on the level of the fighter.

Blade Damage* -- *offensive* – This skill increases damage with any edged blade. The actual increase is dependent on the level of the fighter.

Bow Damage* -- *offensive* – This skill increases damage with any range weapon, bow or thrown item. The actual increase is dependent on the level of the fighter.
Attacks with Blades*

2 Attacks with Blades – *offensive* – On some successful attacks, the time to recover for a second attack is reduces to nothing, allowing an immediate second attack with a blade.

Natural 20 Smites* -- *offensive* – A particularly effective melee strike (above a 95 out of 100, or 1 in 20) will cause amazing extra damage, the equivalent of a lightning strike to the opponent.

An asterisk indicates an "automatic" skill.

The following skills become available for the Thief class:

Move Silently – *sneaking* – This skill is fundamental to the Thief class, taking the noise out of footsteps and allowing the thief to sneak up on enemies. Coupled with the Hide in Shadows skill, the "near-invisible" thief can land a massive surprise attack on enemies, or walk right past them undetected.

Hide In Shadows – *sneaking* – This skill further decreases the chance of detection while sneaking near enemies. Staying "behind" enemies or out of the direct line of their vision further reduces the chance of detection. The level of the thief increases the effectiveness of this skill. Chance of detection is also based on the level and Intellect of the enemy.

Pick Locks – *attack against objects* – Thieves are exceptional at picking locked doors or locked chests, though some may be beyond the skills of a thief at any level.

Improved Dodge* -- *defensive bonus* -- When dodging an enemy (see Combat on page X), the chance of being struck is further reduced.

Pick Master Locks – *attack against objects* – If a particular lock cannot be picked by a thief with this skill, the lock cannot be forced open by any magic or lockpick in existence. Only the proper key will do the job.

Backstab x3* -- *offensive bonus* -- A successful attack while sneaking will normally do double damage to an enemy. This skill increases this deadly first attack to triple damage.

Dagger Proficiency* -- *offensive* – When attacking with a dagger, stiletto, or knife, the thief's "to hit" chances are increased.

Natural Dodge* -- *defensive* – A thief with this skill gains an automatic chance to avoid an attack without needing to activate the "Dodge" maneuver.

Backstab x4* -- *offensive bonus* -- A successful attack while sneaking will normally do double damage to an enemy. This skill increases this deadly first attack to quadruple damage.

Bow Proficiency* -- *offensive* – When attacking with a bow and arrow or thrown weapon, the thief's "to hit" chances are further increased.

*An asterisk indicates an "automatic" skill.

Equipment

Throughout your exploration you will encounter many items, artifacts, and equipment. Tap the Shield Icon to go to the Equipment Screen. From here, you can Equip, Drop, or Unequip items, as well as read scrolls and examine the value or your collection.

You also gain insight into your **Armor Class** (higher is better), and your **Weight Limit** (indicated beneath the "neck" slot as X/Y, where X is your current weight and Y is your maximum weight).

Tap on items to scroll to that item, or use Jog Dial or other buttons (device-dependent) to scroll through the list. To reorder

items, you must drop them and re-pick them up. (Most recently gathered items appear at the bottom of the list.) Your key-ring and gold do not appear as discrete items. Sometimes special quest items in the game may also not appear directly in your inventory.

To equip an item, tap on the one of the eleven (11) categories for your character (helm, armor, range weapon, melee weapon, neck, cloak, shield, ring (2 slots), gloves, or boots). The inventory list to the right will be filtered, showing only items which are appropriate for that slot. Select one and it will appear in the slot. Some equipment may also appear directly on your character.

You cannot wear two of the same rings on different hands. Their magic properties will cancel each other out.

Preferences and Controls

Many Options

There are many options available for customization in EDGE. In addition to being able to define various controls suited to your particular device, the Preferences screen provides a number of additional available options.

From the Main Menu (tap the X from the game screen to get there), select "**preferences**."
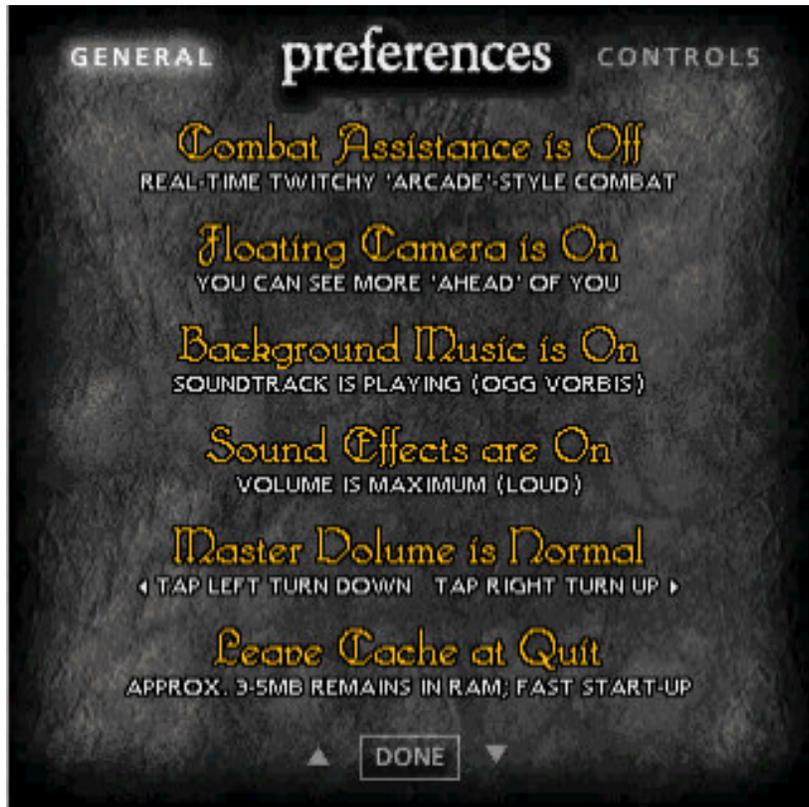
If it is not already highlighted, tap the word "GENERAL" at the top left of the screen.

