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This product has been rated by the entertainment software rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

exploring nox™

Getting Started. Please refer to the reference guide for the system requirements for playing Nox, as well as directions on how to install the game. Also take some time to examine the README.TXT file (found in the root directory of the game disc) for additional information that became available after this manual went to print.

WELCOME TO NOX

Nox is a very ancient land, rich in history and enchantment. As you explore this land, take some time

to get to know its people and their cultures. You'll find that Nox is more than just a beautiful place.

There is a struggle for power and some old scores to settle. Take great care.

WHO AM I AND WHY AM I HERE?

You'll be playing the character of Jack Mower, the chosen savior of Nox. (You *can* rename him if you'd like. See the Character Modification screen section on page 26). Jack's just your average all-American guy, living an ordinary life in a backwater Florida trailer park. He watches Pro Wrestling on TV, and will crush aluminum cans on his forehead to impress his girlfriend. He can rebuild a Chevy 350 engine with his eyes closed.

But when he and his television set are accidentally catapulted through a dimensional wormhole, he'll find the world of Nox falling under the malevolent control of the evil sorceress Hecubah, and for reasons soon to be revealed, only *he* has the power to put a stop to her evil plans!

DEVELOPING YOUR CHARACTER

While exploring Nox, you will help Jack develop either as a mighty Warrior, fearless Conjurer, or powerful Wizard. As he gains experience by killing monsters, finding treasures, learning skills and spells, and unfolding the chapters of Nox, he'll grow increasingly proficient.

Attributes

There are four **attributes**, or measures, of Jack's natural abilities. These are Health, Strength, Speed, and Mana.

Health is a measure of how much damage Jack can take before he dies.

His **Strength** determines how powerful his physical attacks will be, what kind of armor he can wear, and how much he can carry in his Inventory.

Jack's **Speed** affects how fast he can move.

The last attribute, **Mana**, is a measure of the magical abilities he can harness.

Jack's initial attributes are determined by his choice of profession (or "class") in Nox. As a Warrior, for instance, he'll be exceptionally strong and fast, but won't have any Mana. As a Wizard, however, he has a high level of Mana, focusing less on the physical and more on spell casting. Conjurers are something of a mix between Warriors and Wizards, having moderate attributes in all four categories.

Classes

Should you select **Warrior**, Jack can equip and use all manner of swords, battle-axes, war hammers, and chackrum—though he'll leave magical mumbo jumbo up to the Conjurer and Wizard classes (an enchanted weapon is the closest a Warrior gets to magic).

Choose **Conjurer**, and Jack will be able to magically charm and summon creatures to do his bidding, and can even create a magical creature called a "bomber" which can wreak sorcerous havoc on his enemies. He'll also get plenty of experience wielding staves and bows to fend off enemies who manage to slip past his magically summoned defenders.

Alternately, if a career as a **Wizard** appeals to you, Jack will explore the mystic art of spell casting, ranging from enemy-confounding illusions to devastating displays of metaphysical force. He'll also learn to set magical traps containing deadly spell combinations to thwart the unsuspecting foe. Although he'll have to renounce the use of ungainly swords and armor in the name of his art, he will still be able to wield a staff as a last-ditch physical defense.

Experience and Levels

Like most of us, Jack learns by *doing*. Every time he slays a monster, finishes a major quest, or solves a particularly tough puzzle, he gains valuable *experience points*. These points reflect his understanding of the world and of his profession in Nox.

As his experience accumulates, Jack will be able to perform greater mental and physical feats.

As a **Warrior**, his Health, Strength and Speed are enhanced with each new experience level, allowing him to strike more quickly and with increasing force.

As a **Wizard**, Jack's Mana capacity will be most affected (allowing him to cast more kinds of spells), although his other attributes will increase marginally.

As a **Conjurer**, he will experience a more balanced increase in all four *attributes*.

MOVING AROUND AND INTERACTING WITH THE WORLD

To **walk**, click and hold the *right mouse button*. Jack will follow any movement of the cursor. Jack will stop if you take your finger off of the mouse button or if he runs into something (like a tree, wall or locked door).

To **run**, click and hold the right mouse button and pull the cursor away from Jack until he begins running. He'll run in the direction of the cursor until the right mouse button is released.

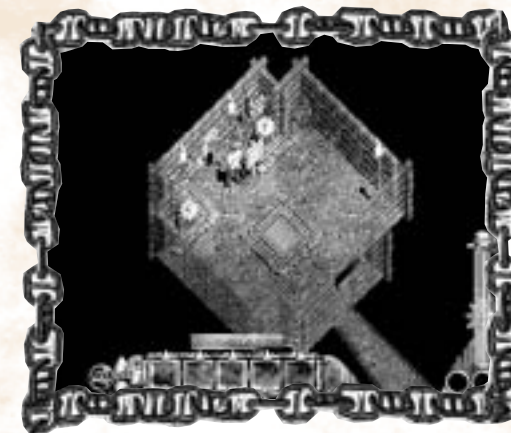
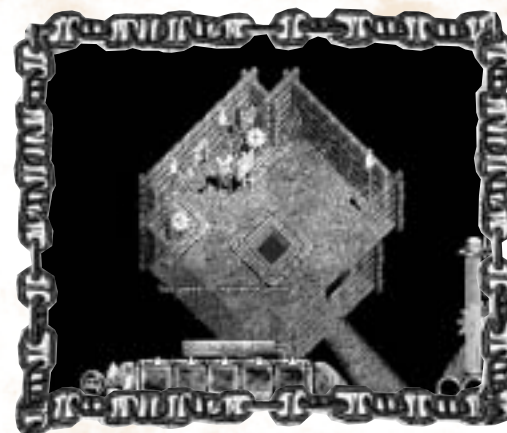
Sometimes Jack will face pit traps, fire, or steel spikes. To make him **jump**, point Jack in the desired direction and press the *spacebar*.

Most gates and doors are opened simply by walking into them. Others may require that you first have the correct key in Jack's inventory.

USING ELEVATORS

To get between different floors of dungeons and caves, you'll often use an elevator.

Simply move onto an elevator platform and stay aboard while it takes you to its destination. Move off the elevator as soon as you arrive. Some elevators must first be activated by a switch or lever.



ACTIVATING SWITCHES AND LEVERS

Nox is full of clever machines and devices that won't always be active when you first find them. Switches and levers turn machinery on and off, open doors, or reveal other secrets.

If you are within reach of a switch or lever, your pointer will change to an animating "tapping finger" while over it. To flip the switch or lever, either move Jack so he moves into it OR click on that lever or switch while Jack is within reach of it.



PUSHING OBJECTS

Just because something is in your way doesn't always mean you can't get past it.

Try to push objects out of your way by walking Jack into them. If they can be moved, they will slide in the direction Jack is pushing.

CONTAINERS

To break open a barrel, crate, or other container, move up to it and click to strike it with your weapon. If it can be broken, it should crack after a few strikes, perhaps even releasing a few goodies.

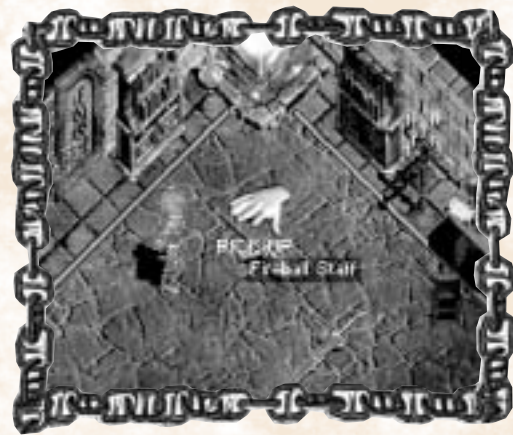
Some containers, like chests and some tree stumps, as well as metal reinforced crates

and armored barrels, cannot be broken. In the case of chests and tree stumps, these will open when you click on them or walk into them. In the case of armored barrels and crates, these cannot be opened, and if you continue to strike these objects with a weapon, your weapon will become damaged.

USING OBJECTS

Picking Up

When you want to search a room for objects you can pick up, sweep your mouse pointer across the screen. If the pointer turns into an animating "pick up" hand, the object is within reach and you can pick it up by clicking on it. If the pointer becomes an animated finger motioning "come here," you'll have to move closer to pick it up.



Dropping

To drop an object, open the Inventory and drag the object to an unoccupied spot on the ground near Jack. To open the inventory, click on the blue button inscribed with Jack's silhouette (in the bottom left-hand corner of the screen) or press the *I* or *Q* keys.

Eating and Drinking

To consume a potion or food item, open your Inventory and click on the item. If you pick up a food item (like an apple or steak) while Jack's health level is less than 100%, Jack will consume it instantly.

Equipping

To equip Jack with a **primary** weapon, armor or other item, click on that item in your inventory. Equip Jack with a secondary weapon by opening your inventory and dragging a weapon to the square in the bottom right corner of Jack's portrait. Potions are automatically placed in the Quick Potion Slots located at the bottom right corner of the screen. A Warrior has two Quick Potion Slots—one for Restore Health potions or food, and one for Cure Poison potions. Wizards and Conjurers have a third Quick Potion Slot, which holds Restore Mana potions. Each Quick Potion Slot can be used by pressing its keyboard shortcut or by clicking on the desired slot.

I Can't Move Because of My Weight!

Every item in your inventory has weight. If you try to carry too much, you won't be able to move. To become mobile once more, drop items you don't need.

ACQUIRING SPELLS (WIZARDS & CONJURERS ONLY)

If Jack is either a Wizard or a Conjurer, you'll want to be on the lookout for *spell books*. Spell books contain single spells that are added to Jack's Book Of Knowledge instantly when the spell book is picked up.

If you find a spell book, click on it. This causes Jack's Book of Knowledge to open to the page describing that spell's effects. If your current Spell Set (located at the bottom of the screen) has an open slot, the newly-acquired spell will be added to it automatically. Otherwise, to prepare a spell in the Book Of Knowledge for casting, drag the spell glyph into an open slot in one of Jack's Spell Sets.



As you read the description of a spell, you'll notice that it has a *Mana cost*. If Jack doesn't have enough Mana to cast a specific spell, you won't be able to cast it until his Mana supply has been recharged. Glyphs in the Spell Set are dimmed until Jack has enough Mana to cast them.

To learn how to use spells, read the section under "Defeating Enemies" called "Casting Spells" page 13.

ACQUIRING SKILLS (WARRIORS ONLY)

Warriors have five unique Skills they alone can use. As Jack reaches experience milestones, he may also be awarded one of these skills.



When Jack is awarded a new skill, two things happen. First, Jack's new skill is automatically added to his Skill Set at the bottom of the screen. Secondly, the Book of Knowledge will open to the specific page that describes the effects of his newly acquired ability.

Whenever a skill is used, an amount of "recharge" time must transpire before you can use that skill again. If a skill is recharging, that skill's glyph in the Skill Set will be partially dimmed until it is ready to use.

TALKING TO PEOPLE

Some people in Nox have helpful advice and information for Jack.

To find out if you can talk to an individual, move Jack close to that character and place your pointer over them.

If the pointer changes to an animating set of chattering teeth, click on that character to start a conversation. When you're finished, click the GOODBYE or NEXT button in the conversation interface.

Some people you talk to will offer you a quest or to sell you a special item. The buttons in the conversation interface will change to allow you to accept or decline these offers when necessary.

COMPLETING GAME CHAPTERS & LESSER QUESTS (SOLO GAMES ONLY)

Within Nox, there are several chapters, each with their own objectives. Pay close attention to the briefing at the beginning of each chapter to find out what is expected of you. Also check Jack's journal for a recap of your current objectives.

In addition to the main objectives defined in the Chapter Quests, occasionally you'll encounter a person in need or some other situation needing a solution. These optional side-quests often lead to secret stashes of gold, nifty items, or opportunities to gather extra experience points.

Within the journal, text for current quests appears in red; text for completed quests in gray; text in yellow are hints; text in green are Side Quests. To open the journal, open Jack's inventory and then click on the journal icon (the button inscribed with the picture of a closed book).

DEFEATING ENEMIES

Using Weapons

Melee Weapons

No matter whether he first enters Nox as a Warrior, Conjurer, or Wizard, Jack will start every new game with a *melee* weapon. To attack with a melee weapon (such as a sword, staff or mace), move Jack close to an enemy and click on, or in the direction of, your target. Jack will respond by striking each time you click.



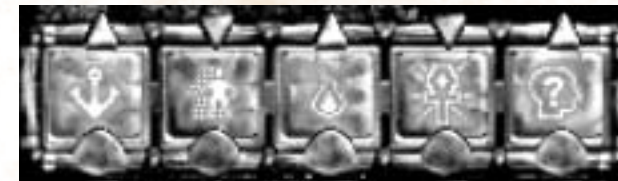
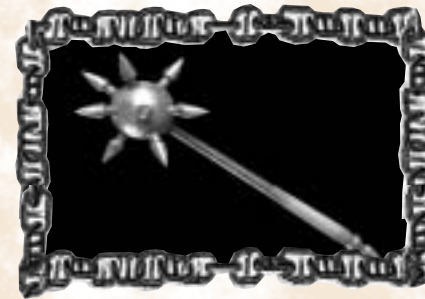
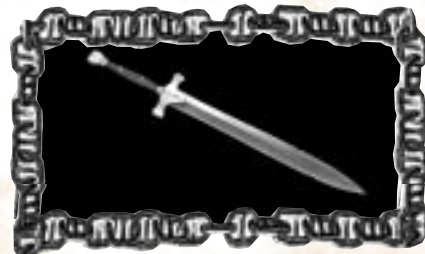
Ranged Weapons

If Jack is equipped with a *ranged* weapon (such as a crossbow, magical staff, or a chackrum) he can do damage to a target from a distance.

To attack with an equipped ranged weapon, move the pointer over the intended target and click. Most ranged weapons (like crossbows) require you to have a clear line of sight to your target, while others (like the chackrum) will bounce off walls, seeking a target.

Casting Spells (Wizards and Conjurers Only)

There are two ways to cast spells. One way is to click on a glyph in the spell set bar, causing the pointer to change to an animating blue swirling target. Now move the pointer over a target, and click again to unleash the spell's effects.



