



Islands
of the
Caliph

Instruction Manual

Welcome to Islands of the Caliph

Centuries ago a flood divided the nations with a great ocean.

The nearby Islands were close enough together to maintain relations but they have recently become isolated. You long for the days when people would travel and visit and trade with each other freely. Explore and interact with people to find a way to reunite the Islands of the Caliph!

Table of Contents

Interface	4
Main Menu	4
Main Screen	5
Inventory Screen	6
Map Screen	7
Quest Journal	8
Exploration	8
Merchants	9
Combat	10
Weapons	11
Armor	13
Apothacary	13
Acts of Worship	15
Experience, Levels and Stats	17
Credits	18



Interface:

There are several screens you must become familiar with in order to play Islands of the Caliph.

Main Menu:

The main menu allows you to start a new game, save a game in progress, load a saved game, edit the options file, and exit the game. Use **WASD** (default keys) to navigate the buttons and press **ENTER** to select the highlighted button.

Start a New Game:

Simply highlight and select a save-game slot to start your new game. The game will warn you if you attempt to start a new game in an already used slot. If you say 'yes' it will overwrite that saved game.

Load a Saved Game:

Simply highlight and select the desired saved game file to load the game where it was last saved. Note: the game saves automatically when you enter a new area, when you accept a quest and when you trade with a merchant.





Save Game:

This button will be unusable until you start a game or load a saved game. Selecting it will save the current state of your existing game.

Options:

This will close the game and open the options file. You can edit the options as needed. It allows you to rebind any control keys and change some of the game settings like screen resolution, difficulty mode and more. See the Options File section for more information.

The Main Screen:

The main screen shows you a 3 dimensional, first person view of the game world. If you have an equipped items like weapons or torches, you will see them represented here. In the lower left corner you will see a mini-map of the area immediately around your character. In the lower right corner you will see your character's health and stamina bars.

Along the bottom of the main window you will see a readout of the various actions you perform in the game. These actions are also saved in a log file. Each day a new log file is created, so you will have a log of your entire game. There is no need to ever open these log file, but they may become useful if you encounter a bug and are willing to help the developer track down what may have caused it.



Inventory Screen:

Pressing “**I**” by default will toggle the inventory screen. This shows you several things. On the left you will see a grid of all the different items you’ve picked up. When you start a new game this grid will be empty, but it can fill up pretty quickly as you play the game.

On the right side at the top, you will see any of the items you have equipped. These include your armor, a helmet, a primary item (mainly weapons and things that have direct actions associated with them like a shovel for instance) and a secondary item (like a shield and things that have a passive effect like torches etc...).



Navigation: Use **WASD** to select and view different items. The item details will appear on the lower left side of the screen, under the inventory grid.

Equip / Use Item: Pressing “**E**” will equip or unequip items, or use them, as in the case of things like food or medicine. Some items do not have any associated action.

Discard Item: Pressing “**X**” will discard an item. Note, some items are designated “quest items” and cannot be discarded. You can usually get rid of these by returning to the person who assigned you to the particular quest....

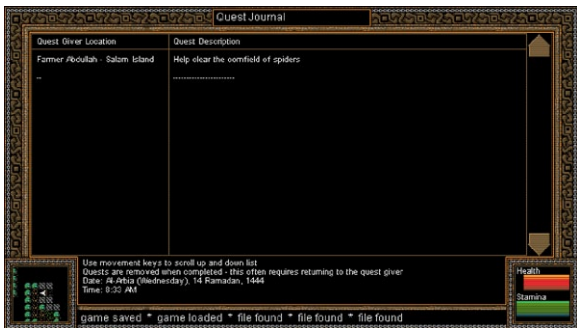
Manage Items: You can also rearrange your items if you choose, by selecting the item and pressing “**Space**” the item will disappear. By finding an empty slot, and pressing “**Space**” again, the selected item(s) will be redistributed to the new slot. Note: some items are “stackable” and will allow for more than one to inhabit the same inventory slot. In these cases the game will prompt you how many of the particular item to move.



Map Screen:

The map screen can be opened and closed with “**M**” by default. This will show you the immediate area around the character, and any areas you have already visited. Some the map begins relatively empty and will grow as you progress through the game.

