

EGGOBOO



Player's Manual

Egoboo - (Ee-go-boo) is a OpenGL game, and requires a 3D graphics card to play. You can try it in software mode, but it's not supported. If you have problems, run either of the Setup files. Egoboo is freeware, open source, but it is not finished and is still being developed by a small team. So check the websites for updates, editors and etc..

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Manual By: Zefz aka Johan Jansen

<http://egoboo.sourceforge.net/>

Minimum System Requirements

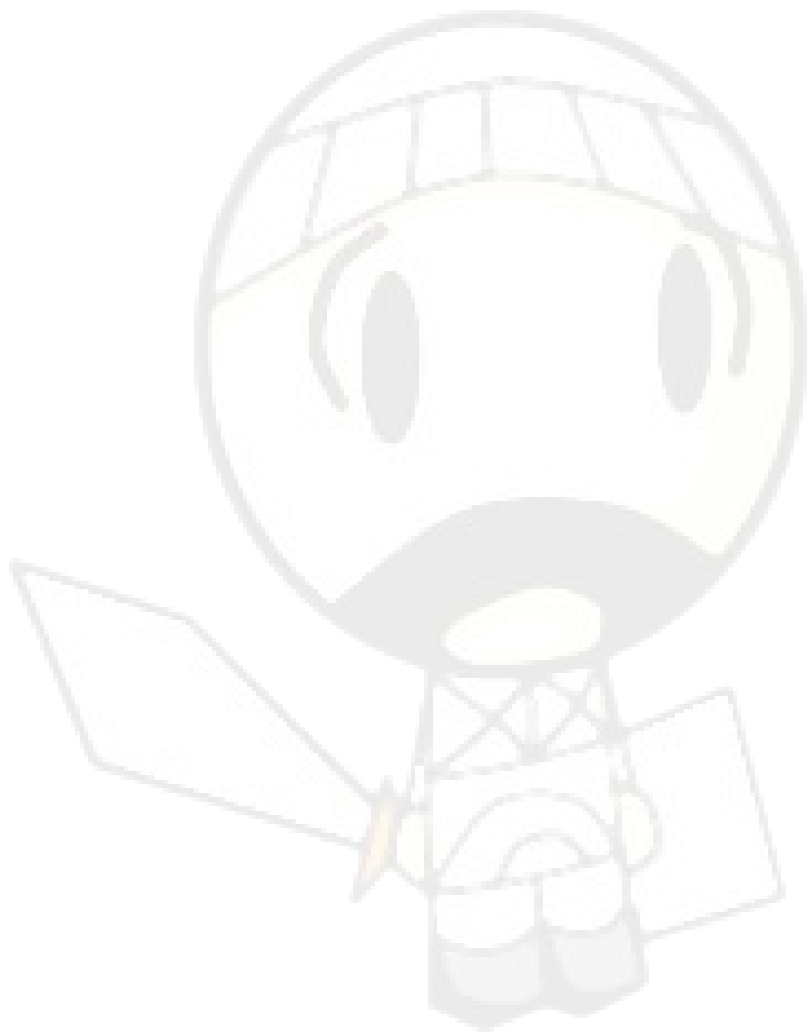
These are the minimum we know it works on, but it might very well work on less. Tune down some graphical effects if the frame rate is low.

Processor: PentiumIII/Athlon with 2.0 GHz

Memory: 256 MB RAM (512 MB RAM Recommended)

Video: Any graphical 128 MB graphics card supporting OpenGL graphics

Other: For Hotseat, Egoboo requires gamepads or a connected mouse. Internet or LAN/UDP is required for multiplayer. (Egoboo 2.3.6 and later does not have networked multiplayer)



Contents

A Brave, Clever, or Powerful Hero's Guide to the Land of Lorule and the Kingdom of Bishopia.....	7
Introduction.....	7
Chapter 1 - The Geography of Lorule.....	7
<i>The Plains of Bishopia.....</i>	<i>8</i>
<i>Elven Woods</i>	<i>9</i>
<i>Snow Fields</i>	<i>9</i>
<i>Doom Wastes</i>	<i>10</i>
<i>Great Big Desert</i>	<i>10</i>
<i>Stone Mountains</i>	<i>10</i>
Chapter 2 - Choosing your Career.....	11
<i>Career Advice from Famous Bishopians.....</i>	<i>11</i>
Hero University	12
<i>Adventurer Class.....</i>	<i>13</i>
<i>Wizard Class.....</i>	<i>13</i>
<i>Healer</i>	<i>13</i>
<i>Soldier</i>	<i>13</i>
<i>Elf</i>	<i>14</i>
<i>G'Nome.....</i>	<i>14</i>
<i>Rogue</i>	<i>14</i>
<i>Paladin</i>	<i>14</i>
<i>Archaeologist.....</i>	<i>14</i>
Tinkering With Destiny: a G'nome's Guide to Glory.....	17
Things you won't learn at Hero University.....	17
<i>1 - Gaining experience by doing dangerous things.....</i>	<i>17</i>

2 - Class Special Power	18
3 - Death and Dying	19
4 - Skill Description	20
5 - Equipment.....	22
Weapon Types	22
Armour Types	24
Equipment	24
Pets	24
Starting a New Hero	26
Other Classes.....	26
Death and Dying	26
Game Controls	26
General Keys	27
Default Keyboard Keys	27
Mouse Play	27
Joystick Play	27
Changing Controls	27
SPECIAL COMMANDS	28
Player Display.....	28
Status Condition Types	29
Spells	30
ARCANE SPELLS	31
DIVINE MAGIC	41
Multiplayer	43
Known Bugs	44
MONSTERS	45

In the kingdom of Bishopia, on the lost continent of Lorule, there is no war.

Bishopia City - The Kingdom of the Plains has known nothing but peace under the Great Bishops since the fall of the G'nomish empire. In fact there has not been a war or an army since Good Lord Bishop the 1st pushed the forces of evil off of the Plains, over the mountains, and into the doom wastes.

But after so many years of peace, evil has touched the Kingdom again. Rumors say that Zippy Village has been overrun by necromancers, and that undeads walk below the streets of Bishopia City. From Booty Cove to Sand Weg there are reports undead armies, zombies, and even daemons. But no Bishopian needs those rumors to know that evil is returning. There is hardly a farmer whose crops are not being threatened by grub bugs, or a shopkeeper who hasn't been bitten by a chest mimic.

As if the Divine were balancing the Universe on his finger, the heroes of legend are retuning to the Kingdom, too. At long last the elves have reappeared to aid us in the war against the Lumpkins. Lorule has been rediscovered and the Tourists and Archaeologists are importing new technology. And the G'nomes are beginning to remember some legend about destroying evil using a swork, or a spory, or a smork. Talk to a G'nome and he will tell you!

Then, yesterday, we learned the worst possible news. Good Lord Bishop the 63rd has vanished without a trace. Some say that he was eaten by daemons, others that he was kidnapped by the elves or taken as a souvenir by a tourist... no one really knows.

So we, the citizens of Bishopia, ask the brave, the clever, and the powerful from all corners of Lorule to band together to fight the evil and restore Good Lord Bishop to his throne. Let us act before it is too late, before the evil among us and our suspicions spiral out of control.

- Smorgy Doofits, editor of the Daily Bishopian

In the kingdom of Bishopia, on the lost continent of Lorule, there is no war... yet...

A Brave, Clever, or Powerful Hero's Guide to the Land of Lorule and the Kingdom of Bishopia

Introduction

If you are reading this you are a very clever hero, indeed! Too many heroes these days are leaving Zippy Village or Booty Cove only to be vaporized by the first dragon they meet... its a shame really. So, Good Lord Bishop has commissioned the Society for Divine and Arcane Non-Violence to produce this manual on “How to Not Get Killed Doing Stupid Things.” We were, in fact going to call the manual that until one of the monks pointed out that people were more likely to buy the book if we flattered them.

So, first things first. Do not get close enough to a dragon to get burned. Really it is not hard since dragons have a very bad odor, are constantly roaring and making nasty noises, and are not very good conversationalists. Besides, there really are no reasons for heroes to deal with dragons in the first place as they are a protected magical species and they do not really hoard treasure. You see, it is just this kind of ignorance that gets heroes into trouble in the first place! We are not going to tolerate it.