The other, faster way is to press the *hotkey* that corresponds to the spell you want to cast. Notice that each spell glyph in the spell set has a letter that corresponds to a hotkey. When a spell is activated by a hotkey, the spell's effects are automatically fired in the direction Jack is currently facing.

Who to Target With Your Spell?

There are two kinds of targets for spells – yourself and others. To cast a spell on Jack, click on the triangle-shaped jewel above the desired spell glyph so that it points downward (meaning "*Cast on Self*"), then cast the spell. To "*Cast on Others*," click the triangle-shaped gem above the spell's glyph so that it points up. Note that some spells cannot be toggled.

Controlling Creatures (Conjurers Only)

Charm and Summon Creatures

While exploring as a Conjurer, you will learn to manipulate a variety of creatures to assist Jack with his missions. However, before you can control creatures, you must obtain the **Charm Creature** or **Summon Creature** spell, as well as the **beast scroll** for each creature you wish to control. When you pick up a beast scroll, an entry is made in the Book of Knowledge describing the animal and you can now use the charm or summon spell on that creature. To see which creatures you can charm or summon, open the Book of Knowledge to the beast section.

To **charm a creature**, have Jack face the creature you want to charm and activate the *Charm Creature* spell. If you have that creature's beast scroll in Jack's Book of Knowledge, the creature becomes charmed and starts to follow Jack around (known as *ESCORT* mode). The creature cage interface slides down at the top right portion of the screen, showing which creatures are under your control.

If you want to **summon creatures**, you'll first need the *Summon Creature* spell. Open the Book Of Knowledge to the page of the creature you wish to summon and drag its glyph to the spell bar at the bottom of the screen. You can now summon a creature (in the same way you would cast a spell) and control its actions.

If you want to issue a command to a charmed or summoned creature, click on its icon in the Creature Cage and select a command from the pop-up list (BANISH, OBSERVE, GUARD, ESCORT, or HUNT). You may also give all creatures in the cage the same command simultaneously by clicking on the blue command button at the top of the cage and selecting a command from the pop-up list that appears. This becomes the default command for all newly summoned or charmed creatures. To cancel issuing an order, move the mouse-pointer off of the cage.

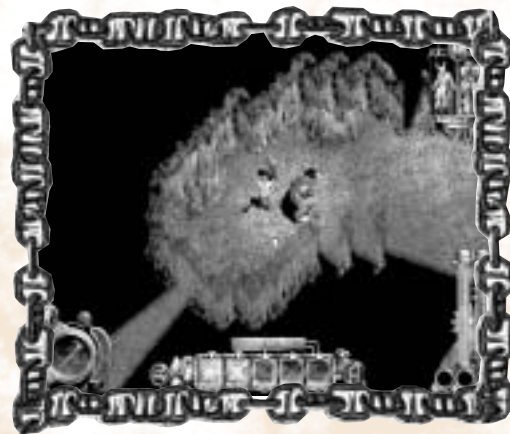
At any one time, Jack can control between one and four creatures, depending on how much space each creature takes up in the Creature Cage. Each creature in Nox occupies between one and four slots in the cage, depending on its size. Also notice that a creature under your control has a health bar—both in the Creature Cage and in the game screen. This health bar works much the same as Jack's, including turning green when your creatures are poisoned. Take careful note of your creature's health condition and use healing spells on them to keep them from perishing.

When you have a number of the same kind of creature under your command, you may also need help telling them apart. Hold the cursor over a creature in the Creature Cage; in the game world the creature it represents will become highlighted.

Bombers

In addition to a Conjurer's ability to summon and charm creatures, you can also summon a highly specialized beast known as a "Bomber." Able to independently seek out enemy targets, Bombers can simultaneously unleash up to three *different* spells the instant they detonate.

Finding the Bomber spell book causes Jack to learn the Summon Bomber ability. In addition, when you acquire the Summon Bomber spell, a round button is added to the right of the spell bar - this is called the *Summon Bomber* button. Just above the Summon Bomber button is small button with a plus sign on it - this is called the *Show Bomber Contents* button.



Before you can summon a Bomber, you need to assign the spells you want the Bomber to carry. Do this by clicking the Show Bomber Contents button to open the Bomber Contents Bar (just above your Spell Set Bar). Drag up to three different spell glyphs from the Book of Knowledge into empty slots of the Bomber Contents Bar. When you are ready to set the Bomber loose on the world, click on the Summon Bomber button. Your Bomber will now move about, and will cast the spells you specified, in the order they appear in the Bomber Contents bar, when it collides with an enemy. Change the spells the Bomber uses at any time by clicking on the Show Bomber Contents button and dragging different spells into the slots. Change the command for a Bomber as you would any other charmed or summoned creature (see the previous

section "Charm and Summon Creatures" page 14).

Be advised, you cannot equip a Bomber with "beneficial" spells – like Lesser Heal, for example.

Constructing Traps (Wizards Only)

Since they are more interested in spell books and arcane scrolls than nose-to-nose combat, the Wizards of Nox also have a most insidious device for magical warfare – the Spell Trap. Difficult to detect, Spell Traps can unleash up to three different spells on those unlucky enough to trip them.

Before you can set a trap, Jack must have obtained the Trap spell book. When Jack acquires this spell, a round button appears to the right of the Spell Set Bar (the Place Trap button). Above the Place Trap button is a little gem inscribed with a plus



sign, known as the Show Trap Contents button. Traps must be "armed" with spells before they are placed. When a trap goes off, it will detonate the spells in the order they appear in this bar. Click on the Show Trap Contents button to display the Trap Set Bar. Drag as many as three *different* spell glyphs into empty slots in the Trap Set, but take note: Jack must have enough Mana in order to lay the trap.

Place the trap on the game screen by clicking the Place Trap button. Although the trap will appear at Jack's feet, you can also pick it up and place it elsewhere. A word to the wise, however... you can only pick up traps that YOU have placed! Be advised, you cannot place "beneficial" spells – like Lesser heal – into traps.

HEALING AND RECHARGING

Exploration of Nox can be very draining for Jack, and if you're not mindful, he can end up powerless, poisoned or even DEAD... so you'll want to keep an eye on his Health and Mana reserves at all times.

Health

The tube of bubbling red liquid at the right side of the screen represents Jack's health. The closer the tube is to being empty, the closer Jack is to being dead. Eating food, drinking Potions of Restore Health and casting healing spells are all ways you can bolster Jack's health. Health also gradually recharges over time.

Poison

If the Health indicator ever turns bright green, Jack has been *poisoned*. If left untreated, the poison will continue to damage Jack until he's dead, or until the poison finally loses potency. To neutralize poison, look for a Mushroom or Potion of Cure Poison (Beware: mushrooms have a curious side effect. Jack will stagger along as if dizzy for a short time after eating one).

Mana (Wizards and Conjurers Only)

Mana is the power source for using all magic in Nox. The tube of bubbling blue liquid on the right edge of the screen represents Jack's Mana level. If this falls too low, you may be unable to cast spells, lay traps - or summon creatures. If Jack's Mana supply is too low to cast a spell in your



Spell Bar, that spell's glyph is partially dimmed. To recharge Mana, drink a Restore Mana Potion or stand next to either a Mana Obelisk or an outcropping of Mana Crystals. Like Health, Mana will also recharge gradually over time.

DEATH

Death is as inevitable on Nox as it is on Earth. If Jack's health is ever reduced to zero, he will die. But unlike real life, death for Jack doesn't have to be a complete loss. Whenever he finishes a quest, finds a nifty new item or kills off a big bad monster, you should reward him by saving the game. Frequent saving will ensure that if Jack is killed, he won't have to go back and re-kill creatures he's already met or recover territory he's already explored.

SAVING AND LOADING GAMES (AND DELETING THEM)

SAVE

At anytime while you are playing Nox, you can save a game by first hitting the ESC key and then clicking the Save / Load button on the menu that appears. This displays the Save / Load window, which lists the names of all games along with their time stamp that have been saved thus far.

Click on a Save Slot and then the Save button. This will preserve Jack's current position, inventory, and status, which you can load later (*not available in multiplayer*).

LOAD

During gameplay, hit the ESC key and click the Save / Load button as you did to save a game, but this time select a game you saved previously and click Load. You can also select the autosave game from this list (*not available in multiplayer*).

DELETE

To remove saved games you no longer need, back out to the main menu, click on *Solo* game, select a saved game, and click delete. Since you cannot reverse this action, you'll be asked to confirm that you really want to delete a saved game (*not available in multiplayer*). Note that you cannot delete your autosaved game.

AUTOSAVE

Periodically, *Nox* automatically saves a game, especially at the beginning of a level. You can even save to the autosave slot to reduce the steps in saving and loading a game. Load an autosaved game by hitting ESC and choosing the Load From Autosave button. Save to the autosave slot by hitting ESC and choosing the Save To Autosave button (*not available in multiplayer*).

DEATH AND MULTIPLAY

In a multiplay game, death is treated differently. Some multiplay games automatically respawn a recently deceased player's character. In other cases, a player cannot rejoin that round of play until it is over. See the multiplayer game rules for how death affects gameplay.

multiplayer nox (brief overview)

**TO SOLO PLAY OR MULTIPLAY?**

Helping Jack Mower defeat the sorceress Hecubah can be fun, but conjuring up an Ember Demon to slay your next door neighbor can also be quite a thrill. No matter if you prefer Solo or Multiplayer modes of play, *Nox* has something for everyone.

Although most of the fundamentals of *Nox* remain identical in both solo and multiplayer modes, multiplayer *Nox* offers a few extras you just can't get in a solo game.

MULTIPLAYER JACK

One of the first differences you'll notice between the solo and multiplayer games is Jack himself. When you start the solo game, Jack is a beginner with level-one experience, barely able to fend for himself. When you play a multiplayer game, however, Jack begins as a Level Ten Warrior, Wizard, or Conjurer. To make matters even more interesting, in multiplayer mode, he begins with a full complement of the skills, creatures or spells appropriate to his class. Even if you aren't interested in playing *Nox* in multiplayer mode, it's worth trying out to see what the future holds for Jack. It's a great place to test out spells or skills you've yet to find in the solo game!



OPPONENTS, PACE, TEAMS, & GOALS

Live Opponents

Playing against other human opponents often forces you to use very different strategies than those employed in solo games. Human players tend (one would hope) to be much more cunning, clever, and generally unpredictable than a solo game's computer-controlled counterparts.

Faster Paced

Multiplayer games are fast-paced and exciting. There's no story in a multiplayer game, so there is not much to contemplate. Sometimes you'll need to find a hiding spot to ready a weapon or to prepare a spell. Choose very carefully where you tarry because your position won't be a secret for long.

Team Play and Varying Game Goals

In a Nox multiplayer game, the game's host may set up a game that either requires teams or individual competitors. The goal for multiplayer games varies depending on the specific game type chosen. See "Setting Up Multiplayer Games" on page 27.

ENDLESS GAMING POSSIBILITIES IN A WORLDWIDE COMMUNITY

Whether you're playing a locally hosted LAN game or via a remote Westwood Online match, you'll have the opportunity to *host* or *join* a wide variety of games and possibly even compete against live players from all over the world.

Game hosts can set up their multiplayer scenario to exclude certain character classes or items, or use any of dozens of multiplayer arenas. By experimenting with all of the multiplayer games hosted by those in the gaming community, it's likely you will never have the same experience twice!

MULTIPLAYER-ONLY FEATURES

In consideration of the fact you'll be playing with (or against) other players, Nox has several special multiplayer-only features that help keep you in contact with your friends and ensure you never run too low on the resources you need.

CHATTING

There are two ways you can chat with others while playing Nox. You can either *Talk* so that everyone in the game can read your message, or you can *Whisper* a message so only your team members can see (you *must* be a member of a team before you can Whisper to anyone).

To TALK, first press the ENTER key. A flashing cursor will appear near the center of the screen. Type whatever message you want Jack to announce; press ENTER to send the message. The message will appear, preceded by your character's name in a dialog bubble over his head. If your character is far away from others players' characters, your dialog bubble will appear at the edge of their screen.

To WHISPER, press the BACKSPACE key. As with TALK, a flashing cursor will appear near the center of the screen. Type your message and press ENTER, only this time the message will just appear on the screens of your teammates.

SUPPLIES

Not only are you generally more powerful in the multiplayer game, you'll also have an easier time locating the resources you need to survive. Amazingly powerful objects are liberally strewn through every multiplayer level. When items are dropped or destroyed, they will respawn soon thereafter in their original positions. Note that you cannot push these items around, only pick them up or drop them.

SAVE YOUR CHARACTER

You cannot save a multiplayer game, but you can save your multiplayer *character*. The main advantage to saving a character is that you won't have to build a character from scratch with a favorite name, personalized costume and customized spells sets each time you enter a multiplayer game.

To save your character while in a game screen, hit ESC and click on the Save Character button. Later, you can load that character from the Character Creation screen before entering a multiplayer game.

PLAYING MULTIPLAY

For more detailed information on how to set up and play a multiplayer game in Nox, as well as information on how to establish a Westwood Online account, see the section called "Setting Up Multiplayer Games" on page 27 of this manual.



the interface

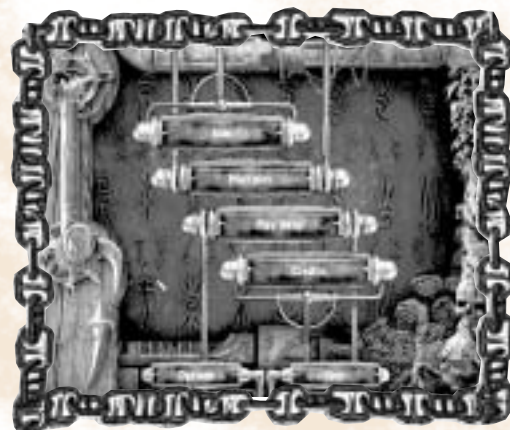
OPTIONS SCREEN

When you first launch Nox, the program automatically selects the optimal settings for your computer. However, you can customize these settings by clicking on the Options button found on most of the game's Menu screens. The Options Screen allows you to modify Nox's settings and audio settings, as well as keyboard and mouse controls.



