Once Upon A Knight

TABLE OF CONTENTS

GETTING STARTED

The ReadMe File

The *Once Upon a Knight* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Once Upon a Knight* directory found on your hard drive (usually C:\Program Files\Atari\Once Upon a Knight). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Once Upon a Knight*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP (Windows® XP recommended)
Processor:	733 MHz (1.2 GHz recommended)
Memory:	128 MB RAM (256 MB recommended)
Hard Disk Space:	800 MB Free (1.2 GB recommended)
CD-ROM Drive:	4X Speed (8X speed recommended)
Video:	16 MB Windows® 98/Me/2000/XP-compatible 3D video card with T&L support* (ATI Radeon Series, Matrox Parhelia series or GeForce 3 TI, 4, TI, FX series, SIS Xabre 2 recommended)
Sound:	16-bit Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher
Multiplayer:	Internet connection required

* Indicates device should be compatible with DirectX® version 9.0 or higher.

Setup and Installation

1. Start Windows® 98/Me/2000/XP.
2. Insert *Once Upon a Knight* Disc 1 into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Once Upon a Knight* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Once Upon a Knight/Once Upon a Knight to start the game.

Note: You must have *Once Upon a Knight* Disc 1 in your CD-ROM drive to play.

Installation of DirectX®

The *Once Upon a Knight* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

THE STORY

Once Upon a Time...

In a distant land, long ago, there lived a prince. He was right-eous and just, noble and honorable, courageous and wise. As you might expect, dark and treacherous powers were not fond of this prince and joined to not only spread evil throughout the land, but to banish the prince from the principality and the thoughts of the people. One day, one of the despicable lords cast a spell that sent the prince to another dimension. What it failed to do, however, was to purge his image from the hearts and minds of his subjects.

Some years later, the good-hearted magician, Gallus, opened a portal between dimensions and returned the prince to his lands. Now, the prince must drive the evil lords from power and bring peace and order to the kingdom. A bitter fight against evil is imminent...

RTS

So begins the epic adventure within RTS Mode, where you'll build towns, command armies, use mothers-in-law as weapons, milk cows and more. Campaign Mode is the best way to learn the game: it will lead you step-by-step through the mechanics of play-ing, starting with simple movement and continuing on through the leading of armies. Be sure to check the Tooltips in the game for complete details on all of the units, spells, buildings and such.

Your characters will accompany you throughout the campaign (providing they are not killed by wild animals or enemies). Each character that you control (including the cows!) gains experience and abilities. The magical items, weapons and armor you find will make each character even more impressive and harder to defeat.

Kidnapped

Let's go back to the moment that the prince was banished and the evil lord Valtamand took control. Knowing that only bad things lay ahead for the kingdom and its people, Gallus began to search all of the weird, wonderful, magical places and torturous voids, to bring the prince back to where he truly belonged. His efforts did not go unno-ticed. The dark forces responsible for the prince's disappearance learned what magician priest was up to and quickly put an end to his dealings by making him disappear as speedily as they had the prince.

Witnesses to this deed protested loudly, calling for all true heroes and valiant warriors to find and rescue the magician. After all, he was a man known as a friend to the royal family, and guardian of the faith, for hundreds of years.

Only eight potential rescuers were found. All were entrusted with the task of finding and setting Gallus free. This is where the RPG begins.

RPG

This role-playing extravaganza is full of surprises and extras, featuring powerful heroes who can all improve their weaponry, combat characteristics, powers and skills through-out the game. You are called upon to undertake a twisting and turning adventure, to follow paths into the unknown, and to confront difficult tasks and take on treacherous quests. During your travels, you will meet many people who will offer help or services. Some will mean well while others will have their own ulterior motives.

You must fight your way to a magical gate where you will face the kingdom's ultimate enemy, Syff, the Queen of the Depraved.

SAVING AND LOADING

You can save a game in any single-player mode at any time by pressing the **Esc** key and selecting **Save** from the Pause Menu, or by pressing **Alt-F2**. Enter a name for your game in the Save window or use the time-stamped name the game automatically creates for you. Select a saved game and then click on **Delete** to delete it. Click on **Cancel** or press the **Esc** key to return to the previous menu or screen.

