

# ALBION



# ALBION





Blue  
Byte

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All the bands from whose music I was able to draw a lot of energy and strength which were necessary for working on such a project.	

## FOREWORD

Nobody likes to read long forewords, especially when they express opinions that the players should form themselves. However, we hope that this foreword will help you play Albion by telling you what we had in mind when we designed the game.

Albion is a role-playing game. As such it contains many battles and puzzles in dark mysterious dungeons and relies upon the careful development of your initially weak characters. This has proven in the past to form the basis of many of the best role-playing games.

Many current role-playing games favor easily understandable action and plots, at the expense of the story. In Albion, the game play and story-line work in harmony.

Another distinguishing feature of Albion results from the fact that we have tried to make the cultures in the game as vibrant and lifelike as possible. You can talk with a large number of characters in the game although not everything they tell you will be relevant to your quest. For example, you can ask people you encounter about information on their cultures, even though this may not help you to solve any puzzles.

In other words, there is a world full of information available to you and although it can be played this way, you do not need to write down or remember any details. At any time, you can learn more about both the world and its cultures, from your conversations.

In addition to its traditional role-playing contents, Albion has been designed as a journey through a strange, new world. How you travel through this world - in a straight line with only your mission in mind, or with many detours and conversations with other characters - is entirely up to you.

We have put enormous effort in the diversity of the game's locations, and less in long passive sequences. Please let us know your opinion about the game. Our future designs depend upon it!

And now: let the journey begin!

The Albion team

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## Installation

### Important!

Please read the README.TXT file on the game CD. It contains last-minute information that could not be included in this manual. Please read this file carefully before playing the game!

You must have MS-DOS® version 5.0 or later or Windows® 95 installed on your PC to play ALBION. Additionally you will need at least 3 MB of free hard disk space, and a Microsoft® compatible mouse.

### MS-DOS®

1. Insert the ALBION CD into the CD-ROM drive.
2. Type the drive letter of your CD-ROM (normally either "D" or "E"), followed by a colon. Press the ENTER key. Example: [D:]
3. Change to the ALBION directory by typing [CD \ALBION] and press Enter.
4. To start the installation, type SETUP and then Enter.
5. Follow the instructions of the installation program, see INSTALLATION PROGRAM below.

### Windows® 95

1. Insert the ALBION CD into your CD-ROM drive. If ALBION is not installed the installation program will start automatically.
2. Follow the instructions of the installation program, see INSTALLATION PROGRAM below.

## Installation Program

1. Once the installation program starts, click "Install ALBION" on the main screen.
2. Select the target drive by clicking the letter of the drive where you want ALBION installed; you will only be able to select drives with enough free space.
3. Specify the directory into which you want ALBION installed.
4. The files are now copied to your hard drive. You should get a message stating "ALBION installed". When this appears, click the OK button. Next you need to configure your sound card.

## Configuring Sound

1. Click on "Configure Sound Hardware" on the main install screen.
2. Click on "Select and Configure MIDI music driver". Select your sound card and let the automatic configuration set up all the values for the sound driver.
3. Click on "Select and Configure digital audio driver". Select your sound card and let the automatic configuration set up all the values for the sound driver.
4. Select "Done" from the menu. This will return you to the main installation menu. Select "Exit Program" again, to exit the installation process.

## Starting Albion

### MS-DOS®

1. Insert the ALBION CD into your CD-ROM drive.
2. Change to the hard drive where ALBION was installed. The installation program default is the C: drive. To change to this drive, type [C:].
3. Change to the ALBION directory, by typing [CD\ALBION] and Enter.
4. Now type [ALBION], and press Enter, to start the game.

## Windows® 95

1. Insert the ALBION CD into your CD-ROM drive. The Windows 95 autorun screen will appear automatically.
2. Click the "Start" button on the autorun menu and ALBION will start.

### Important!

**Make sure your sound card is correctly installed and working in Windows 95® before you begin installation. Please refer to the Windows 95® online help for details.**

### Hint:

You can change sound settings later on by starting the SETUP program in the ALBION directory, on your hard disk. Or by clicking on the Sound Setup box in the ALBION Windows® 95 autorun box.



### Tip:

If you have any technical problems or questions about ALBION, please call our HOTLINE. Before you call, please have detailed information about your computer system and its configuration. Include details of your HARDWARE (such as installed sound and graphics cards, as well as processor and memory details) and installed SOFTWARE (such as details of your operating system and version).



Call our US hotline at: (847) 534-7934 Monday to Friday from 1 p.m. to 5 p.m. Central Time, or email us at [hotline@bluebyte.com](mailto:hotline@bluebyte.com).

Alternatively, for all European territories (except Germany, Switzerland, and Austria), you can call our UK hotline at +44 (0) 1604-259090 Monday to Friday, from 2 p.m. to 6 p.m. UK time or email [hotline@bluebyte.co.uk](mailto:hotline@bluebyte.co.uk).

You can learn more about our latest products on our INTERNET WWW pages at any time! To access our pages, set your WWW-browser to

**<http://www.bluebyte.com>**

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## Introduction

In 2227, Earth made its first step on the road to galactic travel, when a group of scientists accidentally discovered the over-c drive. They also discovered its first and most important rule of use: do not activate it near a large center of gravity.

At first, it appeared that the research team had been fooling around with unstable sub-atomic particles. However, once the data concerning their experiments had been extracted from the databanks (which were luckily stored far away from the epicenter of the nuclear blast), the truth came to light. Soon after their deaths, a ceremonial plaque, commemorating the scientists and their sacrifice for humanity, was placed next to the crater.

It didn't take very long for everyone to realize that the development of a practical form of interstellar travel opened up new worlds - even entire galaxies - that could be used and exploited. This came as a relief to the multinational companies that were becoming increasingly concerned, since Mother Earth seemed to be slowly sinking into a catatonic state. The majority of these large companies started making plans on how to exploit the universe in a neat and efficient manner.

The initial enthusiasm dampened when the costs of an expedition to another star system were calculated. The over-c drive takes a ship from one star system to another, but in order to get far enough away from any large centers of gravity, conventional propulsion methods were still necessary. The costs to build, equip and crew a ship capable of extracting and returning such raw materials would be astronomical. It became clear that if a ship of this size were sent to a distant planet, then the planet would have to be rich in resources to economically justify such an expedition.

Soon the companies began to send probes to distant solar systems, in search of suitable planets.

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In 2229, the DDT Corporation catapulted a deep probe into a previously unknown solar system where it had an unobstructed view of many surrounding systems. Each planet was carefully scanned for valuable materials and the data was sent back to Earth, where it was continuously evaluated by the company's Artificial Intelligence Systems. Most planets were rejected. Some were considered, but the company wanted to make as much profit as possible on such an expensive project.

