

Din's Curse

User Manual

<http://www.soldak.com/>

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Overview

Thank you for purchasing Din's Curse.

Din, champion of the gods, has cursed you into a second life of service because you selfishly squandered your first one while causing misfortune to those around you. To redeem yourself, you must impress Din by building a reputation for helping others. Travel the spacious western plains of Aleria and save desperate towns from the brink of annihilation. Until you're redeemed, you're doomed to wander the earth alone for all eternity.

In Din's Curse, you will explore an extensive underground, slaying dangerous monsters, solving dynamic quests, dodging deadly traps, and in your spare time, plundering loot. Quell uprisings, flush out traitors, kill assassins, cure plagues, purge curses, end wars, and complete other dangerous quests or the danger WILL escalate. Not all is as it seems though, traitors will gladly stab you in the back, renegades can revolt against the town, spies can set up ambushes, and items might even curse or possess your friends.

Choose one of 141 class combinations and journey to an infinite number of dynamically generated towns with vastly different problems. Every game is a surprise! Your actions have real consequences in this dynamic, evolving world. Your choices actually matter!

Open the door to Din's Curse. Surprising adventures await!

System Requirements

Windows Minimum specs:

- Windows 98/ME/2000/XP/Vista/Win7
- 1.5 GHz Pentium 4 (or other equivalent)
- 256MB RAM
- GeForce 2 (or other equivalent)
- 200MB of hard drive space
- DSL or better for multiplayer on internet

Windows Recommended specs:

- 2.0 GHz Pentium 4 (or other equivalent)

256MB RAM
GeForce 3 or better (or other equivalent)

Mac Minimum specs:

OS X 10.4 or newer
1.5 GHz processor (PowerPC or Intel)
256MB RAM
GeForce 2 (or other equivalent)
200MB of hard drive space
DSL or better for multiplayer on internet

Mac Recommended specs:

2.0 GHz processor (PowerPC or Intel)
256MB RAM
GeForce 3 or better (or other equivalent)

Linux Minimum specs:

Not sure yet on minimum Linux distribution
1.5 GHz processor (x86 or x86-64)
256MB RAM
GeForce 2 (or other equivalent)
200MB of hard drive space
DSL or better for multiplayer on internet

Linux Recommended specs:

2.0 Core Duo processor (or better) (x86 or x86-64)
512MB RAM
GeForce 3 or better (or other equivalent)

Mac OS X 10.3.9 should also run Din's Curse fine, but you need OpenAL installed first.
You can download the OpenAL installer from Creative at
<http://connect.creativelabs.com/openal/Downloads/Forms/AllItems.aspx>

Getting Started

To start a new character choose Play and then choose New Character.

Choose the class you want this character to be. You can choose to be a warrior, rogue, priest, wizard, ranger, conjurer, or a hybrid character. The description for each class is below:

Warrior: Muscle bound heroes employ brute force through almost any blunt or pointy object to demolish foolish foes.

Rogue: Living by their own rules, this tricky class excels at stealthy deception, trap evasion, lock picking, and are lethal killing machines.

Priest: By the light of good, these holy warriors command more than strength and might, but also heal and bless themselves and others.

Wizard: Powerful magic courses within the knowledge-seeking wizards who contain mastery of ice, fire, and other useful spells.

Ranger: A jack of many trades, these lone fighters wield ranged weapons with skill, throw down deadly traps, and use shapeshifting to befuddle and decimate fearsome foes.

Conjurer: Dark magic courses through steely veins. Mighty power rest in the palms of the conjurers including mastery of lightning, vile curses and diseases, calling forth demons from beyond and raising the dead as mindless slaves.

Hybrid: Two skill trees from any class created this unique fighter. Having one less skill tree than pure classes is a small price to pay to become the ultimate hero.

If you pick the hybrid class, you will also either have to choose 2 specialties or hit the Random Hybrid button to choose for you. Note: a normal class gets 3 specialties.

Pick your gender.

Name your character whatever you like. You can also use the random name generator to generate human names or just to give you some ideas.

After naming your character, picking a gender, and choosing a class, click the Ok button to continue.