You can Quick Save your progress at any time by pressing **Alt-F1**. This automatically creates a time-stamped file with the prefix Quick Save. **Note:** Each time you Quick Save, you write over the previous Quick Save information.

The game has an Autosave feature that saves your progress automatically every 1 to 20 minutes. You can set the Autosave frequency in the Options menu.

To Load a game, select Load from most any game menu. If you select Load from the Main Menu, the game displays a list of all saved games, sorted by game type. Click on the RPG, Campaign and Skirmish tabs at the top of the window to display the saved games for each type. Select a saved game and then click on Load to continue. Select a saved game and then click on Delete to delete it. Click on Cancel or press the **Esc** key to return to the previous menu or screen.

Keyboard Commands – Save/Load

ACTION	KEY
Pause Menu	**Esc**
Save current game	**Left-Alt + F2**
Load game	**Left-Alt + F3**
Quick-Save current game	**Left-Alt + F1**

GAME MENUS

Configuration

The first time you launch the game, a Configuration screen will appear, where you can text and adjust your initial graphics settings. The graphics settings are identical to those found in the Options Menu (see "Options Menu" on page 7), however the Configuration screens contains four extra buttons.

- **Test** – Click on this to text your video card at your currently selected resolution setting. If your system fails the test, try switching to a lower resolution and testing again.

- **Benchmark** – Click on this to run a scripted game event that tests your system and returns suggestions for optimal graphics performance at the selected resolution.

- **Test Results** – After you benchmark your system at a particular resolution, you can click on the Test Results button to see suggested graphics settings. Click on the arrow buttons to switch between test results for other benchmarked resolutions.

- **Voice Transmission** – This allows you to configure and test your system for voice transmission (used in multiplayer games).

- **Advanced** – Click on this to view and print technical information about your graphics system. This information can sometimes be helpful when troubleshooting technical problems.

Sign-In Screen

Before you start playing, you must sign in. Your Player Name is the name that multiplayer opponents see and is the name under which all of your saved games are stored.

Select a name from the list of available players and then click on **Enter the Game** or press the **Return** key. To create a new player, type a name into the New Player field and then click on Enter the Game or press the **Return** key.

To delete a player name from the list, select the name and then click on **Delete**. A confirmation screen will appear informing you that the operation will delete settings and saved games associated with that player name.

Click on **Exit** to quit the game. To bypass the scrolling credits, press the **Esc** key.

Main Menu

After you sign in you are taken to the Main Menu, where you can choose from the following options:

Campaigns – Play an RTS Mode campaign game. See "RTS Mode" on page 30 for more information.

RPG – Play the RPG Mode as one of eight characters. See "RPG Mode" on page 25 for more information

Skirmish – Play an RTS Mode skirmish game. See "Skirmish" on page 45 for more information.

Load – Load a previously saved game. See "Saving and Loading" on page 5 for more information.

Multiplayer – Play a network or Internet game against human opponents. See "Multiplayer" on page 45 for more information.

Options – Adjust game settings. See "Options Menu" below for more information.

Editor – Create your own battlefields and adventures. See "Editor" on page 46 for more information.

Back – Return to the Sign-In screen.

Exit – Quit the game and return to the Windows® desktop.

Options Menu

The Options Menu is available from the Main Menu or the Pause Menu. From it, you can adjust the following options:

Interface

Mouse Sensitivity – Adjust mouse sensitivity from more to less.

Mouse Speed – Adjust mouse speed from slower to faster.

Keyboard Speed – Adjust keyboard speed from slower to faster.

Type – Click on the drop-down menu to choose a style for game's interface.

Reverse Mouse – Toggle reverse mouse mode ON/OFF.

Show Other Tooltips – Toggle extended game tooltips ON/OFF.

Auto Zoom – Toggle ON/OFF to enable automatic angle-adjustment while zooming.

Reduce Mouse Lag – Toggle ON/OFF to activate mouse cursors threshold.

Show Talk Tooltips – Toggle dialog subtitles ON/OFF.

Show The Unit List – Toggle the column of character portraits on the left of the screen ON/OFF. You can click on these portraits for easier and quicker to access your units.