SCREEN RESOLUTION

Gameplay in Nox can be displayed in three different screen resolutions: 640 X 480, 800 X 600, 1024 X 768. Slower computers will gain better performance with a lower resolution setting.



COLOR DEPTH SELECTOR

If your computer doesn't have much video RAM, or is not capable of displaying 16-bit color, or is otherwise slow when displaying 16-bit color graphics, you may choose to decrease the game's color depth. Be advised that 8-bit color is inferior to that of 16-bit, but 8-bit graphics also take up less space on your hard drive and require less CPU power to be displayed.

Note: You may only select color bit depths that were copied during the installation of Nox. If you installed only 8-bit color, for example, you will not be able to change to 16-bit mode without first using the Nox Installation program to install the 16-bit graphics files.

DISPLAY CONTROLS

The Options Screen also gives you an assortment of video settings options. Toggle each option On or Off by clicking its button. If you want to increase the game's performance, you should consider disabling some of these settings.

Unlocked DX Surface – When ENABLED, the game will draw graphics without locking DirectX surfaces. Most video cards do not have a problem with this feature ENABLED; however if you experience unstable video performance while playing Nox, you should DISABLE this option.

Soft Shadow Edge – With this option ENABLED, the borders of the TrueSight™ feature in the game will have soft shadow edges. If you want to increase the game's performance and don't care about this visual enhancement, DISABLE this option.

Translucent Console – If ENABLED, the drop-down console will be displayed with a translucent background. If DISABLED, the console has an opaque background and the game's performance is slightly increased.

Render Particle Glow – If ENABLED, most special effects and magical particles have a translucent, glowing halo around each of them. If you want to increase the game's performance and don't care about this visual enhancement, DISABLE this option.

Fade Objects – If ENABLED, objects fade out when they leave your view. If DISABLED, these objects vanish immediately once out of view; the game's performance will also be slightly better.

Show Tool tips – If ENABLED, names of items such as weapons, armor, spell books, etc. are displayed in the game when the mouse pointer is parked over them for a moment. If you want to increase the game's performance and don't care about this visual enhancement, DISABLE this option.

Draw Front Walls – If ENABLED, the "front" walls (those closest to the user) are rendered. When DISABLED, front walls are not drawn at all, but the game will perform slightly better.

Translucent Front Walls – If ENABLED, "front" walls are rendered 50% transparent, allowing you to see through them, revealing items that might otherwise be hidden. When DISABLED, front walls are drawn without translucency and the game's performance will be slightly better.

High Res Front Walls – If ENABLED, the front walls are rendered in high detail. When DISABLED, the game's performance will be slightly increased.

High Res Floors – If ENABLED, the floor is rendered in fine detail. If DISABLED, floors will draw with less detail, resulting a more grainy look, but this will increase the game's performance.

Lock High Res Floors – If ENABLED, the floor will not drop to low resolution when you move the player, but remain "locked" in high resolution. To increase the game's rendering speed, disable this feature.

Textured Floors – If ENABLED, the floors of the world will be drawn with bitmapped textures. When DISABLED, the floors will draw much more quickly, but will be solid colors and have no detail.

Render Bubbles – When ENABLED, tiny animated bubbles give life to Jack's Health and Mana indicators. If you want to increase the game's performance and don't care about this visual enhancement, DISABLE this option.

Render GUI – When ENABLED, the Graphical User Interface is displayed in the game window. If you want to increase the game's performance and don't care about seeing the GUI, DISABLE this option.

SOUND CONTROLS

On the right side of the Options screen are three sliders for controlling the volume settings of sound effects, speech and music. Drag the slider up or down to set each to control the desired volume level.

INPUT CONFIGURATION - REDEFINING HOTKEYS

At the bottom of the Options screen is a button labeled *Input Config*. This button takes you to a screen that allows you to redefine the mouse button controls and keyboard hotkey commands for game play. To

change a hotkey for a particular action, click on the name of the action and then hit the key you want to assign to that action.

SOLO GAME OPTIONS

CLASS SELECTION SCREEN

The Class Selection Screen allows you to review each of the three character classes and select which one you'd like Jack to become.

To compare characteristics of the three classes, click each of the three portraits displayed on the screen and read the description for each class that appears in the window just

beneath the row of portraits (this window will be empty until you click on a portrait).

After you've reviewed all three classes, select the one you wish to play by clicking on the appropriate portrait and then clicking the ACCEPT button.

CHARACTER MODIFICATION SCREEN

Changing Jack's Name

If you want Jack to have a new name, click in the name entry field, backspace over the old name and type a new one. It will appear in the space labeled ENTER CHARACTER NAME.



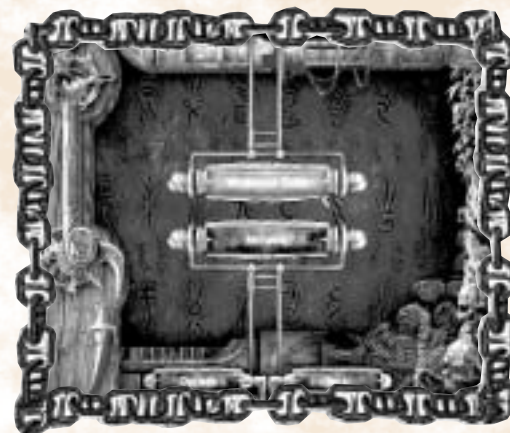


Jack's New Look

To toggle On or Off Jack's HAIR, MUSTACHE, BEARD, and SIDEBURNS, click the green orbs to the left of each category.

To change the color of Jack's SKIN, HAIR, MUSTACHE, BEARD, SIDEBURNS, PANTS, SHIRT, or SHOES, choose a color by clicking on the color swatch for each feature you wish to change, then choosing from the palette of alternative colors that pops up. Note: the SHIRT and SHOES schemes each have *two* swatches, allowing you to individually change the primary and trim colors.

Once you are satisfied with Jack's new name and look, click the **ACCEPT** button to start Jack's first adventure! If you're playing a multiplayer game, clicking the Accept button here



transports you into the combat arena you selected on the Network Setup Screen.

SETTING UP MULTIPLAYER GAMES

Nox has two multiplayer modes, Network (for LAN play) and Westwood Online, that allow you to link up and abuse friends at home, work or over the Internet.

MULTIPLAYER SELECTION SCREEN

Westwood Online

Click the WESTWOOD ONLINE button to connect to Westwood Online's server for an Internet-based



multiplayer game of Nox. Your computer must be connected to the Internet to play Nox using Westwood Online.

Network

Click the NETWORK button if you want to play a multiplayer game over a local-area network (LAN) using TCP/IP protocol. See your network administrator to determine if your LAN uses TCP/IP.

WESTWOOD ONLINE SCREEN

Before you can begin challenging other players over the Internet, you must have previously installed Westwood's Internet components during the Nox installation. Selecting to play a multiplayer game via Westwood Online also requires you to provide

Westwood Online with the basics about who you are.

Note: If you are under 18 years old, you must have your parent's permission to register with Westwood Online. If you are younger than 13, you will have to print out the registration form and provide your parent's signature.

The first time you enter Westwood Online's Login Screen, you'll see three blank fields labeled *Choose Login Name*, *Login Name*, and *Password*.



CHOOSE LOGIN NAME

If you've logged onto Westwood Online before, one of these slots will contain login names that you've used. You can select a saved login name by clicking on it. If you haven't logged in before, this space will be blank.

LOGIN NAME

If you have any login names saved under Choose Login Name, click one to automatically fill in Login Name and password. Otherwise, type in a new name here.

PASSWORD

Type in your password here.

To get a free login and password, you must first register with Westwood Online. To learn more about the registration process, click the Register button below the login fields, or see "Westwood Studios on the World Wide Web" on page 82.

Register

If you have never logged onto Westwood Online and need to set up an account, click the Register button. This displays the Westwood Online Registration Screen.

Login

If you have entered both your Login Name and a valid Password, click the Login button to connect with Westwood Online. Once you connect, Westwood Online will determine if an update is available for *Nox*. If this is the case, you will automatically download the update and be required to quit *Nox* in order for the update to be applied. If there is no update, or you have restarted *Nox* after receiving the update, you will be transferred to the Westwood Online Chat Interface.



WESTWOOD ONLINE REGISTRATION SCREEN

If you have never used Westwood Online, you'll need to first register and create a new account. If you already have a Login account with Westwood Studios from other Westwood games, you don't need to apply for a new one to play *Nox* over the Internet.

Registration Step 1

For the first step of the registration process, you need to enter valid information about your:

E-Mail Address

Enter your current e-mail address. It is critical that this be correct. You can't get a login account without a valid e-mail address!

Birth Month

Enter the month of your birth

Birth Day

Enter the day of your birth.

Birth Year

Enter the year of your birth.

Click the OK button if you want to send the information you've entered to Westwood Studios. Return to the previous screen without registering with Westwood Online by clicking BACK.

Depending on what you've entered, one of three things will happen. If you're under 13, you'll be taken to a special web page that you'll need to print, fill out, and send in to Westwood Studios. If you are under 18, you'll be asked for your parent's e-mail address. If you are 18 or older, then you'll be taken to the second stage of the Registration Process.



Registration Step 2

Continue on to Registration Step 2 to enter your:

Nickname

Enter the name you want to appear when others see you on Westwood Online. Maximum of 9 letters.

Password

Enter the password you want to use when logging on to Westwood Online. This must be exactly 8 letters.

Verify your password by re-typing it in the space provided.

Below the entry fields, you'll also find options about which you'll need to make a choice:

Send Me Westwood Online's Newsletter

Allows you to receive a newsletter of events and important information about Westwood Online.

Allow Westwood to Share My Info

Allows Westwood Studios to share the information you have provided with other companies.

If you want to return to the first step in the Registration Process without saving any of the changes you have entered, click the BACK button.

Once you are satisfied with the information you've entered and are ready to complete the registration process, click the OK button. Once you have registered, you can now begin using the Login Name and Password that you have entered.

Logging In

The first time you login to Westwood Online, you will be prompted to input the name of the country from which you are logging in. This information is needed to help Westwood Online determine to what server you will be connected when you compete in a Nox multiplayer game.

WESTWOOD ONLINE CHAT

After you login to Westwood Online, the first thing you'll see is the Westwood Chat Screen. Here you'll be able to chat with friends, or find other players to challenge in multiplayer games of *Nox*.

Elements of the Chat Screen

The Message Display & Message Entry Line

On the left side of the Chat Screen you'll see a large window called the Message Display. All the messages you send and receive are displayed in this window.

At the very top of the Message Window you'll see a Status Bar. This indicates which Channel, if any, you are currently viewing messages from. You'll automatically be joined to a Nox chat channel when you first login.

Type your chat message in the Message Entry Line located near the bottom of the screen, and press ENTER. Your message will appear in the Message Display window.

Emote

You can also use the Message Entry Line to send a special kind of message called an Emote. When you type a message normally, it might look something like: "<NoxDude> Hi!" However, you may also convey your thoughts differently by typing "yells Hello excitedly" and



pressing the Emote button. This will print to the Message Display Window as "NoxDude yells Hello excitedly" leaving out the symbols that usually separate your name from your message.

Refresh

Click REFRESH whenever you want to manually update the contents of the Channels and Users windows on the right side of the screen.

Options

Click OPTIONS to change a few of your Westwood Online preferences. This will open the Chat Options window.



Clans

Click CLANS to go to the official Nox Battle clans web page. There you may create, join or leave a Nox clan.

Ladder

Click LADDER to go to the official Nox ladders web page.

Nox Lobbies Window

In the upper right corner of the Chat Screen you'll find the Nox Lobbies window. All of the Nox chats currently taking place on Westwood Online are listed here.

To participate in a specific chat channel, click the channel name you want to join. Once joined to a channel, messages from that channel will begin to appear in the Message Window.

Users List Window

All of the users who are currently signed on to the channel highlighted in the channel window are listed here. To send a private message to an individual listed in the Users List, click

on their name, type your message in the Message Entry Line and press ENTER. Only the highlighted individual will be able to see your message.

You may choose to ignore messages from a particular user by right-clicking on their name in the User List and selecting "Ignore this user." If you ignore a user, his/her name will turn grey. To restore this user, right click on the name and choose (ignore this user) again.

Find/Page

To Find or Page a user who is currently logged on to Westwood Online, click the FIND/PAGE button. This opens the Find/Page window. This locates players in Nox lobbies, but not those engaged in a Nox multiplayer game. See "Find/Page Window" on page 35.

Back

Click the BACK button if you want to log off of Westwood Online and return to the Westwood Online Login Screen.

Games

Click the GAMES button to open the Network Setup Screen.

Chat Options

The Chat Options Window allows you to set your preferences for four different options. To toggle an option On or Off, click the metallic button to the left of the option you want to change.

Filter Bad Language

Click the Filter Bad Language button to mask offensive words or phrases. When an obscene remark has been made with the Filter Bad Language option on, the offending words will appear in your Message Window as randomized punctuation. Note that this filter only applies to incoming messages.

Allow Users to Find You

If this option is on, it allows any user of Westwood Online to Find you using the Find/Page function.

Allow Users to Page You

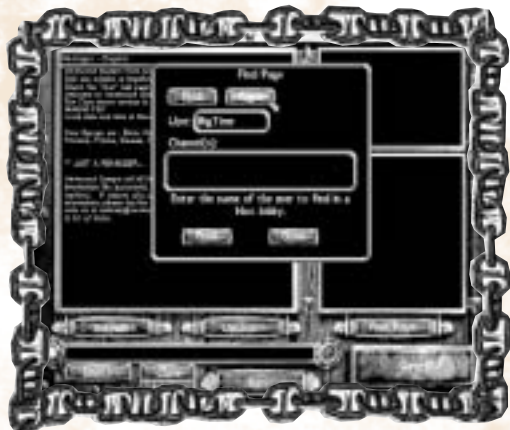
If this option is on, it allows any user of Westwood Online to Page you using the Find/Page function.

Change Locale

Click this button to change the country from which you are logging on.