On the next screen, you select some basic options on how difficult you want the game to be.

Select the starting monster level. This will normally default to the nearest choice to your character's level. You can set this lower if you want the game to be easier or higher if you want more of a challenge.

When you get to higher levels, you will eventually be able to choose higher world difficulties (Champion, Elite, and Legendary).

When you are done selecting these options, click Create New World to start the game.

Basics

Most of the tips in this manual also show up in the game in the form of help topics. To read a help topic click on the blinking question mark icons. You can also start the help topics over again by Reseting the Help Topics in the Game Options.

Please also take some time to read the tool tips. These tell you a lot of useful information.

Left clicking with the mouse is context sensitive and does the most common action (move, attack, pick up, etc.) whereas right click does the more rare actions like using an item. For movement and attacking you can hold down the left mouse button to continue the current action.

You can also setup up to 3 skills in the slots in the lower right corner of the screen to use when you right click on a monster. Right clicking uses the skill in the bottom slot. Use the up and down arrow keys to change which order these are in.

Hold the ALT key down to see all of the items on the ground at once. You can click on the text to pick up that item. This is usually easier than clicking on the item itself. You can change the ALT key to work as a toggle instead in the game options, if that is easier for you.

Holding the CTRL key down will prevent your character from moving when left clicking and thus make it safer to select, shoot at, or cast spells on enemies. You can change the CTRL key to work as a toggle instead in the game options, if that is easier for you.

Objective

The objective of each game or new world is to save the town. It's a dangerous time for small human towns. They need a hero. That's you, thanks to Din, whether you like it or not. You will save the town when you have completed all of their quests.

You also have another goal. Din has cursed you. He will not release you from his service until you have redeemed yourself. Talk to Din's Avatar in town for more information.

When you have saved a town, you can finish up whatever you need to and can then start a new town. Make sure you open your reward chest in the center of town though. Once you are done, you can start a new town by clicking on the blinking won game icon. Don't worry, your character and items all carry over into the new town.

You can also lose a town. This will happen if all 3 of your main, mortal quest givers (warmaster, steward, and apothecary) are killed or incapacitated. Once again, don't worry, your character and items will carry over into the next town.

Attributes

Each character that you create shares some basic attributes: Strength, Dexterity, Vitality, Intelligence, and Spirit. How important each of these is to your specific character really depends on your class and how you want to play them.

Strength is a measure of how physically strong your character is. The stronger you are the more damage you will do in melee and the higher your chance of getting a crushing blow. Some weapons and most heavier armor also have minimum strength requirements that you must meet to equip them.

Dexterity deals with how agile your character is. The more dexterity you have the harder it is for monsters to hit you, the easier it is for you to hit them with melee attacks, and the higher your chance of getting a deep wounds hit. Some of the weapons with a little more finesse (like daggers and swords) have minimum dexterity requirements that you must meet to equip them.

Vitality is a measure of your overall health. The more vitality you have the more health and stamina you will have. With a higher vitality you also regenerate health faster.

Intelligence determines how smart your character is. More intelligence provides your character with more mana, a higher chance to get critical hits, faster mana regeneration, and higher perception.

Spirit is basically a measure of your will and faith. More spirit grants you more mana, faster mana regeneration, and more resistances from elemental and magic attacks.

For the most part, all of the attributes are useful to every character. Some will be more important than other depending on your specific character though.

Stats

There are many different stats in Din's Curse. They are pretty simple to learn though.

Health is a measure of how much life you have. This is split into max and current health. Your max health is how much health you will have when completely healthy. Your current health is how much you have right now and is also a measure of how much health left before you die. If you get to zero health, you will die. If you find that you run out of health too fast, put more of your attribute points into vitality or use more magic items that increase health or vitality.

Mana determines how many skills (special moves or spells) that you can use in a short period of time. Each skill uses up a specific amount of mana. If you don't have enough for that skill, you won't be able to use it until you have enough mana again. If you run out of mana too fast you can put more of your attribute points into intelligence or spirit.

