CHART OF THE KNOWN WORLD

SOULBRINGER ™

Classic RPG Meets Epic 3D Adventure

You must succeed where the greatest of heroes have failed...

INFOGRAMES

Interplay ™
BY GAMERS. FOR GAMERS. ™

TEEN
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CONTENT RATED BY
ESRB

My father and I are watching the snow come down over Kalaran. Dark and cold, like it has been for months now. His eyelids are heavy in the flickering firelight. He's dying.

"Listen," he whispers,

"Father?"

"My brother. Andrus. Seek him out after I am gone."

"Uncle Andrus? But I-"

"Go to him. He lives not far from Madrigal."

I am to go to Madrigal? To go so far, alone, is unheard of in these times. And me? This is a strange destiny for a simple boy from Kalaran.

"Madrigal... Father, I have never traveled so far... and in this unnatural winter?"

"This winter will only get worse." he shakes his head. "I prepared a map of the way to Andrus' home many years ago. If I ever needed to find him. Now you must go in my place."

"Then I'll go," I tell him. "You should rest."

"Good boy." he smiles. "We both have journeys ahead of us, yes?"

That night he passes on into the next world. The next morning – though it has grown no brighter – I am packing my satchel, saying my goodbyes. No time to grieve: the cold is already growing harsher. They say that the fields further south are filled with dead birds, frozen on the wing.

It takes me hours to reach the river crossing. I had hoped to hitch up with some traveling gypsies or traders on the road, but the cart tracks in the mud are already snowing over. It's like I'm the only person in the world.

And all I want is sleep. It could take a week to follow the river up to Madrigal, longer, even. Father and his cryptic wishes. As if in answer to my doubts, I make out a figure in the gloom. A boat!

"Ferryman!" I call, breaking into an uneven run.

"That I am, lad," he laughs, walking across the jetty, tipping his wide-brimmed hat.

"Would you know of Madrigal?" I ask, panting.

"Aye, lad, I know it well. I'm heading home this hour." He offers me his hand, helps me onto the ferry.

Thankful and exhausted, I slump to the deck.

"Bless you, ferryman. I fear I may not be one for conversation, tonight."

"I'll let you know when we arrive, lad."

My thoughts are so confused. Perhaps once we arrive they will be clearer.

1

TABLE OF CONTENTS

CONVENTIONS USED IN THIS MANUAL

LMB - left mouse button. This refers to a single click of the primary (usually left) mouse button on your mouse.

RMB - right mouse button. This refers to a single click of the secondary (usually right) mouse button on your mouse.

NB: If you have a 3-button mouse, the middle button is not used.

NPC: Non-player or AI character.

QUICK-START

Once you've started up the game and watched the introductory sequence then you're presented with the front-end menu. Click 'New Game' to start a new game.

The game starts and runs through an in-game cut scene. When this cut scene is finished you will be standing at the end of the road.

Click the 'character' button (the one with the face on it) to go to the character panel. Use your advancement points by distributing them evenly between the five statistics. Once you have done this return to the game by pressing the button in the middle-bottom of the screen.

Go back towards the ferryman's house and search each of the barrels and boxes by clicking on them. This is a good time to familiarize yourself with using the right mouse button to rotate the camera to get a clear view of the action. You will find a stone (which you should ignore) and a fish (which you should pick up by clicking on it).

Click the 'combo' button. Rename the combo from 'Combo1' to 'Brigand Basher' and press 'Enter'. Click the sword icon in the top-right of the panel to display your knife's combat actions. Then drag the 'cut' action into the first empty slot at the top of the combo sequence, and drag the 'cut' action into the second slot. Finally, click the button to the right of the first slot to make the combo loop back to the start.

Return to the game by clicking the jewel-button in the bottom middle of the screen. Finally, click on the 'apple' icon to have your food ready. If you think you may want to heal more health than your apple will provide, use the left and right arrows on either side of the food picture to select your fish instead.