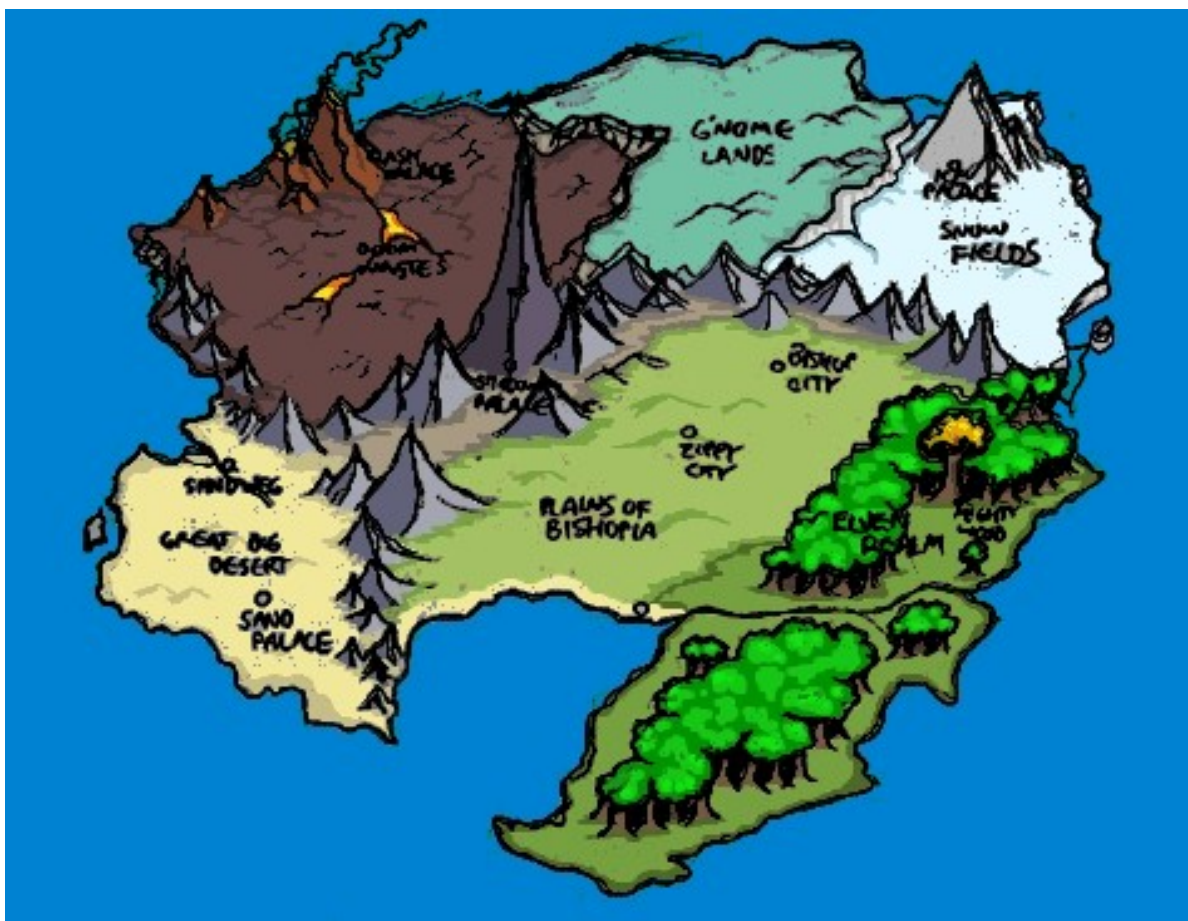
So, if you are interested in “How to Not Get Killed Doing Stupid Things,” please turn to Chapter 1. If you are not, please turn to Appendix A, “How to Create a Binding Last Will and Testament – Idiot's Edition”.

Chapter 1 - The Geography of Lorule

You are standing on the Lost Continent of Lorule.

If you are shocked over that statement, you should have listened better in kindergarten. In fact, I bet that you don't really remember that Bishopia is just the common name for the Kingdom of the Plains... Well, you had better pay attention to the proper names for things from here on out. If you start calling everything north of the Kingdom the “Land Over the Mountains,” like everyone does, you may find yourself buried in a sandstorm when you thought you were heading for the Snow Fields.

Given the state of modern education, we will start at the beginning, with a map of Lorule.



THE LOST CONTINENT OF LORULE - THE KINGDOM OF THE PLAINS, AND THE FORGOTTEN LANDS

As you can see from the map, the Kingdom of the Plains is only a very small fraction of the lost continent. Most of the danger and adventure, and almost all of the loot are in the area commonly called the “Forgotten Lands” or the “Land over the Mountains.” These areas are full of one kind of danger or another, and it is absolutely necessary for a hero to know what to expect in each one.

The Plains of Bishopia

Bishopia and the The Kingdom of the Plains, take their names from the lush green central plain of Lorule. For many generations, it has remained a completely peaceful and idyllic land. It is mostly populated with small villages that raise sheep and farm mushrooms. Chief among these tiny hamlets is Zippy Village. Along the southern coast there are fishing villages, and there is even rumored to be a Pirate town somewhere along Booty Cove. Bishopia City, the capital of the Kingdom, lies in the center.

Also to be found in the plains are old abandoned castles and wizard towers that have been overrun by various beasts. The willing adventurer can find some quick treasure, and the occasional magic item.

Elven Woods

Little is known about the land of the elves. You write down everything known about elves on the head of a pin and have enough room left over for 250 angels. They had been absent from the realm of men for so many generations that some of us at the Society had begin to think that they were just legend.

We did know that the great forest to our east was so peaceful and enchanted that most adventurers who approached it would just sit down and begin meditating before they even got a decent way inside. It was a matter of debate at the Society whether the sleepy forest was the reason that no one saw elves anymore or if all the old stories of elves were just the daydreams of sleepy adventurers. In any case, the enchanted forest definitely killed off the tourist trade, since the only harbor in Lorule was on the other side of that forest.

All that speculation ended when Lelom Dancingshoes, an elf, walked into Bishopia City three years ago. It caused quite a stir at the Society, I can tell you. Your humble writer was one of the wizards called to the palace to meet the little fellow that day. He is really quite a nice boy and tells the funniest jokes you've ever heard... Oh, but I guess you want to know what he was doing in Bishopia!

Lelom had a message for Lord Bishop from the elf king, Laureatriel Swiftbow. The enchanted peace of the forest was about to be destroyed by an elf rebellion. The rebel elves, called dimlocks, are not very much like the elves of legend at all. They live underground in caves, mine gems, and are always grumpy. They were upset that King Swiftbow was chosen as king even though it was a dimlock's turn to be king. Of course they were all sulking in their caves when it was time to choose the new king, so they really have no one to blame but themselves.

The real worry, of course, is that the dimlocks have gone from grumpy to evil. Lord Bishop was quick to send patrols to guard the kingdom from marauding dimlocks, but he couldn't do much more. The enchanted peace holds only as long the elves, dryads, and treants swear to commit no malice in the wood. Sending a human army into the Great Wood could break the peace forever and maybe even create a poisonous environment for the delicate dryads.

Since the dimlocks have stopped paying attention to their oath, the enchantment has lessened and adventurers have journeyed to the elven capitol, Mighty Wood. This great city is built in the branches of a giant tree at the heart of the elven realm. Around the Mighty Wood is held council of all the woodland creatures.

The heart of the Elven Realm is at Mighty Wood, the oldest and largest tree in the world is there. Around the Mighty Wood is held council of all the woodland creatures. Elves, Dryads, Treants and others meet in peace and harmony in this most sacred of places. All are sworn to commit no malice to each other in this place. Thus is peace kept here, if not in the rest of the world.

Snow Fields

The icy expanse of the Snow Fields can be a hazardous place for the unwary hero. Giant ice creatures haunt these lands. The only friends one might find are a few scattered villages of Vikings and G'nomes. In the heart of these frozen lands lies the Ice Palace, wherein is located one of the Sporks of Power.