Click the CANCEL button if you want to exit the Chat Options Window without saving your changes. Click the OK button if you are satisfied with the changes you've made to the Chat Options. This will close the





Chat Options Window.

Find/Page Window

Use the Find/Page Window to either locate or send messages to friends who might also be online.

Find

Click the FIND button at the top of the window to bring up the Find Name Entry field. Use your keyboard to enter the Login Name of the person you are trying to reach and click the Find button at the bottom of the page to initiate the search. If the person is logged into Westwood OnLine and is in a Nox lobby, (but not actually engaged in a Nox multiplayer game) that person's present location will be displayed in the channels window. Click once on the name of the channel to join it.

Page

Click the Page button at the top of the screen to prepare a message for a user logged on the Westwood Online network. Click the User field and enter the Login Name of the individual you want to Page. Click the Message field and enter the message you want to send to the user you specified. Once you're satisfied that the Login Name and Message are correct, click the PAGE! button to send your message.

NETWORK SETUP SCREEN

Joining A Game

To join a multiplayer game that someone else is hosting, search the game map on the right side of the screen for the *Banners* of currently active games. (If the map picture isn't



present on the right side of your screen, click the MAP button to bring it up). Click on the banner that interests you and open the Examine Game window.

If you are joining a game via Westwood Online, clicking on a quadrant of the map will zoom the map window to a close-up of that part of the map. Zoom back out to the main map by clicking the BACK button.

If the game you are joining has a game-play map not present on your computer, the game server will automatically update your game with the new or revised map.

Examining a Game

The Examine Game window lists the Name of the match, the Ping of the server, the Map being used, the Type of game being played, the Occupancy of the game, the Resolution mandated by the host, in addition to any *Spells*, *Weapons*, or *Armor* that have been disallowed from the game. If you like what you see, click the JOIN button to join the game. You will then be transferred to the Character Creation screen. To dismiss the Examine Game window without joining a game, move your mouse pointer away from the window.

Host Game

Click the HOST GAME button if you want to set up a new multiplayer game. A banner will appear beneath your mouse pointer. Click any open spot on the map to "plant" your banner and open the Character Selection Screen.

If you're hosting *Nox* through Westwood Online, you must first zoom into a map quadrant before placing your banner. Zoom back out by clicking BACK. The area of the map you choose determines your starting chat map.

Server-Only Mode

To achieve maximum performance, Nox game servers should be run in Server-Only Mode – a mode in which the server machine is not used to actively participate in the game. With Server-Only Mode enabled, the server machine will not draw the game graphics, but instead, use its computing power to maximize network performance. You cannot play *Nox* when running in Server-Only Mode, so use this mode only when you are setting up a computer that will be used as just a game server.

To start *Nox* in Server-Only Mode, you must launch the program with the "-server only" command line

option. You can do this by clicking on the Windows START menu and selecting RUN. When the RUN dialog box appears, type the following line and click OK.

c:\westwood\nox\nox.exe -server only

(...where "c:\westwood\nox" is the drive letter and the directory where you installed *Nox*).

Other Buttons On The Network Screen

Map

Click the MAP button to bring up the Nox game map instead of showing a list of game servers.

List

Click the LIST button to display a text list of all the games currently in progress on the server instead of displaying the map. The window will display the *Names* of each of the games, the *Occupancy* of each, the game *Type*, the *Ping* rate, and the *Status* of the game. Click on "Ping" to sort by ping time, for example.

Filters

Click FILTER to set your preferences for the kinds of multiplayer games you want to appear on your list.

There are three filter types immediately available to you. You may enable any one of these by clicking the appropriate box. When the light next to an option is yellow, it is on. When the light is red, it is off. Only one Filter preference can be active at one time.

No Filter – When No Filter is selected, you will be able to see the names of all the games currently underway.

Default Filter – The Default Filter will filter out any games that are currently full, private or closed.

User-Defined Filter – If you want to use your own custom filter, you can create one using five user-definable criteria. To toggle any of these on or off, click the metallic orb next to the option you want to change.

Games with ping over...

Ping is a measure (in milliseconds) of how long it takes for the server to respond to the signals your computer is sending it. The higher the ping number, the longer the response time and the more intolerable the gameplay will be. No matter how fast your computer is, multiplayer games are always constrained by the speed of the server computer and its connection speed. If you select this filter criteria, type in the highest ping rate you are willing to tolerate while playing.

Closed Games

Click this option to filter out any games that are full.

Private Games

This option filters out games which require a password.

Games that are not using default map options...

Sometimes a game host will allow or disallow certain Weapons, Objects, or Spells. If you don't want to enter games that have altered these settings from the default map settings, choose to filter out these games by clicking this option.

Games which limit your maximum resolution to less than...

With this selection you can filter out servers which limit your maximum screen resolution.

Refresh List

Click the REFRESH LIST button to immediately update the game map and the game list. The program will also automatically refresh this list *every 60 seconds*.

Find (While logged into Westwood Online ONLY)

Click the FIND button to locate friends who might be currently playing *Nox* on Westwood Online. When clicked, a window opens asking for the Westwood Online Login Name of the individual you are trying to locate. Type that person's Nickname and click OK to start a search, or click CANCEL to close the Search window.

If the Find function locates the individual you've specified, your pointer will appear over the game your friend is currently playing and give you the option to join it. If the Find function does not locate the person you are looking for, a "user not found" message is displayed.

Back

Click BACK to return to the previous screen.

HOST CONTROL PANEL

The Chat Area – A Brief Detour

When you first host a game, you will be placed in a chat area. Here you can talk to whomever is present, and prepare for the coming battle by prepping spells and skills for use. You won't be able to use spells or attack anyone in the room, but you might get ideas from everyone present as to what kind of game they want to play before you finalize the game plan. Here you may also set up teams.

You'll know you are in a Chat Area if the chat picture is displayed on the right edge of the screen.

To talk to all the people in the room, press ENTER to bring up the chat cursor and start typing. When you are satisfied with the message, broadcast the message by hitting ENTER again. Your message will appear in a speech bubble over your character's head.

Activating the Host Control Panel

When you first host a session and open a chat area, the Host Control Panel will be visible. Hit the HOME key to toggle this Off and On. This also works while a Multiplay game is in progress.

Setting Game Options

In setting up a multiplayer game, the server decides the game name, the kind of game it will be, where it will appear on the Nox game map, along with the various ground rules.



Game Panel

The Game Panel controls the most important aspects of the game you're about to play.

Server Name – This is the name that will be displayed on the Nox game map, which identifies your game to everyone else. Click in the Server Name field to enter a title.

Current Game Type button – There are several different game types. To select the one you wish to play, click the Current Game Type button. A pop-up menu will open next to your pointer. Click the game type you wish to host (Note: *This button is not available while a game is in progress*).

Capture the Flag

There's a flag you need to capture, but unfortunately the enemy is in the way. Grab the enemy flag and bring it back to your flag. If you touch your flag when it is located safe at home while carrying the enemy's flag, you score a point.

Arena

Death has no dominion in this indiscriminate feast of bloodletting. Kill your friends again, and again, and again. Don't worry, they'll be back for more. He who ends the match with the most kills, wins!





Elimination

You die – he dies – everyone must die. Be the last man (or team) standing to win!

King of the Realm

Find the crown and keep possession of it. You may only rack up kills while you or one of your teammates is wearing the crown. The player or team with the most points wins.

Flag Ball

Each team guards a team flag, but there is one ball in play. To score a point, a player must pick up the ball and throw it (using the attack button) hitting the enemy's flag. You can also score by running into the enemy's flag while controlling the ball. After a point is scored, the game returns the ball to the center of the field and competition resumes. Hitting the ball carrier hard may cause him to drop the ball. The winner is the team with the most points at the end of the round.

After you've selected a game type, it is displayed on the selection button.

Map List – Just below the Current Game Type field, you'll find a list of available maps in which to play. Notice that each game **type** has its own list of game maps. If the number of available maps exceeds the size of the window, use the scroll bars on the right to scroll through the maps. When you find one that looks appealing, click the name of the map. A blue highlight appears over the name of an arena you've selected for the game.

Lesson Limit – Multiplayer Nox refers to kills as "Lessons Taught." Click on the Lesson Limit entry line and enter the number of kills one needs to achieve in order to win the game. Depending on the type of game selected, this choice will vary (i.e., if you have chosen to host a game of capture the flag, you will need to choose a "Capture Limit").

Time Limit – If you want a game to have a time limit, click in the Time Limit entry line and enter the number of minutes you want to elapse before the game automatically ends and a winner is named.

ADVANCED Button - Click the Advanced button to further modify the game's rules. This will take you to a Rules window where you can choose to host a game that will allow or disallow specific spells, weapons or armor. These preferences can then be saved as a Rules file.

Rules Window

Four control buttons run down the right side of the Rules Window: Rule Files, Spells, Weapons, and Armor.

Rule Files button – Click the RULE FILES button to Save, Load, or Delete rule files. If you have selected what spell, weapons and armor to include and exclude for your game, you can save it as Rule File for you to load in later games. Click the File Name entry line below the file window and type in the name for the rule file you are saving. Click SAVE AS to save the Rule file. To Load or Delete any Rule file, select it from the list, then click the LOAD or DELETE button.

Spells, Weapons, & Armor buttons – Use these buttons to select the screen where you can allow or disallow various spells, weapons and armor for the game you want to host. Toggle a specific item On or Off by clicking its button. Use the arrows to scroll through the choices.

Click the DISABLE ALL button to shut off all items in the current category

Click the ENABLE ALL button to turn on all items in the current category.

DEFAULTS – Click the DEFAULTS button to restore the default options for the currently selected map.

USE TEAMS - You may require participants to be placed on a team when joining your game by selecting the USE TEAMS option. With this option turned off, players can join your game without being placed on a team.

AUTO-ASSIGN - Click on this option to cause the game to automatically assign players to teams. When disabled, participants must choose which team to join. This option is only available when the USE TEAMS option is enabled.

TEAM DAMAGE - Choose TEAM DAMAGE if you want to allow teammates to inflict damage on one another. Turn this option off if you want teammates to be immune to "friendly fire."

SHUFFLE - Reassigns all participants currently in your game to a team at random.

Server Tab

Click the Server Tab to access the General, Access and Teams option settings.

General

Each of the three options can be toggled On or Off by clicking their corresponding buttons.

Force Player Respawn – Ordinarily, when you die, you can wait as long as you like before “respawning.” Turning this option ON forces the player to *immediately* reappear in the game after they die.

Show Message of the Day – If enabled, whenever you first enter a multiplayer game, a Message of the Day is sent to each client. You may customize the Message of the Day text by modifying the MOTD.TXT file in the game directory.

Use the MAPCYCLE.TXT file to Cycle Through Maps – Select this option if you would like to automatically cycle through a series of maps for the current game type as listed in MAPCYCLE.TXT. By modifying MAPCYCLE.TXT, you may dictate the order through which maps will cycle in your game.

Weapons & Armor Respawn - Weapons and Armor respawn shortly after being picked up.

Use Camper Alarm - An Alarm sound goes off if a player remains motionless for a few seconds.

ADVANCED Button (WOL only)- Click the Advanced button to further customize your game. These options adjust the amount of data sent to each client to your game.

Dead Players Leave Skeletons – Click this button to toggle whether players leave skeletons or immediately disappear after dying. Disabling this option results in less data being sent from the server to the clients.

Broadcast All Players' Spell Gestures – Click this button to toggle whether or not all other clients hear a player's spell gestures. Disabling this option results in less data being sent from the server to the clients.

Latency Compensation – The server may choose to enforce some amount of simulated latency (delay) in order to make the game more fair. There are four possible choices when customizing latency compensation:

None – The server is not subject to any extra latency.

Minimum – The server is subject to the minimum latency of all joined clients.

Average – The server is subject to the average latency of all joined clients.

User (ms) – The server is subject to the amount of latency provided by the user (in milliseconds).



Sound Effect Threshold – Using this slider bar, you may control the way sound effects are sent to clients. Setting the slider to 10%, for example, means only an audio event won't be sent to clients if its volume is less than 10% of its maximum. Setting this number very high would mean that fewer sounds would be sent and thus less data to be sent. This option is only available when hosting Internet games.

Done button – Click this button to accept your changes and return to the General Server Options window.

Adjust the rate at which data is sent – With this slider bar, the game server may specify the rate at which data is sent to clients. The faster the rate, the more data the server will send over time. Sending data at a slower rate results in less data being sent (good for modems), however, graphical updates will not be as smooth on client systems. This option is only available when hosting Internet games.

My Connection Type – If you select this button, a pop-up window is displayed from which you may select the type of Internet connection you are using. When you make a selection, Nox automatically sets your default data transfer rate according to the connection type you chose. This option is only available when hosting Internet games.

Access Tab

The Access Tab allows you to define a set of parameters for players who may join your game.

Max Players – This option determines the maximum number of players you'll allow in the game at one time. Max Players cannot exceed 32

Disallow – Click the names of any classes you wish to be forbidden from entering the game. Disallowed classes will become highlighted in blue. Click again to re-allow any class in the list.

Min Ping – Click the button to the left of this option to set a *minimum* ping for this game. Click the text entry field on the right and enter the minimum ping time (in milliseconds) you want other players to have before being allowed into the game.

Max Ping – Click the button to the left of this option to set a *maximum* ping for this game. Click the text entry field on the right and enter the maximum ping time (in milliseconds) you want other players to have before being allowed into the game.

Limit Clients' Max Resolution – Click this option to limit other players' maximum video resolution to the resolution settings that you are using.

Private Game – Click this if you want your game to be open only to those who have a valid password. Click the password entry field on the right and enter the password that all players must know to enter the game.

Sysop Password – Enter a password that others can use to modify the conditions of your game.

Closed Game – Use this option if you want to exclude players not listed in your Allowed List.

Allowed List – When this button is toggled on, the names of all users allowed in your game is displayed in the display list.

Banned List – When the BANNED button is toggled on, the names of all the users whom you've banned from your game will appear in the display list.

Name Entry Field – Use your keyboard to type in the name of someone you wish to *Allow* into or *Ban* from future games.

Add – Click the ADD button to add the name typed into the Name Entry field into the Allowed or Banned users list.