Then they discovered what was later called the "Nugget".

It was a medium-sized planet, circling a star called Fabricotti 342, at about the same distance as the Earth orbits the sun. It had no moons and was apparently covered by a thick layer of clouds. When its data was passed through the AIs, the machines reported uncharacteristic readings. Before the machine's instruments had time to rest, DDT executives around the world were being called. This was top priority. On the star-maps, the Nugget stuck out like a sore thumb. No other planet had such a high concentration of valuable raw materials. Any space beneath its surface that wasn't filled by mineral oil or uranium was crammed full of other rare elements.

The very same day, an urgent message was sent to the company's biggest and most expensive ship - the TORONTO.

While the TORONTO was crossing hyperspace to the new planet, preparations by the first exploration team were being made on-board.

The shuttle, which was going to take a government inspector and a DDT pilot to the "Nugget", was fully fueled and inspected. All equipment necessary for investigating the desert planet was already stowed and secured.

The inspector's task was to monitor the corporation's activities and report any irregularities to the proper government agencies. However, the DDT

corporation did not send the shuttle for his benefit. Before they sent the gigantic TORONTO towards the planet by conventional drive, they wanted to be sure the probe's data was accurate and the mission would pay off.



- NUGGET -

Once the ship had converted itself into a factory complex on the planet's surface there was no turning back.

They chose Tom Driscoll as the pilot of the shuttle. In spite of his young age, 28, he was one of the best pilots the corporation had. He had already made numerous exploratory flights, it was certain he could successfully carry out this mission as well.

Inspector Jonathan Beegle, one of the two government officials on board the TORONTO, was to accompany him during the exploration. Beegle intended to collect information on the planet which he and Rainer Hofstedt,

his scientific assistant and fellow government official, would then evaluate. The results of these evaluations would determine if the plans intended for "Nugget" could be carried out safely.

Because of his high rank and his relationships with officials in the highest levels of government, Beegle was treated with distant caution by the crew. He could mess things up too easily and ruin a profitable business venture. The fact that Beegle had already had several trivial arguments with the captain of the TORONTO didn't make matters any better for Tom either. Still, Tom kept his cool. As a shuttle pilot, he was used to dealing with bureaucrats, and he wasn't about to lose any sleep over this one.



- TORONTO -

The TORONTO emerged from hyperspace in a shining sea of light and energy at the edge of the Fabricotti system.

Tom Driscoll was lying in his quarters, sleeping.

## Let's go

After the introduction sequence, the MAIN MENU appears. The following options are presented to you:

### Continue game

Continues a game at the point you last saved it. If you return to the main menu during the game, this option will return you to the game already in progress.

### New game

Start a new game.

### Load game

Load a previously saved game.

### Save game

Save your current game status and location on your hard disk.

### Options

Enter the Options menu, where you can adjust various aspects of the game.



### View intro


This option allows you to view the introduction sequence again.

### Credits

If you've always wanted to know who makes these fantastic games, this is your opportunity to find out. (Warning: the credits sequence includes pictures of the developers.)

### Quit game

Ends the game and returns to your operating system.

 To start a new game, choose "New Game".

At the beginning of the game, you will find yourself on board the TORONTO.

The main character of this game, Tom Driscoll, wakes up from an uneasy sleep shortly after the TORONTO has emerged from hyperspace. Since Tom is the pilot, it is his choice to determine when to begin his exploratory flight. He should decide if he has sufficient time to get the things he needs to take with him on the flight, exchange a few words with his colleagues, or go to the shuttle bay and take off immediately.

Either way, he should call up some data from Ned, the Artificial Intelligence System on the TORONTO. This "artificial intelligence" is actually a giant supercomputer. It controls the entire ship and, after landing the factory complex on "Nugget", will supervise the extraction of the raw materials from the planet.

Ned has a peculiar feature: communication with the system is not carried out via keyboard or any other mechanical input systems, but through an android body! It looks and moves like a human being, but it is really just a wandering input/output device, which is connected directly to the central AI system.

For the crew it is like having a conversation with a real person - a lot more pleasant than more traditional methods of data entry.

## The Game System

Essentially, ALBION is a typical role-playing game. If you are already familiar with this type of game, you can safely skip this section. However, if you have never played a role-playing game before, please read the following section carefully.

### What is a role-playing game?

A role-playing game, in the broadest sense, is the simulation of a new and often alien world or experience. As the player, you control one or more CHARACTERS (called a party) and try to act appropriately.

During the game, you will meet various people and creatures. You will be able to speak with them, ask them questions, trade with them, fight with them, learn from them, and much more. Some of these people will accompany you on your journey. Others will try to cause you harm. Friends may become enemies and enemies your best comrades. Some will desert you, others will unexpectedly help you.

You will become acquainted with new people and cultures - with all of their good and bad characteristics. You will use their objects and tools, eat their food, and rely on their healing methods. You will also learn to understand and respect this new world and its cultures.

As in real life, each one of your party members have various SKILLS. Some SKILLS are particularly prominent from the beginning, others must be improved by training. While one character is a good fighter, another may be good at picking locks. All of these skills can be increased by gathering EXPERIENCE and TRAINING, which will allow you to deal with situations appropriately.

The individual skills are measured in **SKILL POINTS**. Using these, you can see which character is best suited for a particular task.

Thus it is smarter to send into battle a strong warrior with good weapons and many combat skill points than it is to send a weak, exhausted pick-pocket with a kitchen knife.

**Hint:**

Starting on page 48 you will find a detailed description of all skills, attributes, and conditions that define a character. An explanation is also offered for further developing these properties.



During your journey, you will continue to face new, worthwhile challenges. Various events and people will influence your actions. Only with much skill and endurance will you reach the end of the story, where the entire truth will be revealed.

**Tip:**

Since you are in a new world for the first time, you should look at everything, investigate all objects, talk to people, ask questions, and possibly even take notes. From these sources, you will receive worthwhile advice which will help you.

Also, be sure you get good equipment for your party members as quickly as possible. As you progress, remember to train your party members - their skills will be needed during combat!



## Introduction to the User Interface

ALBION is completely controlled by the mouse.

The **LEFT MOUSE BUTTON** is the “active” mouse button. It is used to move the party, to choose and take objects, or to select from the different menus.

The **RIGHT MOUSE BUTTON** is the “passive” mouse button. It is used to activate **ACTION MENUS**, or to abort actions.

You can open an action menu if the pointer’s color is gold. Action menus change depending on the current situation. For example, if you move the pointer to an object and open the menu, it shows you everything you can do with that object. If the pointer is located somewhere on the background, general functions such as “**REST**”, “**WAIT**”, or “**MAIN MENU**” appear. You will find more information about these later in the manual.

Some functions can be accessed with the keyboard. You will find a description of the keyboard controls in the appendix beginning on page 59.