The southern, more populated region of the Snow Fields is known as the Northerlands. The peoples of this area relish a good fight. Watch your back in the taverns and inns. G'nome Lands

G'nome technology fills the cities and mines in this otherwise desolate land. Although the surface may seem rather bare, the underground is lush with precious metals and gems. Along the Western border of the G'nome Lands lays an escarpment. At the bottom of this cliff are the hot and barren Doom Wastes.

The hills and valleys of the G'nome lands hide bands of Cobols, Trolls and Lumpkins.

Doom Wastes

Beware! If you remember earlier, we were saying that there is very little reason to mess around with dragons? Well that goes double for the Doom Wastes. There is evil in every corner and under every rock. If you go and get yourself killed here, you will be very sad.

Occasionally you may find a guild of wizards in these lands researching a spell. Magic is strong in these wastes, as is the presence of Demonic forces. The worst of the worst are the lava creatures that slither out of the streams of magma and undeads that ceaselessly hunt the living.

Great Big Desert

Dry and desolate, exactly like you expect. There is nothing to see here. Move along!

Well, if you really must know, the only city here is Sand Weg and all they do there is farm

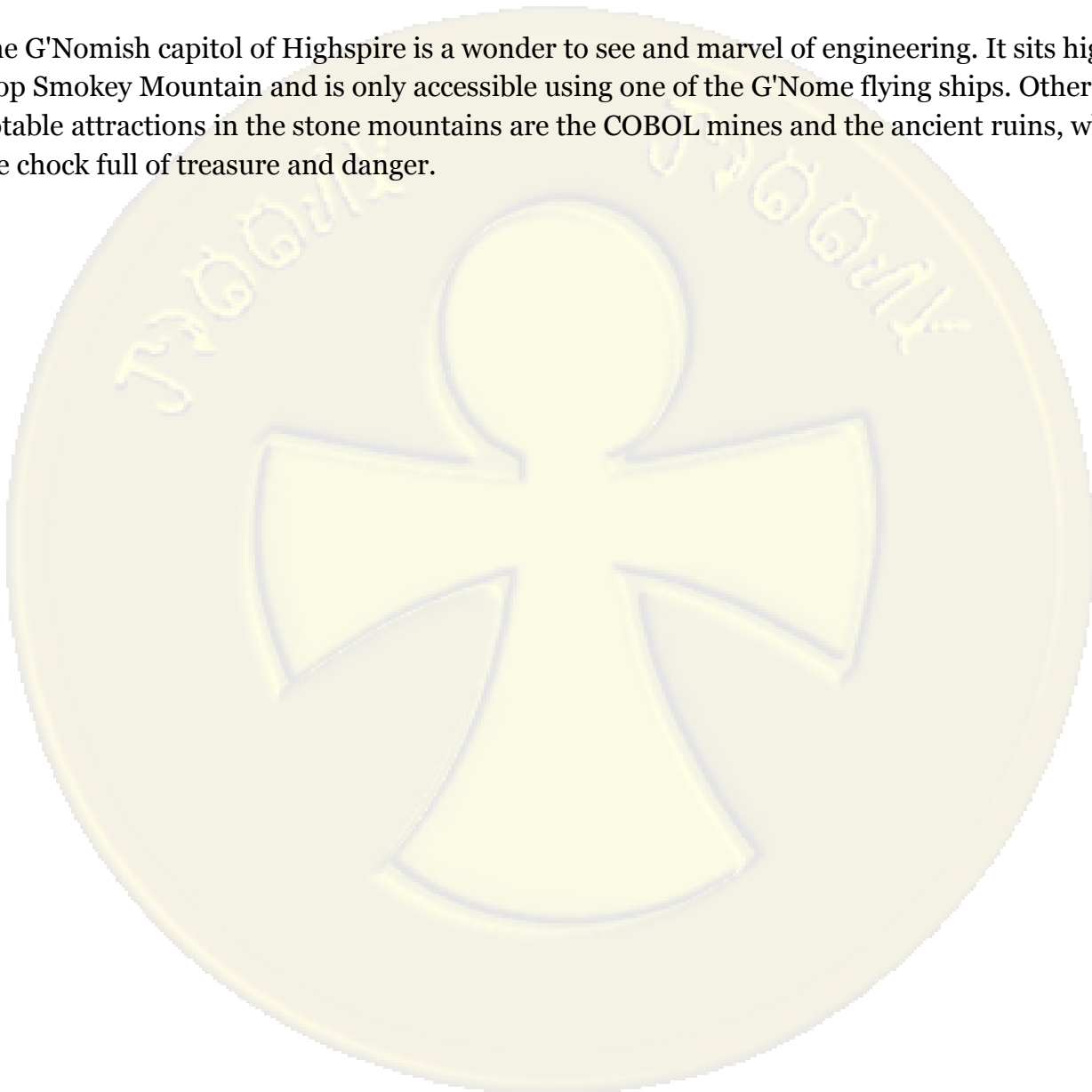
sand. Really, it is quite boring apart from the many poisonous snakes and deadly insects. You may also find an occasional mummy. All of the tales you have heard about vast amounts of treasure and wish granting djinn are not really true.

More often you may find yourself as lunch for a pack of jackals. Please leave this area to the professionals.

Stone Mountains

This is the home of the hardy G'Nome race and the center of their ancient Empire. This range of mountains runs across the length of the continent of Bishopia. Just to the west of center lies the tallest peak in Bishopia, Skully Mountain.

The G'Nomish capitol of Highspire is a wonder to see and marvel of engineering. It sits high atop Smokey Mountain and is only accessible using one of the G'Nome flying ships. Other notable attractions in the stone mountains are the COBOL mines and the ancient ruins, which are chock full of treasure and danger.



Chapter 2 - Choosing your Career

Every young hero needs a career. As so many heroes do, I'm sure a lot of you started out as orphan farmhands, or poor village boys, or shepherds, or some such thing. My own father made earwax candles, but no one gets to choose their parents, do they?

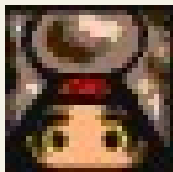
At one time, the careers of all young adventurers were chosen by the Society. We would use aptitude tests, divination, phrenology, and riddles to match up all heroes with their best possible career. At some point, the heroes became disappointed at the number of them that were assigned “pig farmer” and “sand merchant,” so we decided to break with tradition let all young heroes decide for themselves. That coincided exactly with the rise in dragon crispings. I still say it is better to stay with tradition!

After much research, we have discovered that you should decide your career based on “facts” and “education”. So, we have assembled some career advice from famous Bishopians. Let's listen to what they have to say...

Career Advice from Famous Bishopians



Sir Brom the Meaty says - “If you want to grow up to be a good Knight, you have to have strength! It is dead useful for all kinds of fighting: hacking, slashing, bashing, throwing, smashing... you know, all your basic forms of destruction... I wouldn't be who I am today without it.”



Mother Mim says - “Wisdom is necessary for contemplating and understanding what is going on around you, and Great wisdom is essential for truly understanding the Divine Spirit. Oh, the average adventurer may find a use for wisdom from time to time for things like detecting secrets and avoiding poisoning yourself, but I wouldn't really know about such things. I prefer my quiet life or prayer and contemplation, far away from those nasty arcane sorcerers!”



*Zambini the Wizard says - “Intelligence, my boy! That is the secret! How else do you think I leaned all about Magic? Understanding the beautiful mess that is the Arcane Arts takes a quick mind and a lifetime of study. Try to work a spell before you've really learned it and anything could happen, anything! I once knew an apprentice who tried to cast Figlnafinagl's Flaming Flu on a grub bug, and let me tell you... it wasn't pretty. The Arcane Arts not for everyone, and especially not for those mindless sheep that follow the Divine Spirit. Not one of them would last a day as *my* apprentice, let me tell you.”*



Alim Lightfingers, reformed cat-burglar says - “Back when I was young and flexible, I had dexterity leaking out of my ears, so to say. One time I even jumped over rolling boulder and put an arrow in a Lumpkin's eye at 100 paces. Who knows how far I could have gone? If I just could have quadruple jumped over the moat of Lord Bishop's castle, I could have escaped 15 years of slavery in the COBOL mines.”



Hunna, the Holy and Anointed Warrior of the Divine says - “I don't even leave home without good armor these days, what with the undead wandering all over the place. Take this armor I have on now, I'm practically as safe on the battlefield as you are behind these castle walls. There is little point to going out to smite evil when you are knocked out by the fiend's first blow, is there?”

