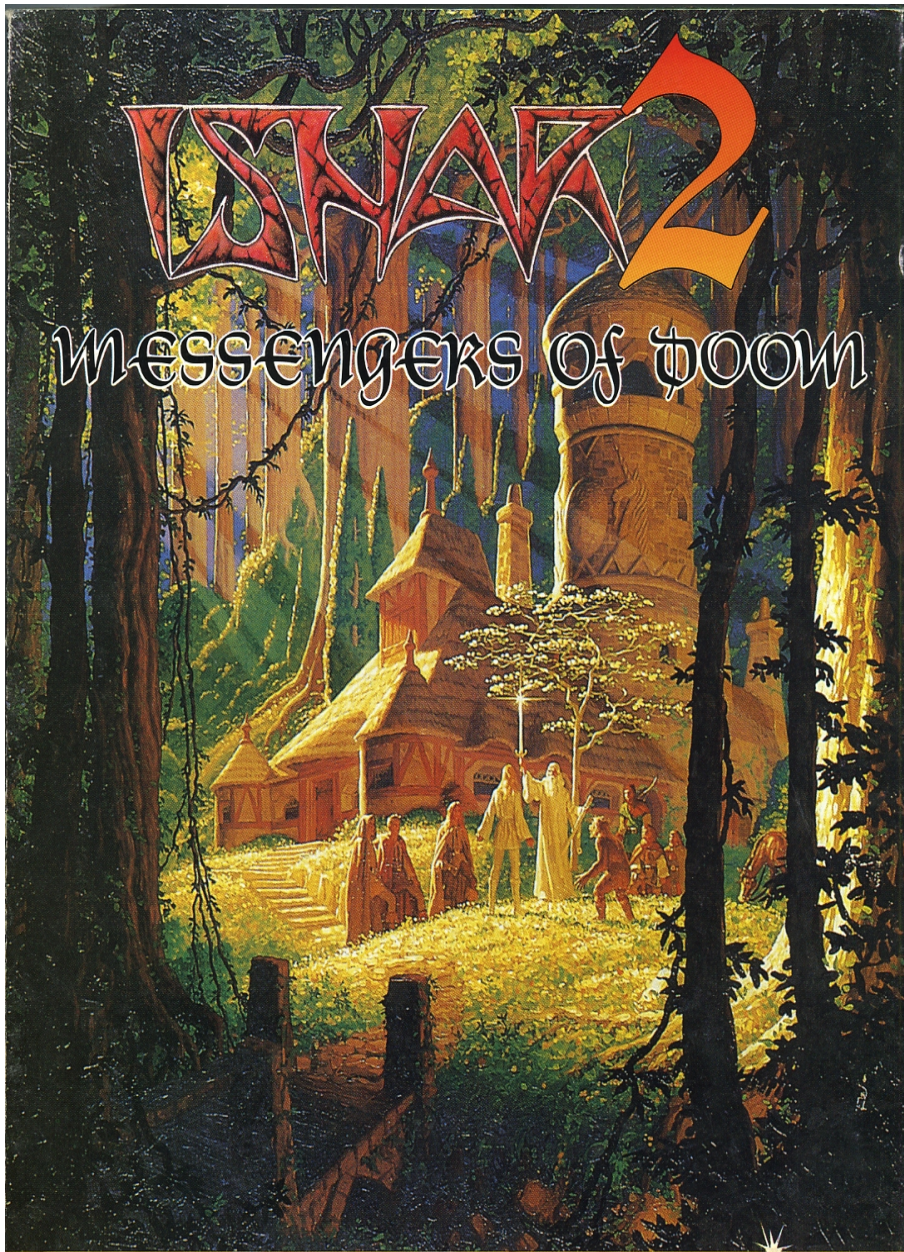


ISHAR 2

messengers of doom



ISHAR II

PC 3 1/2



Silmarils

During the game you will come across puzzles.
You will find the solutions here:

P = PAGE, L = LINE, W = WORD

List of Passwords

P6 L2 W2 = des
P9 L2 W3 = une
P10 L2 W3 = vers
P11 L1 W2 = peut
P12 L1 W6 = temps
P13 L2 W1 = partie
P14 L2 W2 = cinq
P15 L1 W3 = trois
P16 L2 W3 = sur
P17 L2 W1 = trouve
P18 L2 W1 = seul
P19 L3 W3 = sont
P26 L2 W1 = for
P30 L1 W3 = made
P31 L2 W1 = click
P32 L1 W2 = take
P33 L1 W2 = team
P34 L1 W3 = out
P34 L2 W2 = five
P35 L1 W4 = kinds
P36 L2 W3 = name
P37 L1 W3 = often
P38 L2 W3 = game
P39 L1 W5 = spells