A number of choices will be displayed, with up and down arrows at the bottom, near the DONE button, for scrolling through even more choices.

Tapping on a selection will toggle between options. With some options, such as volume controls, tapping to the left will decrease the volume, and to the right will increase the volume. These are indicated with < > in the description at the bottom of each.

General preferences available are as follows:

Combat Assistance On/Off

With this setting "off," you character will only attack an enemy when you tap the enemy or press a hard button as defined under CONTROLS to attack. This is for the more "twitchy" arcade-style player. Combat is in "real-time," not turn-based, and this setting "off" is the closest to real-time direct experience. (Note that you may be able, especially at lower levels, to press the ATTACK button faster than your character can actually attack, based on speed/level/dexterity/etc. When this happens, your character will attack as soon as he/she can.)

With Combat Assistance "on," you need only initiate an attack once on an enemy (to select it), and then your character will continue to attack them every chance they get, as soon as they can. This is for a player who is more used to "turn-based," slower gameplay. You can still choose new targets, or alternate tactics, but the actual swinging of swords will be somewhat automated during battle.

Floating Camera On/Off

With this feature "on," (default is on) the camera adjusts itself to reveal more of the landscape in "front" of your character, allowing your to see more of the surrounding landscape where it tends to matter, in front of you.

When "off," your character remains centered and an equal view on all sides is visible. (Note that StyleTap users playing in 100% mode may experience less "shimmering" of the playfield with this option "off.")

Background Music On/Off

Music soundtrack (if available), is either playing or not playing.

Sound Effects On/Off

Sound effects can be on at three distinct volumes (Loud, Medium, and Soft), or off altogether. When you toggle through each, you will hear a sample sound at the new level.

Master Volume is -4 / -3 / -2 / -1 / Normal / +1/ +2 / +3

You can adjust the overall volume of sounds and music with this control. Boost (+1,+2,+3) may only be available on some devices.

Leave Cache at Quit / Delete Cache at Quit

This option allows for a faster start-up at the expense of available RAM. EDGE creates a cache file (called the Edge_Cache from the file browser) when it loads bitmaps. You can choose to leave this cache file in RAM at quit time, which allows the next continue to start very fast, or to delete this cache file and regenerate it each time, with a short startup time when the game first loads.

For players with plenty of available RAM, Leave Cache at Quit is best. For those with very little available RAM, Delete Cache at Quit is better. If you are ever experiencing crashes you think may be RAM-related, always use Delete Cache at Quit.

Fade Transitions On/Off

On all 8-bit devices, EDGE will fade in and out between screens if this setting is "On." This is an elegant, but slightly slower choice. If you wish to have the fastest possible switch between screens, turn Fade Transitions "off."

(NOTE: 16-bit devices, like the Tapwave Zodiac, will never fade. This preference is ignored.)

Do / Do Not … Continue on Loading Screen

With this setting in the "do not" setting, you must press DONE on Loading Screen before continuing with the game. This allows you to finish reading any rumors or tips being shown. If you grow weary of reading these screens, change this setting to "do" and DONE will be pressed "automatically" as soon as the level is loaded, and the game will flow a bit faster.

Show / Hide … Blood and Gore

This controls the pools of blood generated during battle. (NOTE: Even the "Hide" setting may reveal some built-in bloodstains during the game that are inherent in some maps. But battle will not generate additional gore.) Additionally, the sword on loading screens will have a blue glow instead of the signature bloody edge.

Text Information is On/Off

During gameplay, a single line of information is overlayed in gold type at the top of the Main Game Screen. This can be toggled on or off with this preference setting. Note that playing without this extra information may at time be challenging.

Show Performance (FPS) is On/Off

This debugging tool can be used to determine the optimal or current frames-per-second setting for your device/game. Turning this on will temporarily replace the gold type information at the top of the screen with a rough fps value. Used in conjunction with the Max Frames Per Second preference below, you can determine your favorite game speed. There is also a third setting, ("Show Character X/Y," which simply shows what X/Y position you are standing on on any given map. This is mostly just useful for bug reporting.)