Autosave – Set the frequency at which the game will automatically save your progress (from 1 to 20 minutes). You can load the Autosave game from the Load menu — its name has the prefix "Autosave" and the time.

Back – Return to the previous menu without saving changes.

OK – Save changes and return to the previous menu.

Default – Return all interface options to their default settings.

Sound Menu

Volume – Adjust the overall game volume.

Music – Adjust the in-game music volume.

Sound FX – Adjust the sound effects volume.

Units Speeches – Adjust the volume of unit voices. When the slider is pushed all the way to the left you will no longer hear comments from any of the units. We recommend you keep unit voices ON, so your units can warn you when the enemy is near.

Dialogs – Adjust the volume of cutscene dialog.

Environment – Adjust the volume of background sound effects (such as birds, wind and water).

Soundtrack – Select a music soundtrack from the drop-down menu. (Default setting lets game choose most appropriate music.)

Swap Channels – Toggle ON/OFF to swap left and right audio channels..

Use Voice Transmission – Toggle ON/OFF to enable voice chat during multiplayer games.

Back – Return to the previous menu without saving changes.

OK – Save changes and return to the previous menu.

Default – Return all sound options to their default settings.

Video Menu

Resolution – Select the game's resolution. Higher settings look better but may reduce performance.

Texture Quality – Select High or Low. The High setting looks better but may reduce performance.

Graphic Details – Select High, Medium or Low. Higher settings will look better but may reduce performance.

Shadows – Select Off, Simple or Detailed. The Detailed setting will look better but may reduce performance.

Effects – Adjust Effects, such as spells to Low, Medium or High. Higher settings look better but may reduce performance.

Rain/Snow – Turn weather effects ON/OFF.

Water Foam – Turn water foam ON/OFF.

Reflective Water – Turn water reflections ON/OFF.

Animated Tresss – Turn animations of plants and trees ON/OFF.

Clouds Shadows – Turn cloud shadows on the terrain ON/OFF.

Light in Tunnels – Slide to adjust the amount of light displayed in tunnels and dungeons.

Gamma Correction – Slide to adjust gamma correction.

Back – Return to the previous menu without saving changes.

OK – Save changes and return to the previous menu.

Default – Return all video options to their default settings.

Keyboard

This contains all of the game's keyboard commands that you can assign, as well as their current key assignments (see "Keyboard Commands" on page 47 for a complete list). You can change a key assignment by double-clicking on the function you want to change and then pressing the new key.

Pause Menu

Press the **Esc** key at any time while playing to pause the game and display the Pause Menu, which contains the following options:

Save – Save your current progress. You can also save by pressing **Alt-F2** while playing. See "Saving and Loading" on page 5 for more information.

Load – Load a previously saved game. See "Saving and Loading" on page 5.

Restart – Restart your current mission or campaign from the beginning.

Options – Display the Options Menu.

End – End your current game and return to the Main Menu. Game progress will be lost unless you have saved.

Back – Return to the current game.

MAIN GAME SCREEN

The following section provides an overview of interface elements common to both the RPG (roleplaying) and RTS (real-time strategy) modes. For commands specific to each mode, see "RTS Mode" on page 30 and "RPG Mode" on page 25.

Menu Bar

The main interface in both RTS and RPG modes consists of a large battlefield where all of the action takes place, a Menu Bar across the top, and a Control Panel along the bottom containing icons for performing actions.

Pause Menu – Displays Pause Menu — see page 9.

Show/Hide Control Panel – Hides Control Panel at bottom of screen to give you a larger view of the battlefield. Click again to display Control Panel again.

Show/Hide Dungeons – Displays underground view of your current location. Click again to show above-ground view.

Open Alliance Dialog – You can offer other players (human or AI) an alliance by clicking on the clasped hands icon in the Alliance Dialog window. That player may then accept or reject your offer. Click on the crossed swords icon to make your units aggressive toward another player. Click on the shield icon to make your units defensive toward another player. In defensive mode, your units will only attack if they are attacked first. If the opposing force is attacking your buildings and not your units, you must open the Alliance Dialog and select aggressive (crossed swords) in order to make your units automatically attack them.