Hero University

The second thing our research showed is that heroes need apprenticeships, internships, and classes to reduce the obscene mortality rate. Here are the general descriptions of the classes offered at Hero University.

Of course, you have opted to buy a book instead... well pay attention to the description of the classes and you may learn something anyway!

Adventurer Class

This class is designed for the Jack-of-All-Trades, or in other words “heroes who can't make up their minds”. Candidates for this class should be able to cast magic spells and use weapons reasonably well.

Prerequisites: Literate, Arcane Magic, Fighting

Note: Do not let your early success make a fool out of you. Part of the price you pay splitting your focus between magic and combat is that it is much harder to stay alive long enough to reach level 20.

Wizard Class

If you are blindingly smart and find yourself accidentally shooting off magic missiles when you sneeze, you may be a wizard and not even know it. In the Wizard Class, we will teach you how to master Arcane Arts into an offensive spectacle. You will get to spend as much as ten glorious hours a day studying ancient arcane tomes in our vast library. In your free time you

can assist your master in his wonderfully insane magical experiments. There will never be a reason to strain your frail body by doing manual labor or exercising.

Prerequisites: High intelligence, Literate, Alchemy, Arcane Magic.

Healer

A Healer works to cleanse the earth of the undead and other evils. She is an able fighter, but is more at home in the back lines tending to the wounded. Her innate healing powers are usable only when unarmed.

Prerequisites: Divine Magic, Banish evil, See Courses Literate

Soldier

A soldier is a master in the martial arts. He cannot use any type of magic, but he can use all weapons and heavy armors. His high health, armor and strength makes him an excellent warrior. The soldier's job is to defend the group and attack monsters too dangerous for the others to rush into.

Prerequisites: Fighting, Defence, Jousting.

Elf

The elf works in strong magic and with bows. He can a little bit of both of those and can be very deadly at range (Sending fireballs followed by a swarm of arrows). His hit points and strength is VERY poor so take care to keep out of close combat!

Prerequisites: Arcane magic, Nature lore., Fighting Literate

G'Nome

A G'nome is very strong in advanced weapons and tricks, such as traps and guns. They are very intelligent, but they are often foolish (Low wisdom) and evolves very slowly. G'nomes are very hardy and have a lot of health (Which makes them a not so bad combat class). If it whirls, clicks or steams, he can operate it.

Prerequisites: Operate technological items, Read G'nomish, Healing Factor, G'nomish Resistance.

Rogue

The rogue is handy in every group. He is very fast and his skills are unique for his class, because no other classes can disarm traps, search and sneak attack as the rogue does. His poison and assassin skills are very handy too. Although he is not the person to charge into battle and start the fight in hand to hand combat.

Skills: Backstab, Disarm traps, Find secrets, Poison use, Acrobacy.

Paladin

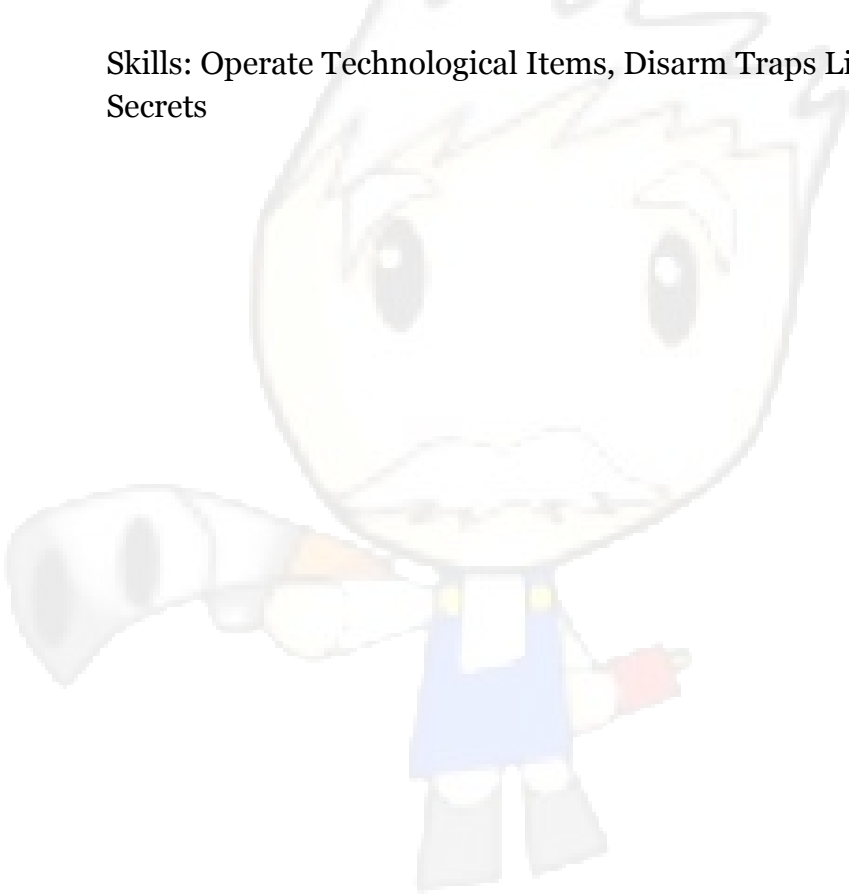
The Paladin is a noble hunter of evil and undead and a true and lawful class. They have the healing skills of a Healer and some fighting skills of the Soldier. The Paladin is the slowest class and has the lowest dexterity of them all. He is also a protector of good and legal things. Paladins gain bonus xp for doing quests. At first level, the paladin is an ordinary soldier, but as he ascends to higher levels he will go his own path to a divine warrior of justice.

Skills: Divine magic, Banish evil, Fighting, Jousting and Literate

Archaeologist

The Archaeologist strives for discovering and exploring hidden secrets in ancient and mouldy dungeons. He is an expert at obtaining treasure that he can bring safely out, bypassing the guardians and traps. The Archaeologist is adept at using whips and guns.

Skills: Operate Technological Items, Disarm Traps Literate, See curses, Alchemy and Find Secrets



The Ballad of Waggle the Woozy

In Highspire lived our friend Waggle.
He loved to drink Grog and to battle
Lumpkin pirates with
Shotgun and grit,
But without common sense it was futile.

Anything that can be done can be done better with
Gonnepowder

– an ancient G'Nomish proverb

Tinkering With Destiny: a G'nome's Guide to Glory

G'nomes are the punchline for a lot of jokes, but we built an empire that covered every land in Lorule, so we must know something. One thing that G'nomes know is tinkering. If you had the time, I show you how to tinker a skysteamer from a pine cone and a keg of grog!

But you want to be a hero, and even if you don't have a g'nomish bone in your body, I can teach you the secrets of tinkering yourself into the greatest hero Lorule has ever seen.

Things you won't learn at Hero University

Those fliberty gibbets at Hero University are always droning on about “how not to do stupid things” and “the 100 ways to get fried by a dragon.” Well G'nomes don't listen very well to reasons *not* to do something.

We want to know what we need to know when we need to know it and forget everything else. So, we are going to dive into adventuring, G'nome style.

1. The first thing you won't hear is that you become a better hero by actually going out and doing things (to gain XP)
2. The second thing that you won't hear at Hero University is that every hero profession gets a special skill when they reach an advanced level.
3. The third thing is not to worry too much about dying because you can respawn

1 - Gaining experience by doing dangerous things

Each time a class gets enough experience, he gains a level up. With each level up the hero's abilities improves. Different classes gain some abilities faster than other classes. Also, other classes may improve very slowly in an ability or skill. Here is a list of how much exp the classes need before gaining a level up:

The EXP stat is the hero's experience. When a hero has enough experience, he or she gains a level and gains more of the other stats. Killing monsters is one way to gain experience, but

each hero class offers its own unique possibilities. For example, an Adventurer may gain a substantial amount of experience for finding a level map, while a Healer benefits from destroying Undead.