**Hint:**

ALBION is designed so that screen layout and control are virtually self-explanatory, so if you don’t like to read manuals, you can immediately plunge into the adventure and begin a new game.

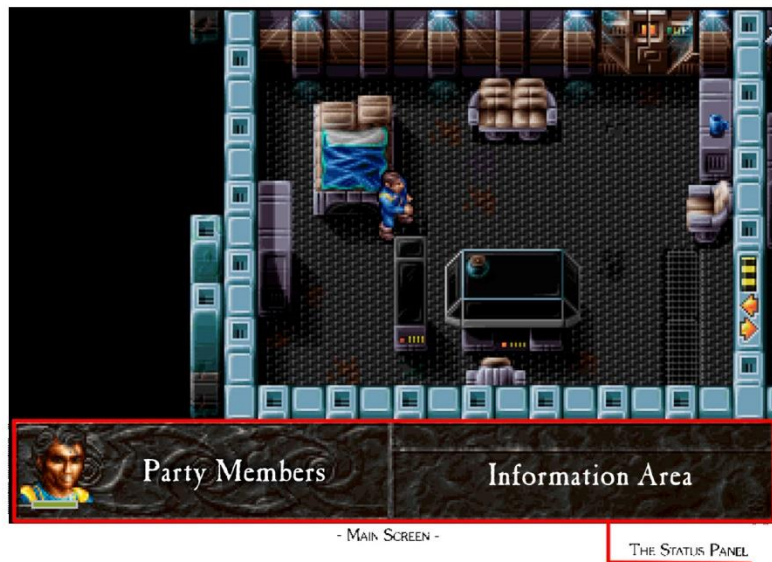


For your convenience, the following section explains the essential game elements. The order of the explanations allows you to read them while playing the game.

☞ *Begin a new game as described above and follow the instructions*

and explanations in this manual.

The first thing you'll see when you have started a new game is the 2-D Map View. Read the introductory text carefully, then close the window by pressing the left mouse button.



### Hint:

Pay attention to the shape of the mouse pointer. It adapts itself to the current situation and indicates relevant actions that can be taken.

## The Status Panel

The STATUS PANEL can be found at the bottom of the screen and is always visible. Information concerning your party and current situation is displayed here.

The status panel is divided into the following areas:

### Party Members

Portraits of your party members are located on the left side. At the start of the game, only Tom's portrait can be seen since no other characters are accompanying you yet. The LEADER of the party is emphasized graphically by being slightly larger than the other portraits. He walks in front of the others and undertakes all actions, such as speaking, examining, or taking objects. He is also the first to stumble into traps and can become injured in the process. Choose your leader carefully.

Under Tom's character portrait is a green bar. This indicates Tom's LIFE POINTS. Some characters have magical abilities. Their SPELL POINTS are shown with an additional blue bar.

These bars are shown in relation to their maximum value. This means that when a bar is half-filled the character has only half their possible life or spell points.

This also means the bar DECREASES if the maximum permitted value INCREASES! Please note that under these circumstances, the actual points themselves have not decreased.

### Hint:

SINGLE CLICK on a portrait to make this character the leader of your party.  
DOUBLE click on a portrait to see that character's CHARACTER SCREEN.



A pop-up menu with various options will appear when you click on a portrait with the RIGHT MOUSE BUTTON. Using this function, you can speak with party members, call up the character screen, use magic, etc.

## Information area

You will find the information area on the right side of the status panel. Brief on-line help messages are shown at the top. These messages will help you identify people in your party or objects in your possession.

Longer messages will appear in the lower part of the information area.

Particularly important messages are displayed in a special text window towards the top of the main screen.

## The Map View (2-D)

The map view takes up most of the screen. Here you can see Tom in his cabin. He has just gotten out of bed.

### Hint:

This part of the game is presented in 2-D. During the game you will enter areas which are shown using 3-D graphics. Moving your party in these areas will be explained later on.

The map view is where you CONTROL your party.

*☞ If you move the pointer over the map view, you will see that its shape changes to an arrow and points in the direction you have chosen. If you hold down the left mouse button, Tom starts walking in this direction. Keep the button pressed and move the pointer. You will find that Tom „chases“ the arrow. To stop, release the left mouse button. If objects such as chairs or tables stand in the way, you must guide Tom around them.*

*☞ Now, walk Tom to the cupboard on the left wall of the cabin. Press and hold down the right mouse button.*

*The pointer will change to a semi-transparent square, which you can move within Tom's reach.*

*Guide the pointer onto the cupboard and release the right mouse button.*

## The Action Menu

A pop-up menu, the ACTION MENU, will appear.



You are offered the following options: "EXAMINE", "MANIPULATE" AND "MAIN MENU".

The action menu always relates to what the LEADER of your party can do. Using this menu, he can examine or take objects, open doors and chests, talk to people, etc.

If you open this menu by mistake, you can close it by clicking the right mouse button again.



## Hint:

Remember that the action you choose is not carried out by any party member, but by the party leader (except for gold menu items which are carried out by the entire party). This can make a big difference on the result of the action!

☞ Now choose the “EXAMINE” menu item with the left mouse button. The text “A CABINET” appears in the information area of the status window.

☞ Open the action menu on the cabinet as described above. Now choose the menu item “MANIPULATE”.

A CONTAINER SCREEN, which is divided into two areas, now appears in place of the map view.

## The Multifunction Window

In this case, the left area shows the contents of the container. These are all objects which Tom has stored in this cabinet. At this time you will find boots, some stimdrinks and a gold ring, as well as some food rations, represented by the ham symbol.

The multifunction window has many different purposes. If you enter the CHARACTER SCREEN for example (by double clicking on the corresponding portrait), you can call up three STATISTICS WINDOWS concerning the capabilities and statistics of your character. Here you can also determine the COMBAT POSITIONS of your party members. The multifunction window will show the objects in any CHESTS or TRASH HEAPS you might find. If you are talking to a MERCHANT, the multifunction window shows the wares he or she is offering. If you have won a BATTLE, the objects left behind by your opponents will appear here. If you find a LOCK that must be opened, you will see it here.



- THE CONTAINER SCREEN -

In spite of all of this diversity, the controls are always the same. You take an object with the LEFT MOUSE BUTTON and you open action menus with the RIGHT MOUSE BUTTON.

Using the action menu you can examine, buy, sell, or throw away objects, pick locks, etc.

## The Character Window


The center part of the screen is occupied by the character window. In it you can see what your party member (in this case, Tom) is carrying with him.

These objects are divided into two areas:

Tom carries part of his equipment with him in his **BACKPACK**. Items which are located in the backpack are well packed and therefore cannot be used directly. The backpack can be seen on the far right of the container screen.