Max Frames Per Second is 15 fps – 40 fps … Unlimited

Different devices will refresh EDGE's Main Game Screen at different speeds. If your game is running too fast, set this preference to limit the speed to a given frames-per-second (fps). Some people prefer a slower setting of, say, 18 fps. Others like a medium speed of 22-24 fps, or a fast refresh of 28 fps. On some newer devices, an unlimited speed will be unplayable, as enemies will move so fast you cannot possibly keep up.

Reticle is On/Off

For those players who tap to move, the reticle provides good feedback for those screen taps. A gold "target-like" crosshair is drawn on the ground wherever you tap, indicating your hero's current "destination."

Hilight Current Enemy is On/Off

This preference draws a blue outline around your currently-selected enemy. This is very handy in battles with large numbers of opponents, as it is often hard to see who the currently engaged enemy actually is. (Note: while defending yourself from attacks, it is possible for your character to automatically change "current enemies" in order to parry an attack.)

360 Degree Get/Attack is On

Makes it easier to pick up objects or attack enemies without facing them in advance. For those who play by screen taps, turning this feature on make things easier. Those with joysticks or the like will find this less necessary.

Custom Menu is On/Off

The famous "Lightning Menu," as suggested by beta testers, replaces the Shield Icon if this is turned "on." This allows potions, weapons, or spells/skills to be "dragged" from their Grey Bar menus into this single menu for easy access. (See the Grey Bar section for more on the Lightning Menu.)

Button Repeat is On/Off

This allows you, when "on," to hold down a hard key (for "Attack," say), and continually attack, without pressing individually for each swing. The problem with this approach is that you may "build up" a number of repeat events and continue attacking an additional time even after releasing the button.

With this setting "off," you must press the button again for each attack.

Fonts are Normal / Bold

Bold fonts were added to accommodate weak vision or PocketPC versions of the game where the screen is scaled up or down. Bold fonts are more easily read, especially when scaled, and other people may prefer them as well. All screenshots used in this manual are with Normal font choices.

Customizing Controls

Controls can also be customized in EDGE. Most hard buttons can be redefined for various functions in EDGE.
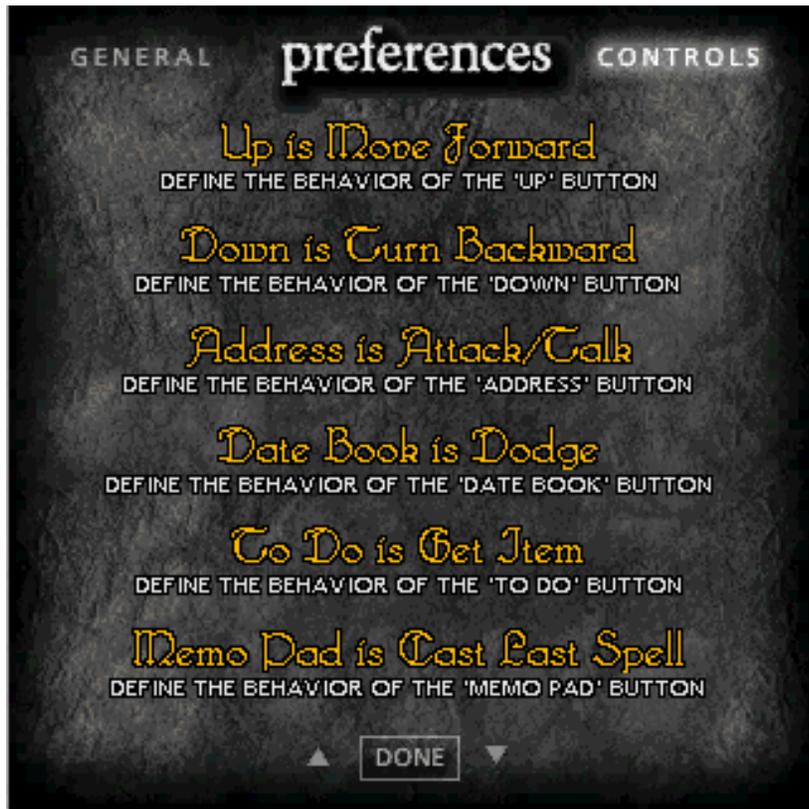
To redefine any of these buttons, simply tap to the left or right to scroll through the rather exhaustive list of possible commands for any hard buttons.

The standard "favorites" for assigning to hard buttons tend to be: "Attack/Talk," "Get Item," "Cast Last Spell" (for spellcasters), "Drink Potion." Slightly less popular choices include "Stats" and "Toggle Full Screen," depending on your style of play.

On some devices, like the Tapwave Zodiac, even more choices are available, due to the presence of a large number of button choices.

For some "advanced" controls, and to add even more to the real-time combat aspect of the game, see the section *Special Combat Controls* on page 22.