Walk up the road until you meet the first brigand. Click on him to target him or press down-arrow. Then click on the combo button 'Brigand Basher' to start fighting. Pressing the '1' key can also do this. If you get too injured in combat you can eat food to heal yourself. Click the 'eat' button (or press the Q key) to eat food, but don't forget to click on 'Brigand Basher' again to keep fighting!

Once the brigand is dead, return to the ferryman's house. Click the ? button in the top-right to bring up the list of miscellaneous items. 'Allis Ham's Key' should be selected. Click the 'unlock' action for the key (or press 'Q') and use it

4

on the Ferryman's door. Once the door is open, rotate the view if necessary and then click in the space beyond the door to enter.

Talk to the Ferryman by clicking on him. He will thank you for driving away the Brigand and give you a reward. Now return outside and continue down the road to Madrigal.

MAIN MENU

New Game: Starts a new game with the selected parameters.

Load Game: Takes you to the load-game panel to select a previously saved game.

Options: Takes you to the options panel to set up the game parameters.

Credits: Takes you to the game credits.

Quit: Returns you to Windows.

OPTIONS

Blood

This allows you to change the level of blood in the game

Gore – full blood and limb effects in combat.

Normal – less blood and no limb removal.

Off – no blood, though special effects do show when people are hit.

Effects

This is the density of the special effects in-game. Higher densities look better but cause the game to run slower.

High – recommended only for high-specification machines.

Normal – recommended for most machines. This generates a normal number of special effects.

Low – if Soulbringer is running slowly on your machine this option will speed things up. You will not see many of the weather effects and a number of other special effects will be toned down.

Tooltips

Select whether tooltips are displayed in-game

On – tooltips are generated throughout the game and user interface

Off – tooltips only appear on objects within the game
Text Display Change the speed of the text displayed during conversations. If the speech volume is above zero, this has no effect.

Fast – text disappears quickly.

Medium – text disappears in the same time it would take if the character were speaking.

Slow – text stays on screen for a while

Click – text only disappears when you click the LMB.

Always Run

Toggle whether the character always runs or not.

On – character will run as much as possible

Off – character will only run when you double-click or shift-click

Music

Change the volume of the music.

Sfx

Change the volume of the sound effects.

Speech

Change the volume of the VOs (voice overs).

LOADING AND SAVING

To load a game click on the load option, (both in the in-game menu or in the main menu) with the LMB. Once you enter the load screen, click on the game you want to load to bring up a "load game:Yes/No" prompt. Click 'Yes' to load the game or 'No' to return to the Save/Load screen.

To save the game you will need to go into the in-game options screen. Click on 'Save' with the LMB. This will take you to the save screen. Once in the screen, click on one of the save slots with the LMB. Type in the name of your save, then press return. When you do this, a box will appear asking if you wish to save the game. Click yes and the game will save. Click no and the game will not save.

GAMEPLAY

Main Game Interface

Compass: Your compass always points north, unless it sticks. Tap it a few times by clicking on the compass icon to get it moving again. It is possible to find a better, more reliable compass as the game progresses. There is space for a second, similar indicator on the right side of the screen. The purpose of this will become clear as you progress through the game.

Health Bars: Your own and your enemy's health bars are shown as a fraction of your total hit points; they do not give an indication of how tough someone is, only how injured they are.
Mana Bar: Your own mana (magical energy).

Action Sidebar: Allows you to select your items and their related actions.

Inventory Button: Takes you to the inventory, where you can choose your armor, decide what you want to carry or examine objects.

Character Button: Takes you to the character screen, where you can spend advancement points when you go up a level or consult your journal.

Options Button: Takes you to the options screen, where you can change the game options, load and save, or quit the game.

Moving the camera

There are two different ways to move the camera

Using the mouse: Click and hold the RMB, then rotate the camera by moving the mouse left or right round the player.
Using the number pad: Use the 4 and 6 keys on the number pad to rotate the camera left and right. You can also set the

8

camera directly in front of the character by pressing 8 on the number pad, or directly behind the character by pressing 2 on the number pad.

You can zoom in on the action by pressing the Z key. Moving the camera while zoomed will cause the camera to go back out to normal distance while it moves.