To enable Tom to use his equipment, it must be removed from his backpack and carried actively in his hands or directly on his body. These objects are **EQUIPPED**. Some objects may have several components (for example, ammunition). Under these circumstances, it may be necessary to carry one component directly, and to have the other components carried in the backpack.

You want to examine an object?

 *Move the pointer onto the object that interests you. When the pointer touches the object, the information area shows the name of the object. Now click with the right mouse button and the action menu appears. This shows everything you can do with the object. Choose "EXAMINE" and you will see a detailed listing of this object's properties.*

### Tip:

Sometimes it is useful to have an object investigated by a person you meet on your journey, who might have special capabilities, and possibly reveal unknown properties of the object

### Important!

If you throw an object away it is lost forever! Think carefully if it wouldn't be better to store the object in a chest or cupboard so you can retrieve it later. Don't worry you cannot throw away objects you will need to solve the game!

To retrieve an object from the backpack and put it on a character's body, click once on the object with the left mouse button. You will see that the object is now "sticking" to the pointer. This is how you pick it up. If you now click on the figure of Tom, the object will be placed, if possible, at the corresponding position. If you have accidentally picked up an object you don't want to use, click once with the right mouse button to put it back.

Likewise if you want to store a carried object in the backpack, click on it, then click on an available location in the backpack.

Some objects, such as torches and rope, can be collected and stored in one slot in the backpack. The number of objects is represented by a small number beside the respective symbol, which shows you how many objects of this kind are in the slot. You can take all **COLLECTIVE OBJECTS** in a slot by double-clicking with the left mouse button, or you can determine exactly how many you want to take with a single click. Gold and food rations are handled in the same manner.

You can also transfer objects to other party members. To do this, take the desired object and click on the corresponding portrait. If you use a single click, the object is automatically stored in the character's backpack. If you double click, you switch to the character screen of this party member and can place the object where you want it.

### Tip:

The sharpest sword or the strongest shield is ineffective if it is hidden away in your backpack. Equip your party members properly! Sword in one hand, shield in the other hand. Armor for the body, a helmet for the head, boots to protect the feet, etc. While you are equipping, switch to character screen II and see how the properties of the character change with each item!



The character window contains more information.

The **DAMAGE** value indicates how much damage can be inflicted on an enemy with the weapons your character possesses. The higher this value is, the greater your chances for an effective attack on your enemy.

The **WEIGHT** refers to all the objects, gold, and food that character carries with him. The maximum value a character can carry depends upon his or her strength and condition.



The **PROTECTION** value indicates how well you can defend yourself against enemy attack and reflects the defensive objects (eg. shields and helmets) which are in your character's possession. The higher this value, the less injury your character will sustain during battle.

**GOLD** serves as the general currency. As in real life, one can seldom have too much of it. Please note that in large quantities, the weight of gold coins can be significant.

You need **RATIONS** to restore your strength when you rest. It doesn't matter which party member carries the food.

Always be sure to carry enough food rations with you, otherwise your party members will soon become exhausted and lose strength.

Now that you understand the multifunction window and the character window, take the objects and food rations out of the cabinet and give them to Tom.

Then leave the container screen by clicking on the "EXIT" button. You are now back in the map view window.

Have Tom walk to the dormant console. There is a container on it. Select it - as you selected the cabinet above - with the right mouse button so the action menu opens. If you select "TAKE", Tom takes the object and deposits it in his backpack.

### Tip:

In ALBION, you can take all kinds of objects with you. Whether you will actually need them is another story. Of course, you may want to collect 20 tablecloths, 30 plates, and 40 pots, but do you really think you will need them?

If you are inclined towards kleptomania, at least take things you can sell later.



Now walk to the door in the upper right corner of the room. Although you have to open some doors by hand, this one is very modern and opens for you automatically.

What follows is a SEQUENCE that at certain points automatically leads you through the game. Tom meets his girlfriend Christine and learns the latest news from her. Just like all other texts, you should read the dialogue windows that appear carefully, since they contain helpful information.

After you have parted with Christine, investigate and explore the surrounding area and converse with any other people you encounter.

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## Conversations

Very shortly you will soon meet other people. If you wish to speak with them, get close to the person so they are within your reach. Keep the right mouse button pressed and select the person. Release the button. Now choose the "TALK TO" item in the action menu.

Some people will not have much to say to you. However, others are happy to have long conversations.

The conversation is always very situation-and-person dependent. The options you have while conducting a conversation are explained by the menu entries themselves.

Some options will appear in almost any conversation. They are explained in the following section.

### Asking the person about his or her job

This person may be able to help you with his or her particular ability.

### Asking about a specific word

For the most part these terms are presented to you through discussion. However, if the desired term is not displayed in the selection window, you can also enter it with the keyboard ("ENTER WORD").

This option gives you direct access to important information.

### Offering an item to another character

Sometimes this can help you win allies or gain important information.

### Hint:

If the person you are talking to has much to tell you, there may not be sufficient room in the text window. If so, read the current text page and then view the next page by pressing the left mouse button.



If you have reached the end of the text, move the text forward or backward in its window by moving the pointer up or down. This allows you to re-read passages you have already read or study important details more carefully. Press the right mouse button once you have read the text completely.

Now you can put the manual away for a while. Explore the TORONTO, become acquainted with the crew, and collect objects which you feel are of importance.

You will soon come to a point in the game where the view changes from a 2-D representation to a real 3-D representation.

Read the following section to find out how you control your party in 3-D.

## The Map View (3-D)

Actions in the 3-D map view are performed in a similar way to those in 2-D. Move the party by pressing the left mouse button and open the action menu with the right mouse button.

### Moving in 3-D

Move the pointer around the map view. You will see that its shape changes depending on its position. It shines golden in the middle of the picture, but at the edges of the 3D window, it changes to a silver arrow, in a specific direction.

These directional arrows show you where and how your party will move when you press the left mouse button.



- 3-D SCENARIO -



If the arrow points straight up, you will move FORWARD. If it points down, your party walks BACKWARD.



If it points to the left or right, your group moves LATERALLY in the direction of the arrow.



In the upper corners of the screen, the directional arrow is curved. This means that you TURN to the left or right. If you move the pointer all the way to the top, you will move FORWARD as well.



In the lower corners, the arrow is bent downwards. This indicates that your party walks BACKWARD and, at the same time, TURNS left or right.

## Hint:

The further you move the pointer away from the middle of the map view, the faster your group moves. Therefore, the maximum speed is reached when the pointer is placed at the edges of the screen.



In this way, you can proceed cautiously, or you can high-tail it out of there if someone resembling your mother-in-law suddenly appears.

## Turning 90 degrees

You can turn precisely 90 degrees to the left or right by clicking on the icon that appears in the left or right upper corner of the graphic screen when you move the pointer there.