Also, by default pressing the “**Left or Right arrow keys**”, you can view the world maps of all the islands. A check mark will show you on which island your character is currently positioned.



Quest Journal:

Pressing “Q” opens the quest journal. This shows you a list of any quests you have agreed to fulfill. It also shows you the name and location of the person who assigned you the quest, or in some cases the person to whom you must deliver the quest items. Also, at

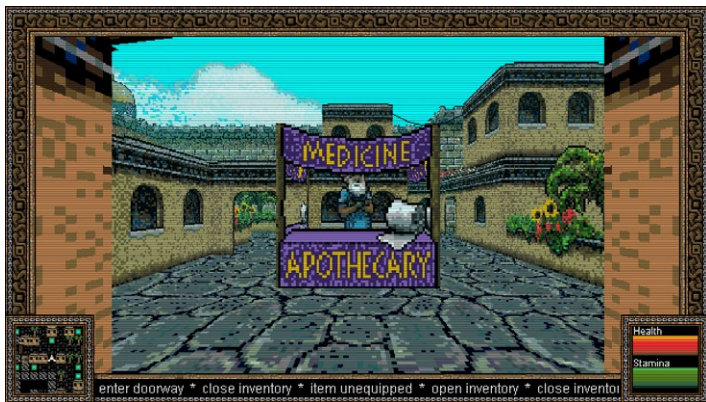
the bottom of the Quest Journal you will find information about the date and time of day. This can become important in some quests and some other aspects of the game like prayer times.

Exploration:

Islands of the Caliph is all about exploring. The islands are not terribly big, but they do have a lot of places and features to learn about. If you are ever stuck, make sure you try to visit every area you can on a particular island or in a city. Each NPC may give you an important clue, or grant you a valuable quest that will help you on your way.

Tips:

1. Each Island has a number of merchants, but not every kind of merchant appears on every island
2. Almost every island has a special monster part trader. These will help you gain silver and are very important especially early in the game when your character is weak.
3. There are many obstacles that might prevent you from reaching certain areas. Each obstacle has a way to get through it. Locked doors have keys, spiderwebs will burn, boulders can be smashed with a hammer etc...
4. Don't expect to be able to go everywhere right away. Sometimes the key may not be available until after you have reached a different island or spoken to the right NPC. You can always come back later.



Merchants:

Merchants are a very important part of Islands of the Caliph. There are different kinds of merchants who deal in different goods. Merchants will always buy things at a lower cost than they will sell them for (They have a business to run!), but you can improve your margins by increasing your persuasion stat.

Weapons - they will buy and sell weapons.

Armor - they will buy and sell shields, armor and helmets.

Light - they buy and sell torches.

Medicine - they buy and sell antidotes for poison, cures for diseases and bandages to heal physical wounds.

Food - they will buy and sell food items (except fish!) Note: some kinds of fruits and veggies are considered rare on some islands and plentiful on others, so try to shop around to get the best prices and for trade opportunities.

Fish Monger - they buy and sell fish (uncooked!) as well as fishing rods and worms if you want to try fishing for yourself.

Monster Parts - there is an underground market interested in trading these grisly items. Each island has one, but they do not tend to stay in the well known market areas, you may need to look around for them.

Other - unique traders exist where you can buy some special items. Finding them is part of the fun of the game so go explore!



Combat:

Combat with monsters is part of the Islands of the Caliph experience. Combat is meant to be challenging, but it is something that should get easier as you progress. There are a few very important aspects to combat that new players should be aware of.

Combat is in real-time: This is not a turn based game, although you can pause the game by going to your inventory, or another menu if you need to. Press “E” to attack with your currently equipped weapon.

Moving around: Especially in the outdoor areas, you can fairly easily avoid getting hit if you keep moving. Simply backing up can be enough to avoid enemy hits when there is space to do so.

Blocking is important: Block by pressing “Space” (by default) to decrease the damage enemies do. Also, many monsters are poisonous or can spread disease through their attacks. A successful block will prevent you from getting poisoned (envenomed if you want to get technical) or from contracting a disease. Learning to time your blocks with your hits is a crucial component of combat. Slower weapons will be harder to time correctly, so consider investing in a faster weapon as soon as possible.