Movement

To get the character to walk, click with the LMB on an area of ground and the character will WALK to the spot where you clicked. If you hold the LMB down, the character will constantly move towards the mouse cursor.

You can make the character RUN by double-clicking or right shift-clicking a spot on the ground. You can also toggle auto-run [ie physically running as standard] on or off in the options menu or by pressing the CAPS LOCK key.

Interaction and Cursor Types

This is the normal interaction cursor. Click LMB to move to a location.

This cursor will appear when the game is running a cut scene. You cannot interact with the world while this cursor is displayed.

A cursor will appear if you move the mouse over an object you can interact with. This allows you to open doors, search boxes, read signs, etc. Click LMB to interact with the object.

This cursor appears if you move the mouse over an item that you can pick up. Click LMB to pick up the item.

This cursor appears when you move the mouse over someone you can talk to. Click LMB to talk with that person.

A cursor will when you move the mouse over someone you can fight. Click LMB to initiate combat. See the chapter on combat for more details.

This cursor only appears when you are trying to use an action that needs a target: it can be the target for a bow or spell, or the target for a key to unlock a door. If the cursor is animated then you are pointing at a valid target. If the cursor is still then you are not pointing at a valid target. Click LMB on a valid target to execute the action. Click RMB over the action sidebar to cancel the action.

9

INTERPLAY ENTERTAINMENT CORP.

Selecting an Object

Current object: This is the currently selected object. This may be different to the object that is in the character's hand. If a different object is selected, performing an action will cause the character to pull out the selected object.

Object select arrows: Clicking these arrows will cycle through the objects in the selected category.

Category select buttons: Select the category of item you want to use:

Potions and Scrolls: magical items which can be used up.

Magic Books: select your spell book then select your spell.

Ranged Weapons: select your bows, crossbows and other ranged weapons.

Mêlée Weapons: select your mêlée weapon here.

Food: select from different food items.

Miscellaneous: keys and similar items that have actions but don't fit into one of the other categories.

Performing Actions

Any object can have up to five actions, which will be listed under the object selection panel. To perform an action, simply click one of them. One of the actions will be highlighted in blue. This is the 'current' action, and will be used by default in combat. See the chapter on combat for more details.

Combos

Combos are special action buttons only used in combat. They allow you to link together a series of actions for use in combat. To use a combo, simply click the name as you would an action. However, a combo will only work in combat. Constructing combos is covered in the combat chapter.

Keyboard Shortcuts

[Foreign keyboards will make all this untrue. Needs to be localized]

The following keyboard shortcuts can be used to navigate around the game:

| *General Game Keys*	
SHIFT	Run
CAPSLOCK	Toggle Always-Run
Z	Zoom camera on player
SPACE	Skip one piece of spoken dialogue in a cut scene
. (fullstop)	Skip entire cut scene

Action Keys	
INSERT	Select potions and scrolls
HOME	Select spells
PAGEUP	Select ranged weapons
DELETE	Select melee weapons
END	Select food
PAGEDOWN	Select miscellaneous items
=	Cycle through items forward
-	Cycle through items backwards
Q,W,E,R,T	Select an action (as if clicked) on the current item in the action sidebar. Q = top action button, T = bottom action button
1,2,3,4,5,6,7,8,9,0	Select (as if clicked) the appropriate combo button

Camera Keys	
NUMBER PAD 4	Spin camera left
NUMBER PAD 6	Spin camera right
NUMBER PAD 8	Position camera in front of character
NUMBER PAD 2	Position camera behind character
F2, F3	Adjust Gamma Correction

Combat Target Keys	
UP ARROW	Cancel current target
DOWN ARROW	Target closest enemy
LEFT ARROW	Target enemy to left of current target
RIGHT ARROW	Target enemy to right of current target

Panel Shortcuts	
I	Inventory Screen
C	Character Screen
M	Combo Screen
J	Journal Screen
F5	Save Game Screen
F6	Load Game Screen
ESC	Options Screen
SPACE (ONLY WHEN IN A PANEL)	Back to Game

INVENTORY
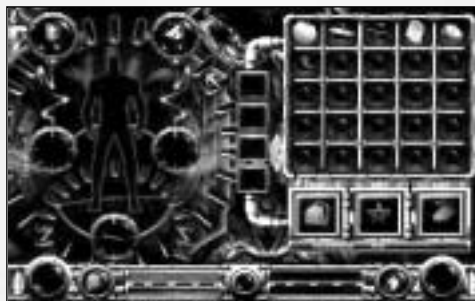
Moving, Storing and Dropping Objects

If you move the mouse over an item you will see the item's name appear as a tooltip on the mouse.