## Turning 180 degrees

You can turn exactly 180 degrees to the left or right by clicking on the icon that appears in the left or right lower corners of the graphic screen.



## Looking down

You can look down by clicking, with the left mouse button, on the icon that appears on the lower edge of the graphic screen. This function can be repeated several times.



## Looking up

You can look up if you click with the left mouse button, on the icon that appears on the upper edge of the graphic screen. This function can be repeated several times.



**Tip:**

If your party is tip-toeing through a minefield filled with poisoned metal swords or surrounded by bottomless holes - look down to the ground.

Don't run to your death with your head raised!

**Opening the Action Menu**

To open the action menu, press and hold the right mouse button. Now move the pointer over the map view. If it moves over something interesting, the pointer's color will change. Instead of dull silver, the pointer will now appear in bright gold tones.

Release the mouse button to open the action menu.

You will notice that in addition to the original menu items there is one extra option.

**The Automap**

In each 3-D scenario, a map is automatically created, detailing all paths you have encountered. This automap can be very useful if you have run into the unfathomable walls of a giant labyrinth and can no longer find the exit.

If the space on the screen is not sufficient for the entire map, you can scroll it by moving the mouse in the relevant direction.

**Hint:**

At various locations, automatic marker points are set as you pass them. In the automap you will recognize these as circular blinking points. If you click on a marker point, your party travels immediately to this position. This allows you to move very quickly between places you have already visited.

**Resting**

Even the strongest warrior needs a break once in a while. Therefore, you should let your group rest now and then to regenerate their life and spell points.

You can rest in the open, at special locations, or in dungeons, as long as you are not in immediate danger. Depending on the circumstances, a rest lasts until dawn or approximately eight hours.

To let your party rest, open the action menu in the graphic screen and select the "REST" menu item.

Sometimes it is not possible to rest, perhaps because you are facing a herd of hungry demons or you rested just a moment ago.

### Important!

You must take sufficient food with you so your party members can relax and regenerate their life and spell points. There can be no rest without food! When resting in a tavern or an inn, food is automatically given to you in exchange for gold.

### Tip:

You will probably sleep better in a warm, soft bed than on a hard rock. If you have slept in comfort, you will feel more refreshed in the morning, and recovered from more damage.



## The Combat Screen

During your journey, at one time or another, you will engage in combat. In general, force is not the only way to solve the game, but sometimes there is just nothing else you can do.

Not all enemies announce their intentions before they attack your party!

If you can feel foul-smelling breath down your neck and venom dripping on your shoulder, it is probably too late to run for your life.

You don't need skill in handling the keyboard and mouse to win a battle. Rather, the outcome depends on the strategy and tactics you use during battle. If you put your weakest party member all by himself in the front row,

armed with a kitchen knife, while your strongest warrior is gossiping with your all-powerful magician in the back row, don't be surprised if you are defeated by a turtle!

### Hint:

Remember that your party members first have to learn how to handle close- and long-range weapons correctly. During their first encounters they will probably have to hack away for some time before they hit their opponent. Practice makes perfect! Intensive practice with a trainer, usually found in a city, will help.



A battle proceeds as follows: give your party members orders. One is supposed to pull the cap over the ears of the magician on the left. Another is to protect the friend on the right from possible attack by an opponent. Another is to try to escape as quickly as possible, etc.

When you have given all your orders, you click on "START ROUND". All group members and all opponents will carry out their orders.

You have lost a battle when all your party members are unconscious or incapacitated.

**If none of your characters were able to flee to safety, the game is over.**

If someone was able to flee, the game continues. However, your opponents remain in this area, ready for battle, should you return.

You have won a battle when all opponents are dead or have fled. Often they leave behind objects which you can take with you, sell for gold, or you can use for other purposes.

## Tip:

If you think that you have run into a completely unconquerable group of opponents, perhaps it may be better to find another solution. After all, fighting is not the only way.

## Tip:

The experience points of your party members increase with each battle they've won. Therefore, try to improve the skills of your party as early as possible by successful combat.



- BATTLE SCREEN -

In the background of the battle screen, you will see the battlefield from your party's point of view. The TACTICAL SCREEN is located in the foreground. This is divided like a chessboard into several rectangular fields on which the members of your group, as well as their opponents, can be seen.

To give commands to your party members, click on them with the right mouse button. You have some of the following options: ATTACK, MOVE, USE MAGIC, USE MAGIC ITEM, FLEE, ADVANCE PARTY and OBSERVE. These options are explained in detail below.

## Attack

To attack an opponent, you must have a WEAPON in your hand. A weapon is carried in the right hand; ammunition for the weapon is carried in the left hand.

If you are fighting with a close-range weapon, your opponent must be on an adjacent field.

If you are using a long-range weapon, you can reach enemies in any field. With the left mouse button, choose the opponent you wish to attack.

## Hint:

An object that breaks in battle and is thrown away by the party, can be retrieved after the battle and repaired later.



## Move

With the left mouse button, select the field where you wish to place your figure. You can move your party members into the lower two rows of the tactical screen, the upper four rows can only be reached by your enemies.

Since two people cannot stand on one field at the same time, fields that are already occupied are blocked.

## Use Magic

If the selected character has magical capabilities, a listing of all his magic spells appears. If the name of a spell appears dark, it means that the spell cannot be used because your party member has too few spell or life points at the present time.

The bar beside the spell name represents the strength of the spell. The more often a character uses a spell, the better he will be at casting it and the stronger the effect will be on an opponent. In addition, the number tells you how often the character can perform this magic with his or her current amount of spell points.

The information field indicates how many spell or life points are required to use the spell. First, choose the magic spell, then the desired target field.

### Hint:

You will find a detailed explanation of the point and magic system beginning on page 48.



## Use Magic Item

Magic objects can be used by all party members, whether they have magical properties or not. You use a magical object by first choosing the object, then selecting the desired target field.

### Hint:

Magical objects have only a limited amount of energy, which is reduced with each use. If the energy is used up, you must have the object recharged. You can determine the current status of the energy by having the magical object checked by an expert.



## Flee

A member of your party who has retreated to the LOWEST row of the tactical screen can try to flee the battle.

## Advance Party

Your entire party can move forward by one row if the closest opponent is at least two rows away. Use this function to pursue a fleeing opponent.

## Observe

The tactical battle screen disappears and you see the battlefield in full size. Fade the tactical screen back in by clicking the right mouse button.

If you determine that you have given one of your party members a wrong order, simply give him new orders before clicking on "START ROUND!". The new order will automatically override the first order.

## Start Round!

When you press this button at the bottom of the tactical screen, the instructions given to your party are carried out. Your party members and their opponents will now initiate their battle instructions.

## Places and People

During the game, you will pass numerous places that may be significant to you. Also, you will run into people who may be able to help you and support you on your journey. Remember the locations where you can find help - you never know when you may need it.