Del – Highlight the name of a player in the list and click the DEL button to delete them from your Allowed or Banned users list.

Current Users – All the users currently playing in your hosted game will be listed in the Current Users display.

Kick – Click a name in the Current Users list, then click the KICK button to temporarily expel someone from the game you are hosting.

Ban – Click a name in the Current Users list, then click the BAN button to forbid a specific user from re-entering your hosted game. You must remove a player from your Banned List before they can re-enter a game you are hosting

Teams

In multiplay *Nox*, participants can either play individually or in teams. Use the Teams tab to assign players to teams or to manage team lists.

Players list – The Players list shows the names of all the people currently in your game.

Teams list – The Team list shows the names of all the teams that are currently available.

Assign – To assign someone to a team, click the name of the player you want to assign and click the name of the Team you want to assign them to, then click the ASSIGN button.

Join – To join a team, click the name of the team you want to join, then click the JOIN button.

Rename – To rename a team, click the name of the team you are renaming, then type the new name into the Text Entry Line below the team list. When you are satisfied with the new name, click the RENAME button.

GO!

Once you're satisfied with *all* the settings for the game you want to play, click the *GO!* button to start a multiplayer game of *Nox*.

CANCEL

If you don't want to make any changes to either the current game or the next game, click the CANCEL button to exit the Host Control Panel without saving any changes.

CLIENT CONTROL PANEL

When you join a game server, you may check the settings for the current game through the Client Control Panel interface. You may display or hide this panel at any time during a multiplayer game by pressing the HOME key. The Client Control Panel has two sections, represented as tabs at the top of the panel:

Game

The interface for the Game Settings portion of the Client Control Panel looks exactly like the Host Control Panel; however, the Client Control Panel *only* allows clients to view the game settings the host has chosen. If you would like the host to change any of the options, send the host a chat message.

Teams

The Teams section is also identical to the team setup interface in the Host Control Panel. Clients may choose to switch teams from this menu. If the server has "USE TEAMS" ON, you **MUST** be on a team, though you are allowed to switch to the team of your choice.

the game Window



Some of the graphical interface elements for the game window have already been described in the beginning of this manual. The rest of the interface and other parts of the game window are described here.

GENERAL GAME WINDOW FEATURES

NORTH

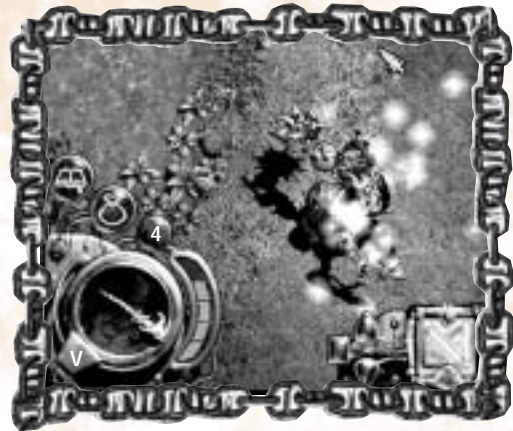
People you meet will sometimes give you directions on where to find a certain place. Remember that North is always toward the upper left corner of the game screen.

TRUESIGHT™ LINE OF SIGHT DISPLAY

As Jack moves, the world will scroll up, down, left or right to reveal new landscapes. Areas that wouldn't ordinarily be visible from Jack's perspective will be "blackened out" from your viewpoint until he is in a position where he can logically see them. For example, when Jack is outside a house, he can't see inside until he enters, or peeks through a door or window. Similarly, he can't see around corners or dense growths of trees. In short, if Jack can't see it, neither can you.

AUTOMAP

If you press the TAB key, a map will be superimposed over the game window. It shows areas you have already explored and may indicate places you have overlooked (the best way to see how the Automap works is to keep it open for a bit while you're exploring). To turn off the map, press the TAB key again. You can zoom in and out using the 1 and 2 keys on the main keyboard (not the numeric keypad).



THE WEAPON DIAL

Located in the lower left corner of the screen is the Weapon Dial. This display offers a quick way to examine the status of Jack's currently equipped weapon, and provides quick access to Jack's Inventory.

The Weapon Dial shows which weapon Jack currently has equipped. The letter in the lower left corner of the weapon dial is the key you must press to switch to Jack's secondary weapon – by default, this is the "V" key.

STAMINA

When you attack, a flash of red will sweep over this display, visually indicating the stamina required to wield the weapon. The weapon cannot be used again until the stamina meter clears. Weapons that weigh very little, like the Sword, require very little stamina and can be swung in rapid succession. Heavy weapons,

like the War Hammer can take a moment or two before you can swing them again.

WEAPON CHARGES

If the currently equipped weapon expends arrows, magic bolts, or *charges* of any kind, the number of remaining shots is displayed in the Charges Indicator (the black circle above and right of the Weapon Dial). Coinciding with the Charges Indicator is a graph (the curved purple bar) showing quantity remaining.

INVENTORY BUTTON

Just above the Equipped Weapon display is a blue button inscribed with a picture of Jack's silhouette. Click the button, or press the "I" or "Q" key, to open the INVENTORY.



Look for different ways to use your Warrior Skills—you may find that they offer more benefit than you might first imagine. Note that you can also rearrange the skill glyphs to any order you like.

THE SKILL SET (WARRIORS ONLY)

When Jack the Warrior reaches each successive experience level, watch his Skill Set bar. A new skill may appear here. Practice using Jack's skills as soon as you get them, because in the final Chapters of Nox, they'll be vital to your success.

THE SPELL SET (WIZARDS AND CONJURERS ONLY)

Though it has been previously described earlier in this manual, there is a little more to the Spell Bar than you might first suspect.

As you already know, you add a spell to the Spell Set Bar automatically when acquired in a solo game, or by opening the Book of Knowledge, then turning to the page that describes the spell, and then dragging the *spell glyph* into a slot in Jack's Spell Set. (The game adds them automatically only if there are empty slots available.)

The spell bar has five different banks or "sets" that you can ready with a mouse click or two. Notice when you begin, Spell Set #1 is displayed. To scroll through other sets, click on the arrow-shaped gems to the left of the Spell Set Bar. From the keyboard, the default settings are the "E" key to show the **next** bank and the "W" key to show the **previous** bank. Also, hitting the "R" key a number of times brings up the spell set of that number – hitting "R" twice, for example, displays Spell Set #2.

To see all the sets at once, click the small rectangular gem to the left of the spell bar. When you're done, collapse them back into a single Spell Bar by clicking on the gem once again.

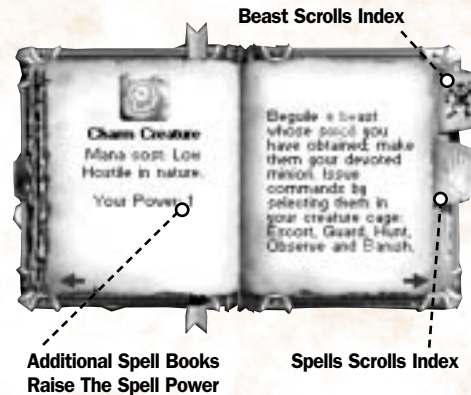


BOOK OF KNOWLEDGE

Jack's Book of Knowledge will accumulate everything he learns about skills or spells, as well as insights on many of the creatures that populate Nox. Open the book anytime by clicking on the round button inscribed with an open book icon (located just left of the Spell / Skill Set bar and arrow gems). The default hotkey for opening the Book of Knowledge is the *B* key. Close the book by pressing the "B" key or "ESC" key or by clicking the right mouse button.

TAB

When the Book of Knowledge opens, you'll see two subject tabs on the right side of the book, one with a *hand symbol* and another with a *beast emblem*. For Wizards and Conjurers, the tab with the *hand symbol* opens the section of the book where spells are described. For Warriors, the *hand symbol* opens to the pages where skills are described. For all three classes, the tab with the *beast symbol* opens to the Beasts section of the book. Conjurers will especially appreciate this section because it lists creatures Jack can charm and summon.



For Wizards and Warriors, having a beast scroll automatically boosts the amount of damage you will inflict on **that** beast.

INDEX

All spells, skills and beasts are indexed alphabetically at the tab pages, and this index provides a quick glance at what Jack currently knows. If the index is longer than two pages, arrows at the bottom of the page indicate that there are more pages to view. To turn to another page in the index, click one of these arrows. To turn to the page with a full description of a particular spell, skill or beast, click on its name in the index.

DETAILED INFORMATION

Each spell and beast has a detailed description in the Book of Knowledge. Spells also include the Mana cost, what kind

of targets are affected by the spell, and Jack's current power, as well as a description of the spell or skill's effects. As described below, when there are more copies of a particular spell in Jack's Book of Knowledge, the "power" value will be higher. For Warriors, skills (not spells) are listed.

Beast Scrolls describe important information about creatures' behaviors and how they are most easily injured. As described elsewhere, having beast scrolls in the Book of Knowledge also gives Jack a damage bonus when fighting these creatures.

GETTING MORE SPELLS, SKILLS AND BEAST SCROLLS

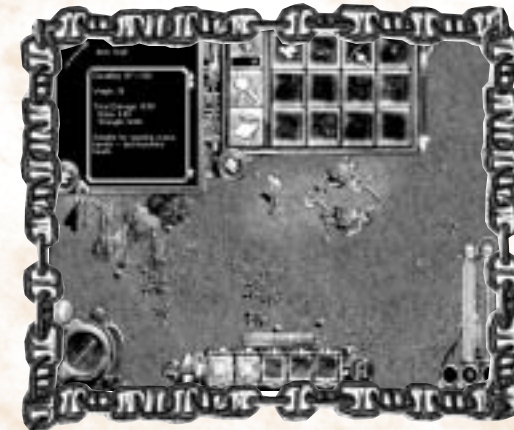
Spells are added to the Book of Knowledge when Wizards and Conjurers pick up spell books or are given a spell by another character. Skills, however, are granted only to Warriors when they attain certain levels of experience.

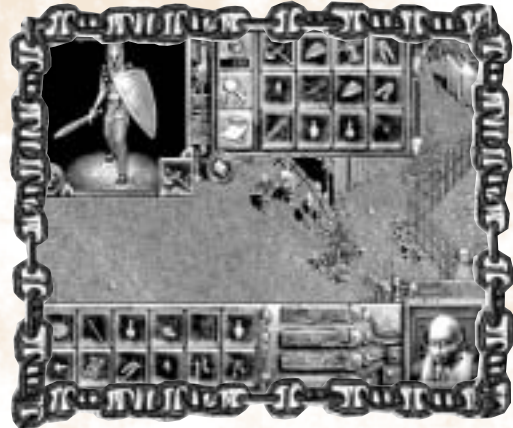
Beast Scrolls can be obtained by Warriors, Conjurers, and Wizards. Since Conjurers can also summon beasts, you can drag the glyph of a beast scroll into an empty slot on the spell bar. Remember a Conjurer cannot charm or summon a creature unless he has the charm or summon spell *and* the corresponding beast scroll.

INVENTORY

The Inventory Window allows you to manage not only the items that Jack is carrying, but to assess his progress both physically and economically. When activated, the Inventory window descends from the top of the screen. It can be toggled open and closed at any time by clicking on the Inventory button (found on the top left of the Weapon Dial). The Inventory Window can also be closed by clicking the small gem inscribed with an X (located in the inventory's upper right corner).

Everything Jack picks up, buys, or is given will appear in one of the slots. Some identical items are automatically





grouped together (for example, apples are grouped). If a slot contains a group of identical items, the number of objects will be displayed in the slot's upper left corner.

TOOL TIPS FOR INVENTORY

To find out what an inventory object is called, move your mouse pointer over the object and hold it there for a moment. The name of the object will appear near the mouse pointer in the form of a tool tip.

SLOT COLORS

The color of a slot occupied by an inventory object can sometimes convey special information. Slots that are framed with a gold border indicate a currently equipped item. Slots with a blue border indicate an item equipped in Jack's secondary weapon slot. A yellow background behind an object serves as a warning that the item is partially damaged, and a red background

means that it's dangerously close to being destroyed. For a price, Shopkeepers can repair items to a nearly undamaged state.

DESTROYED INVENTORY ITEMS

If you have used a weapon or armor to the point where it becomes destroyed, it will be removed from Jack's inventory as well as from both his portrait and his in-game character. When this happens, the game will also alert you that the item has crumbled to dust (or some similar message). At this point, an item cannot be repaired or recovered.

EQUIPPING JACK - MORE DETAILED INFORMATION

Most items Jack carries are either *equippable* or *useable*. "Equippable items" include all objects that Jack could wear or wield as a weapon (swords, staves, clothing, etc.). Useable items include objects that have an effect on Jack or the environment when they are used (like keys and food).

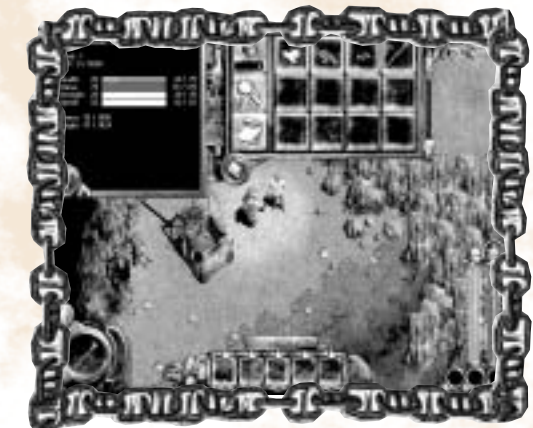
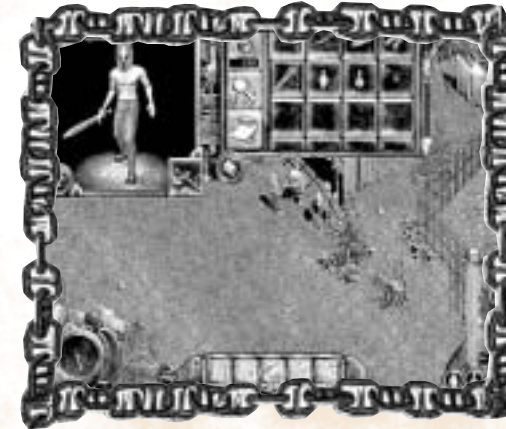
To equip Jack with a weapon or item of clothing, click on the object you want equipped (or drag it over to Jack's portrait). Equip a secondary weapon by dragging it to the secondary weapon slot (found in the lower right corner of Jack's portrait).