TECHNICAL DESCRIPTION

ON PC

The configuration your computer needs

- IBM PC AT or 100% compatible
- 386 processor or better. 486 processor recommended.
- 4MB RAM (the game operates in protected mode and uses the whole of your computer's memory)
- VGA graphics card
- Hard disk essential
- Mouse
- Sound Blaster sound card optional

Starting the game from the diskettes

- Turn on your computer and load DOS. If your computer installs Windows at the start, it is best to exit from Windows before installing the program.
- You cannot play from the diskettes
- Installation on hard disk:
Put the diskette into A (or B) drive
Go into drive A (or B)
Then type INSTALL <source drive><destination drive> (for example: INSTALL A: C:), then follow the instructions on the screen.
To start the game just enter the sub-directory concerned and type START.

Starting on CD ROM

- Open your CD-ROM drive directory (e.g. D:)
- Enter : INSTALL <source reader> <target reader> (e.g., INSTALL E: C:)
- Choose the game which you want to install; a directory will be created on your hard disk in order to save the games.
- In order to launch a game, enter START from the directory of your CD ROM, and then choose the game to start up.
- It should be noted that the total memory available is displayed at the bottom right of the configuration page of the «Ishar III» game.

Game configuration

At the start of the game a configuration (or set-up) page appears on the screen. It offers you an optimum configuration which you can alter if you modify. If you save the configuration this page will no longer appear when you start the game again. However, you can access it by pressing the key when the program tells you to.

Below is a configuration example which makes it possible to operate your computer with basic, or conventional, memory greater than 600 Ko :

CONFIG.SYS program :

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

BUFFERS=15.0

FILES=8

DOS=HIGH,UMB

LASTDRIVE=E

FCBS=4.0

COUNTRY=033,850;C:\DOS\COUNTRY.SYS

AUTOEXEC.BAT program :

@ECHO OFF

PATH C:\DOS;C:\MOUSE

LH C:\DOS\KEYB FR,,C:\DOS\KEYBOARD.SYS

LH C:\DOS\MOUSE

These files are examples; they must be modified according to the specific requirements of your computer (for example, name of the sub-directory for MOUSE) and various command lines to be added (CD ROM driver essential).

If you do not wish to change the configuration of your computer, there is always the possibility of creating a bootable floppy disk which includes these two programs, and to initialise your computer with this floppy disk. If you use a version of DOS which is 6.0 or more recent, you can launch MEMMAKER in order to optimise the system.

IN CASE OF TECHNICAL PROBLEMS

You can contact us by telephone on 0171 372 7544 from Monday to Friday between 1pm and 5pm.

ISHAR 2

CONTROLS

The game is designed to operate entirely by mouse. The left hand mouse button is used to select and the right hand button to cancel the current operation and close the menus selected. The keyboard can also be used. Thus the numeric pad (figures 1 to 9) emulate the movements of the mouse. The <SHIFT> key (for typing capital letters) replaces the left-hand mouse button and the <ALT> key the right-hand mouse button. Keys F1 to F5 emulate the "Action" icons, and keys F6 to F10 emulate the fight icons.

The <CONTROL> key combined with the number keys enables you to do the following:

- * Access the tactical panel with the 7
- * Access the save menu with the 9
- * Move about the 3-dimensional landscape using 1 to 6, according to the 6 directions on the control panel.

There is a joystick emulation, but it is not recommended. The game lever is used to move the arrow on the screen. The shoot button replaces the left-hand mouse button and the <ALT> key the right-hand mouse button.

COUNTING RHYME
for use by the Clever but
Ambitious Adventurer

5 *Dwilgelindildong*
5 *scattered over each Land*
5 *holy fragments, foundations of Humanity*
5 *reunited by their Daughter without Light*
5 *then, who will become only One*

4 *Dwilgelindildong*
4 *re-written by the hands of the Ancients*
4 *with 2 to roam the Seas*
4 *which will lead to the Devil's Lair*

3 *Dwilgelindildong*
3 *symbols, ornaments so as not to offend*
3 *gifts for the Servants of Goodness*