(Note: Some StyleTap hard buttons may not translate exactly as expected. This is a StyleTap issue and has not yet been thoroughly tested.)

Playing the Game

Playing EDGE is an exciting combination of hack-and-slash "real-time" combat with clever puzzles and intricate dialogue and backstory. A number of strategies and techniques must be learned and mastered if you wish to solve the adventure and save the land.

The Grey Bar

The Grey Bar provides a wealth of information and a lot of options for the adventurer. Understanding the tools there (as well as your controls and available preferences) is paramount to your long-term success as an adventurer.

In addition to the X icon in the upper right corner, which will take you to the Main Menu, there are eight primary icons (buttons) on the Grey Bar. Each of these may reveal a row of Secondary Buttons above these eight. The eight main icons are:

Hero Icon – One click reveals the basics of your hero. A second click takes you to your Character Sheet. **Above the Hero Icon is your current hit points. (In white if at maximum, gold if less than maximum.)**

Sword Icon – One click shows your current arsenal of available weapons (the first two are the melee and range weapons currently "equipped"). Click any others to switch to them instead (if your class permits the switch). Tap the Sword Icon a second time to Bring up your Equipment Screen.

Shield Icon (or Lightning Menu) – The Shield Icon opens your Equipment Screen. If the "Custom Menu is On" in Preferences, the Shield is replaced with the Lightning Menu. This acts similar to the Sword, Potion, or Pentacle (Spell/Skill) Icons, except any of these three categories of secondary buttons can be "dragged" to the Lightning Menu and added to it. This way, you need only have one menu open to access spells, potions, and weapons. Further, potions on the lightning menu only require one tap to drink, far easier in the heat of combat than the double-tap of the Potions menu.

Potion Icon – Shows all potions and elixirs you are carrying. May be double-clicked to consume.

Hand Icon – "Get" an object on the ground or in front of you. Also used to open (or attempt to open) chests.

Book Icon – Your Quest Log. Shows current quests and a brief summary of their present state.

Moon Icon – Rest, sleep, recover. Only available at certain times and under certain conditions. See the gold text at the top of the playfield (assuming "Show Information is On" in Preferences) for the particular response to an attempt to rest. Resting restores hitpoints and mana. If standing next to a bed or campfire, full sleep may be available, which usually restores you to maximum health.

Pentacle Icon – Spells or skills, listed as secondary buttons when applicable. (Note those skills that are "automatic" are indicated by an asterisk (*) before the name.) **Above the Pentacle Icon is your current mana points. (In white if at maximum, gold if less than maximum.)**

Solving Quests

Solving quests is a major part of the adventure of EDGE. Quests are typically given to you in conversations with other people you encounter in the world, and depending on your responses to their words. Solving quests is one way of earning experience and advancing levels.

Your current **Quest Log** is accessed via the **Book Icon** on the Grey Bar. When you click on it, the last quest in the log is shown. It may or may not be solved. If solved, it will appear in light grey, and a check mark will be in the box in front of it. If incomplete, the box will be empty, and the type will be in gold.

Arrows will appear on the left and right sides, allowing you to scroll through quests, and telling you a brief summary of the current status of each quest.

When you receive a new quest, a sequence of musical notes will be played. At each point in the quest, this tone will repeat, until you solve the quest, at which point a musical swell will sound.

Strategies for Survival

Here are some simple strategies for surviving in EDGE, and for developing your character to the fullest. For even more ideas and specific assistance in this task, see the EPILOGUE: Survival Guide on page 26.

❖ Different classes require different combat strategies. A **fighter** may be able to stand their ground and attack with melee weapons, but a **mage, priest**, or **thief** might need to run around between attacks, either using a bow or spells to attack the enemy.

❖ The use of potions both between *and during* battle is very important. Drinking a potion does not take time away from your character's attack rounds, though it may take time for you to press a button or select a potion. Consider defining a hard button for **Drink Potion**, or activating the **Lightning Menu** (see page X) and adding potions to it for quick, one-tap access.

❖ At early levels, rest and recovery between battles is critical. Seek out safe, *special places* to rest for full recovery.

❖ If possible, always have a few healing and cure poison potions in your inventory.

❖ Run away if you must.

❖ Save often. (If you die, you can restore to the last saved game.)

❖ Don't be discouraged too early. Dying is easy early in the game, but you will soon learn many techniques to survive and excel.

❖ Choose the leftmost grey HERO icon, which will initially indicate your own character's name, level, and statistics. When you click on an enemy, their statistics will be shown. Pay special attention to their LEVEL. Fighting enemies with a higher level than you is always treacherous. Wait until you have gained a comparable level before engaging a high-level enemy.

Healing and Resting

Recovery of your hit points is vital in EDGE, and a close watch of that number over the Hero Icon or the "Health Bar" over your head during battle is important.

Healing can be accomplished a number of ways. **Health potions**, which come in various strengths, can restore hit points. As a rule, health potions are blue…and the deepness of the blue indicates their relative potency.