Autoequip

Often, as you pick up a weapon or clothing, Nox will automatically equip Jack with that weapon, especially if he isn't currently carrying another one of those items.

SCROLLING THROUGH JACK'S INVENTORY

To scroll through Jack's inventory, drag the scroll bar at the right edge of the Inventory Window. You can also click on the UP and DOWN gems to scroll through inventory one row at a time.



ATTRIBUTES

In the lower left corner of the Portrait is a circular button inscribed with a depiction of bar graphs. Click this button to toggle between displaying Jack's Portrait and showing Jack's Attributes (when you're looking at Jack's attributes, the inscription on this button changes to Jack's silhouette).

Attributes Window

The Attributes Window shows the name you've given Jack, as well as his Level, Class, Experience Points and his next Level Threshold (or the amount of experience points needed for Jack to reach his next level).

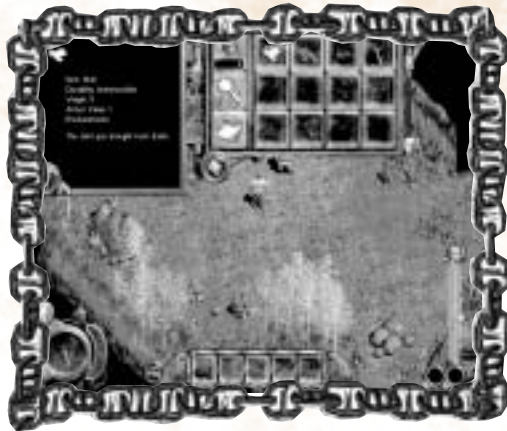
The four bar graphs show Jack's current level of Health, Mana (if applicable), Strength, and Speed. To the right of each bar is the numeric value of Jack's current level for each category, as well as the maximum attainable value for each.

The Armor field below the graphs indicates Jack's armor value. The higher the number, the better protected he is in battle. As you equip various armor items, their armor value gets added to Jack's overall armor value.

The last part of the Attributes Window shows the total weight Jack is carrying, as well as the maximum weight he can carry. If the weight of what he is carrying exceeds his maximum carrying capacity, Jack cannot move and you must drop some of your inventory. (See "Dropping" page 10)

GOLD

The Gold Indicator (Bag of Gold symbol) is located just left of the inventory slots. All the gold Jack currently has on hand will be displayed numerically here. Gold that Jack carries has no weight, so pick up all the gold you find!

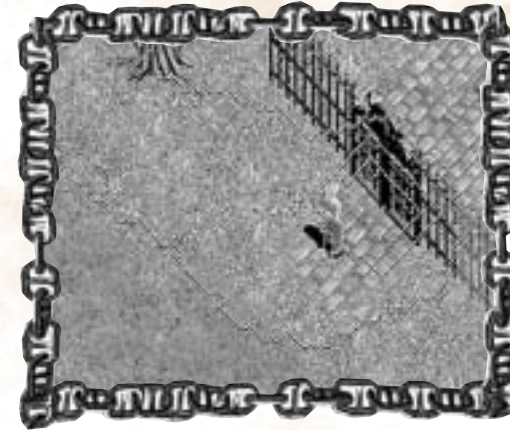


IDENTIFY INVENTORY

Below the Gold Indicator is the Identify Button. Each inventory item has a detailed description, and if the item has any kind of armor value or weapon value, you can find out its current state. Some enchanted items will give Jack extra endurance or some other special enhancement; the IDENTIFY button will help you discover this information as well.

To IDENTIFY objects in your Inventory, click the Identify Items Button (turning the pointer into a magnifying glass) and click on items in your inventory, or the inventory of a shop. Description text appears in the Portrait Window detailing the name, weight, and description of the object currently beneath the magnifying glass.

To CANCEL, click on the Identify Items Button again, or press the ESC Key.



MINI-MAP

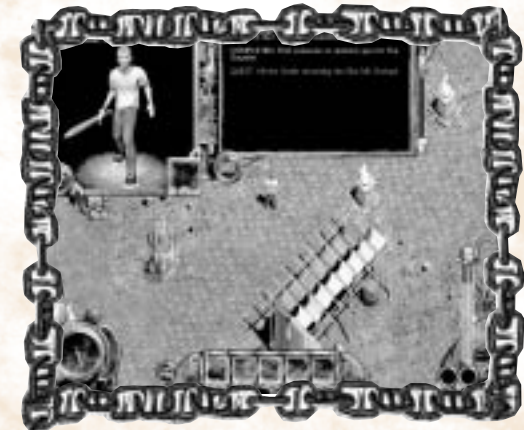
Below the Identify Objects Button is the Map Button. Turn on the map whenever you want to get your bearings, or to see if there are areas you haven't explored yet. To toggle the MAP on or off, click the Map Button or press the TAB key at any time. To zoom the mini-map closer, press "1" – zoom out by pressing the "2" key. (These are the default hotkeys. These are not the ones on the keypad!)

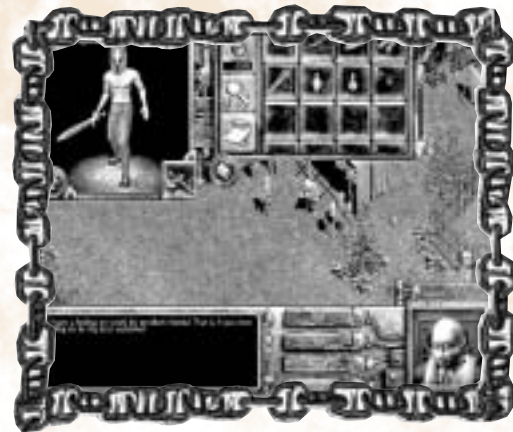
JOURNAL

The round button with the journal icon on the bottom middle of the Inventory Window toggles Jack's Inventory to display his Journal. While the Journal is displayed, the button is changed to the Inventory button (the grid icon).

Whenever Jack receives a new quest, an entry for that quest will appear in the Journal.

As mentioned at the beginning of this manual, when the text of a journal entry is red, Jack has yet to solve the quest. If the text is gray, it means that you have completed that objective.





SHOPPING IN NOX

You'll be able to find lots of great stuff while exploring, but sometimes you're going to have to supplement your finds by purchasing supplies from traders or shops.

If you meet a character and want to know if they have anything to sell you, move your pointer over them. If they can engage in trade, the word "SHOPKEEPER" will appear. Shopkeepers only appear in solo games.

Click on a shopkeeper to initiate a transaction. At first, you'll notice the conversation window appears; click on the BUY or SELL button to start trade. If it isn't already open, the Trade Window will also automatically open your Inventory Window. This will allow you to easily examine your inventory while you are buying and selling items.

At the right edge of the Trade Window, you'll see the name of the shopkeeper and their Portrait.

Toward the middle of the Trade Window are the BUY, SELL, REPAIR and EXIT buttons. Use these to change what type of activity you want to perform with the shopkeeper.

Click the EXIT button to return to the game screen. This will close the Trade and Inventory windows.

Buying

If you have selected to BUY from this merchant, the far left edge of the Trade Window is filled with the merchant's wares and your pointer animates depicting a "hand dropping coins." The price for an item in the merchant's stock is in the corner of that item's slot. Click on the item you want to buy.

If you have enough gold to purchase the item, a confirmation window will appear allowing you to change the quantity of the item you are purchasing, as well as buttons giving you the choice to cancel or confirm the transaction. Change the quantity in this window by either using the slider or the arrows on the right

edge of the window. Cancel the purchase by clicking the gem inscribed with the X, or confirm your purchase by clicking on the "check-mark." When you buy an item, it is added to your inventory.

When you click on items that cost more than the gold Jack has, a window appears telling you how much more gold you need to make the purchase.

Selling

When you click the SELL button in the Trade window, the pointer will change to an animation of a "hand catching coins." The window on the left half of the screen will also instruct you to click on one of Jack's inventory items in order to sell it.

As in buying, the confirmation window appears showing the price the shopkeeper is willing to pay, as well as the quantity slider along with the "confirm" and "cancel" buttons. Complete the transaction exactly as you would in buying. After you sell an inventory item, gold from the sale is automatically added to Jack's gold reserves.



Repairing Armor and Weapons and Recharging Staves

Swords, armor, and staves tend to wear out, especially if you spend time engaged in battle! Fortunately, Shopkeepers can repair worn items and recharge those magic staves.

Don't know how to determine if an item needs repair? In the Inventory window, use IDENTIFY to examine the properties of a weapon or piece of armor and pay particular attention to the *durability* value. If the first value shown here is significantly lower than the second, that item is in dire need of repair. Badly damaged items are shaded yellow in the Inventory; severely damaged items are shaded red.

To repair a damaged item, click on the REPAIR button in a Shopkeeper's dialogue window. This turns your pointer into the REPAIR pointer and the inventory window will pull down automatically. Now when you click on a damaged inventory item a confirmation screen will pop-up indicating the price of the repair. Confirm the transaction and the item is as good as new.



OTHER POINTS OF INTEREST ON THE GAME SCREEN

HOT SPOTS

As you move your pointer around the game screen, some items will have a circle around them. This circle means you can interact with that item. Move closer to the item and click on it. Enemies will have a RED circle; all other items will have a WHITE or BLUE circle.

HIT POINTS

If you engage in battle, you'll notice tiny numbers ascend from your opponent or Jack. These are the number of hit points the character is losing to each blow. Your enemy's losses show in YELLOW; Jack's show in RED,

GAME MESSAGES

If you click on a sign, obtain a quest, or perform some other action where you will generate a game message, text appears near the middle of the screen and will disappear after a few moments.

TALK BUBBLES

Not everyone you meet has something meaningful to say. Often, side comments appear only in a talk bubble drawn above the character's head.

POTIONS ON THE READY

As you obtain potions in the game, Quick Potion slots in the lower right corner of the screen will fill and increment indicating how many of each potion you have. For a Warrior, the right-most slot holds Apples, Steaks or Restore Health potions for quick use. The left slot holds Cure Poison potions for poison emergencies. Conjurers and Wizards get an extra Quick Potion slot to the right of the others, which holds Restore Mana potions. Each of these readied potions also has a hotkey appearing at the top of the slot and a quantity indicator at the bottom of the slot.

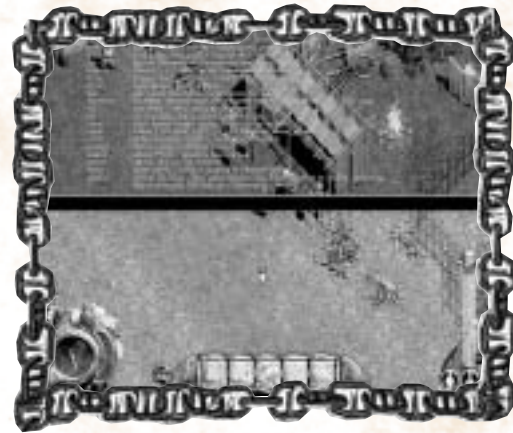
As Jack graduates to higher levels, more Health and Mana potions are needed to fill his capacity. At the beginning of the game, it may only take one potion bottle to replenish Jack's health, but when he reaches level four or five, he may need to consume 3 or 4. This is because Jack's capacity for health and mana has increased as he's achieved higher experience levels.

Consume one of the Restore Mana potions in Jack's inventory by hitting the "C" key. Restore Health potions are consumed by hitting "X" and any Cure Poison potions Jack is carrying are consumed by hitting "Z" key.

CONSOLE

For power users who want even more control over *Nox*, there's a Console available that allows users to change a variety of options. For those interested in exploring all the options the Console has to offer, use the "F1" key (the default hotkey) to open and close the console.

The console uses *line commands*, which can be typed in. To bring up a list of all the possible commands, type the word "help" and press the ENTER key.



Generally speaking, most users won't need to mess with the Console, and we recommend that, unless you have quite a bit of experience with computers, pay no attention to the Console. You don't need it to play *Nox*, nor can you use it to win.

Please note that utilizing the Console is not a supported feature of our technical support department. If you experience difficulties after utilizing this feature, our technical support representatives will not be able to help you. In that event, if you have trouble with *Nox*, we recommend that you uninstall and reinstall *Nox*.

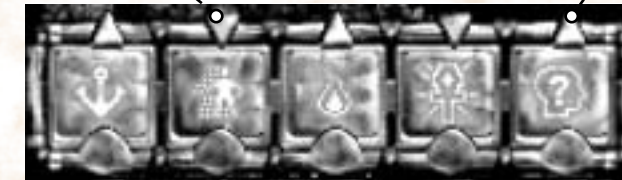
quick reference section



Aside from the fact that Jack is stranded on a planet halfway across the galaxy from his home, and ignoring the issue that he's somehow got to rescue an entire population from a crazed Sorceress, Jack still has an aggravating little problem. You see, he's not exactly a *local*. While "Mana Obelisk," "Chackrum," "Missiles of Magic," and "Weirdling" might be standard linguistic currency with the natives, he's still got a lot to learn about the world of Nox. Maybe with a little help from you, he'll at least know what to do with an *Inversion* spell once he gets it.