LEVEL 1 2 3 4 5 6

CLASS

Adventurer 0 300 900 2700 5400 7500

Healer 0 250 800 2000 4000 7000

Wizard 0 400 1000 2000 4000 8000

Soldier 0 300 900 2000 4500 8500

Elf 0 400 1200 3500 6250 9500

G'nome 0 500 1200 2400 4800 9500

Rogue 0 250 650 1800 4000 8000

Paladin 0 500 1200 2400 4800 9600

Beyond level 6

Gaining a level beyond 6 requires even more experience indicated in the tables above. The higher level a hero becomes, the longer it takes to reach the next level. There is no limit to the level a hero can become.

2 - Class Special Power

Each class has a hidden special power that can only be unlocked by obtaining 10000 experience points (Which is not a easy task). This special power is permanent active as long as the player continues to have 10000 xp. Be warned however, should you die (And thus lose xp), you will need to regain your xp if you lost so much that you went below 10000 xp. You will see a magical glow around your hero (What it looks like depends on your class) to show you have this imbued power. Each class has its own separate special power as shown in this list:

CLASS	Special Ability	Bonus
Adventurer	Class Mastery	+5 bonus to Strength, Intelligence and Dexterity

Healer	Divine Power	Instantly come back to life when killed and may use life as mana
Wizard	Mystic Intellect	+15 bonus to intelligence
Soldier	Weapon Mastery	+2 damage bonus on all attacks
Elf	Magic Surge	Mana regeneration greatly boosted
G'nome	Ancient Blood	Natural Health regeneration
Rogue	Acrobatic Mastery	Can preform triple jumps
Archaeologist	Lucky	Gives a small bonus to everything
Paladin	Crusader	Converts Evil damage to mana

3 - Death and Dying

Death in Egoboo usually isn't permanent, but it's not a good thing either. You will drop both in-hand items, all of your keys, and all the Zorkmids (Money) you are carrying. If you press the Spacebar to respawn, your hero loses 15% of his or her total experience and is returned to the start of the module. In multiplayer games, carry Scrolls of Rebirth or join up with a Healer to avoid these bad effects (Being resurrected this way does not result in XP loss!). In single player games, carry more Life Potions. Be warned: Some special modules do not allow you to respawn if you die (Meaning that you have to restart the module from the beginning again). You never permanently lose your hero from the game (It is always possible to return either by accepting some penalty or restarting the current module). Warning: The more experience you have, the greater the xp penalty for death will be! (For example a hero with 1800 xp loses 270 xp upon death, while one with 7300 xp loses 1095 xp!).

the use of melee weapons. Each point gives a small point to all melee weapon damage. How much damage it increases, depends on the type of weapon you use. Spears for example benefit only +5% bonus damage From your strength (20 strength equals +1 damage). A lance benefits you a great +50% bonus damage derived from strength (14 strength equals +7 damage). The most common weapon, the sword, benefits a 20% strength bonus to damage. Strength also increases the throwing range of all throwing weapons. In addition your strength score affects the knockback power of your melee strikes.

years and years is not as simple as those is the the root of being able to learn new things and solve puzzles! Without intelligence it is impossible to learn or cast even the simplest arcane spell. ability to The INT stat is the hero's intelligence, and affects the use of Arcane Magics. Spells benefit from more damage, effect, control and power from a higher intelligence. Intelligence also helps you identify rare components, ingredients and decipher coded runes and scripts. Lastly your intelligence score affects your resistance against divine spells. Each point of intelligence reduces divine spell damage by 1%.

The DEX stat is the hero's dexterity, and affects the accuracy of ranged weapons. Each point of dexterity increases your chance to hit a enemy. Heroes with less than 10 DEX will often miss about 40% of their attacks. Heroes with above 20 DEX will have autoaim on their enemies (Ranged projectiles will automatically aim in on their target). Dexterity also increases throwing weapon accuracy. In addition your dexterity will affect your heroes movement manoeuvrability.

4 - Skill Description

FIGHTING: The fighting skill indicates that the class can use any weapon that requires advanced training to use.

ARCANE MAGIC: Arcane magic gives the hero powerful offensive and some defensive spells. To use arcane spells, you need different books you buy or find in different dungeons. Intelligence increases your power with arcane spells.

DIVINE MAGIC: Heroes with divine magic can heal other wounded heroes. Also divine magic users hates arcane magic. So if such a hero finds an arcane spell book, that hero should burn the book. Players can use divine magic to cure poison. In addition, this skill enables the player to use rune magic and holy symbols. Wisdom increases healing effectivity.

BANISH EVIL: A divine magical user can use his or her divine power to destroy undead. Some undead can only be hurt or killed by this effect. In addition, some Undead, such as the Vampire, panic when they get hurt by holy damage. This ability is activated by unarmed attacks.

DEFENCE: The defense skill shows that the hero can use heavy, protective, but also more flexible armour types. Heroes with this skill take less damage than other heroes from normal attacks.

JOUSTING: The jousting skill gives a hero the ability to use a lance and charge attack from a mount.

NATURE LORE: The nature lore skill is only available to the Elf. The skill gives the Elf the ability to talk and have contact with nature and wild animals. Wild animals also tend to be more friendly to an elf.

OPERATE TECHNOLOGICAL ITEMS: This skill gives the G'nomes the ability to operate their advanced technological inventions. This includes items such as oil lantern and bear traps. The biggest advantage with this skill, is the advantage of using the deadly weapon of gunpowder (Eg. guns and explosive devices).

READ G'NOMISH: The ability to read G'nomish is very useful in Bishopia. The skill gives the hero the ability to read all sorts of G'nomish writings. Clues on a riddle or a warning is often written in G'nomish.

BACKSTAB: This ability is used by the rogue to murder specific monsters instantly with one deadly strike. Sleeping monsters and attacking unaware enemies from behind are the most common ways to murder creatures.

DISARM TRAPS: This ability indicates that the hero can disarm and maybe even pick up traps for later use.

FIND SECRETS: The find secrets skill gives the hero a high possibility to find hidden and maybe even invisible items, passages, traps or chests.

USE POISON: Use poison is a skill used by the Rogue. The skill gives the hero the ability to use poisoned weapons and poisoned items without danger of poisoning himself (Or his friends).

G'NOMISH RESISTANCE: G'nomes are resistant (If not immune) against all special types of damage (Poison, fire, cold, etc.). This includes the divine healing of the Healer and Paladin. G'nomes are also immune to being grogged (A sort of stunned confusion state).

HEALING FACTOR: G'nomes with level 3 armor using a claw gain a Healing Factor bonus. This will steadily regenerate the G'nomes life points (Stacks with Ancient Blood special power).

SEE KURSES: This ability enables the healer to see any items that are Kursed. Items that are cursed will automatically flash black.

LITERATE: A hero with this skill can read most texts and scripts that are not written in a special language. This skill is required to be able to use scrolls.

ACROBACY: A hero with this skill can preform the feat of double jumps.

ALCHEMY: This skill allows a hero to automagically identify any potion , vial or flask he or she picks up.

Whenever a hero uses a skill special for his or her class, he or she gains bonus experience if he successes with the task. For example a Healer gains extra exp when burning arcane spellbooks or banishing undead, while a Rogue gains bonus exp when backstabbing sleeping monsters.

Equipment and what to do with it

Weapon Types

Your hero has restrictions on the types of weapons he or she may use. Healers, for example, attack with Maces and Clubs and are forbidden from other types. Here is a partial list of weapons, along with details about each one:

Axes and Hatchets

These weapons tend to have slow attack rates, but when they hit, they can do devastating damage to their targets. Axes generally benefit a 25% strength bonus to damage. Axes also have the useful ability to bypass shield defenses.

Swords

Swords are the weapon of choice for large battles, as their sweeping attacks cut through several opponents in one swipe. They are among the best all around weapons and the most common. Swords usually benefit a 20% strength bonus to damage.

Daggers, Cinquanda and Claws

Daggers are known for their deadly speed, often killing an enemy before it can react. They don't do much damage, however, and are all but useless against heavily armoured foes. Another big penalty is its short range. Used much by Rogues. These weapons usually gain between 5% and 15% strength bonus.

Spears, Polearm and Halberd

Spears blend a swift attack with an extra long range, making it possible to damage an enemy with no fear of a counter attack. Some spears can be thrown if stacked. Polearm weapons only give a 5% strength bonus.