To move an item, you can click on it with the LMB and then drag it into the area where you would like to place it.

You can also move an item on to one of the three large boxes along the bottom of the screen

Moving an item here will cause the item to fall to the ground when you return to the game.

Moving an item here will send the item to the Hex, where it can be recovered later. This feature is not available until you have been to the Hex for the first time.

Moving an item here will place it in the first available space in your backpack. If there is no room, the item will be put in a sack if you have one. Otherwise it will fall to the ground when you return to the game.

Clicking the LMB on the backpack icon will switch the view to the principal level of your backpack.

Multiple Items

Some items can be grouped if you have more than one of these items; the number of items in a slot will be indicated below the icon for that item.

You can pick up only one item from a stack by holding down CTRL while clicking on the item to drag it.

13

Encumbrance

Your character's encumbrance is shown underneath the inventory spaces. The first number indicates the weight of the items your character is carrying, and the second shows the total weight he is able to carry. You cannot carry more than the total weight – if you try to pick up an item that is too heavy the item will drop to the ground.

Sacks

If you drop an item over a sack, then the item will be put into the sack. By clicking on a bag with the LMB, you will be able to access the items contained in it.

This area will show the bag you are looking in. You can have up to four levels of bags inside each other. For each level, a bag is displayed in one of the four slots.

By clicking on one of the four slots, you can access a bag that you have been in before.

If you click and drag an item onto one of the slots with a bag in it, the item will be placed into that bag.

Equipping Items

You can put armor on your character by dragging armor items from your inventory onto the outline of a person which is displayed on the left side of the screen.

You can put one type of each piece of armor on the character. Placing a new piece causes the old piece to return to your inventory.

The two circles to either side of the outline show what rings you are currently wearing. You can drag rings from your inventory to here.

The circle at the bottom of the character shows the currently held weapon. This is different to the ring and armor slots because the item is not removed from your inventory. Instead, it has a blue highlight drawn behind it to show it is the currently selected item.

Defense

This icon shows your current defense value. This is explained in greater detail in the Combat section of this manual.

Gold

Gold is not kept in your inventory like other objects. All the gold you pick up goes towards your money total, which is displayed above the outline of your character.

Examining Objects

By clicking the RMB on an item, you will enter the item information screen, where you will find a description of the item.

CHARACTER

Statistics

Your character's statistics are shown along the top of the character panel. You can improve the value of your statistics both at the start of the game and as the game progresses using Advancement Points.

Combat

This is your general prowess in combat. As your combat statistic improves you will learn new moves with your weapons. You will also get better at dodging and parrying incoming blows as you increase your combat.

Strength

This determines how much damage you do when you hit an enemy. It also determines how much you can carry.

Speed

This determines how fast you move in combat. A high speed also raises your defense, as you are better at getting out of the way at the last moment.

Magic

This determines your Mana points total. Thus, it determines how many spells you can cast before having to find some way of recharging your Mana.

Health

Your health determines how much damage you can sustain before you die.

Hit points

This is an indication of how damaged you are. You can recover your hit points by eating, by drinking the red health potions, by casting cure spells or at specific points in the plot when your health is replenished to full strength.

Mana points

This is the amount of magic your character is able to use before he runs out of magical energy.

Defense

This shows your defense score. This is explained in greater detail in the Combat section of this manual.

Gold

This is the amount of gold you currently have. Gold is useful for purchasing items and paying for aid from others.

Level

Your level is an indication of how powerful you are. The higher your level the more likely you are to survive encounters with tougher opponents. The highest level you can attain in the game is level 41.