### Traders

You can buy all kinds of equipment, food, or drink from traders, provided that your party has enough gold. However, a trader may be interested in other things the party carries. They may be jewels, weapons, arms, or the like. Offer your possessions to different traders; perhaps you can get a better price somewhere else?

### Taverns and inns

Your party can rest at taverns and inns. Ask the host or hostess what they want in return for a night's stay. For the most part, a good meal is included in the price.

### Trainers

A trainer can train your party members for you - provided the character has enough training points. Naturally, the trainer will want a fair price for his services.

### Healers

If your party members are wounded, plagued with horrible diseases or poisoned, and you can not use a healing spell (or are out of medicine), then it is high time to seek a healer who will restore your people to their former healthy selves. Remember, it will cost you. A healer can also lift curses from your party members.

### Blacksmiths

You can equip yourself with the newest weapons and arms at a blacksmith's shop. If your sword is broken or another object has been damaged, they will be happy to repair it here.

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## PROPERTIES OF A CHARACTER

Every character has different properties. These can be categorized in four areas: general properties, skills, attributes, and physical conditions.

In ALBION, general properties, skills, and attributes are indicated by numeric values or, in other words, points. The more points a character has for a specific property, the more effective that property is for him.

### General Properties

#### Life Points (LP)

These indicate the life energy of a character. This value can drop as a result of injuries in battle, sickness, magic, accidents, and the like. You can restore this value by rest, healing, special drinks, etc.

#### Spell Points (SP)

Spell points indicate how much magical energy a character has. Spell points are lost with each use of a magic spell. However, they can be restored by rest, special drinks, etc.

#### Experience Points (EP)

A character receives experience points for the successful conclusion of battles, riddles, etc. If he collects sufficient experience points over time, he automatically attains a higher level.

#### Training Points (TP)

Training points are needed for a character to train with a trainer. Training points are used in each training session, and cannot be restored. Therefore, carefully consider which skills you want to improve at any given time.

#### Level

The higher the level value a character has, the higher his maximum permitted values of life and spell points are. Please note that the level value does not affect the actual values of life or spell points; it merely reflects their upper limits. A player whose maximum life point value is 150 can still lose all of his life points and become unconscious!

The level of a character is also used to determine which magic spells he can or cannot learn and use, since he can access only those spells of the level he has reached.

Upon reaching a higher level, the character receives additional training points. The rate at which a character can attack per round may also increase.

#### Skills

Skills indicates how well someone performs in certain situations. The skill level of a character can be improved by constant practice or training with a trainer.

##### Hint:

You will find statistics concerning the character's skills in the character statistical screen II



#### Close-Range Combat Attack (CLO)

The higher this value, the greater the chance the opponent will be hit in an attack with a close-range weapon.

#### Long-Range Combat Attack (LON)

The higher this value, the greater the chance the opponent will be hit in an attack with a long-range weapon.

## Critical Hit (CRI)

The higher this value, the greater the chance that this character is able to hit a vital spot of the opponent, thus inflicting more damage.

## Lock Picking (L-P)

The higher this value, the greater the chance the character has of picking a lock, finding a trap, or disarming a trap without triggering it.

## Attributes

Each character has different attribute values at the beginning of the game. Generally these cannot be improved. Therefore, it is important to prevent these values from becoming impaired by sickness, etc.

### Hint:

You will find statistics concerning character attributes in statistical screen II.



## Strength (STR)

This value indicates how much weight a character can carry. It also influences damage the character can do in close- or long-range combat attacks.

## Intelligence (INT)

The higher the character's intelligence, the more easily he will learn and the more rapidly his skills will be developed.

## Dexterity (DEX)

The more dexterity a character has, the more successful he will be at dodging a lock's trap or an opponent in battle.

## Speed (SPD)

This value indicates how many fields the character can move through during battle. It also influences the sequence in which the individual characters operate during battle.

## Stamina (STA)

This value indicates the physical endurance of a character. The greater the endurance of a character, the better protected he is from a physical attack. In addition, if he casts a spell but has insufficient spell points, he will lose fewer life points and will heal quicker during a rest.

## Luck (LUC)

The more luck a character has, the more likely he will avoid unpleasant events, such as running into a trap.

## Magic Resistance (M-R)

The higher this value, the better protected the character is from harmful spells.

## Magic Talent (M-T)

A higher magic talent means that recently acquired knowledge of spells will be used more efficiently. These spells will also increase in strength more rapidly.

### Tip:

Since it is difficult to restore attributes, it is imperative that sick party members are tended to quickly. This task should be performed by a healer or by any other suitable method.



## Physical Conditions

These are the physical conditions a character can suffer from during the game. They can have a particularly negative influence on his physical functions. Physical conditions can be healed by magic or special drinks - but not during battle!

### Hint:

You will find statistics concerning a character's attributes in statistical screen III. Should a condition be active in one of your party members, a small **SYMBOL** appears on his portrait as an indication. If this appears, you should check to see what is wrong with your character as quickly as possible!



### Exhausted

An exhausted character has only half of his attributes and skills left.

### III

A sick person's attributes are reduced every day he is sick. These changes are permanent!

### Unconscious

Anyone who is unconscious is no longer able to perform any actions. If all party members are unconscious, the game ends.

### Blind

A blind person's ability to lead is impaired; if a blind person is chosen as a leader, the screen will go dark.

### Paralyzed

A paralyzed person cannot perform any physical or magical actions.

### Intoxicated

An intoxicated character hallucinates and is incapable of any mental activities.

### Asleep

If the character has fallen asleep in combat, he can no longer carry out any actions until he is reawakened. For example, with a sword blow.

### Irritated

An irritated character can no longer concentrate. Thus, he cannot use magic spells in battle.

### Panicking

The character is seized by panic, during battle and tries to flee. You can no longer control this party member.

### Insane

An insane person can no longer be controlled by you and will act irrationally in battle. He may even attack his own people.

## The Magic System

Magic is a powerful tool which will help you survive your adventure. Magic is divided into four classes in ALBION - the Iskai, the Enlightened Ones or Dji Cantos, the Celts, and the Kenget Kamulos.

Any character who has magic powers belongs to one of these classes. It is not possible to change from one class to another.

Before a character can use a spell, he or she must first learn it. The characters will have knowledge of some spells, but new spells must be acquired from a spell teacher, or from spell scrolls, which your party may encounter during the game. The spell teacher will request payment in gold for his services.



### Hint:

Remember that a character can only learn and use spells up to his own level.

Therefore, the more rapidly you collect experience points to raise the level of your characters, the more powerful the spells that they can cast will become.



### Tip:

Every party member can use spell scrolls - no matter what class he belongs to. However, you can only use a spell scroll once.