Show Goals List – Displays current goals.

Locked Camera Mode – Locks camera to an isometric angle position that you cannot rotate. This position is often preferred by beginning users.

Show/Hide Extended Tooltips – Turns Tooltips ON/OFF. We recommend that you leave Tooltips ON until you are familiar with the game.

Control Panel

Mini-Map – See "Mini-Map" below.

Action Icons – The action icons in this area will vary depending on the type of unit or structure you have selected. Hold the mouse cursor over an item to display a Tooltip that describes that icon.

Build Buttons – Displays character and structure icons when you click on one of the four buttons: Basic Characters, Advanced Characters, Structures and Other Structures. See "Construction" on page 30 for more information.

Milk Reserves – Displays your current milk reserves.

Keyboard Commands – Main Interface

ACTION	KEY
Pause Menu	Esc
Tooltip mode ON/OFF	F1
Open objectives box	F2
Locked camera mode ON/OFF	F3
Pause	Pause
Panel ON/OFF	Left Alt + P
Tunnels ON/OFF	Tab
Mini-Map zoom in	= [equal]
Mini-Map zoom out	– [minus]
Mini-Map terrain mode	\ [backslash]
Increase game speed	Number Pad + (plus)
Decrease game speed	Number Pad – (minus)
Default game speed	Number Pad * (asterisk)

Mini-Map

The Mini-Map at the lower-left corner of the screen lets you quickly view any part of the battlefield and provides valuable information about current activity in the game.

Right-click on the Mini-Map to center the battlefield in that location. Left-click on the Mini-Map to order selected unit(s) to go to that location.

Symbols on the map indicate items, areas and other information. Use the **[+]** and **[–]** icons to zoom in and out.

The green cone shows the area of the battlefield that is currently on-screen. The larger part of the cone points in the direction you are facing.

Blue circles on the Mini-Map represent your characters. Pulsing green circles indicate a mission goal. The sawblade symbols indicate healing stations. Stars indicate items that you can pick up. Two pulses of a purple circle indicate that a unit or structure has just been produced in that location.

ACTION	KEY
Mini-Map zoom in	= [equal]
Mini-Map zoom out	– [minus]
Mini-Map terrain mode	\ [backslash]

Battlefield and Camera

If you have played an RTS game before, you should quickly feel comfortable with the *Once Upon a Knight* controls. Like most games of its kind, it allows you to move your mouse to direct your pointer around the screen, and to click your mouse to perform a variety of tasks, including selecting and ordering units, building structures, attacking, repairing and more.

As a rule, left-clicking selects units, confirms orders and changes modes. Right-clicking cancels actions and selections.

The game takes place on a battlefield. Move the mouse cursor to the edge of the screen or use the arrows on the keyboard to scroll the map. (You can turn off mouse scrolling in the Options Menu.)

You can instantly jump to any part of the map by right-clicking on the Mini-Map (see "Mini-Map" on page 11). Right-clicking on a character portrait centers the battlefield on that character.

By clicking and holding the right mouse button and then moving the mouse, you can rotate the camera, change the camera angle, and zoom the camera in and out. You can also zoom in and out using the mouse wheel. You can also perform all of these camera functions using the keyboard.

Terrain Markers

You can create up to 10 terrain markers that let you quickly jump to any spot on the battlefield — for example, your town center or a key strategic bridge. To do this, simply press **Right-Ctrl + [number 1–0]**. When you press **Right-Shift + [corresponding number]** the battlefield will instantly center on that location.