Advancement Points

At the start of the game and each time you gain a level you get advancement points to spend. These can be spent on your statistics in any way you choose, allowing you to decide what you will be good at and what you will be bad at.

To spend advancement points, click on the + and – icons on either side of your statistics. Be careful that you choose well! Once you leave this screen any points you have spent are fixed for the rest of the game. Points that you do not spend are carried forward.

Experience

You need to gain experience in order to gain levels. You get experience from completing quests and defeating opponents. The number of experience points you have and the number you need to advance to the next level is displayed at the bottom of the character screen.

Seculorum

Your Seculorum is the balance of the magical energies within your body. Everyone has a Seculorum, but it takes intensive training and the ability to channel powerful magic to be able to sense your Seculorum. How your Seculorum works is covered in greater detail in the Magic chapter.

Journal

The Journal is accessed by clicking on the Journal button with the LMB in the character information screen.

The Journal shows all your outstanding quests. When you are given a quest or task by an NPC [note: non-player character], it will be added to your Journal. When you complete a quest, that quest is crossed out.

If you click on a quest you will see a more detailed description of the quest. If you are getting stuck it is worthwhile to look back at this – sometimes the quest description will change as you find out more information.

Clicking on the bookmark at the top left of the screen will return you to the list of quests.

COMBAT

Targeting

In order to attack someone you first need to select them as your target. All combat moves are performed on your target.

To select a specific target, click the LMB on them when sword cursor is shown.

To select the closest target, press the up arrow key.

To cycle through the available targets, use the left and right arrow keys.

To cancel a target, press the down arrow key.

You can perform combat moves without a target, though positioning yourself appropriately is very difficult.

You cannot perform combos without a target.

Defense

Defense is a measure of how well protected you are against an enemy's weapons, and has two main aspects. Firstly, if you are strong enough, you can wear many pieces of heavy armor that will absorb damage. Secondly, if you are quick, you can lean away from incoming blows, which will slightly reduce the damage taken. Thus your defense value will increase as you don items of armor and also as you increase your speed statistic.

18

An experienced or well-trained warrior knows how and when to dodge or parry an attack. Your chance of dodging or parrying increases as you increase your speed and combat statistics. You cannot dodge or parry while you are attacking.

Actions In Combat

Once you have a target selected you can click on the actions or combo buttons in the action bar to execute those actions. Actions behave slightly differently when you have a target – many actions that would normally show a targeting cursor will automatically be used on either yourself or your opponent.
For example: When you cast Firebolt without an enemy targeted for combat, you will get a targeting cursor. The same spell cast with an enemy targeted for combat will automatically be cast at the targeted enemy.

Combos

A combo is a custom set of actions you can create and recall. A combo can consist of any actions you can perform, in any order. You can mix different weapons spells and other item actions in a single combo. You can also name your combo yourself.

To use a combo you must have a combat target selected. To run the combo, click on the button for your combo in the action sidebar.

Once a combo is complete or your target is dead the combo will stop. You can stop a combo yourself by moving or by performing another action or combo.

Combo Construction

Press the Combo button or click the RMB on the combo you wish to edit to go to the combo construction screen.

Selecting Combos

You can change to a different combo by clicking the round buttons along the top of the screen.

Naming Combos

Click the LMB over the current name of the combo. You can then type in your own name for the combo. Press ENTER once you are happy with the name of your combo.

19

Putting Actions in Combos

You can drag actions from your selected item into the combo to make a sequence of actions. Your combo can have up to 15 actions in it.

For each action you add to the combo you will see a series of symbols that describe the action:

Targeted – this action always needs to be manually targeted. The combo will freeze while it waits for you to select the target.

Cut/Crush/Pierce – this shows what kind of damage the action does, if any.

Element- these show which element the action is associated with. This applies to spells and to some other actions also.

Mixed Combos

You can select different items in the same way you select items in the main game. A combo can contain actions from any object you are carrying. However, the character will need to pull out any items he needs if you use a mixed combo.

For example: if your combo has two swings with a sword and one with a club, then the character will need to stop to put the sword away and take the club out in the middle of the combo.