Mace, Morningstar and Warhammer

These weapons are best used by strong heroes, and do extra damage against brittle creatures. Favoured weapon by the Healer. Blunt weapons benefit usually a 20% strength bonus to damage

Crossbow and Longbow

Crossbows are powerful weapons, capable of piercing even the thickest plate mail. Of course you might also put a hole in your best friend with one... The longbow has a much faster fire rate and longer range, but is harder to master than the crossbow. Only longbows gain a 5% strength bonus to damage.

Gunpowder

Gunpowder is a weapon used by the gnomes. Its very powerful, but however, the ammunition is limited. Be careful with gunpowder explosives, unless you want to blow up you and your friends.... Gunpowder weapons do not benefit from strength. Water is an sworn enemy to gunpowder.

Other

There are a few other miscellaneous weapons not fitting in the types above. These weapons usually have special purposes or abilities (Such as a torch for giving light and also dealing fire damage).

Armour Types

Each class has 4 sets of armour (Including the one he starts with). With a better armour, your hero will live longer and maybe even resist special attacks. A hero may only wear armour permitted by his or her class. A Wizard likes robes, while 1 2 3 an Adventurer prefers tunics, and a Healer only wears dresses. Finding "better" armour is often problematic, as no one type of armour is the best. Take plate mail for example. This armour provides great defense in hand to hand combat, but it slows down its wearer and Crossbows bite through it. Some armours provide more resistance to specific Attacks (Such as fire, magic or slashing weapons).

Equipment

Another category of items is equipment, things such as Bracelets and Amulets and Boots. To wear a piece of equipment, just grab it and put it into your inventory. Other miscellaneous items cannot be equipped or used in the normal way (Such as keys or gems). These items are automatically used or sold for a lot of money in most shops.

Pets

In Egoboo, you may find a pet. Pets can help find things, help attacking enemies and numerous other simple tasks. You can keep a pet in your inventory, or just drop it on the ground and watch it go. Whenever you "use" a pet in your hand, you will see the stats of your pet. A rebirth scroll can revive a dead pet back to life. Remember to pick up your pet before leaving a module or else you will lose him.

Bloodthirsty Squirrel

This is an aggressive combat pet. He eats enemy bodies to heal himself and grow stronger.

Tundra Bunny

This fuzzy little bunny is cold resistant and can pick up some items and bring them to you. They also bite enemies in combat.

Frog

This green little rascal has a poisonous tounge and can leap very high.

Too see if your pet is doing good, you can “Use” him after picking him up and check his Joy score. The Joy score will adjust itself depending on the amount of wounds your pet has taken:

- :) Perfect condition
- :] Doing okay
- :[A little bruised
- :(Badly wounded

Starting a New Hero

To begin play as a new hero, simply choose click the Start New game button. The menu will now list all the Starter Modules. Each hero class has its own Starter module, to get you used to that hero's style of play. When you beat a module, your hero and his or her inventories are automatically saved (Remember to pick up any items you want to keep before finishing the starter module). Hidden modules may also become playable. It is recommended that you play the adventurer module the first time you play. You can also play as one of the pre-made heroes if you wish (They should come with the package you downloaded).

Other Classes

There are some special rare classes such as the tourist. Find them! They are very rare, so you can search very long before finding one.

Examples of special classes: Tourist, Vampyre and the Necromancer.

Death and Dying

Death in Egoboo usually isn't permanent, but it's not a good thing either. Your hero will drop both in-hand items, all of his or her keys, and all the Zorkmids (Money) he or she is carrying. If you press the Spacebar to respawn, your hero loses 15% of his or her total experience and is returned to the start of the module. In multiplayer games, carry Scrolls of Rebirth or join up with a Healer to avoid these bad effects (Being resurrected this way does not result in XP loss!). In single player games, carry more Life Potions. Be warned: Some special modules do not allow you to respawn if you die (Meaning that you have to restart the module from the beginning again). You never permanently lose your hero from the game (It is always possible to return either by accepting some penalty or restarting the current module). Warning: The more experience you have, the greater the xp penalty for death will be! (For example a hero with 1800 xp loses 270 xp upon death, while one with 7300 xp loses 1095 xp!).

Player Display

Each player has a little portrait on the right side of the screen, with one or two status bars below it and two more little pictures to the left and right. The hero's name (abbreviated) and money (Zorkmids) is located above the Empty portrait. The portrait itself indicates the Health

your physical appearance and armour. The Divine Mana image to the left of the portrait shows the Poison weapon in the your left hand, the right Special Effect image is your right hand. The red status bar Arcane Mana is your life. When this bar is empty, your hero dies. The other bar is mana, the magical energy of your hero. Mana comes back with time, but impatient folk drink mana potions... If your status bars change colour, it means something is unusual. For example, the life bar may change to green if you are poisoned.

Status Condition Types

There are different types of afflictions a hero can have in Egoboo other than normal hit point damage. Many are caused by special powers or spells These effects are described below in detail:

Burning - Some fiery effects can set a hero on fire. A hero that is on fire will take continually small amounts of fire damage. Examples are the fire ball or a dragons breath weapon. The Restoration spell or soaking yourself in water will usually kill the fire.

Dazed - This is type of confusion from some sort of impact and causes difficult and uncontrolled movement. Examples are the Meteor spell or the Whip weapon. No spell or effect can remove this status.

Energy Drain - Energy Drain lowers your max life and is usually permanent! Examples on creatures that cause this are the Ghosts and Vampires. Life lost this way can be restored trough the Restoration spell and is replenished automatically when you complete a module.

Frozen - Some cold effects renders creatures frozen. This slows or completely stops their movement speed in addition to lowering dexterity, armor and jump power. Duration and effect varies and usually stacks. An example that causes this condition is the Frost Nova spell. Restoration removes this effect.

Grogged - A type of confusion from wooziness in the mind. An example is the confusion spell. No spell or effect can remove this status. A creature that is both dazed and grogged is in trouble...

Invisible - A creature that is invisible cannot be seen by other creatures unless they have a special ability that lets them do so. Invisible creatures can move past or attack other creatures without losing their invisibility. Some creatures have this special ability and invisibility can also be gained from the Unseen spell. Only the Seeing spell or a similar effect let's heroes see invisible.

Kursed - Items that are cursed cannot be dropped or unequipped. In addition they usually also give some negative effect to it's holder. Creatures that are cursed by some spell effect or trap gain lot of different penalties on their stats. Only a Restoration or Unkurse spell can rid a hero of a Kurse.

Panicked - This condition only applies to monsters and NPC's. Sometimes creatures get panicked for some reason. This may because of some spell, poor morale (Team-mates or boss killed for example), because of it's natural fears (Trolls fear fire and vampires holy for example) or lastly it may just be cowardice. Creatures that are feared run away and ignores everyone else for a period of time. Some creatures may regain their courage when a new leader arrives, they are healed or when backup arrives.

Paralysed - This status indicates that the player or creature affected cannot move their hands and/or the rest of their body (Depending on strength of the effect). Examples are the Fright monster or the Bind spell. Disenchant or Restoration can dispel this effect.

Poisoned - Poison constantly saps away the victims life points until the duration runs out or the victim dies. Amount of damage and duration depends on the strength of the poison and it's source. Poison always stacks. Examples are the Tranch monster or poisoned weapons. Healing effects or Restoration removes poison.

Spells

Sustain - Sustain is creating a effect that lasts over time (Often things like summoning a monster or enchanting a weapon). As the sustain effect is active, your mana will be constantly drained bit by bit. When all your mana is consumed, the spell will automatically discharge and dissappear. You can usually deactivate (Dismiss) sustain spells by casting the same spell again from the same spellbook.

Instant - You pay a amount of mana and get instant result and effect. Instant spells are usually used in combat and are useful because of their quick casting time. The downside with instant spells is that they often cost more mana than channeling spells (Or do less damage/effect).

Channel - With these spells you must cast the spell and sustain the magical energy before unleashing it on your unlucky foe. To do this, just hold down the attack button while holding the spell in the same hand. When some time has passed and the spell has charged (May take anything from 1 to 10 seconds) release the attack button to cast the spell. If still nothing happens, it may be that you don't have enough mana to sustain the whole channeling process, that you are too low level to cast the spell or that there is no target the spell can be cast on. Channel spells almost always take longer time to cast, but the mana cost may be lower and the effect more powerful. With some channeling spells (Such as the Missile spell), the longer you charge, the more powerful the result becomes.