Stamina controls how long you can run during combat. When you are not in combat stamina is not a concern. In combat though, stamina drains pretty fast. When you have no stamina left, you will walk instead of run. Vitality increases your stamina.

Attack is how likely a non-magic attack will hit an enemy. This number is relative to the enemy's defense.

Defense is how likely you are to avoid a non-magic attack. This number is relative to the enemy's attack.

Armor is a measure of how much armor you are wearing. Heavier types of armors provide more armor value. The armor types in order of how much armor they provide is cloth, leather, mail, and plate. All classes can wear cloth armor. Some classes can wear the heavier armors either all the time or after they purchase they appropriate skill. Armor absorbs physical damage, so the more you have the less physical damage you will take.

Resistances are similar to armor except they work with elemental and magic damage. For example, the more fire resistance you have, the less damage you will take from something like a fireball spell.

Perception controls how likely you will notice traps on things like doors and chests. Characters with higher intelligence or the rogue skills disarm traps and pick lock skills will generally have good perception.

Find Extra Money is a measure of how well you notice extra money lying around. This is mostly granted from magic items.

Find Items Chance gives you better chances to find items. This is mostly granted from magic items.

Magic Find Chance gives you higher chances to find better magic item types. This will never give you a 100% chance to skip any of the item rarity types since there is a cap per rarity type. However, since the bonus carries over into the next type huge Magic Find Chances are still extremely useful.

Light Intensity is a matter of how much light your character produces. All characters start with some light. Since it can get really dark in the dungeons this can be useful even though you might think of it as useless. When you find a dark dungeon in a world with a horror modifier and there is a darkness machine running somewhere you will wish you had some extra light.

Special Types of Hits

There are 4 types of special hits that have a chance of happening on every melee hit (2 can also happen on magic attacks).

A Crushing Blow is a hit that automatically causes the maximum damage possible for that hit. These can also happen on magic attacks.

A Stunning Blow is a hit that stuns the enemy for a short period of time.

A Critical Hit is a hit that does double damage. These can also happen on magic attacks.

Deep Wounds is a special hit that along with the normal damage does another 200% damage over the next 5 seconds.

You can get multiple special hits at once but it will only show you one of them.

Dynamic World/Quests

Unlike most games, Din's Curse has a very dynamic world. Each and every town will be very different. Without giving any spoilers, when an NPC says do this quick or something might happen, well what ever that something is it will probably happen if you don't do something about it. When an NPC says hurry, they really do mean it. The game will change depending on what is going on in the town when you arrive, what you do, what you don't do, and even what the monsters do. So keep on your toes and solve the town's problems as quick as you can. You are the hero after all.

Solving everyone's problems is done through the quest system. The normal process is you accept quests from the npcs in town, you go into the dungeon and perform whatever task was asked of you, and then you return to the original npc to finish the quest and collect your reward.

This doesn't always work out quite this simply though. Many times you don't have to accept a quest before you complete it. If someone wants Sting killed and you kill him, you will get credit for the kill regardless if you currently have the quest or not. You just need to go talk to the npc to get your reward.

Remember you are the hero of the town. Therefore you are responsible for all of the quests even if you haven't accepted them. You can't ignore a quest by not accepting it. The only exception currently is the gambler's betting quests.

Another situation that sometimes comes up is the death of the quest giver. If it is a personal quest from a normal townsperson the quest will be failed. If it is a vendor or one of the main quest givers you will be able to solve the quest from another npc of the same type. If there isn't one currently, you will eventually get a quest to recruit a new npc that will let you solve the quest.

Interactions with the world

Many objects in the world can be used and/or destroyed so keep on a look for different types of objects. Many times these are useful, but not always. For example, some things are poisonous or are holding up the ceiling. Causing large explosions near the support beams isn't the smartest of actions to take. Also beware, some types of monsters know how to use some of the objects in the game.

Sometimes doors and chests are locked or stuck. If something is locked and you use it, you will use up one skeleton key automatically and it will unlock. If you don't have a key though, you can use your Lock Pick skill if you are a rogue or you will have to bash down the door or bash open the chest. Bashing is the only way to open a stuck door. To bash something, simply click on it to select it and then attack it with any damage type skill you have, including your main attack skill (default 1 key). Beware though, bashing things open makes a lot of noise which will alert nearby monsters and give you a surprise penalty for a few seconds. Bashing also tends to damage your weapons faster than hitting enemies.