2 *Dwilgelindildong*
2 *druids, one of dust and one of stone*

1 *Dwilgelindildong ... the Only One ... Shanda*

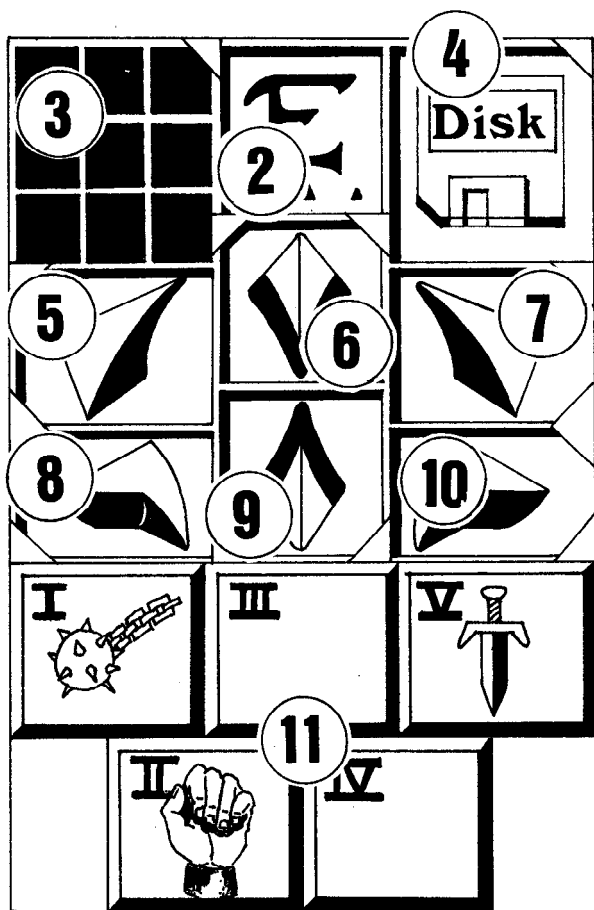
THE CONTROL PANEL

MOVEMENTS

Movements are made using the directional arrows (5 to 10). You can move forward (6), sideways to the right (10) and to the left (8), make a quarter turn to the right (7) and to the left (5) or move backwards (9).

The compass (2) indicates the direction in which you are facing. Some places are impassable, such as water and high bushes.

The panel at the top of the screen shows the name of the place through which you are travelling.



TACTICS

You can change the tactical positioning of the characters. To do so, click on the small frame (3). A 5 x 5 chequerboard appears with small symbols (Roman numbers), representing each character in the team - you will find these numbers at the bottom left of each character box. Choose the desired symbol and place it in one of the squares of the chequerboard.

The characters placed in the highest boxes will be at the front of the group. They will be the first to receive blows. The characters placed behind will be fairly well protected (except in the case of attack from behind); but they will not be able to fight hand-to-hand unless they have a throwing weapon (see "Fights" section). To move in single file, place the symbols on the same vertical line; the character at the front of the group then receives all the blows and is the only one who can fight hand-to-hand.

To move in a line abreast, place the symbols on the same horizontal line. In this specific case, all the characters receive blows and can fight on the same level.

LOADING AND SAVING

By clicking on the diskette (4) icon you will access a menu with four choices:

- Save a game in progress: follow the instructions on the screen. The program will ask you to insert a previously- formatted diskette. You can save as often as you want to.

- Load a saved game: You must enter the name of the saved game and insert the save diskette in the drive.

- Start a new game.

- Re-use an old team from the game "Ishar, Legend of the Fortress": insert a save diskette used in that program into the drive. The game will then start at the beginning with the characters of this new team. The characters will retain their characteristics but will lose their possessions and magic spells. Sometimes, the characters' experience levels will be slightly altered to suit those of Ishar II.

WARNING:

On Amiga you will have to wait a few seconds after inserting a diskette to give the drive time to read it.

On a hard disk, you save directly into the sub-directory of the game.

FIGHTS

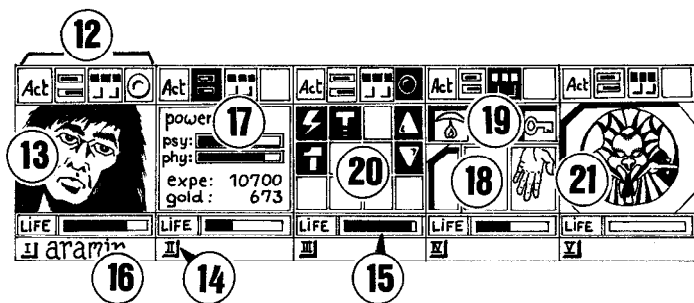
Fights take place in real time. The fight panel (11) groups together the fight icons of each player with their active weapon. These icons are arranged in a quincunx (4 at the corners of the square and 1 in its centre) and represent from left to right the five characters in the team, identified by their Roman numeral. To make a character strike, click on the corresponding fight icon.