Looping Combos

You can create combos that loop continuously by clicking the button to the right of the action name. A gold line will go from the bottom of the combo back up to the action you click on.

It is possible to make only part of the combo loop. If you click the button beside one of the actions below the top one listed, then the combo will only loop back to that action.

For example: if you construct a combo that begins with two arrow shots and is followed by a single club swing, you could click the loop button beside the club swing. This will make the macro fire two arrows when started, and then repeatedly swing the club until the opponent is dead or the macro is cancelled.

MAGIC

Learning Magic

You start the game with no spells and no knowledge of magic. You will need to find a teacher and find the necessary items to learn magic.

In Rathenna, magic is something practiced by demons and monsters – the last human warlock disappeared over one hundred years ago.
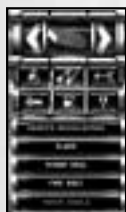
Spell Books

Once you have learned how to read spell books you can examine the spells contained within by clicking on the book on the lectern.

A spell book contains a list of the spells it contains. By clicking on the name of a spell within the book you can look at the details of that spell. Clicking on the book-tab [ie book marker] in the top-left of the book will take you back to the contents page.

Spell Actions

Spells can be selected like actions on items. Spells are listed by spell book – each spell book acts like an item that can be selected on the action sidebar, and the spells available from the book are listed as actions for that book.

Spell actions will be greyed out if you do not have enough mana to cast them.

Seculorum

Your Seculorum is divided into five different elements. Each element begins in balance, but as you channel magical energies for a given element that element becomes stronger. However, the Seculorum cannot grow, so as one element becomes stronger another will become weaker.

Your resistance to an element and to elemental magic is determined by the strength of your Seculorum.

All living beings have a Seculorum that determines their defense against both mundane and magical damage from the five elements. However, it is not possible to see a visual representation of your Seculorum without the aid and magical energies of a Hex.

Fire Magic

Fire is primarily about damage. Fire spells are mainly offensive, and are best used at long range. Fire spells are risky in close combat as they could hurt you as well.

Earth Magic

Earth magic is defensive magic. Using Earth magic can make you very resilient to damage and you can undergo harsh treatment without feeling any pain.

Air Magic

Air spells are about close combat. They both enhance your own abilities and reduce your opponent's. Air spells can also provide help to explorers and adventurers.

Water Magic

Water is about healing and recovery. Water spells are best used after combat or to prepare for your next encounter.

Spirit Magic

Spirit magic deals with the ethereal nature of magic. Spirit spells allow you to speak with the dead and is the best magic for fighting demons and undead. Rather than affecting the flesh, spirit magic directly affects the soul.

Mana

Mana is magical energy that you use when casting spells. Each spell drains your mana, and if your mana total is too low you cannot cast any more spells.

You can regain your mana by consuming potions or herbs with high magical properties. You can also regain your mana in places of great magical significance, but only if you know how to tap the energies of the magical place.

TRADING, REPAIRING AND OTHER BUSINESS
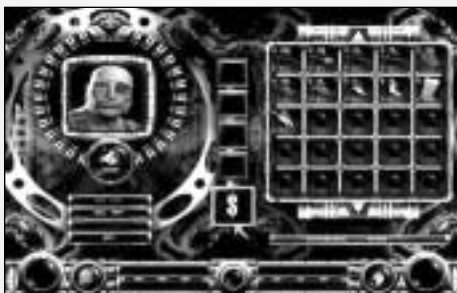
In all business panels you will see a list of items to the right of the screen and a portrait of the person you are dealing with to the left. Below that person's portrait is the amount of gold you currently have and a list of business options.

Buying and Selling

In order to buy or sell an item you must first find someone who is willing to trade. When you speak to a person you will get the option 'Trade' or 'Buy and Sell' if this person will trade with you. Select this option to go to the trade screen.

To buy an item click on the item you are interested in. The shopkeeper will not show you anything they are not interested in selling to you. If you go to the 'Sell' screen you will see all the items you own, but you can only sell the items that the shopkeeper is interested in.