By Default, This Spell Is Set To Cast On Self

By Default, This Spell Is Set To Cast On Others



WIZARD SPELLS



ANCHOR: Prevents target from using any teleport



BLINK: Teleports self to a random location



BURN: Create flame at cursor pointer



CHANNEL LIFE: Spend Health to increase Mana of target



CONFUSE: Target moves about with very little control



COUNTERSPELL: Destroy all nearby airborne spells



DEATH RAY: Deal massive damage at cursor pointer



DETONATE SEEN TRAPS: Set off all your traps that you can see



DISPEL UNDEAD: Destroy nearest undead first



DRAIN MANA: Transfers Mana from nearest sources to you



EARTHQUAKE: Damage all nearby objects on ground



ENERGY BOLT: Damage nearest target*



FEAR: Non-player enemies flee from you



FIREBALL: Fire-damage everything within the blast area



FORCE FIELD: Absorbs half of all damage, no single hit kills



FUMBLE: Target drops wielded weapon, including shield



HASTE: Target briefly increases speed



INVERSION: Spells aimed at you go back to caster



INVISIBILITY: Target becomes invisible except to infravision



INVULNERABILITY: Take no damage briefly, unless attacking



LESSER HEAL: Target gains some Health



LIGHT: Casts light around target



LIGHTNING: Nearby targets suffer shock-damage*



LOCK: Lock nearest door or gate for a while to all but you



MARK LOCATION: Mark a spot to teleport to later (4 available)



MISSILES OF MAGIC: Missiles home in on nearby enemies



MOONGLOW: Mouse pointer casts light



OBLITERATION: Deal huge damage to all nearby. KILLS YOU



PROTECT FROM SHOCK: Protects from shock-damage



PROTECT FROM FIRE: Protects from fire-damage



PROTECT FROM POISON: Protects from poison



PULL: Attract all movable objects toward you



PUSH: Deflect all movable objects away from you



REFLECTIVE SHIELD: Reflect missiles which strike the shield



RING OF FIRE: Expanding ring fire-damages all around you



RUN: Forces target to run for a while



SHOCK: Touch an enemy to inflict shock-damage



SLOW: Target briefly moves slowly



SWAP LOCATION: Change places with nearest target you see



TAG: Target shows up on your map



TELEKINESIS: Mouse pointer can move things around



TELEPORT: Teleport to a marker (4 available)



TELEPORT TO TARGET: Teleport to position of mouse pointer



TRIGGER TRAP: Sets off your nearest trap



WALL: Erect a wall at the mouse pointer

*Indicates the spell is stopped if you move, attack or take damage. Fire-damage = regular damage plus burnable armor takes damage. Shock-damage = damage is greater if target wears metal armor.

CONJURER SPELLS



BLINK: Teleports self to a random location



BURN: Create flame at mouse pointer



CHARM: Control targeted beast if you have its Beast Scroll



COUNTERSPELL: Destroy all nearby airborne spells



CURE POISON: Rid target of some poison



FIST OF VENGEANCE: Damage all under a giant stone fist



FORCE OF NATURE: Bouncy energy ball hurts all it touches



GREATER HEAL: Spend Mana to increase Health of target



INFRAVISION: See invisible objects and creatures



INVERSION: Spells aimed at you go back to caster



LESSER HEAL: Target gains some Health



LIGHT: Casts light around target



METEOR: Meteor falls at cursor pointer, damages all nearby



MOONGLOW: Mouse pointer casts light



PIXIE SWARM: Summon a cloud of living missiles



POISON: Inflict poison on target



PROTECT FROM SHOCK: Protects from shock-damage



PROTECT FROM FIRE: Protects from fire-damage



PROTECT FROM POISON: Protects from poison



SLOW: Target moves slower temporarily



STUN: Target cannot move unless very strong



TAG: Target shows up on your map



TOXIC CLOUD: Make cloud at cursor pointer, hazardous to all



VAMPIRISM: Gain Health for damage dealt

WARRIOR SKILLS



BERSERKER CHARGE: Ram others to inflict great damage



WAR CRY: Destroys spells and stops spell-casters briefly



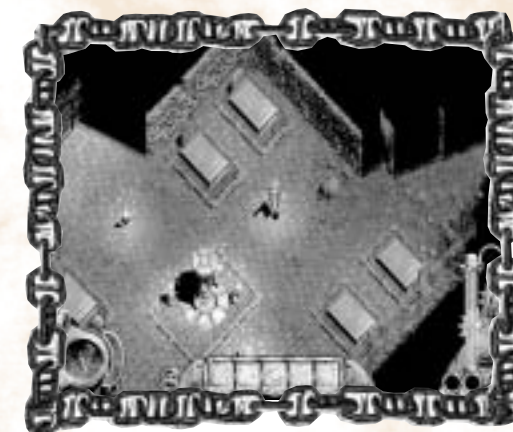
HARPOON: Shoot a victim and draw them toward you



TREAD LIGHTLY: Be quiet & walk over traps safely



EYE OF THE WOLF: See invisible things for a while



WEAPONS, ARMOR & OTHER OBJECTS

No matter how skillful or magically inclined Jack becomes, he's still only a man with some very *basic* material needs. He'll need to eat to replenish his Health, and he'll need at least a staff to fend off attackers. Here and there, however, he'll find items that will make his struggles substantially easier.

*Indicates the spell is stopped if you move, attack or take damage. Fire-damage = regular damage plus burnable armor takes damage. Shock-damage = damage is greater if target wears metal armor.

WEAPONS

There are all sorts of weapons for Jack to find, but depending on which Class he decides to join, he may or may not be able to use all that he discovers. Here's a quick rundown on some of the most common weapons, and an indication of which Classes can use each one.

Weapon	Warrior	Conjurer	Wizard	Type
Battle Axe	•			Melee
Bow: Crossbow		•		Ranged
Bow: War Bow		•		Ranged
Chackrum	•			Ranged
Mace	•			Melee
Ogre Axe	•			Melee
Shuriken	•			Ranged
Wooden Staff*	•	•	•	Melee
Wand of Death*†			•	Ranged
Fireball Staff*		•	•	Ranged
Triple Fireball Staff*			•	Ranged
Force of Nature Staff*		•		Ranged

Armor Items	Warrior	Conjurer	Wizard	
Lightning Staff*			•	Ranged
Sulphurous Flare Staff*		•	•	Ranged
Sulphurous Shower Staff*			•	Ranged
Great Sword*	•			Melee
Long Sword	•			Melee
Sword	•			Melee
War Hammer*	•			Melee

* two handed weapons, † multiplayer only

Tips:

- The crossbow kills just about everything in one shot--and keeps going!
- The Great Sword and the Warrior's Shield can reflect missiles and magic spells. Stand and face your opponent to block their attacks.
- Each time the Chackrum bounces, it aims right for an enemy. After a few bounces, it tries to return to its owner's hand.
- Magic staves must be recharged. A Shopkeeper will recharge them by repairing them. If a staff is enchanted with Recharging (as in most Multiplayer games) then simply standing next to a mana obelisk or crystal will recharge a staff.
- Staves and Great Swords can also block other melee weapon blows. Stand and face your opponents to block their attacks.

ARMOR

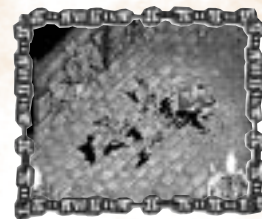
In addition to all of the weapons Jack will find, he'll also come across many kinds of armor that offer varying degrees of protection depending on which Class he's chosen. Check the following table for armor usage:

Armor Item	Warrior	Conjurer	Wizard	Armor Item	Warrior	Conjurer	Wizard
Chain Coif	•			Medieval Shirt	•	•	•
Chain Leggings	•			Ornate Helm	•		
Chain Tunic	•			Plate Arms	•		
Conjurer's Helm		•		Plate Boots	•		
Leather Armbands	•	•		Plate Breast	•		
Leather Armored Boots	•	•		Plate Helm	•		
Leather Boots	•	•	•	Plate Leggings	•		
Leather Helm	•	•		Kite Shield	•		
Leather Leggings	•	•		Round Shield	•		
Leather Tunic	•	•		Wizard Helm			•
Medieval Cloak	•	•	•	Wizard Robe			•
Medieval Pants	•	•	•				

Tip: Warriors wearing metal armor will take extra damage from electrical spells such as Lightning.

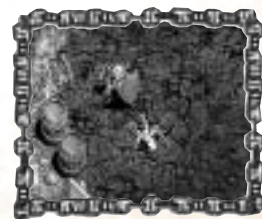
A FEW CREATURES OF NOX

During a fiery debate with the Warlord Horrendous, the great Conjurer Aldwyn once said that knowing the beasts of the world was possibly more important than understanding the minds of men. "Animals at least can be coaxed into becoming loyal allies. Warriors will shift alliances as soon as their stomachs begin to rumble." Here's a brief field guide to a few creatures that roam the world of Nox.



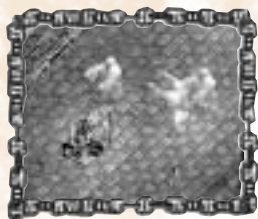
Bats

Beware dark places and long undisturbed grottos... for Jack may find himself engulfed in a sea of leathery wings and voracious little fangs.



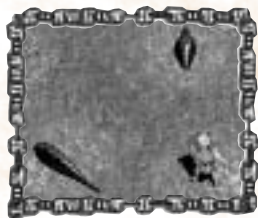
Spiders

Eight legged horrors that no man in Nox cares to see, Spiders have put a premature end to a plethora of unwary explorers. There are a number of varieties of Spider for you to discover on Nox. While the bite of the smaller variety is comparatively mild, beware the venomous fangs of the larger cave spider.



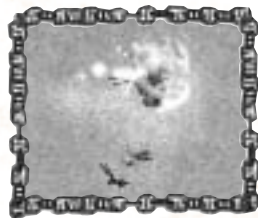
Ghosts

They say the chill from the North is more than just cold. Spirits of the long forgotten have a paralyzing touch.



Giant Leeches

Needless to say, physicians in Nox don't use these to rid their patients of disease. They're slow, but if an unwary Jack stumbles into one, they'll suck out his life in no time.



Imps

Imps are greedy little creatures, and often will gather round glittering hoards of treasure. Jack should be aware of these creatures and their long distance sting.



Scorpions

These frighteningly overgrown arachnids lash out with a deadly, venomous sting.



Trolls

"...Blobby, gluttonous, vile, and not very bright..." in the words of Aldwyn. Trolls seem fairly benign, but take care, their foul presence lingers long after they're dead.



Urchins

More selfish and mischievous than truly evil, urchins nonetheless have sworn lifelong enmity against all of mankind. Burrowing beneath towns and villages, urchins have established a vast underground civilization and await an ally to help them drive all mankind away for good. In groups or from a distance, urchins can deal a surprising amount of pain armed only with stones (although there are rumors that some practice the magical arts).

the land of nox and its history

THIFUL'S HISTORY OF NOX – A LOCAL SCHOLAR'S PERSPECTIVE

We know precious little about Nox's ancient history, my friend. If not for the thankless scholarly few toiling in the strange libraries beneath Galava, we'd hear nothing of the earliest days of Ix or Brin. The grand, legendary underground city that preceded Dün Mir is long lost, seemingly never to be found. No monument stands in Dün Mir to herald man's mastery of its shadowed mountainous passages in ages long past. Names and dates of empires gone to dust lie forgotten, scarcely given a second thought by those of us who now inhabit the beautiful, bountiful lands of Nox. Whatever grand or terrifying or wondrous legends remain of those ancient days, few...very few... fire the contemporary imagination to more than a stifled yawn. Perhaps we've grown jaded. Our grandfathers' tales of the dreaded Necromancer's War have so peppered our daily speech that nothing less than a great lich commanding an army of skeletons even bears mentioning anymore. Why concern ourselves with the small details of coronation dates of vanquished princes from dead kingdoms? Better we worry that the villains our fathers and grandfathers put down might rise from their graves to bedevil us once again. *That's* a history with useful lesson in it.

Some believe there were omens in those days, bad auguries, doomful portents blazing among the stars presaging the rise of the Necromancers of the North. Others say the moon shifted or that unnatural storms marked the birth of each lord as they came squalling and red faced into the world. But for my father, as with most, the first sign was manifest not in the heavens, but in the earth.

What fool wouldn't fear a return of the Necromancers' rule? Who should tolerate a creature that can compel a man's soulless body up from the grave, bring him clawing out of the loamy soil to visit disease, death, and destruction upon the world of the living? *That* was the truth of it. As the Necromancers' dark influence rolled south, so the earth roiled opened before them, vomiting forth once-heroes and loved fathers into a growing army of horror, stench, and corruption! What few living that moved among them were captives, bleak eyed women and children caravanned North in iron chain, fruits ripe for harvesting by

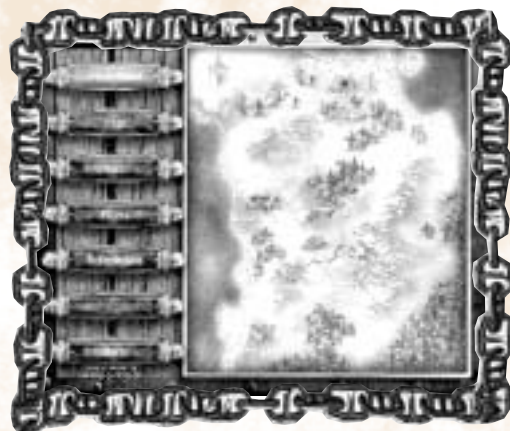
their soul-eating masters. In this age we call the North the Land of the Dead, but in those days the name would have been all the more deserved.

Thank all the powers that be, that Jandor came along, lad! If not for he, Horvath and Aldwyn, we might all yet be living under that black cloud of terror from the North. They three were heroes to be sure, not the cockrel self-styled Fire Knights of Fortress Horrendous, but *true* heroes, possibly the greatest who have ever lived. Aldwyn says they were merely young and stupid enough to do what needed doing, but he gives himself too little share of honor. Perhaps it was foolish youth that first compelled Jandor to drive an army into the dark heart of the Necromancer lands, but he became something oh so much more than that as he bore the Staff of Oblivion northward to the enemy. Was it a boy who liberated village after village from the talons of undead horrors? Was it a *child* who stood in a sea of undead upon the Field of Valor, the Staff of Oblivion flashing in his hands and drinking the souls of the dread Necromancers? Oh, a youth he may have been when he entered that fateful field, but when he left it, he was much greater than any man could have dreamed to be.

I suppose it's a terrible burden to become a legend, and then to be forced to live again as a seemingly average man. I can only assume that is what Jandor faced. Once the shackles of the Necromancers had been thrown off, he did his best to find a place for himself in a world nearly free of evil, much as did the rest of us. But instead of growing closer to one another, our fathers grew ever more apart, their respect and admiration for Jandor was tempered by mistrust, fueled by a fear that the weapon he'd wielded against the darkness might have secretly blighted his soul. Hoping to assuage our fears, he disassembled the Staff of Oblivion, giving a piece to each of the controlling powers on Nox: Galava, Dün Mir and Ix, but their fears went unabated. We prepared silently for another siege of darkness while turning our backs on the man who had delivered us from it.