The icon will change colour during the attack. You can strike again when the icon has returned to its initial colour.

Blows are struck with the weapon the character is holding. Their speed will vary from weapon to weapon. A two-handed weapon is slower than a one-handed weapon but causes more harm. If the player has a weapon in each hand he will strike twice as fast as with a single weapon. The weapon used will then change in the icon at each blow. Without a weapon, the character will strike with his fists.

To strike an adversary you have to be in the front line (see the section on "The Control Panel: Tactics"). The characters placed behind can however use throwing weapons which can be recognised by little lines symbolising speed. To throw these weapons, click on the fight icon. The cursor will change. Then select the adversary to be hit who can be some distance away.

Hits are represented on the picture by a small patch of blood showing the damage points, that is, the life points the victim has lost. This damage depends on several parameters: the power of the weapon, strength, agility (throwing weapons in particular), skill in weaponry, the adversary's constitution, etc.



THE TEAM PANEL

The team consists of a maximum of 5 characters. At the start of the game, you will have only one character. The name of each player is written at the bottom (16). His face appears in the medallion (13). If the box is unoccupied, the medallion contains a stone face (21). Note the Roman number (14) at the bottom left which represents the character in the tactical table (see "Control Panel" section). The bar (15) represents the level of life points. Watch it carefully, because the character will die when it reaches zero. A skull will then appear in the frame. You can recover the possessions shown in the character sheet of a character who has died if you do not move elsewhere. The slightest movement will cause the deceased player to disappear. When all the players are dead the game is over. The four icons (12) give access to the management and information panels which will appear in place of the character's face. By re-clicking a second time on these icons, the face will reappear in the medallion.

- The first icon opens a menu which suggests different actions (see "Actions" section below).

- The second icon reiterates the main parameters (17): physical and psychic levels, experience, money. Physical fitness affects fighting performance. This level drops as the character travels. When it reaches zero, the life points gradually decrease. To raise it, the character must sleep, eat or drink reviving potions. Psychic powers influence the effects and duration of magic spells. You can recover psychic points by sleeping or drinking certain potions.

- The third icon shows the hands (box 18) and the different physiological states of the player (box 19). These states are caused by magic spells which have been cast over the character by which he is still affected (see "Spells" section). Any objects which may be held appear in the hands. You can exchange or place objects directly from these windows (see section on "The Character Sheet").

- The fourth and last icon (red dot, if operational) is used to cast magic spells (20). Only certain classes (scholars, magicians, druids) can cast spells. Select a spell from the table. Some can be cast directly but most will wait for you to point to the character on the screen (attack spells) or among your companions (defence spells) - the cursor will then change into a target. By using the two arrows on the sides you can change the spells table (a choice of 3 tables: defence spells, attack spells or various spells). The two numbers under the arrows respectively indicate the character's psychic energy and the level of the spell selected. There are about thirty spells of different levels. They are acquired when the character changes levels (see "Spells" section).

ACTIONS

To carry out a specific action, click on the "Act" icon of the character concerned. Five actions are offered:

- Enrol: The cursor becomes a hand. Point it at the character to be enrolled. The best place for enrolling is the inn, but you can also meet characters worth enrolling in the three dimensional landscape. The players then give their votes, resulting from how sympathetic they feel towards the candidate (see section on "The Character Sheet: ALIGNMENT"). Warning: Traitors can sometimes infiltrate a team. They disappear without trace, sometimes stealing things.

- Dismiss: As with enrolling, the other members of the team give their vote. A dismissed player disappears from the game and cannot be enrolled again. Dismissal is less dangerous than assassination, but is not always practical and the character's possessions cannot be recovered. In the course of the game you will often need to get rid of a character.

- Assassinate: Select the team member to be assassinated. Be careful, because the psychology of the characters comes into play: if one of the companions has a lot of sympathy for the victim (see section on "The Character Sheet: ALIGNMENT"), he may in turn kill the murderer. As this reasoning continues, you could thus bring about a whole series of killings.

- First aid: Select the person to be helped. An individual who has been given first aid cannot receive it a second time unless he has been struck again in the interim. The effectiveness of first aid depends on the player's level of skill in this subject.