Be very wary of pools of acid and acid based attacks. Acid does way more durability damage to your items than anything else. Acid pools look like small pools of green liquid.

Caves and dungeons are fairly fragile. Large explosions can cause cave-ins which will damage anything underneath them and can block paths. If they get in the way you can attack and destroy them though, just like if they were a monster. Beware though, bashing on rocks with your weapons wears them down faster.

Beware things are not always as they seem. Sometimes sections of walls are really illusions which are secret doors leading to secret areas. Usually there will be some subtle clue that marks them as different somehow. Click on a secret door and it will fade away.

Note: every once in a while an object will be in the way of your progress through the dungeon. Don't worry though, every object like this can be attacked and destroyed or you can use it and it will fade away.

Ways Back to Town

There are a few different ways back to town.

You can always climb up all of the stairs back into town, but that's slow.

In general, the best way is to use the nearest gate. Each level of the dungeon has a gate. These gates allow instant travel to and from the town once you have activated them.

In an emergency, you can use your teleport stone. Just click on the teleport stone icon in the lower left corner of the screen and you will instantly teleport back to town. However, you can only use this once per town.

The only other option is dying and resurrecting, but I wouldn't recommend it.

Main UI Screens

Here is a quick list of the main UI screens with their default hotkeys.

Character - C
Quests - Q
Skills - S
Inventory - I
Map - M
Journal - J
Bestiary - B
Main menu - Esc
Minimap - Tab

All of these also have small buttons at the bottom of the screen.

The character screen shows the basic stats of your character. Place the mouse cursor over anything that you want more information about.

The inventory screen along with all of your bags shows you all of the items you are carrying around and which items you actually have equipped. To equip an item simply click on the item and then click on where you want it to go. You can also just right click on the item and it will automatically equip in the correct spot. Make sure to equip your starting weapon before going down into the dungeon! You can also set up 2 sets of weapons/shields and can easily switch between them with a hotkey (defaults to W).

The skill screen shows all of the skills available for your character class. A gold border around the skill icon means that you have that skill. Notice that there are multiple tabs at the bottom. A full class will have 3 tabs where as a hybrid class will only have 2.

The skill screen shows all of the skills available for your character class. A gold border around the skill icon means that you have that skill. Notice that there are multiple tabs at the bottom. A full class will have 3 tabs where as a hybrid class will only have 2. To use a skill, it needs to be in one of your slots at the bottom of the screen. To place a skill in one of these slots, click on the skill in the skill screen and then click on the slot you want it to go into. To actually use the skill, either press the hotkey for the slot or right click it.

The skills are not arranged in a skill tree. All of the skills are available at the very beginning, but they each have a different point cost. In general, the lower the skill is on

the screen the more points it costs. For each skill level, the point cost increases by one compared to the last skill level. Buying a skill also costs some amount of money based on the point cost.

There are two types of skills: passive and active. Passive skills are skills that automatically work with no input needed from the player, assuming you have the skill of course. Active skills only work when the player uses them in the appropriate way. The easiest way to use a skill is to add it to your hotkey bar and press the associated hotkey or add it to your 3 right click skill slots. To do this, click on the icon of the skill in question and then click on the slot where you want it to go. Passive skills have a blue border around them on the skills screen.

Town NPCs

There can be many vendors or even no vendors in town. There are also various different types of vendors like small items vendors, armorsmiths, and weaponsmiths. They each carry different items, but you can sell any item to any of the vendors for the same price.

To buy an item, just move the item from the vendor's inventory to your own, right click on the item, or use the buy hotkey (defaults to space).

To sell an item, just move the item from your inventory to the vendor's or hit the sell hotkey (defaults to space).

You can also identify all of your unidentified items or repair items here for a price. Only armorsmiths and weaponsmiths can repair items.