Resting, accessible via the **Moon Icon**, is another way to heal hit points (as well as Mana). In the wild, you cannot rest with monsters nearby, and kneeling to rest in general will only heal a small percentage of your total health. (Still, sometimes that small amount makes a crucial difference.) You cannot rest again directly after successfully resting.

Resting near a bed or next to a campfire (lit or unlit) will generally allow you to sleep (unless you are not alone). Sleep allows you to recover all (or nearly all) your hit points, and most or all of your mana. This is why a room at a local inn can be valuable.

Priests can often cast healing spells as well. So priest characters can cast these spells on themselves, healing hit points at the cost of mana points, or you can often ask a friendly priest to heal you for a small fee.

Exploring

Exploring in EDGE is multi-faceted. Some doors may be locked, and a proper key located. Others may be hidden altogether, and require tapping of solid walls to be discovered. Mazes and labyrinths may need to be explored in agonizing detail to discover their secrets. Clues and puzzles may need to be solved to traverse certain areas or unlock new locations.

The terrains in EDGE are diverse and different. In general there are clues available for anything that seems insurmountable. If you know where to look.

Explore everywhere. Ask questions of everyone. Leave no stone unturned, no mysterious traveler unquestioned.

Hints and Tips

Here are some general tips for playing the game. Tons of other useful suggestions, including detailed strategies for the different character classes, are also available from fellow players at the EDGE online forums at zanegames.com.

❖ Read the Loading screens, at least for awhile. Many useful hints and tips are contained in the colorful dialogue revealed there.
❖ Try new battle tactics. Different enemies behave subtlely different. Run and shoot.
❖ If you are a spellcaster, master the Lightning Menu (especially if you have only screen taps for control).
❖ Try different classes with different skills and different tactics. Some powerful combinations are: elven thief with bow (try sneaking for first attack, then running with bow after discovery), dwarf fighter with axe, elf or human mage with spells and high intellect (lightning menu), priest with high wisdom and a mace (lightning menu).
❖ If you get stuck on a puzzle, ask for hints online, but don't ask for solutions. Some of the puzzles are tricky, but most are very fun to solve yourself.

Special Combat Controls

There are a few extra combat maneuvers for the "advanced" player who enjoys the fast-action, real-time style of gameplay (and who would thus turn off any form of "Automatic Combat Assistance"). These *must* be assigned to hard-keys, and can come in handy during combat. (On the Tapwave Zodiac, for example, which has a wealth of definable hard buttons, there optional controls are a lot of fun and enhance combat strategy.) See the *Customizing Controls* section on page 19 for defining them.

They are:

Toggle Melee / Range – Switches between Melee and Range weapon with the press of a button. If you do not have a bow equipped, but have rocks in your inventory, you can throw them.

Block – Puts you in a defensive stance for about a second. If timed well, this reduces the enemy's chance to hit you.

Dodge – Similarly puts you in a defensive "dodging" stance for about a second. Timing is everything with block and dodge. Block relies more on Strength for success, while dodging relies more on Dexterity. Charisma (luck) factors for both.

Registering the Game

You cannot advance beyond level 3 without registering the game. To do so, simply click on the BUY icon on the main selection screen. The Registration Screen will then open.
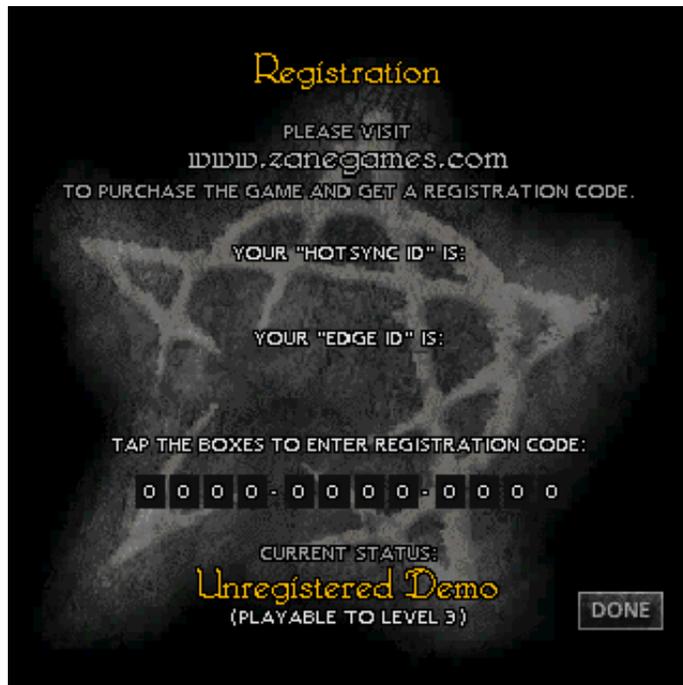
Of particular importance are your HotSync ID and EDGE ID. (None are listed in the screenshot above, but yours should be indicated in gold text.) These are used to generate a valid **Registration Code** after you've purchased the program online.