- Map: A map of the whole archipelago appears on the screen. By selecting one of the islands, you will obtain a detailed map of it. At the start of the game, the map is incomplete. It is up to you to find the missing pieces. Harbours are indicated. The team is represented on the map by a flashing dot.

SHOPS

There are three kinds of trader: animal traders, arms dealers and general merchants where you can find food, potions and various utensils. Click on the "Buy" icon and various goods with their respective prices will appear. Select the object you want and confirm by clicking on the face of the character who is buying or in the character sheet by clicking on his name. If the buyer does not have enough money, the operation will be cancelled.

INNS

You are offered four options.

- Listen: You can pick up information.
- Enrol: The inn is the best place for enrolling. Select the torso of the person you want to enrol. Your choice will be confirmed or rejected by the vote of other team members.
- Eat: You have to pay for a full meal for the whole team. If all the players together do not have enough money, none of them can eat. Otherwise, the sum will be deducted from the companions in equal shares. If one of them does not have enough the balance will be made up by his companions according to the order in which they are arranged on the team panel.
- Sleep: The same principle as for eating. A room is taken for the whole team.

HOUSES

Here, the team's control panels do not work. Only the character sheets can be selected. You will find various types of people here. Usually, they will give you valuable information or suggest "missions" to you. Sometimes you can pick up objects. Click on them and place them with one of the characters.

HARBOURS

To board a boat, look for a landing stage. Here you will find a boatman in a boat. Board the boat. The boatman will take you to a ship. A map will then appear on the screen. Select the harbour you wish to sail to.

THE CHARACTER SHEET

Each character in the team has his own sheet. Access it by clicking on his name (16).

CHARACTER STATISTICS (frame 23)

This covers three pages which you can turn using the "Book" icons (27), and contains:-

- Identity: name, race, class (profession)
- The character's level and experience
- Degree of fitness: physical, psychic, vitality
- Team cohesion or ALIGNMENT: We have shown that relationships play an important part: votes on enrolment or dismissal, serialkillings, refusal to give first aid. These are based on the "alignment" tables. These alignments depend on the tendency to good or evil and the sympathies and antipathies between races (e.g. dwarfs dislike elves). Team cohesion summarises the different alignments between the characters in the team.

- Characteristics and skills, which influence the player's actions (e.g. a strong person will cause the enemy more damage, a robust person will withstand blows better).

These parameters develop in the course of the game in relation to fights, successes and set-backs. There are seven skills: lock-picking, perception, first aid, shooting (bows and arrows and crossbows), weaponry skills (one-handed weapons, two-handed weapons, throwing weapons).

MONEY

The "Money" icon (31) shows the sum of money held. By clicking on it you will access a money management menu. By selecting the icon with 3 arrows, all the sums of money are evenly distributed among the different members of the team. You can also give a certain sum to another character: use the "+" and "-" marks to define the sum, then click on the "coin" icon which will take the place of the cursor. Then validate it on the character concerned. The "All" icon selects the total sum which the player owns. The "0" icon returns the sum back to zero.

OBJECTS (frame 24)

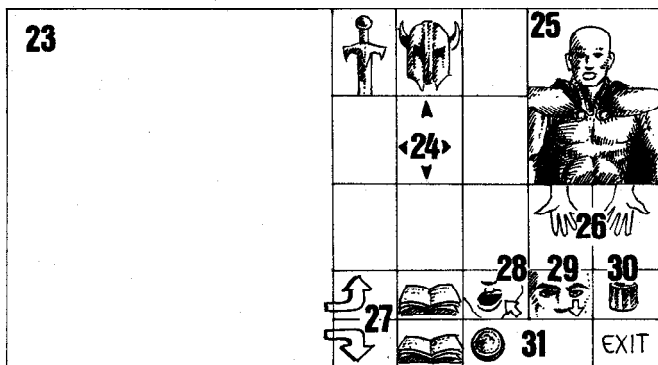
A character often possesses a few objects at the outset. When you find an object you can place it in one of the 9 boxes. Certain objects can be grouped together in the same box: food (maximum = 10), potions (maximum = 10), arrows (maximum = 20). The number of objects is then shown at the bottom right of the box. Select an object by clicking on it - or in the case of objects grouped together, take them all by clicking on the number.