ACTION	KEY
Camera left	Left arrow
Camera right	Right arrow
Camera up	Up Arrow
Camera down	Down Arrow
Zoom camera in	Page Down
Zoom camera out	Page Up
Angle camera up	Home
Angle camera down	End
Rotate camera left	Delete
Rotate camera right	Insert
Turn view to north	Numpad . (period)
Locked camera mode ON/OFF	F3
Follow object ON/OFF	Left-Alt + F
Show last event location	Spacebar
Show selected unit	Numpad 0
Show next unit	Left-Alt + Numpad 0
Create terrain marker 1	Right-Ctrl + 1
Create terrain marker 2	Right-Ctrl + 2
Create terrain marker 3	Right-Ctrl + 3
Create terrain marker 4	Right -Ctrl + 4
Create terrain marker 5	Right-Ctrl + 5
Create terrain marker 6	Right-Ctrl + 6
Create terrain marker 7	Right-Ctrl + 7
Create terrain marker 8	Right-Ctrl + 8
Create terrain marker 9	Right-Ctrl + 9
Create terrain marker 10	Right-Ctrl + 0
Select terrain marker 1	Right-Shift + 1
Select terrain marker 2	Right-Shift + 2
Select terrain marker 3	Right-Shift + 3
Select terrain marker 4	Right-Shift + 4
Select terrain marker 5	Right-Shift + 5
Select terrain marker 6	Right-Shift + 6
Select terrain marker 7	Right-Shift + 7
Select terrain marker 8	Right-Shift + 8
Select terrain marker 9	Right-Shift + 9
Select terrain marker 10	Right-Shift + 0

MOVEMENT AND ACTIONS

To select a character, left-click on that character in the battlefield, or left-click on his or her portrait at the left side of the screen. To move the character, point the cursor to the location on the battlefield where you'd like the unit to go and then left-click. You can also left-click on the Mini-Map to move to that location.

To deselect the character, right-click anywhere on the battlefield. To center the battlefield on a character, right-click the character's portrait at the left side of the screen.

If the character cannot move to a location because of impassable terrain, the cursor will change to an X. If the character can interact with a location — for example attack or talk to a character — then the cursor will change to indicate this. Below are the most common cursor icons and the actions they indicate:

 Attack object/character

 Construct building

 Capture building

 Construct roads

 Enter tower

 Exit tower

 Graze here

 Send cow to Cowshed

Macros

You can create simple macro scripts to make your characters patrol a specific area, for example. To create a quick macro, select a character and then press and hold the **Caps Lock** key and click on a series of points on the battlefield. Your character will immediately go from one location to the next.

To create a macro that you can make your character perform once with a single keystroke, press the **R** key. Give your character normal commands and then press the **R** key again to stop recording. When you press the **X** key, your character will repeat these steps.

To create a patrol macro, press the **R** key to start recording, give your character commands, and then press the **Z** key to stop recording. This time when you press the **X** key, your character will follow all of the macro commands and then start over from the beginning in a continuous loop.

Note: If you give a character new commands after recording a macro for that character, it will clear any recorded macro!

Keyboard Commands – Character Movement

ACTION	KEY
Attack	**A**
Hold position	**H**
Stop	**S**
Unit sleep mode ON/OFF	**G**
Unit camouflage mode ON/OFF	**C**
Exit tower	**E**
Move cow to cowshed	**W**
Move cow to grass	**T**
Record command	**R**
Quick record	**Caps Lock**
Repeat commands	**Z**
Execute command list	**X**

Actions

The actions your characters can perform vary, depending on the character type. When you have a unit or units selected, icons in the lower center of your screen indicate the actions you can perform. Click on an icon to perform that action.

Sometimes, not all characters in a selected group can perform a particular action, such as casting a spell. When you click on a character-specific action, only the character that can perform the action will attempt to do so. Below are some of the most commonly seen action icons:

 Formation – Toggle between Square formation, Line formation and No formation.

 Sleep – Sleeping allows injured characters to heal more quickly.

 Abort Current Action – Selected characters stop their current action and await further orders.

 Attack Object – Click on an object or unit to make characters attack it. You can use this to destroy an enemy structure, for example.

 Inventory – Open your character's Inventory (RPG only).

 Character Stats – Display character stats — when this is flashing, open it in order to level up (RPG only).