Visit www.zanegames.com with your favorite browser, and select the BUY tab for EDGE. Complete your transaction via credit card or PayPal; an email that contains your 12-digit "Registration Code" will be sent shortly (usually within minutes). If there are any issues with your HotSync ID and EDGE ID not matching, further instructions for confirming your HotSync ID will be emailed.

Once you have received your **Registration Code**, tap on the first of the boxes (which will initially contain only zeros). A virtual keyboard will open, allowing you to enter the 12-digit code. At the bottom of the screen, when you correctly enter the code, the "Unregistered Game" should change to "Registered." If it does not, double check that you entered the code correctly. Tap any of the boxes to make changes.
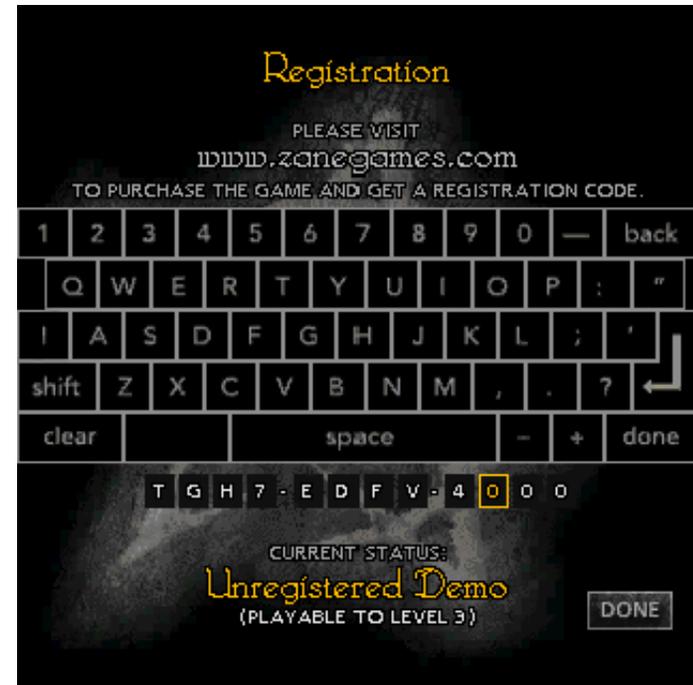
Once the registration code is correctly entered, and the bottom message reads "Registered," you can press the DONE button and exit the Registration screen. You'll notice that the BUY button is replaced with the "**world builder**" button. (See the World Builder section on page __ for more on this.)

You should no longer encounter any Reminder screens and can now advance beyond level 3 with your characters. Thank you for supporting our game development by purchasing EDGE.

Support and Discussion Forums

If you ever need help, believe you have found a bug, have a suggestion to improve the product, or wish to request a feature for later versions of EDGE, please visit our Forums at zanegames.com.

Click on the FORUMS tab and enter the Category or sub-category most appropriate to your needs or interests. Please be courteous and always indicate any plot spoilers by posting some kind of warning (i.e. a large "*** SPOILER! ***" message in the topic title), if you need to discuss actual details of the adventure.

There are many knowledgeable members of the online community, and hints and subtle help (as well as not-so-subtle help) is always available online. Bug reports and support issues are often discussed there as well. (Check the FAQ as well for support issues, but the forums are even more extensive.)

World Builder

The World Builder is not a 100% complete utility in the 1.0 release of EDGE. However, it was used to create 98% of the adventure maps and information included with the 1.0 game. It is provided as a "bonus" for those brave enough to wish to participate in its further development. An "open beta" will be continuing at the ZaneGames forums for further refinement and debugging of the in-game World Builder. With it and a fairly nice PalmOS device, you can create your own adventure(s) for use with the EDGE game engine. It isn't exactly "easy" or "simple," but with some practice, it is doable.

At present, the Tapwave Zodiac is the best device for use with the World Builder. It is possible that some features are not available for other devices, though that should be remedied in future (1.01, 1.02,…1.1) releases of the game. Entering the World Builder will give it's own version number. ("0.9 beta" for the World Builder is included with the initial 1.0 release of the game). Versions prior to 1.0 should be considered potentially unstable and *may* crash your device (including the possibility of a hard reset). If you are not prepared for this loss of data and do not backup regularly, we recommend you do not use the World Builder feature until it has been classified as 1.0 or higher.

The World Builder has more rigorous RAM requirements than the game itself, and any **Maps** being designed *must* be installed to RAM. This means that some devices that can play the game may not be able to use the World Builder at all.

The EDGE World Builder will be in open beta for awhile and is best discussed in more detail in the appropriate section of the ZaneGames forums online.

As some point in the future, we hope to make a more comprehensive manual for the World Builder available. Till then, the following brief summary should get you started.

The Eight Icons (left to right):
Undo, Tools, Floors, Left Walls, Right Walls, Stuff, NPCs, Exit To Game.

Most of these icons are somewhat self-explanatory, but the **Tools Icon** has the most extensive set of sub-icons used for building.

Undo: Undoes the last "painting" operation.

Tools: Show all Tool sub-category icons. (To be explained.)