Level

This describes the difficulty of the spell. Higher level spells require more skilled and powerful casters. Low are usually for 1-2 level heroes, Medium for levels 3-4, while High are for levels 5 and 6. If you are too low level the spell may simply fail or lose control!

ARCANE SPELLS

Books of arcane Magic are everywhere in Egoboo, all you have to do is find them (Some can be bought while some others can only be found in dungeons). Each Book contains one spell, usable by any arcane spellcaster. Healers would rather burn the Books... To cast a spell, simply pick up a book and press the use button. If that doesn't work, try holding in the button for a while to charge up the spell (Called channeling). If it still won't do anything, you may not be advanced enough to use it, or you might need to use it around a specific type of creature or item, or you might just be unlucky. Below is a description on all arcane spells in the world of Egoboo:

ANIMATE

This will animate a body to become your undead servant (A zombi). The body animated must be of a humanoid creature. A body can only be animated once. Animate is a Necromancy spell.

Casting Time: Sustain

Level: Low to High

BERSERK

When Berserk is cast, the subject will go into a blinding rage which will greatly enhance his or her combat abilities. First of all, life is greatly increased, secondly all damage is increased and lastly the heroes strength is also boosted (Which may also increase damage for melee weapons). There is a drawback with this spell: While in rage the hero will constantly lose a minor amount of life and he cannot end the rage willingly without the help of the caster (Who can either dismiss the spell or run out of mana).

Casting Time: Sustain

Level: Medium

BRIDGE

Creates a walkable bridge of solid light. Handy for getting over rivers, pit traps, streams of lava, etc. You can also dismiss the spell... Especially if it is over a pit with a huge monster on it.

Casting Time: Sustain

Level: Medium

BURNING HANDS

Creates a blast of fire spawned out of the casters hands. Does area effect fire damage and may set enemies afire (Dealing some damage each second). Damage dealt increases with intelligence (Every 3 points over 14 increases fire damage by +1, to a maximum of +5 damage at 27 intelligence).

Damage Type: Fire

Casting Time: Instant

Level: Low

BIND

This spell fully paralyses a creature in the spot it is currently standing. The victims wisdom increases it's chance to resist while the caster's intelligence decreases the chance.

Casting Time: Sustain

Level: Medium

DEATH CLOUD

After casting this spell, the caster will conjure clouds of deadly gaseous vapeours. Any creature passing trough it will rapidly lose life trough poison damage. This spell does not damage the caster (But it still damages his or her allies).

Damage Type: Poison

Casting Time: Channel

Level: High

ENCHANT WEAPON

This spell will enchant the weapon (If any) in the casters other hand. The weapon becomes magical and deals extra damage. Will not work if the caster does not have a normal weapon to enchant.

Damage Type: Magic

Casting Time: Sustain

Level: Low

FIREBALL

A devastating area effect spell, shooting a fiery ball of inferno to consume multiple foes at the same time. Power, accuracy and control increases with each level. Be carefull with this spell

not to hit your friends with it!

Damage Type: Fire

Casting Time: Channel

Level: Medium

FROST NOVA

Casting this spell will unleash a blast of icy coldness around the spellcaster. The spell will do a little damage and slow (If not freeze) any creatures caught in it for a few seconds. Very handy for quickly getting away in close combat situations.

Damage Type: Cold

Casting Time: Instant

Level: Medium

GIANT

This spell will resize the player and enlarge him to a giant form. While in this form, he can stomp smaller enemies, crushing them under his feet.

Damage Type: Crushing

Casting Time: Sustain

Level: Low

HASTE

This spell will enchant the caster or one of his friends to boost his or hers speed considerably. Additionally, this spell slightly increases dexterity, defense and jump power. The spell requires a certain amount of level before it can be cast (Or else it will just fail).

Casting Time: Sustain

Level: Medium

ICICLE

Summons a few icicles, working as a trap and falling to any enemy who walks beneath them. These falling icicles will trap their enemies and pin them down for a short period of time.

Damage Type: Cold

Casting Time: Channel

Level: Low

IDENTIFY

Identifies any items the hero has in his or her inventory.

Casting Time: Channel

Level: Low

LEVITATION

This spell will make the hero levitate a short distance over the ground. This is handy for ignoring traps, lava, damage tiles or the like.

Casting Time: Sustain

Level: Medium

LIGHT

Summons a feary to light your way. Consumes tiny bits of mana while summoned.

Casting Time: Sustain

Level: Low

METEOR

This advanced spell summons a fiery ball of molten lava and sends it (Hopefully) down on his or her enemies. The meteor will daze them for a short while in addition to damaging the target. A high intelligence is required to cast this spell with good control.

Damage Type: Fire

Casting Time: Instant

Level: High

MISSILE

Shoots a couple of missiles. Experienced spellcasters can shoot more than 1 missile at the same time (Releasing a swarm of missiles later).

Damage Type: Zap

Casting Time: Channel

Level: Low

MORPH: LUMPKIN

Changes the player into a Lumpkin creature. Lumpkins will regard the player as a friend as long as he does not bust his disguise. Lumpkins have a very high dexterity (Making them useful in ranged combat), but low intelligence and wisdom.

Casting Time: Channel

Level: Low

ORB STORM

Spawns a horde of orbs and shoots them from your hand. Each orb deals damage in addition to dealing a special effect (Blue orb = Cold damage and Freezing while Yellow orbs do electricity in addition to Dazing your enemy for example). This spell is channeled for more power.

Damage Type: Special

Casting Time: Channel

Level: High

PROTECTION

Generates a protective shield around the caster. This shield increased defense and deflects incoming missiles.

Casting Time: Sustain

Level: Low

RING OF FIRE

This spell will unleash a ring of raging fire around the caster and damaging everyone near (Including the caster!). The caster will take only partial damage, but the other victims take full damage. The longer this spell is charged (Depending on the hero level), the more powerful the blast will be.

Damage Type: Fire

Casting Time: Channel

Level: Low

ROT

Transforms any body into a rotting bomb which will explode when creatures come too close to it.

Damage Type: Evil

Casting Time: Channel

Level: Medium

TRUESIGHT

Lets the player see any invisible monsters, items or chests hidden to the normal eye. The spell will also reveal all kursed items in the same manner as the Healer skill See Kurse for the duration of the spell. Will make the eyes of the caster glow. This spell may be cast on friendly targets too.

Casting Time: Sustain

Level: Low

SHIELD

Shield is an another defensive spell like Protection. As opposed to the spell Protection it will give a greater amount of defense bonus and absorb some damage from all types of attacks. Additionally, the spell will reflect any incoming missiles back to their origin.

Casting Time: Sustain

Level: High

SHOCK

A touch attack dealing electrical damage. Ignores the protection of any armor the target may be wearing.

Damage Type: Zap

Casting Time: Instant

Level: Low

SKULL TRAP

While channelling this spell, you create a magical trap on the ground that looks like a skull. Any monsters who comes too close to it, will trigger it and unleash a fire blast.

Damage Type: Fire

Casting Time: Channel

STORM

Summons a thunder bolt from the sky to hit a single target. If the player has to little mana to summon the bolt, a rain cloud will be summoned instead (And any used mana is wasted). This spell always hits and ignores any armour if it is cast successfully.

Damage Type: Zap

Casting Time: Channel

SWORD WALL

Summons forth a volley of falling swords, forming a protective wall. The spell will also damage any creatures happening to be in the path of the falling swords.

Damage Type: Slashing

Casting Time: Channel

Level: Medium

TELEPORT

This advanced spell will teleport the caster a short distance away. This spell is very usefull to pass obstacles, get out of melee combat and get over pit traps and such.

Casting Time: Channel

Level: High

THE UNSEEN

This spell will make the caster or any friendly target invisible.

Casting Time: Channel

Level: High

ULOCK

This very useful spell will unlock any locked chest, door or gate (Unless it is a very special door or is warded against magic).

Casting Time: Channel

Level: Low

WHIRLWIND

This advanced spell will sling your enemies into a desired direction (Preferable into a pit of lava or something nasty like that). The spell itself does not do damage to the target. This spell requires a lot of skill to use effectively, but can be deadly if cast by the skilled wizard.