Then you can:

- Destroy it by dragging it on the “DUSTBIN” icon (30) and clicking.
- Identify it by dragging it to the “See” icon (29) and clicking.
- Eat and drink by validating the items on the “Absorb” icon (28). This will have an affect on the physical and vitality points of the player.
- Dress your character by placing clothes, armour and helmets on the torso (25). There are clothes for both men and women.
- Handle objects by clicking on them in the character inventory boxes or on-screen and dragging them to the “Hands” icon (26).

If the object is large (2-handed weapons), the second hand will be dimmed and cannot be used.

- Place it in another character sheet by clicking on the name of the recipient and placing the object in one of his boxes.
- Place it directly into the hand of a team member by validating on the “Hands” icon (18) of the character concerned.
- If you select one object after another, exchanges will be made automatically.



POTIONS

To create a potion you must have a magic cauldron (there is only one in the game!), which will serve as a mixing bowl. Make your mixtures by placing the different potions on the cauldron. The cauldron can be reused after its contents have been absorbed. Consult the magic recipes shown below, because certain mixtures can have rather strange consequences ...

MAGIC RECIPES

A = Dandelion purée

C = Trapdoor spider's web

E = Rat's brain

G = Black mushrooms (*)

B = Oil of salamander

D = Dried mistletoe

F = Gargoyle's claws

H = Edelweiss

"Bulkal": 1 dose of B + 1 dose of F

"Schlounz": 1 dose of B + 1 dose of D + 2 doses of F

"Dzarna": 2 doses of B + 1 dose of C + 1 dose of E + 1 dose of F

"Kloug": 1 dose of B + 1 dose of C + 1 dose of D + 1 dose of E
+ 1 dose of F

"Clopatos": 1 dose of B + 1 dose of D + 1 dose of E + 1 dose of F

"Gato": 3 doses of B + 1 dose of G

"Ghoslam": 1 dose of B + 1 dose of D + 1 dose of E

"Arbool": 1 dose of A + 1 dose of B + 1 dose of D + 1 dose of H

"Mildong": 1 dose of F + 1 dose of H

"Potaic": 1 dose of C + 1 dose of E

"Rhumxy": 2 doses of B + 1 dose of D + 1 dose of E

"Jablou": 1 dose of A + 1 dose of D + 2 doses of E

"Humbolg": 1 dose of B + 1 dose of C + 1 dose of G

"Oklum": 1 dose of D + 1 dose of H

"Flukjl": 3 doses of E

(*): White mushrooms are poisonous.

SPELLS

There are about thirty spells corresponding to different levels of experience. Only three classes can cast spells: scholars, magicians and druids. Spells are specific to each of these classes. By increasing experience level, the character acquires higher level spells. The effectiveness of a spell (impact, duration) depends on the experience level of the spell-caster. The higher the level, the more powerful the spell will be. Casting spells requires a degree of psychic energy. If the character does not have enough, the spell will have no effect. The more powerful the spell, the more energy it will consume.

DESCRIPTION OF SPELLS

*** Defence spells** (in order of level, from lowest to highest):

- Healing (scholar/druid): increases the life points of injured players.
- Protection: physical (scholar/magician) limits injury caused in fights, and psychic (magician) protects against spells cast by enemies. There are overall spells which protect the whole team. They are higher level spells.
- Specific care (scholar/druid): against poisoning and blindness.
- Protection against fire (druid).
- Resurrection of a player (scholar).
- Metamorphosis to change form (magician).

*** Attack spells:**

- Strikes in order of levels: the fireball (magician), powerless against characters impervious to fire (dragons), the spiritual hammer (scholar), the flaming hand (magician), the ice- cloud (magician) recommended against fire creatures, and the spirit of flame (magician) which is the most powerful spell.
- Strikes against all enemies present: lightning (magician) and fire-storm (magician), powerless against fire creatures.
- Specific actions against enemies: sleep (magician), blinding (scholar), paralysis (scholar/magician).
- Inversions: traditional inversion (scholar/magician) which changes a character's natural inclinations (friend/enemy), and the "turn undead" special (Magician) which drives only the living dead mad.

*** Specific spells:**

- The paranormal: "Paranormal" detection (magician) indicates that you are in an accursed place. Exorcism (scholar) enables the curse to be lifted from the place.
- Telepathic reconnaissance (scholar) indicates the characteristics of the character encountered.
- The magic key (magician) opens all doors.
- The change of timescale (magician) allows you to change your temporal plan in the middle of a fight for a certain time. You can thus raise your life points and prepare your strategy.
- Teleportation (magician) is used with "memo-telep" (magician) which records in advance the teleportation arrival point.