Floors: Show all floors for painting. (Click a second time to toggle "Big Brush" on or off.) Do not paint beyond the initial set of water or lava tiles.

Left Walls: Shows all left doors and walls for "painting."

Right Walls: Shows all right doors and walls for "painting."

Stuff: Shows all trees, chests, and miscellaneous objects used for building in the game. Press again to toggle between general objects and "gettable ITEMS."

NPCs: Shows all available non-player-characters placeable into the game. (Can only have 5 different kinds per map.) The first

one shown (which looks like a male elf) is actually any player-like NPC character, whose sex/race/class is settable in the **NPC Editor**, under the Tools menu.

Pentacle (Exit To Game): Toggles you back to the game. It is often a good idea to tap LOAD MAP under the Tools menu before doing this, just to reset things. (Some conditions can hang the device or crash otherwise.)

The Various **Tools** Icons will be further detailed in the subsequent World Builder documentation. Till then, be brave, and always back up your important data.

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Appendix A – The Journal of Jolas (A Strategy Guide)

(Translated from the Elven tongue by David Eaton, EDGE historian. Note some plot spoilers *are* contained within.)

Day 4, evening

Devon,

The forces of darkness that first appeared as evil beasts and attacks on our fair forest have apparently spread – or perhaps originated, I'm unsure of which – as far away as the kingdom I now find myself in. My quest to find the source of this evil may take me even farther from you than I had feared and therefore I shall keep this journal – in the hopes that I may find some way to get it to you at a later date.

Tonight, while cleaning the rabbit I shot for dinner, someone slipped into my camp and took everything but the clothes on my back. They even took my previous journal entried and the wonderful long bow made by my father – you know the one of which I speak – the one that I used in winning the Archery Contest at last year's fair. All I am left with is the clothes on my back and some gold coin sewn into its lining.

I still have my health, however, and a desire to make a name for myself so that I may return and marry you. Though absence makes my heart yearn for you, I know that a successful quest on my part will earn the respect I need in order to ask your parents' blessing in our union.

Yours,
Jolas

Day 5, morning

Devon,

As morning broke I noticed a sign posted along the path ahead. While written in Man's unseemly tongue, I was able to understand enough of it to realize that a town lies nearby. Being tired and hungry I have decided to visit said town looking for work and provisions.

The way is fraught with large spiders, however, so I will need to steer clear of them until I can acquire a weapon of some sort. I have heard the stories -- that these spiders carry an awful poison and I have no potions at my disposal.

Yours,
Jolas

Day 5, evening

Devon,

What a day! I ventured into town and, since it appears I may be here for at least a short period of time, rented a room at the Inn for 3 gold coins. This gives me a place to call "home" for the next week and a soft bed in which to sleep.

It appears that there is ample opportunity to earn money and restock my provisions in the area. One guest in the Inn requested that I assist her in locating a lost necklace not far from where I camped last night. Another insinuated that he might have a job for me once I had proven myself more.

Although my father taught me to never trust the word of a man, I cannot bring myself to leave them without trying to help them first. While I am but one elf, there appears to be a shortage of able-bodied beings, be they elf, man, or even dwarf, available to fight the beasts that prey on the area. The citizens of this hamlet are clearly afraid for their lives.

I found a key on the floor of the Inn and used it to access a locked room containing some clothing and, best of all, a knife. Now I won't be completely helpless when confronted by a spider. I have also discovered several trainers located around town as

well as a few merchants. While the blacksmith carried all sorts of bladed weapons, what I really miss is my bow. I shall keep my eye out and attempt to find or purchase one at my earliest opportunity.

I have discovered a lot while in Rale today. I talked to everyone I met and they are all very worried about not only the spiders and wolves but also rumors involving the "undead." There is also strange talk around town regarding the king. Apparently his castle lies in Xersia, only a day's journey southwest of here, but the South Road is apparently no longer safe, crawling with dark creatures and worse. Rumors of the king himself seem no better – most believe that he is completely insane.

Tomorrow I shall purchase some potions and attempt two things. First, I shall try my hand at ridding this peaceful town of the spiders that seem to constantly find their way here from the neighboring forest. It is said that they devour man and gold alike, and, once killed, often empty gold from their bellies!

The second task is far more dangerous. There is apparently a haunted keep just northwest of here and I must venture there and attempt to recover the necklace for the lady at the inn. While I hate to take 50 gold coin from a beautiful lady, I have a suspicion that I will earn them all.

Before I close, I have something to confess to you. While I am not proud of my actions, I found myself stooping to the level of the bandits that stole my own provisions just last night by pilfering everything I could while wandering about town today. While I would normally not even think of participating in such an activity, I feel that these townspeople owe me something for putting my life on the line to rid them of the spiders and wolves that keep them cowering inside their homes at night.

Yours,
Jolas

Day 6, afternoon

Devon,

I have excellent news. I just spent the entire morning on a hunting expedition killing these giant spiders that are plaguing the township of Rale. During my exploring I found a short bow that must have been lost by a previous adventurer on the same quest. While there were no arrows with it, the blacksmith has plenty and the price is fair.