Damage Type: N/A

Casting Time: Instant

Level: Medium

DIVINE MAGIC

Divine Magic is accessed through relics, holy runes and the like. They can be found in dungeons or be bought in special shops. They cost divine mana to use and have usually more boosting, informative, protection and healing type spells rather than damaging and destructive ones such as Arcane spells often have. Divine spells are used and activated in the same way as Arcane spellbooks are.

COMBAT BLESSING

Combat Blessing gives all nearby allies including the caster him or herself a small useful bonus to armour, damage and speed. Secondly creatures affected by this spell gain double effect from healing spells (And can be healed by magic even if they could not before). Be warned! Nearby enemies will also benefit from this spell if it is cast when they are in the area!

Casting Time: Sustain

Level: Low

CONFUSION

The confusion spell dazes and grogs all creatures within an area of effect that the caster aims at. The confusion effect lasts for a considerable time. High wisdom is required to cast the spell with control.

Casting Time: Channel

Level: High

EVILWARD

This spell causes the target to become almost immune to damage from evil. Evil damage includes poison and dark magics.

Casting Time: Sustain

Level: Low

FIREWARD

This spell causes the target to become almost immune to damage from fire.

Casting Time: Sustain

Level: Low

FROSTWARD

This spell causes the target to become almost immune to damage from cold.

Casting Time: Sustain

Level: Low

HOLY BOLT

This spell shoots a bolt of holy fire. It will damage undead and demons. It will usually heal other creatures (So it can be useful as a ranged healing spell!). Every two points of wisdom increases damage the bolt deals by one (Or heals).

Damage Type: Holy

Casting Time: Channel

Level: Medium

LIGHTNINGWARD

This spell causes the target to become almost immune to damage from lightning.

Casting Time: Sustain

Level: Low

RESSURECTION

This powerful spell will revive any fallen ally or mount from the dead at it's current spot. The target does not incur any experience penalty if brought back this way! A hero that is revived is fully healed and cleansed. This spell has a fairly long casting time, so it is often useless in the heat of combat.

Casting Time: Channel

Level: High

RESTORATION

The Restoration spell will wipe all negative effects on the creature, including all poisons, curses, side effects, etc. In addition the spell will dispel any cursed items the hero has in its hands or inventory. The spell will also heal the target 1 life for each wisdom the caster has.

Casting Time: Channel

Level: High

MONSTERS

Some wise men of Bishopia have created a book about the monsters seen by brave adventurers. At least about those that didn't kill these adventurers before they were able to get away...

Crab

Danger: *

Well, this is what it is. A crab, not a monster. However, crabs are very easily enrageable, and they often go mad if they see someone enter their territory. Their claws may hurt, but they are really weak, so don't worry about these too much. Can be found at wet places.

Grub Bug

Danger: *

These are just big green bugs that often come in masses. They're neither really dangerous nor even evil. However, they hate being bumped, and they bite if someone does so.

Fright -

Danger: *

They really look far more dangerous than they actually are, although they're nasty. Blows with normal weapons do not affect them, but they can be kicked away this way. Try not to touch them directly though, or you won't be able to move your arms for a while. This can mean your defeat in the heat of the combat, so beware...

Mosquito

Danger: **

Well, there's not very much to be explained about these. They are nasty, but you should actually know them yourself. Oh, and maybe they are a little big...

Cobol

Danger: **

This bearlike looking creature can be found almost anywhere. They like to mine around, but they like even more making slaves mine around for them. Although Cobols can handle a good deal of weapons they usually aren't very dangerous. However, watch out for their bows, especially if one of their captains is around...

Lumpkin

Danger: **

These strange-looking creatures have a dark purple skin and are very skilled with ranged weapons, as well as in flying airships. Because of this Lumpkins often become air pirates. Should you meet one, no matter if on solid ground or in the air, the only thing you have to watch out for is their ability to use gonnies.

Ghoul

Danger: **

They are dead. As dead as someone can be and still walk around. And they are evil. This is the work of really black, necromantic magic. Ghouls try to kill every living thing they see, and they actually are strong, but they also are very slow. If you should ever meet one, run - no matter how often you strike them down, they will always stand up again and get even more evil. Only high holy magic might be able to heal their souls and stop them from walking around...

Ulna

Danger: **

Skeletons with weapons. Really, it's that simple, they are nothing but skeletons with weapons. Oh well, maybe there is another difference - compared to normal skeletons they actually move...

Gelfeet

Danger: **

Nobody really knows what these strange cubes actually are. They are not very quick, but beware not to run into one, or else you might end up in its belly...

Bull Wolf

Danger: **

These creatures can be described as a big combination of a dog and a wolf. Their bites hurt, but they are not evil. They just obey the orders of their rider. If they do not have such a rider, they do not move. They live at various places, and thus some of them have changed their look, as well as their abilities, a bit.

Mephit

Danger: **

These can be described as winged demons, flying around to search for their prey. Their color depends on the type of the mephit, of which there are four different ones. Overall, however, they are rather weak.

Grub Mum

Danger: ***

Now this is a REALLY fat green bug. It's the mum of all those grub bugs, and essentially also just the same, with the exception for being a lot bigger. Being bit by this one really hurts, and blows seem to just go poof on her. However, she usually just runs away if sighted, so nobody managed to kill her yet.

Tranch

Danger: ***

This basically are just big, fat, brown spiders that jump around. However, they hunt for their prey like this, and unfortunately they usually regard adventurers as their prey... Their bites are poisonous, so beware. Yet they have the bad habit of getting crushed between doors...

Squidgie

Danger: ***

One cannot really describe what type of monster this exactly is, but some things are fact: It likes water, no matter what temperature, and it will zap you dead if you manage to get too close to one. Fight them with ranged attacks and keep them away.

Frost Lizard

Danger: ***

This lizard-like creatures can only be found at very cold places. It crawls over the snow and the ice and just turns around randomly. They have some kind of shell, so you can only damage them by attacking their weak point - their mouth. Unfortunately, however, this mouth spits out deadly ice clouds...

Trog

Danger: ****

Gigantic green or brown frogs. This is what they are. However, they like to wield spears and

crossbows as weapons, and combined with their speed this makes them deadly enemies. Even worse, they almost always come in groups. Should you meet one, prepare yourself for a hard fight.

Necromancer

Danger: ****

These are mysterious dark figures, concealed by dark robes. They look just as evil as their necromantic magic is, and they also know how to use a weapon, so beware.

Rust Monster

Danger: *****

Nobody has actually ever met this monster. However, there is a legend about it. This legend says it is a gigantic insect-type monster that loves to eat rustable weapons and equipment, and uses these to heal its wounds. Nobody knows if this monster actually exists, but should you ever meet it, better fight it with wooden weapons and leather armor or powerful magic.

Troll

Danger: *****

Very little is known about trolls. It is said that they can regenerate their wounds in no time, and that their kicks are as deadly as the kicks of a dozen horses at the same time. It is said that they prefer cold places.

Lich

Danger: SUPER

Well... Unfortunately, not much is known about this monster, except for it being incredibly powerful. It is in fact so powerful, that the adventurer having sighted it ran for his life after one hit. He managed to tell us its dangerousness, but a few minutes later he died because of

his wounds. Thus, if you see one: RUN FOR YOUR LIFE! DO NOT TRY TO FIGHT IT!

Deamon Lord

Danger: SUPER

It is said that this is the strongest demon in the whole world and that it summons all the necromantic monsters we know. However, this is just a rumor, and you better forget about it again...

Various Egoboo sites:

<http://egoboo.sourceforge.net/> – Official Egoboo website

<http://egoboo.informe.com/forum/> -Egoboo Community forum

http://egoboo.informe.com/wiki/index.php/Main_Page -The EgoWiki

<http://www.geocrawler.com/lists/3/SourceForge/6669/0/> -an archive of the old egoboo discussions.

<http://zippy-egoboo.sourceforge.net> -Old Egoboo community devolpment website

<http://www.artistcollaboration.com/users/aworkinprogress/Software.htm> -Egoboo C++

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Feel free to report any errors or bugs you find and thank you for downloading Egoboo! If you have any problems running the game, dont hesitate to contact the forums.