Therefore, it would be wiser to give this spell scroll to a party member who is of the same magic class and can learn the spell permanently.

### Hint:

There are objects that are cursed, and for the most part, negatively influence their owner's skills. Since it is not easy to get rid of these objects, it would be wise to seek a healer who can remove them for you.



If a character uses a magic spell, he or she will expend spell points, and - if these are not sufficient - possibly even life points.

The more often a spell is cast, the more practice the character gets in using the spell. With increasing practice, the character can use the spell to greater effect.



## Magic Spells

The following lists enumerate the magic spells of the individual classes and their effects:

### Temporary Magic Effects

ANTI-MAGIC .....	INCREASES THE MAGIC RESISTANCE FORCE OF A CHARACTER
ATTACK .....	INCREASES ATTACK SKILLS AND STRENGTH OF THE CHARACTER
LIGHT .....	ILLUMINATES THE SURROUNDINGS MAGICALLY FOR SOME TIME
PROTECTION .....	INCREASES THE PROTECTION FACTOR OF A CHARACTER

### Iskai



#### Hint:

A seed of the TRIFALAI plant is required every time an Iskai spell is cast!

BLINDING SPARK .....	BLINDS AN OPPONENT IN BATTLE FOR SEVERAL ROUNDS
BLINDING RAY .....	BLINDS A NUMBER OF OPPONENTS IN BATTLE FOR SEVERAL ROUNDS
BLINDING STORM .....	BLINDS ALL OPPONENTS IN BATTLE FOR SEVERAL ROUNDS
FROST SPLINTER .....	INJURES AND FREEZES AN OPPONENT IN BATTLE FOR THE NEXT ROUND OF BATTLE
FROST CRYSTAL .....	INJURES AND FREEZES A NUMBER OF OPPONENTS IN THE NEXT ROUND OF BATTLE
FROST AVALANCHE .....	INJURES AND FREEZES ALL OPPONENTS IN BATTLE FOR THE NEXT ROUND OF BATTLE
FUNGIFICATION .....	SUBJECTS AN OPPONENT IN BATTLE TO A FUNGUS ATTACK
HURRY .....	DOUBLES THE NUMBER OF ATTACKS YOU HAVE IN BATTLE FOR ONE ROUND
HEAL BLINDNESS .....	HEALS BLINDNESS OF A PARTY MEMBER
HEAL INTOXICATION .....	HEALS DELUSIONAL STATE OF A PARTY MEMBER CAUSED BY INTOXICATION
HEAL POISONING .....	HEALS POISONING OF A PARTY MEMBER
LIGHT .....	MAGICALLY ILLUMINATES THE SURROUNDINGS FOR A CERTAIN PERIOD OF TIME
LIGHT HEALING .....	RESTORES SOME OF THE LIFE POINTS
REMOVE TRAP .....	REMOVES A TRAP IN BATTLE

SLEEP SPORES .....	CAUSES AN OPPONENT IN BATTLE TO FALL ASLEEP FOR SEVERAL ROUNDS
THORN TRAP .....	PLACES A TRAP IN BATTLE WHICH INJURES THE VICTIM
THORN SNARE .....	HOLDS AN OPPONENT OR PARTY MEMBER DURING BATTLE SO THEY CAN NO LONGER MOVE
VIEW OF LIFE .....	SHOWS THE LIFE POINTS OF THE OPPONENT IN BATTLE

### The Enlightened Ones / Dji Cantos

GODDESS' WRATH .....	IN BATTLE, DESTROYS ALL ENEMIES
HEALING .....	REPLENISHES SOME OF A FRIENDS' LIFE POINTS BACK
IRRITATION .....	IRRITATES AN OPPONENT IN BATTLE
LIFE BRINGER .....	HEALS ALL CONDITIONS OF ALL PARTY MEMBERS AND RESTORES LIFE POINTS TO THE MAXIMUM
MAP VIEW .....	IMPROVES THE DETAIL REPRESENTATION OF THE AUTOMAPPER FOR A CERTAIN AMOUNT OF TIME
QUICK WITHDRAWAL .....	IN BATTLE, CAUSES THE ENTIRE PARTY TO FLEE
RECUPERATION .....	REFRESHES THE PARTY SO THEY DO NOT NEED TO REST
REGENERATION .....	HEALS ALL CONDITIONS OF A PARTY MEMBER
TELEPORT .....	IN BATTLE, TELEPORTS A FIGURE TO ANY EMPTY FIELD

### Celts / Mahinos

BANISH DEMON .....	DESTROYS A SUPERNATURAL OPPONENT IN BATTLE
BANISH DEMONS .....	DESTROYS A NUMBER OF SUPERNATURAL OPPONENTS IN BATTLE
BERSERK .....	CAUSES A PARTY MEMBER TO LOSE 20 PERCENT OF HIS MAXIMUM LIFE POINTS IN BATTLE, IN EXCHANGE FOR AN INCREASE IN BATTLE ATTRIBUTES
BOASTING .....	DEMORALIZES AN OPPONENT IN BATTLE UNTIL HE FLEES
DEMON EXODUS .....	DESTROYS ALL SUPERNATURAL OPPONENTS IN BATTLE
HEALING .....	REPLENISHES SOME OF THE LIFE POINTS
MAGIC SHIELD .....	IN BATTLE, INCREASES THE DEFENSIVE VALUE OF A FRIEND FOR A LONG TIME
PANIC .....	DEMORALIZES ALL OPPONENTS IN BATTLE UNTIL THEY FLEE
SHOCK .....	DEMORALIZES A NUMBER OF OPPONENTS IN BATTLE UNTIL THEY FLEE
SMALL FIREBALL .....	INJURES AN OPPONENT IN BATTLE

## Keyboard Control

### Kenget Kamulos

BIG LIGHTNING MINE .....	PLACES A NUMBER OF MINES IN ALL EMPTY FIELDS IN BATTLE
BIG LIGHTNING TRAP .....	PLACES A NUMBER OF TRAPS IN ALL EMPTY FIELDS IN BATTLE
FIRE HAIL .....	INJURES ALL OPPONENTS IN BATTLE
FIRE RAIN .....	INJURES A NUMBER OF OPPONENTS IN BATTLE
FIREBALL .....	INJURES AN OPPONENT IN BATTLE
KAMULOS'S GAZE .....	ANNIHILATES AN OPPONENT IN BATTLE
LIFE STEALER .....	STEALS THE LIFE POINTS FROM AN OPPONENT IN BATTLE AND GIVES THEM TO ..... THE ATTACKER
LIGHTNING MINE .....	PLACES A MINE WHICH INJURES THE VICTIM IN BATTLE
LIGHTNING STRIKE .....	INJURES AN OPPONENT IN BATTLE
LIGHTNING TRAP .....	PLACES A TRAP WHICH INJURES THE VICTIM IN BATTLE
MAGIC STEALER .....	REMOVES SPELL POINTS FROM AN OPPONENT IN BATTLE AND TRANSFERS THEM ..... TO THE ATTACKER
PERSONAL PROTECTION ....	BLOCKS ALL PHYSICAL ATTACKS IN BATTLE
REMOVE TRAP .....	REMOVES A TRAP IN BATTLE
THUNDERBOLT .....	INJURES A NUMBER OF OPPONENTS IN BATTLE
THUNDERSTORM .....	INJURES ALL OPPONENTS IN BATTLE