Identifying

In order to identify items you must first find someone who is able to identify items. When you speak to such a person you will get the option 'Identify' in the conversation menu.

On the Identify screen only certain items are shown. You will see items unidentified items that this person will recognize. If no items are shown, then there are no items this person can identify. Click on the item you are curious about to have it identified.

People who identify items will not teach you their own trade. Sometimes you will find another object of the same type which will, in turn, need to be identified.

23

Repairing

To repair your weapons and armor you must find a blacksmith. When you speak to the blacksmith you will get the option 'Repair.' Select this option to go to the repair screen.

Only items that you are carrying which are damaged will be shown. Smiths cannot repair items that you are currently wearing, so if you want to repair your armor you need to take it off first.

Other Business

Some characters will engage in other business transactions involving items. These all use a similar panel, but the panel will be altered appropriately for the business deal in question.

WEAPONS

Slashing, Crushing and Piercing

Weapon damage is divided into three types: slashing damage is inflicted by sharp bladed weapons, crushing damage is inflicted by heavy blunt weapons, and piercing damage is inflicted by pointed weapons and arrows. Attacking actions may inflict a different amount of damage for each type, ie: any attack with a club inflicts crushing damage, whereas with a shortsword you can perform a Slash attack inflicting slashing damage or a Stab attack inflicting piercing damage. Note that piercing damage is, by its very nature, the most effective at penetrating armor.

Armor and Hit Locations

Armor is made from several different materials and is available for all areas of the body: head (caps and helmets), body (coats and vests), arms (sleeves and gloves) and legs (britches and boots). Each item of armor protects you from any blows which strike the area covered. You can also wear a cloak, which will protect you in all areas.

To attack a chosen part of an enemy, select moves where your weapon will strike in the right place. Low attacks will tend to hit the legs, while high attacks will tend to hit the arms or head. Choose where you fight carefully, as fighting on a slope will change where you and your opponent's blows make contact.

Each armor material has its own protection rating against each type of damage. Lighter armor, such as leather, will protect you against slashing attacks but is less effective against crushing blows and virtually useless against piercing attacks. Intermediate armor, such as ring mail or tough studded

24

leather, will protect better against crushing blows and also offer some protection from piercing attacks. Heavy armor such as plate mail offers the best all-round protection. Other, more exotic, armor types may become available through the course of your adventures.

Note that any weapon will wear out more quickly if it is used against armor that protects well against that weapon's type of damage.

Elemental Damage

Some weapons also inflict damage associated with a certain element. Some creatures are almost immune to certain elemental damage types – it is up to you to judge a creature's particular weakness.

Types of Weapons

Knives
Knives and daggers are not particularly effective; they are, however, small and light to carry.

Swords
There are a variety of different swords available in the world. These range from the mass-produced Talendran shortsword up to the Greatswords of the Imperial Guard of Thardolin.

Axes

The fearsome Blood Kin berserkers wield great two-handed battleaxes. These weapons are very nasty in battle.

Clubs, Maces and Warhammers
There are a variety of crushing weapons available, from simple wooden clubs up to the large warhammers used by the Blood Kin lords.

Spears and Staves
Spears and Staves are fairly common weapons – easily made and easily maintained. They are both very versatile, but do require two hands to use.

Bows
Bows are simple and elegant ranged weapons. Although they are not the quickest weapon to fire, they are easy to come by and easy to find ammunition for.

25

Crossbows

Crossbows are much more complicated than bows, but have the advantage of doing much more damage and being able to be carried with a bolt loaded. The weakness of a crossbow is the amount of time required to re-load after firing.

SPELLS

This is a list of some of the spells you can learn during the course of the game.

Book of Dreams

The Book of Dreams was the first book written by Harbinger, under the tutelage of the warlock Horath. It contains one spell of each element, with each spell being easy to master and simple to cast.

Firebolt

Drawing on the elemental power of fire from within, the warlock who summons forth this bolt can throw it at an enemy. Though it requires a good eye to aim, it will give a nasty burn to whomsoever or whatever it touches.

Minor Shielding

By infusing a small area around the warlock with the power of Earth, the warlock can cause many blows to be turned aside.