Keyboard Commands – Actions

ACTION	KEY
Show Skills	K
Show Inventory	I
Rotate building/formation	Numpad Enter
Rotate building/formation reversed	Left Alt + Numpad Enter
Set formation	F
Attack	A
Hold position	H
Stop	S
Unit sleep mode ON/OFF	G
Unit camouflage mode ON/OFF	C
Sell unit	O
Set trap	Y
Set damage trap	Left-Ctrl + Y
Consume Healing Potion/Mushroom (RPG Only)	P
Use Mana Regeneration potion	M
Next weapon	] [right bracket]
Automatic weapon selection ON/OFF	Left-Ctrl + A

Healing

Characters get injured and die, no matter which game mode you are playing. To help your heroes, armies and townsfolk stay in good shape and avoid premature death, you must occasionally heal them. There are several ways to do this:

The quickest way to bring a character back from death's door is with magic. Within the forest, and along some paths, you will find patches of luminous blue mushrooms. Should you instruct your character to eat one of these "magic mushrooms," he will regain his health immediately.

In RTS mode, a character eats a mushroom and feels its benefits as soon as he steps on it. In the RPG mode, mushrooms are picked up and stored in a character's inventory. If you want a character to eat a mushroom, click on the mushroom or potion icon or press the **P** key.

You will also find magical healing places scattered about in both game modes. Any character can stand in one of these shimmering blue areas and regenerate up to twenty times faster than in other areas.

Another healing option in RPG mode is the drinking of health potions. You can sometimes find these on fallen victims or in treasure chests, and you can buy them from merchants. To drink a potion, just click on the potion icon, or open your Inventory, select the potion, and then click on **Use**.

A slow but sure way to heal, in RTS mode, is to let your characters sleep. While dreaming of rescuing damsels in distress, your heroes will regain strength five times faster than they would while awake. **Note:** Characters will refuse to sleep if they are near impending danger, such as wild animals and enemies.

In the RPG mode, only the Barbarian has the ability to regain his HP while sleeping, and even then it is a skill he must learn. The rate at which he recovers his HP during sleep depends on how many experience points he has invested into the Regeneration skill.

Magic characters in RPG mode can also heal using the Self-Heal spell if they both know the spell and can spare the mana.

Keyboard Commands – Healing

ACTION	KEY
Consume Healing Potion/Mushroom (RPG Only)	P
Cast Self-heal spell (RPG only)	Left-Alt + V

COMBAT

Combat is really basic in *Once Upon a Knight*. Simply put, you select a character, move your mouse cursor over an enemy and click. Your character will attack, either rushing in and swinging away at close range, or standing back and lobbing arrows, spears or magical blasts. Of course, your battle tactics will have to be a lot more sophisticated than that if you want to succeed, but that will come with practice.

There are two fighting modes: melee and ranged. Warriors, Knights and Woodbutchers are melee combatants who fight up close and personal. Melee weapons have a one-square range in any direction, including diagonally. Long-range combatants include Archers, Spearmen, Witches, Priestesses, and Wizards. Attack range varies according to type of weapon and the character wielding the weapon. Hold the cursor over a weapon and a Tooltip will pop up that displays the weapon's stats, including its range.

To attack a structure, as well as an enemy, click on the Attack icon or press the **A** key. Your selected characters will attack the next unit or building you click on. To make your characters hold their position and defend against attackers, click on the Hold icon or press the **H** key. Click on the Camouflage icon or press the **C** key to make any selected units capable of camouflaging attempt to hide from enemy units

Putting units in groups and coordinating your attacks based on character type is critical to winning difficult battles. See "Grouping" below for information about how to deal with groups.

Keyboard Commands – Combat

ACTION	KEY
Attack	**A**
Hold position	**H**
Stop	**S**
Unit sleep mode ON/OFF	**G**
Unit camouflage mode ON/OFF	**C**
Berserk attack	**B**
Set trap	**Y**
Set damage trap	**Left-Ctrl + Y**
Consume Healing Potion/Mushroom (RPG Only)	**P**
Use Mana Regeneration potion	**M**
Cycle through weapons used	**/ [forward slash]**
Next weapon	**] [right bracket]**
Automatic weapon selection ON/OFF	**Left Ctrl + A**
Rotate formation	**Number Pad Enter**
Rotate formation reversed	**Left-Alt + Number Pad Enter**

Grouping

To select more than one character at a time, press the **Shift** key and left-click on the characters you want to select. You can quickly select a group of characters by clicking on the battlefield, dragging the cursor around the characters and then releasing the mouse button. This is called drag-selecting.