The gambler allows you to gamble on items. To gamble, just buy the item like normal and if you are lucky it will be a magical item worth more than what you paid for.

Each town usually has four main quest givers: the warmaster, the steward, the apothecary, and Din (the god that has cursed you). In general, they each carry different types of quests.

Also, sometimes the other NPCs in town will offer personal quests.

A neat tip: you can drop food, drinks, and potions on NPCs and they will automatically use them.

Reputation

Reputation is very important in Din's Curse since Din will not release you from his curse until you have gained enough reputation. You can gain reputation in only one way, by

solving quests. However, doing quests for Din's Avatar and normal towns people are generally worth more reputation.

You can lose reputation in multiple ways though. Any time you fail a quest (even ones you haven't accepted), anyone from town dies, you buy items from a less reputable source, or you dig up a grave you will lose some reputation.

As an added bonus, each time you go up a reputation level you get a unique item as a reward!

Items/Money

Items come in many different rarities or types: normal, common, rare, set, elite, artifacts, and legendary.

Normal items are just that, normal.

Common and rare magic items have some random magical enhancements with rare items usually having more.

Set items belong to a group of items. If you can find and equip all of the items from a set, you will get some bonus enhancements. Many sets also have a partial bonus if you can equip part of the set.

Elite items are items that are named, have enchantments that are always the same, and usually are very powerful.

Artifact items are very similar to unique items but usually have at least one extra enhancement so they are even more powerful.

Legendary items are the holy grail. They are the same as their artifact counterpart except they have an additional random magic modifier.

There are some rare items in the world of Aleria that actually have some level of intelligence. This intelligence can take different forms, some good and some bad, but all items with Ego have one thing in common: a 25% bonus to damage, armor, or defense for weapons, armor, or shields respectively.

Sometimes items are made of the fragile materials of crystal or obsidian. These two materials make items made of them unrepairable. However, these materials are used because they greatly enhance weapons and armor. Crystals give a 25% bonus to damage or armor and obsidian gives a 50% bonus to damage or armor.

The stash is your extra inventory space where you can store whatever items you want.
Note: Only bags can go directly into the stash and you can't move bags that already have items in them. Any type of item can go into these bags though.

Your shared stash is shared by all of your players that you have created.

Money in the world of Aleria comes in the form of copper pieces (CP), silver pieces (SP), and gold pieces (GP).

100 Copper Pieces = 1 Silver Piece

100 Silver Pieces = 1 Gold Piece

Note: weapon damages and armor values are already included in the total. For example, if you find leather boots that has 10 armor and a 100% armor bonus listed, what it really means is that the item has a base armor value of 5, the 100% bonus gives you another 5 armor, for a total of 10. We make it easy by doing all of the math for you. :)

Durability

Most items have a limited durability before they break. You will be warned when any item gets too worn, but pay attention or something might break at a bad time.

Weaponsmiths and armorsmiths in town can repair items for a fee. Attacking some things like doors, chests, and cave ins will cause more damage to your weapons than softer things.

Staying Alive/Death

There are many ways to regain health when your health gets too low. Typically the easiest way is to eat some food. Eating food will slowly regenerate your health and food is relatively cheap. The fastest way to regain health is to drink a health potion. Health potions instantly give you health but are relatively expensive. The cheapest way to regain your health is to use the Din's altar in town. Using Din's altar regenerates your health fairly quickly and is free but you have to be in town of course. There are also altars, healthstones, and lifestones in the dungeon sometimes that can be used. And last but not least, some of the classes have different spells that can heal wounds.

Death is inevitable in Din's Curse. When you die you can always resurrect through Din's power though (unless you are playing hardcore). When killed, you will incur a small XP debt penalty. This means you get less experience until you work off the XP debt. If you go and retrieve your soulstone that dropped when you died, the XP debt will be decreased. Soulstones are not saved so be sure to pick them up quickly.

Multiplayer

For the most part Din's Curse works the same in multiplayer as in singleplayer. The multiplayer experience is designed to be co-op, so you can't hurt other players and things like quests and experience are shared.