Death's Recollection

As the warlock attunes his own mind to the element of spirit, he can converse with the souls of the recently departed or the souls of powerful warlocks who have been entombed. The souls of any but those whose will is the strongest are often drawn away to the Well before the warlock can speak with them.

Flare

Calling forth the power of Air, the warlock can create a source of glowing lights that will illuminate a chosen area.

Minor Heal

The element of water can be used by the warlock to replenish his own blood – to close wounds and rejuvenate flesh.

Book of Knives

Penned by Harbinger shortly before the Wars of the Hex, this book contains spells to be used in the heat of battle.

Poison Blade

Enchants the warlock's weapon with a powerful poison. This

poison will continue to damage an opponent long after the blade strikes.

Spirit Knives

Knife blades of pure spirit energy can be summoned by the warlock to strike an opponent. Though each knife is small, the warlock can throw a number of these knives in rapid succession.

Book of Trinkets

The Book of Trinkets contains utility spells that Harbinger developed in conjunction with his mentor Talendrah.

Firefly

Casting this spell attracts magical fireflies, which weave and dance around the caster, illuminating the ground before him.

Soul Seeker

As like attracts like, these tiny sparkles of soul energy seek out the souls of others. By following them the warlock can determine where nearby people are.

Book of Fears

The Book of Fears was written by Harbinger near the end of the Wars of the Hex. It contains magics that reach into the minds of men.

Fear Bolt

A bolt of pure spirit energy which will break the morale of those it touches. A convenient way of ridding yourself of enemies without combat.

Fools Gold

As fire is hungry and seeks fuel, so are many people greedy and seek gold. This illusionary magic will attract your enemies to the place you desire like moths to a flame.

THE WORLD OF RATHENNA

Ancient History

Over a thousand years ago the world was ruled by the Dark Warlock – a necromancer of unrivalled power and evil. The Dark Warlock was defeated by Berek the Silvermane, who then used the power taken from the Warlock to build a mighty empire.

Silvermane was defeated and his body possessed by the demon Skorn, who turned the empire into a place of despair and hopelessness.

After centuries of torment a hero arose from the people. This hero was Harbinger – a powerful warlock and champion of good. He sought Skorn and his allies – the Demon Revenants – and banished them into the Well of Souls.

In the wake of Skorn's rule, three empires formed: the Kingdoms of Horath, the Principalities of Talendrah and the Empire of Thardolin.

Recent History

Over the last hundred years the world has deteriorated, as if some evil hand was guiding the path of the world to a final destruction. The troubles began on the Day of Despair. On that one fateful day two empires were destroyed: the last king of Horath died without an heir, and the city of Talendrah was destroyed in a gigantic magical cataclysm. The Kingdom of Horath broke apart and deteriorated without leadership, and the Principalities of Talendrah warred upon one another in the Battle of Strife. Shortly after this fateful day the last warlock, Tamaran, disappeared from the world and with him went the knowledge of Harbinger's power.

Kingdom of Horath

The Kingdom of Horath lies on the west of the Inner Sea, and is comprised primarily of small farming towns. The largest city – Ravenscar – has been overrun by zombies and skeletons since the king died, and none but madmen go there now.

Without any army to keep the lands safe, brigands roam the countryside. Only two towns remain relatively safe – the farming community of Madrigal and the port town of Shadowguard.

Principalities of Talendrah

The southern Principalities of Talendrah are now mostly in ruin, since the mercenary armies raised in the Battle of Strife have run rampant through the towns. The few townships that remain are small, disease-ridden and poor. Travel in Talendrah is even more dangerous than Horath – the mercenary armies have turned to banditry and robbery, but are much better equipped and disciplined than the brigands found further north.

Empire of Thardolin

The eastern Empire of Thardolin has remained relatively unscathed compared to those to the west. However, tales from those who have sailed there tell of a cruel and heartless Empress who rules the land with an iron fist. Dark powers are at work there, a desert of searing heat and shifting sands – a desert that seems to be growing from Thardolin City itself - swallows up the wheat-fields and forests that were once there.

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31

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