### General Functions

1 .....	Party member one becomes party leader
2 .....	Party member two becomes party leader
3 .....	Party member three becomes party leader
4 .....	Party member four becomes party leader
5 .....	Party member five becomes party leader
6 .....	Party member six becomes party leader
F1 .....	character screen of the first party member
F2 .....	character screen of the second party member
F3 .....	character screen of the third party member
F4 .....	character screen of the fourth party member
F5 .....	character screen of the fifth party member
F6 .....	character screen of the sixth party member
ESC .....	Main menu

### 2-D Maps

Pointer up .....	The party walks upward
Pointer down .....	The party walks downward
Pointer left .....	The party walks to the left
Pointer right .....	The party walks to the right

### 3-D Maps

Pointer up .....	Go forward
Pointer down .....	Go backward
Pointer left .....	Turn to the left
Pointer right .....	Turn to the right

## Glossary



### Hint:

You may find certain names, places and events difficult to remember. For this reason, you may find the following glossary useful for reference. Please note, however, that this glossary is not comprehensive and during the game, you will encounter things which may not be listed.

The arrangement is alphabetical by scenarios. To prevent ruining your enjoyment of the game, you should only read as far as you have actually progressed in the game.

## General Knowledge

AI .....	Artificial intelligence
ALBION .....	What the inhabitants of NUGGET call their planet
Cabinet .....	Storage place for objects
COM unit .....	Communications unit
DDT .....	Euro-Japanese multinational corporation. Owners of the .....
	TORONTO Factory-spaceship.
Government inspector .	Monitors the corporations by order of the government
Inn .....	Offers the possibility of rest in exchange for payment
Leader .....	Leads the party and carries out all actions
Ned .....	Name of the AI System in the TORONTO
NUGGET .....	Raw material-rich, desert planet. Destination of the TORONTO
over-c .....	New technology, allowing faster-than-light transport. Not widely .....
	understood
Rainer Hofstedt .....	Physicist and xenobiologist; government inspector
Tavern .....	Offers the possibilities of getting food. Also, often suited for rest.
Tom Driscoll .....	Shuttle pilot on board the TORONTO
Torches .....	Can be used for illuminating surroundings
TORONTO .....	Factory-spaceship of the DDT Corporation
Traders .....	Look for a trader when you want to buy things for your journey
Trainer .....	Train party members to hone specific skills in return for payment
Trash Heaps .....	You can often find useful objects in trash heaps. However, you .....
	cannot deposit objects there yourself.
Xenobiology .....	Biological science for investigating alien life forms

Alt + Pointer left ..... Move laterally to the left  
 Alt + Pointer right ..... Move laterally to the right

Ctrl + Pointer up ..... Run rapidly forward  
 Ctrl + Pointer down ..... Run rapidly backward

Ctrl + Pointer left ..... Turn quickly to the left  
 Ctrl + Pointer right ..... Turn quickly to the right

Page up ..... Look upward  
 Page down ..... Look downward

Tab ..... Call up automap

**Iskai**

Akiir	Leader of the Dji-Fadh
Argim	Former head of the Dji-Fadh
Bradir	Representative of Akiir
Dji-Fadh	Iskai Guild of Formers
Dji-Kas	Iskai Guild of Magicians
Dra	Iskai title; means beginner, learner
Fasiir	Head of the Dji-Kas
Han	Designation for an energy center at which magic operations are amplified or blocked
Iskai	Humanoid; non-human race; can see in the dark better than human beings
Janiis	Sebainah of Nakiridaani
Jirinaar	Largest city of the Iskai
Krondir	Dangerous beast of prey with horn
Maini	Large land mass in the northeast of Nakiridaani; also called Trenkiriidan
Nakiridaani	Island of the Iskai
Sebai	Title of an Iskai who has gone through the Sebai ritual
Sebainah	Chairman of the Council of Jirinaar
Sebai-ritual	Ritual of the Iskai in which the self is transferred into another body. The chosen person then obtains the title of Sebai
Sira	Daughter of Akiir
Skorrek	An Iskai insult
Stiriik	Responsible in Jirinaar for maintaining the law
Stri	Title of the Iskai, means Master
Trenkiriidan	Large land mass in the northeast of Nakiridaani, also called Maini
Tri-Nadh	Iskai with the ability to read thoughts
Trii	Forehead organ of the Iskai
Triifalai	Rare plants, the seed of which is used by the Iskai for performing magic
Warniak	Winged beast of prey
Zoomi	Strong alcoholic drink

**Celts**

Aballon	Village on Gratogel; south of the great mountain range
Aretha	Queen of Aballon
Arjano	Center of the Druids
Attio	Designation for a foster father

Bero	Foster father of Mellthas
Canto	Spiritual ancestor of the Druids
Ceile	Expression for attendant; servant
Danu	The great goddess of the Celts
Gratogel	Island of the Celts
Klouta	Fishing village of the west coast of Gratogels; river
Lugh	God of the entrepreneur; the traveling salesman and trade
Mellthas	Deaf and dumb Druid; foster son of Bero
Nemos	Leader of the Druids of Arjano
Oibelos	Tribal king of Vanello
Tharnos	Tribal king of Klouta
Tuath	Designation for a tribe of the Celts
Vanello	Village in the vicinity of Arjano

**Mahinos**

Beloveno	Harbor city on Maini, in the east of Nakiridaani
Kounos	Village in the Great Mountain Range of Gratogels
Kritahs	Small black animals with a lust for shining objects
Srimalinar	Holy shrine of the Iskai; name of the village
Sugo	Strong alcoholic drink

**Metallmakers (Umajo)**

Umajo	Guild which produces ore, jewelry, and weapons
Umajo-Kenta	City of the Metal Makers

**Kenget Kamulos**

Artorn	State of complete concentration
Cuain	Kamulos in human form; leader of the Kenget Kamulos
Kamulos	Highest god of the Kenget
Kenget Kamulos	Human warrior race; split off from the Druids of Gratogels
Kenget	see Kenget Kamulos
Khamulon	Underground city of the Kenget
Khunag	Former high priest and companion of the Cuain
Kledo	Warrior of the Kenget; fights with weapons
Oqulo	Warrior of the Kenget; fights with magic instead of weapons