There are a few differences. You can chat with other players by hitting enter or clicking on the chat button in the lower left of the screen. You can also hover the mouse over the icon in the upper right of the screen to find out information about the game. You can see the locations (either a dot or the level name) of other players on the world map. Each player's health shows up on the right side of the screen. If the player is close enough, left clicking this health bar will select their character and right clicking it will show you their items. You can even trade with other players by right clicking on the player's health bar to see their items and then clicking on request trade.

The game uses ports 26503 through 26507.

26503 - client port
26504 - server port
26505 - port on server & client to talk to master server
26507 - master server port

Other Useful Info

Each time you increase in level you get more attribute and skill points to distribute however you want. To use your attribute points, open up your character page (defaults to the C key), and press the + button next to the attribute you want to increase. You get 5 attribute points each level. To use your skills points, open your skill page (defaults to the S key), and press the + button next to the skill you want to increase. The higher your character's level the more skill points you get per level. Also note, that skills cost more and more with each skill level and that they also cost a certain amount of money to increase.

There are many ways to regain mana when your mana pool gets too low. The easiest way is to just let it naturally regenerate. This is the slowest way however. You can drink a mana potion to instantly regain some mana. You can also consume a normal drink to regain mana over time. This isn't instant like potions, but it's faster than your normal regeneration rate. Using Din's altar regenerates your mana fairly quickly and is free but you have to be in town of course. There are also altars, manastones, and lifestones in the dungeon sometimes that can be used. Other than these methods, many classes have various ways to gain mana. Look at your character skills for specifics.

Item find, magic find, critical hit, crushing blow, and deep wounds bonuses are slightly misleading. They represent the bonus compared to normal. For example, a 100% bonus to critical hits means a 100% better chance than normal, not a 100% chance. So if your normal critical hit chance is 5% and you have a 100% bonus, the final value will be 10%.

Characters/Screenshots/Exports

Pretty much anything the game saves like characters, screenshots, and exports goes into a User directory. Where this is depends on your operating system.

Vista/Win7 - C:\Users\YOUR USER NAME\AppData\Local\DinsCurse\User

XP - C:\Documents and Settings\YOUR USER NAME\Local Settings\Application Data\DinsCurse\User

Mac - /Users/YOUR USER NAME/Library/Application Support/DinsCurse/User

Linux - ~/.local/DinsCurse/User

Note: The AppData directory in Vista/Win7 is hidden by default.

Where YOUR USER NAME is whatever your specific user name is in your operating system.

Credits

Designer & Programmer

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Story & Writing

Delilah Rehm

Sound Effects/Music

Tori Kamal

Voices

Tori Kamal

SB Moore

Artists

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Alpha Testers

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Beta Testers

Chris Goodenbury, Cadfan, Brian Jeffears, Valgor, Aganazer, L337GTIMKV, cthonic, incognoscente, Lyranar, jshar, viper34j, Gutsman, Nemhir, Kruztee, Archon, Fosse, SharpCarlos, Rockstronaut, TheRani, timeh, Ephemera, DeathKnight1728, Iane, Caal, Wantonius, Flailsnail, ShaggyMoose, freykin, tg122, qt3 Spect, icekrystal10, Howler, bbragnar, Shaun Low, Corey2, involution, lekonish, qt3 peterb, Paul, Roger Yates, vomitousinsight, Twotricks, Corey2, Thursday, wunar, phanboy4, derailed, tkirby2003, Worthstream, Heinosity, Aet, peirceg, RPGWatch Dean, Farscry, asaguda, qt3 ravenight, hornedry2k, TheDoc, redman5427, Bruteman, Dhakczak, Greyhead, Tillek, spelk, Warlock, GeorgiaBoy, BigWeather, Amberjoy, rune_74, erbgor, rmielech, kallisti_dk, ecliptic, Arlow, Arne, Eisenfaust86, Krebs, RoanokeKeeper, transigent8, and Nightwand

These are roughly in order from number of changes. To see specifics look at the latest Din's Curse change list.

Troubleshooting

First make sure you have the latest video and sound drivers installed for your system.

If your graphics are flickering, especially if your mouse cursor is having issues, try turning off the hardware cursor in the graphics options menu.