It's been some thirty years now since any man laid eyes on Jandor. In all likelihood he's dead in some foreign land by now, or perhaps even the king of folk more appreciative than we. Horvath the great Wizard was granted a position at Castle Galava for his part in the forging of the Staff, and that's where he resides today, training new generations of Wizards. Aldwyn retired near Ix, eventually growing as closed off as any, living a quiet life of semi-seclusion with only conjured creatures as company.

I'd like to believe those great men put to rest the evils of the Necromancer's War, but still I have my fears. One hears rumors... strange goings on in the mana mines... disappearances... some say a child born of Necromancers lives, though there's little to substantiate it. So I suppose I shall be watching the signs and the portents, and praying that the darkness comes not again.



TERRITORIES



HECUBAH

Heir to the dark legacy of the Necromancers of the North, Hecubah plots to use the Orb of Oblivion to reanimate a new army of the dead. Ensconced in the ruins of the Land of the Dead, she sends her armies of ogres and zombies out to terrify the people of Nox.



THE AIRSHIP CAPTAIN

The watcher over the world, the Airship Captain is known by many but few can say they know him well. Drifting from one area of Nox to another, he keeps a watchful eye on Nox.



ALDWYN THE CONJURER

The Master Conjurer in all of Nox and former hero of the Necromancer's War, Aldwyn lives in a small cottage east of the Village of Ix. Semi-reclusive, he occupies his time researching how new beasts can be charmed and summoned.



HORVATH THE ARCH-WIZARD

Long ago, Horvath was one of the principal architects of the Staff of Oblivion, an artifact used by Jandor to put an end to the Necromancer's War. Today Horvath lives in Castle Galava, training apprentices and tending to various affairs of concern to the community of Wizards who live there.



THE WARLORD HORRENDOUS

Overseer of the fierce Fire Knights of the Fortress of Dün Mir, the Warlord Horrendous trains legendary Warriors. Irritated by inevitable comparisons to Jandor, Horrendous has spent a lifetime trying to prove himself superior to every man he meets.

Walkthroughs



WARNING! This section has solutions for the first level of each Class. If you are not one who resorts to using hints or cheats, skip this section. Now if you are still reading, keep this in mind: This section does not offer an exhaustive step-by-step guide to solving every quest and puzzle for completing Chapter 1; only the minimum steps to finishing the first Chapters have been printed here.

Good luck and happy adventuring!

WARRIOR - CHAPTER 1

"...I do believe I perceive the glint of a young Fire Knight in your eye... Make your way through these brooding mountains to the great subterranean fortress, Dün Mir. Find the Warlord Horrendous, learn his ways, the way of the Warrior, and maybe, just maybe you'll survive on Nox."

– The Captain's Counsels, Vol. 1

With Jack as a Warrior, you start the first chapter of Nox standing in a narrow clearing near the Captain and his airship's loading basket.

- 1) Head NORTH past the Captain toward town. Use the bridge to cross the lava pool (or try your hand at jumping across – after saving your game of course). At the gates of the city, talk to the guards then enter the town through the arch. Check out the signs along the way by clicking on them. They have valuable hints. Did you find the secret cave with the treasure chest?

- 2) As Jack enters the town, you'll notice two Warriors in the process of capturing a Wizard. After they capture and lead away their prisoner, pick up the staff one of them dropped and ready it as Jack's secondary weapon. You can have Jack visit nearly all the buildings in town, buy some supplies, take a sip from the healing well and even get to know the locals. However, Jack should eventually end up at the entrance to the Gauntlet located at the NORTH end of town.
- 3) Talk the Quartermaster posted at the entrance to the Gauntlet. Soon after he mentions that Jack needs a sponsor to run the gauntlet, Gearhart will seek Jack out and talk about an urchin who is stirring up bats in the caves near his orchard located in the NORTHWEST corner of the village. When Gearhart offers this mission, accept it, and then look at Jack's journal where you'll notice the new quest has been entered.
- 4) Proceed NORTHWEST to the orchard and go through the gates. For now, ignore the bats chasing the women; however, you may want to pick up a few apples in case you need to restore Jack's health. Continue NORTH until Jack comes to a cave entrance; go on inside. Follow the passages around until Jack encounters the urchin. This critter is a fast and agile little beast, but you must exterminate it to complete your quest.
- 5) On Jack's way out of the cave and back through the orchard, this time rid the area of bats as well. Afterwards, look at Jack's journal and notice the text for the quest is now gray, indicating it has been completed. Continue through the center of town heading EAST. Find the Machinery Building; go inside and talk to Gearhart. He'll give Jack the petition the Quartermaster requires. Return to the Quartermaster and talk to him.

CONGRATULATIONS! YOU'VE COMPLETED THE FIRST OF THE WARRIOR CHAPTERS!

CONJURER - CHAPTER 1

"When following your destiny's particular path, the Way of the Conjuror, a discrete and undetected arrival is more often the best policy, lad ...Here at the abandoned Mana mines you'll find a tunnel which takes you into the very heart of the Village of Ix. Once there you must find the Master Conjuror of Ix: Aldwyn. If Aldwyn accepts you as adept in the Ways of the Conjuror, the teachings will be worth thousands of times the modest cost the master requires you pay."

– The Captain's Counsels, Vol. I

As the first chapter for Jack as a Conjuror begins, the Captain has lowered his airship's basket to a tiny clearing near a cave entrance.

- 1) Talk to the Captain and then proceed EAST, entering the cave and going in as deep as you can. Unfortunately, a cave-in will seal Jack inside, but don't worry – the cave-in also reveals a cavern leading NORTH to the entrance to an old mine. Enter the mine shed and activate the elevator by pressing the button on the back wall. Ride the elevator DOWN to the lower regions of the abandoned mine. Be sure to read the signs along the way.
- 2) After Jack exits the elevator platform, head EAST where you'll find the spell book of Pixie Swarm. Pick up the book and when your Book Of Knowledge opens, notice the spell automatically moves to one of the empty slots in Jack's spell bar. Close the Book Of Knowledge, then read the sign posted near the outcropping of crystal.
- 3) Follow the winding passageways deeper into the mine, fending off attacks from spiders and bats, reading signs, breaking and opening containers and picking up goodies as you go. Eventually Jack will come upon a row of barrels containing explosives. Just as Jack approaches these barrels, however, another cave-in will occur and set off an explosive chain reaction causing a wall of fire to appear. Push water-filled barrels into the fire until you extinguish enough of the flame for you to walk through unharmed. If you break all your barrels and still haven't extinguished the flame, fret not – you can jump over the flame unharmed!

- 4) After you navigated Jack past the wall of flame, take the junction that goes NORTH to an alcove where you'll find a treasure chest. Open the chest and pick up the book. After this spell is added to Jack's spell bar, close the Book Of Knowledge. Go back to the main passage and proceed deeper into the mine until Jack comes to a locked door and a north/south junction. You can explore both ends of this passage, but at the SOUTH END, you'll find a chest containing the key to the door. Unlock the door and continue deeper into the mines. At the NORTH END, you can push the boulder out of the way, fall down the hole and grab the leather tunic. You then follow the corridor to the elevator, push, go up and user is on the other side of the door
- 5) Follow this last section of little twisty passages around to the end where you'll find another elevator. However, to activate it, you must press the switch located in the nearby bat-infested control room. Finally, with the elevator activated, ride the platform back to the surface and flee the caves just as they collapse behind Jack.

CONGRATULATIONS! YOU HAVE COMPLETED THE FIRST CONJURER CHAPTER!

WIZARD - CHAPTER 1

"...the work of a great Wizard is a sight to behold - a mastery of magical power channeled to the most astounding effect! The dangerous knowledge and arduous work behind those wonders, however, is best developed under the tutelage of a great Wizard... So you should know that in all of Nox, Horvath is the name synonymous with the Greatest of Wizards... Win his favor and his sacred citadel will become your home: the Castle of Galava. Find Horvath and do whatever it takes to become his apprentice. Succeed with him, and your future on Nox is assured. Fail, and I fear there is no hope at all for Nox."

– The Captain's Counsels, Vol. I

Your adventure with Jack as a Wizard begins with the Captain letting Jack off his airship at the base of some cliffs near a private little beach.

- 1) Talk to the Captain who tells you about his friend Horvath. Follow the beach to the EAST reading signs and following the hints. Pick up your first spell book (Magic Missile). Head NORTHEAST until you reach a cottage. As soon as Jack nears the cottage a horde of urchins will surround him. Luckily, Horvath will come out of the cottage in time to zap the little monsters with a display of chain lightning. Talk to Horvath and then follow him through his house to a garden on the edge of an adjacent forest. He will give you your second spell book (Lesser Heal) and a few potions, then Horvath will send you to look for his Apprentice who disappeared recently while exploring the urchin's nearby den.
- 2) Proceed through the gate EASTWARD through the meadow and then NORTH into a little nook where you'll find an elevator leading to the urchin's den. Stand by the mana crystals to recharge your Mana (blue bar) so you can cast your Magic Missile spell. Rid the area of urchins, because they will do the same with you. The area is filled with these tiny guys and Magic Missiles are a great counter threat. Before you move on, notice the cage door, behind which is the Apprentice lying on the ground. Apparently, Horvath's Apprentice has been mortally wounded and locked in a cell to die. You must find the key to the cell.
- 3) Follow the corridors of the urchin den deeper into the lair. Though there are a few mana crystals down here, don't wander headlong into a pack of these little urchins. While individually they seem to inflict a little damage, collectively, they will soon have you looking for the LOAD button. The best strategy is to pick these guys off one at a time. Don't let one get away.
- 4) Eventually you'll find a room intersected by lava and fire. You can jump the lava by pressing SPACE or put out the fire by pushing water barrels over it. Once across, pick up the key on the far side. Head back for the cage door you spotted earlier.
- 5) Open the cage and TALK to the Apprentice. He'll try to tell you what happened and expire, leaving behind a robe. Pick up the robe. Head back to the surface and defeat the urchins waiting for you in the meadow. Head WEST until you return to the garden where Horvath is waiting. Talk to Horvath and then follow him into the house and onto the teleporter.

CONGRATULATIONS! YOU HAVE COMPLETED THE FIRST WIZARD CHAPTER!

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**Executive Producer and
Creative Direction**
John Hight

**Technical Director and Original
Concept**
Michael S. Booth

Producers
Mark Skaggs
Ken Allen
Frank Hsu

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Lead Programmer
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Programmers
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Additional Programming
Michael Morrison
Sondra Iverson
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Installer Programming
Maria del Mar McReady Legg

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Phil Robb

Artists
Khanh Nguyen
Stone Perales
Brad Grace
Josh Taylor
T. J. Frame

Character Animator
Jason Zirpolo

Installer and Mission Illustrations
Thomas M. Baxa

Additional Art
Dan Lyons
Gary Freeman
Heuristic Park, Inc, Atlanta GA

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Design Direction
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Michael S. Booth
Brett Sperry

Senior Level Designer
Chris Bauer

Level Designers
Bryan Hansen
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Eric Beaumont
Mical Pedriana
Tim Campbell
Jeremiah Cohn

Story
John Hight

Dialogue
Patrick Barry

Design Testers
Shawn Roberts
Brad Burnham
Kiet Han

Lead Sound Designer
Mical Pedriana

Sound Designer
David Fries

Original Score
Frank Klepacki

Manual Writer
Neal Halford

Manual Editor
Chris Bauer

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Video Editing
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Visual Effects
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Kevin Quattro
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EA CAT Lab Techs

Jay Miller

Mike Jung

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Electronic Arts, Europe**

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David Lapp

**Localization Project Manager,
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Japan**

Junetsu Kakuta

**Localization Technical
Assistance, Electronic Arts/
Squaresoft, Japan**

Hitoshi Ikeda

**Localization Project Manager,
Electronic Arts, South Korea**

Taewon Yun

**Localization Administrative
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Christine Kong

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Fondly dedicated to our loving families and dear friends who waited patiently for us as we toiled into the night...

Julie, Christopher
and William Hight

Kristen Booth

Robin, Josh, and Beth Brown

Jennifer Robb

Lisa Bucek

Janna Zirpolo

Evercody

Terri, Jackie, and Pepper Lee

Laura, Ben, and Jack Skaggs

Mallory Foland

Ernest and Evelyn Beaumont

Melissa Beaumont

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Tim Donley

Kosal and Brianna Martin

Susan Fries

Robert Fries

Alicia Campbell

Kim Kelley

Laura Keir

Audrey & Shannon Hsu

Nemo the Wonder Dog

CAST

Joanna Cassidy

Hecubah

Alan Oppenheimer

Captain, Necromancer 1, Lewis

Seann Scott

Jack

Susan Chesler

Tina

Mark Rolston

Horrendous, Guard 1,
Townsmen 3

Ian Abercrombie

Horvath & Loproc

Bill Woodsen

Narrator & Mordwyn

Lee Perry

Mayor Theogrin, Guard 2,
Rouge, Townsman 1, Barkeeper

Neil Ross

Mystic, Guard 1, Mine Worker 1

Erik Thompson

Shopkeeper, Guard 3,
Townsman 2

Susan Blakeslee

Woman 1, 2, & 3

Warren Burton

Aldwyn, Mine Worker 2, Morgan

Paul Mercier

Quartermaster, Aidan, Henrick,
Necromancer 2, Mineworker 5

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Gearhart

John Hight

Archivist, Townsman 4, Guard 4

Julie Brugman

Woman 4 & 5, Dryad

David Fries

Guard 5, Townsman 7

Ken Allen

Guard 6

Mark Skaggs

Townsman 5

Glenn Burtis

Townsman 6

Tanya Pereira

Woman 6

Christine Lundgren

Woman 7

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Hecubah and Tina

Dale Clemons

Captain

Josh Musselman

Jack

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Ogre 1

Diab Shetayh

Ogre 2