Collecting Parts: Many monsters will have a chance to drop a monster part once they are defeated. Make sure you gather these and sell them when you get a chance.

Stats: Combat is enhanced by your STRENGTH, SPEED and VITALITY stats. Strength helps you deliver more damage, Speed helps you swing faster and vitality helps you resist taking damage, poison and diseases too.



Weapons:

There are many different kinds of weapons available on the various islands. Each island will have a different weapons merchant who will have a different assortment of weapons available. We are not going to talk about each weapon type here, but there are a few important things to consider.

Quality: Weapons can be *shoddy*, *fair* or *exceptional* in quality. Shoddy weapons will be cheaper to buy and more easily available, while fair and exceptional weapons will get more expensive and be more rare.

Keep an eye out for fair or exceptional weapons because while expensive, they will often be faster and do a lot more damage than the weapons of lesser quality. Economically fair weapons are usually the best value when you factor in costs. Also, before you spend all your silver on that exceptional spiked club, make sure you have some armor and a helmet to protect you from damage.





Club



Scimitar



Tabar Axe

Types of Weapons:

Clubs - these heavy pieces of wood come in normal and spiked varieties. They are slower weapons, but if you find exceptional clubs they can be a bit faster to swing.

Knives - these are very quick weapons that do not do as much damage. Still being quick can pay off, because you will be able to block incoming attacks more effectively. This can help to prevent you from getting poisoned or diseased.

Swords - there are many different kinds of swords in Islands of the Caliph. They are some of the best weapons for combat. Some high quality scimitars are rumored to be able to cut down trees like an axe!

Hammers - Using these in combat is not recommended unless you are in a wide open area, or are really good at timing your swings. However hammers can also destroy boulders, so it's good to have one handy at any given time.

Axes - a little faster and more effective than hammers, axes also have the ability to chop down trees and to help collect firewood

Spears - Quick and fairly high in damage, spears are actually better than most swords so pay close attention to the cost and quality when deciding what to purchase.

Bows - Bows require arrows to use. They have the advantage of being able to hit enemies that are far away. High quality bows are able to break rocks!



Ramaha Spear



Shakush Hammer



Jambiya Knife

Armor:

Armor comes in three types and like weapons, can also be of shoddy, fair or exceptional quality.

Helmets - these cover your head and will help prevent you from receiving critical hits from enemies.

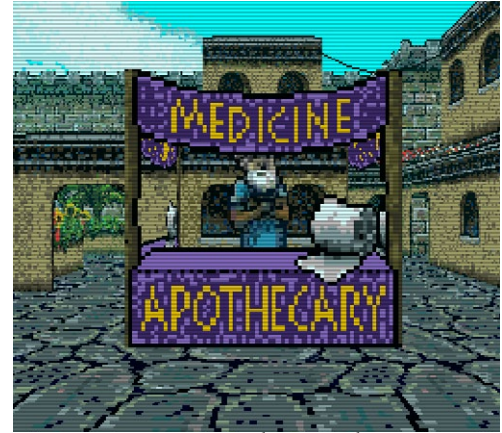
Armor - armor gives you a general, passive defense against damage.

Shields - Shields are only effective if you are actually blocking, but they can help absorb almost all the damage from many enemies, depending on the quality of the shield. Remember blocking will also prevent you from getting poisoned or diseased.

Apothecary:

Make sure you visit the medicine vendors often. Having the right antidote or cure can make a huge difference.

Toxins and Antidotes - Venomous monsters include spiders, scorpions, snakes and various types of fish, and they can inject venom through their bites and stings, or in the case of fish if you eat their meat. The correct antidote will cure you of this toxin and slowly heal you when you take it. Note: it will only heal damage actually caused by the venom. It will not heal damage caused by the physical attack itself. For this you will need to use bandages or find a place to rest.



Frequent visits to the apothecary can save your life!

Toxins will slowly reduce your maximum health until you are cured. They will eventually stop causing damage, but the damage caused is permanent until cured by the correct antivenom. Note: It is possible to get poisoned and be in such a state that it becomes impossible to find a cure fast enough to save your life. If this happens and you “die” your character does not actually die. Rather you will fall into unconsciousness and wash ashore back on the first island, with some of your silver and items missing.