If you are having any strange sound issues try setting the Sound Device to DirectSound or MMSYSTEM in the sound options menu if you are using Windows. You will have to completely get out of the game and restart the executable for this change to take effect though.

There is also a startup problem when running ATI Tray tool's on-screen-display (it shows fps for any 3D application). If you have this tool turned on and the game fails to start, turn it off.

Triple buffering has been known to cause problems on some cards. If you are having graphics issues or are having startup issues, try to turn off triple buffering in your graphics driver options.

Sometimes the Evolve client can interfere with the game. If you are having problems and are running Evolve, turn Evolve off and see if things work better.

AC 97 sound cards with old drivers have had problems with Din's Curse. If you have one of these sounds cards, please make sure you have the latest drivers.

for AC97 (normal):

<http://www.realtek.com.tw/downloads/downloadsView.aspx?Langid=1&PNid=23&PFid=23&Level=4&Conn=3&DownTypeID=3&GetDown=false#AC>

for HD:

<http://www.realtek.com.tw/downloads/downloadsView.aspx?Langid=1&PNid=24&PFid=24&Level=4&Conn=3&DownTypeID=3&GetDown=false#High%20Definition%20Audio%20Codecs>

If you have OS X 10.3.9 and the game doesn't start correctly you probably need to install OpenAL. You can download the OpenAL installer from Creative at <http://connect.creativelabs.com/openal/Downloads/Forms/AllItems.aspx>

If the game isn't saving correctly:

- 1) Make sure you have enough hard drive space for wherever your saves are going
- 2) Sometimes there are temporary permission issues, a reboot might fix this
- 3) Make sure your anti-virus program (if you have one) is not preventing the game from saving

If the game is having problems connecting in multiplayer:

- 1) Make sure your MTU is higher than 1300 (preferably 1400 or 1500)
 - a) At a command prompt (Windows only):
netsh interface ipv4 show subinterfaces
along with other info this will tell you the MTU of different network connections
 - b) to change you mtu, at a command prompt (Windows only):
netsh interface ipv4 set subinterface "NetworkName" mtu=1460 store=persistent
where Network Name is the name of the network in question, might be something like

Local Area Connection or Wireless Network Connection

If you are still having problems your best bet is to read the Din's Curse forums at <http://www.soldak.com/forums/> to see if anyone else is having this problem and if there is a known work around. This is also the place to report any unsolved problems.

Troubleshooting Linux

Din's Curse needs OpenAL and OpenGL to run. Everything else that is required should already be on most, if not all, Linux distributions. While not required, it also runs better if you have S3/DXTC texture compression support. DC is a 32bit app, so if your run a 64bit

distribution you will need to make sure you also have 32bit libraries for everything to work correctly.

We will add instructions for more Linux distributions below and on our website as we can. If you get DC working on a distribution that is not on this list, we would love to know the details on our forums - <http://www.soldak.com/forums/forumdisplay.php?f=35>

OpenAL on Linux

Ubuntu/Mint:

sudo apt-get install libopenal1

OpenGL on Linux

Ubuntu/Mint:

probably already installed and lots of packages contain it, one is:

sudo apt-get install libgl-mesa-glx

S3/DXTC Texture Compression on Linux

Ubuntu/Mint:

sudo apt-get install libtxc-dxtn-s2tc0

32bit libraries on Linux

For newer Debian distributions see <https://wiki.debian.org/Multiarch/HOWTO>

For older Debian, I believe it is something like this:

sudo apt-get install ia32-libs

Support

Forums - <http://www.soldak.com/forums/>

Website - <http://www.soldak.com/>

Updates/Patches

Please go to <http://www.soldak.com/> to find out about the latest updates and patches for Din's Curse.

Mods

We encourage people to modify the game if they want as long as they don't sell it in any way. See the EULA for specifics.

The pack files for the game are just normal zip files, most of the data is in there somewhere, and it is usually in a text file format. So the game is pretty easy to modify. Also if you post questions on our forums about modding the game, we will in general help out if we can.

More legal stuff

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