The spiders here are worse then I feared. I have even found them inside homes where they have killed the occupants in their beds. While no one had offered a bounty on them, I feel that I must do what I can to rid the town of as many as possible before moving on. I have found that, given time, the effects of the poison wears off, so, instead of using all my potions, I try to find a safe place to rest for a bit after being bitten and poisoned. It has taken me longer than anticipated using this strategy but I have limited resources and my coin is running low.

I don't know if I will be able to keep up with the infestation of spiders or not. Every time I take a patrol around town it seems that more and more continue to appear. I'll continue to persevere, however, once I return from the Haunted Keep later today.

■■■

Day 6, evening

My darling Devon,

For a while this afternoon I thought I would never see your face again. I foolishly thought that the experience I had gained killing a few spiders, however big they might be, had prepared me for the task of visiting the Haunted Keep. It was almost a fatal mistake.

The rumors of the undead are true. They walk the land surrounding the Keep and, although easy to slay at first, come back to life and attack you again and again. There must be some evil force at work causing them to return to life and attack anyone who dares approach. I shall venture there again tomorrow and see what I can discover.

Jolas

Day 7, evening

Devon,

It was a long but fruitful day today. I indeed found the source behind the evil surrounding the Keep, well hidden as he was, and sent him to meet his maker. While the evil in this small area has been defeated, I realize now that much greater evil continues to darken the land.

I ran into a fellow adventurer today, an experienced thief calling himself Draken. (For all I know, he may have been the one that robbed me, although he did not carry my bow with him...) What made him interesting was not his chosen profession but rather the way in which he fought. Rather than attacking the skeletons with a bow until they got close enough to switch to a knife, he carried only a sword and preferred to sneak around and avoid contact as much as possible. He also used many blocking and dodging techniques that I may try to learn from him – providing I run into him again. He really is a sneaky chap and it was only luck that allowed me to encounter him to begin with.

I apologize for the brevity of this entry but weariness overwhelms me and it will be a long day tomorrow.

Jolas

■■

Day 8, morning

Devon,

I was up at dawn as usual and found the sullen man in the Inn much more talkative. He suggested that I visit a wizard that lives somewhere south of here. I am on my way now to find this Staliflan to see if he can direct me closer to the course of this darkness that is spreading throughout our land.

Jolas

Day 8, evening

Devon,

This day has been a lengthy one. I indeed encountered the wizard Staliflan today and he is not the evil man that folks made him out to be. I think he enjoys that reputation, however, (and may even encourage it) as it keeps unwanted visitors away. (Snake oil salesmen and the like, I imagine...)

Not that gaining an audience with him was an easy thing. Finding his tower was simple enough, but it took me the remainder of the day to get past his mental and physical challenges and to see him face to face.

He had the audacity to say that he had been expecting me! I inquired why he made it so difficult for me to talk to him if he wanted to see me to begin with and his response made sense – he would be unable to send me on the rest of my journey until he was satisfied that I had the mental and physical ability to survive. A test then. Is that what this is?

Once I left the tower I began to explore a bit (all right, I was hunting for something to eat...) when I heard some shouts and saw flashes of light in a small clearing ahead. Between two trees I found two men, one a mage as it later turned out, fighting. The mage was sending what at first appeared to be balls of sparks and then arrows of fire at the other. He seemed to go through 4-5 different spells until he found the one that did the most damage and then proceeded to destroy him where he stood. I've never seen anything like it.

I cautiously ventured out into the meadow and hailed the man to identify myself as a friend, not a foe. After introductions, his name was Lord Shadowz, he ended up sharing some provisions he had brought as he explained that, as a mage, he has many offensive as well as defensive skills at his disposal and, when encountering an enemy, it occasionally takes a few tries to determine which spell will work best against them.

As our meal and conversation was drawing to a close, an old man in a dark robe approached us through the woods and remarked that offensive and defensive spells were fine but nothing compared to those available to the members of the Priesthood – including the

ability to heal and resurrect. This is indeed something into which I will need to research further. If I could perform spells such as these and still maintain the ability to use my bow and knife, then it might make me better equipped to face whatever evil comes my way.

■■

Day 10, afternoon

Devon,

I feel almost like I am back home. It is so good to hear people around me talking in my native tongue instead of that strange human language. Music to my ears....

Let me back up a little. Earlier this morning, as I approached the capital of Xersia, I encountered a small band of elves led by Lady Elysia, a wonderful elf whose beauty is surpassed only by your own. She was very distraught about a missing druid messenger and I agreed to help. In return she will send one of her messengers back to our village with this journal for you, as well as a letter for my folks.

I'll be closing this journal for now so that it can be sent your way, but rest assured that I will endeavor to remain in contact as I continue my quest to rid this land of the evil that overtakes us.

I pray that I will see your face soon.

Yours in Love,
Jolas

Appendix B – Acknowledgements