Diseases and Cures - some monsters like ghouls and rats can inflict you with blisters. Eating uncooked fish will give you a stomach ache, and simply not getting enough rest might land you with a fever. Taking care of yourself is really important, and you should never neglect your health. But sometimes our best efforts are not enough and we need medical interventions. Thankfully, the Apothecary will usually carry a number of different cures. Try to stock up on a few different kinds of pills whenever you can, because they are not always available on every island. Disease will not impact your health directly. However, it will damage your stamina and make it harder to stay active for long periods. If you are diseased, you will notice that even resting will not bring your stamina back to 100% until you find a cure. Taking any cure will repair your stamina temporarily, but if you don't have the right one, you will begin to lose stamina again.

Bandages - use these to heal physical damage caused by combat. You can also seek out a place to rest. Each city will have an inn, and you can also find tents or even make your own camp if you find the right tools. Resting is important in keeping up your stamina and health too. But bandages are important to have handy when you are out on an adventure and there may not be any place to rest.

Acts of Worship:

Throughout the game you will encounter NPCs who will offer to teach certain acts of worship. These correspond with Islam's five pillars. These acts of worship are mostly optional to actually perform in the game. However learning them is required to finish the main quest. With that said, each worship does have some in-game benefits. You will gain access to these only after your character learns the first pillar - the declaration of faith.

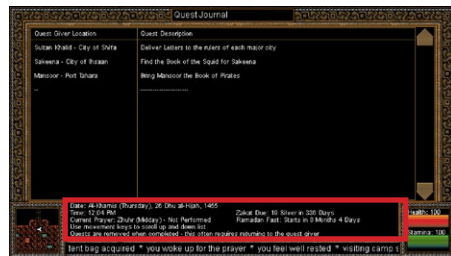
Prayer (Salat) - Prayer, the second pillar, allows you to utilize the mosques in the cities. Prayer on time will get you a few experience points and will increase the amount of stat points you gain as long as you do not miss any prayers. Missing a prayer does not cause any in-game effect, other than resetting the stat point bonus. Prayer timings are listed on the mosque walls in the game, and the azaan (call to prayer) will sound if you are near a mosque.

Fasting (Saum) - The third pillar of fasting is only possible in the month of Ramadan. After learning fasting your character will automatically fast in Ramadan. If you eat during the day (before the sun sets you will break your fast. Fasting will give you a bonus protection against poisons and diseases. This will last through the year as long as you did not break fast on the last day of Ramadan, but the effect will depend on how many days were fasted consecutively.

Almsgiving (Zakat) - The fourth pillar of Zakat allows you to pay charity at the alms boxes in the cities. Zakat purifies your character's wealth by allowing some of it to go towards helping those most in need. Zakat is only due once a year and only on a certain amount of wealth that has remained untouched for the whole year. Being up to date with your zakat payments will actually grant you a small experience point boost

Pilgrimage(Hajj) - The Pilgrimage is part of one of the game's quests. Learning it and performing it will have to be accomplished in-game.

Worship Info - At the bottom of the Quest Journal (see page 8) you will find information about the day, month, year and time. Since the acts of worship depend on time, information about these acts is included here. If you are interested in fulfilling your acts of worship, check here often.



Worship Info in the Quest Journal



Under the time you can see the current prayer, if any, and whether it has been performed or not (outlined in red), Any Zakat due is shown along with when it is due (outlined in blue), and the timing of the Ramadan fast is shown (outlined in green).

Experience, Levels and Stats:

As your character explores and struggles through the game's various challenges, they will gain experience points. You will hear a sound and see a message on the bottom of the screen indicating when you have gained a level. For each level gained you will get a certain number of Stat Points. These stats include the following:

Strength - increases damage against opponents

Speed - increases weapon swing speed

Vitality - decreases damage taken and reduces stamina drain

Persuasion - improves pricing with merchants

Concentration - increases healing

Awareness - improves chances of finding useful things in barrels and other places.



Stats and related info are shown here (outlined in red)

Trainers:

Each city has a couple trainers who will help you increase your stats when the time comes. Each trainer can only help you with one particular stat, so pay attention to their locations once you find them.

Credits:

Michael Klaus Schmidt - game design, programming, 2D and 3D art, sound effects

Hugo Rodrigue - Music