You can select all on-screen units by pressing the **; [semicolon]** key. Press the **' [apostrophe]** key to select all on-screen military units. Press the **] [right bracket]** key to select all on-screen wounded units.

Double-click on a specific character type on the battlefield to select all units of that type currently on-screen. You can also select all units of a specific type by double-clicking on a portrait of that unit type at the left side of the screen.

To deselect a character, either click on it or drag-select it while pressing the **Alt** key.

To assign all selected units to a numbered group that you can reselect quickly, press the **Ctrl** key and a number while the units are selected. Then, simply press that number or click the group icon to select those units. The following group icons indicate what types of characters a group contains:

Mixed characters

Group with Prince

Close combat group (Knights and/or Woodbutchers)

Ranged combat group (Spearmen and/or Archers)

Magic character group

Animal group

Keyboard Commands – Grouping

ACTION	KEY
Create group 1	**Left-Ctrl + 1**
Create group 2	**Left-Ctrl + 2**
Create group 3	**Left-Ctrl + 3**
Create group 4	**Left-Ctrl + 4**
Create group 5	**Left-Ctrl + 5**
Create group 6	**Left-Ctrl + 6**
Create group 7	**Left-Ctrl + 7**
Create group 8	**Left-Ctrl + 8**
Create group 9	**Left-Ctrl + 9**
Select group 1	**1**
Select group 2	**2**
Select group 3	**3**
Select group 4	**4**
Select group 5	**5**
Select group 6	**6**
Select group 7	**7**
Select group 8	**8**
Select group 9	**9**
Select all visible units	**; [semicolon]**
Select all visible military units	**' [apostrophe]**
Select all visible wounded untis	**/ [forward slash]**
Rotate formation	**Number Pad Enter**
Rotate formation reversed	**Left-Alt + Number Pad Enter**

MAGIC

Magical spells provide you with a powerful battlefield advantage when used correctly. In addition to conjuring powerful storms that can destroy buildings, magic users can charm enemies to switch allegiances, summon ghosts and wild animals, teleport far distances, make mirror images of themselves and even turn people into cows.

A character's magical power defines his or her magic prowess. The more power a character has, the stronger his or her spells, and the more spells he or she can cast before running out of magical energy (mana).

In RPG mode, characters must find or buy spells and can focus on either increasing their magical power or mana pool, or making one spell especially powerful as they level up. In RTS mode, characters level up automatically, allowing you no control over individual abilities. In order to acquire a spell for an RTS magic user, you must research that spell in the type of building from which he or she emerges.

To cast a spell, click on its icon in the Control Panel or press its assigned keyboard command. To cast the spell, click on an enemy or the battlefield. Non-targeted spells, like Mirror Image, are cast immediately. For targeted spells, the mouse cursor will change to indicate the spell you are going to cast.

In RTS mode, magic users will automatically cast the spells they know by default. You can adjust exactly which spells are autocast by toggling them ON/OFF using keyboard commands (see "Keyboard Commands – Spells" on page 24).

Conversions

In some quests and missions, you will need a specific character in order to complete a task. If you do not have this type of character in your squad, you can convert another character by making him stand on a "conversion station." Conversion stations are indicated by statues of the animal into which they will convert your character. For example, a cow conversion station features statues of cows. You can potentially convert a character into a cow, wolf, bear, woodbutcher or giant.

Note: It is recommended that you use characters with low experience levels for conversion since several things happen when you convert:

• All equipment is lost

• All level and experience points are lost

• If a character's HP are at 50 percent or lower, the character cannot be converted and dies

Spell Descriptions

Below are brief descriptions of some of the spells in the game. Be sure to check the Tooltips for more details on how a particular spell works.

Power Blast

Hurts all enemies within a specified radius. The radius and the amount of damage dealt depend on the caster's experience level.

Fire Rain

Creates a devastating rain of fire, destroying everything in its area. Its duration depends on the experience points invested into the spell.

Firewall

Creates a long line of fire that injures anyone who dares to go through it. The more skilled the caster, the longer the Firewall lasts.

Raven Scout

Summons a raven scout that can fly over any portion of the battlefield and reveal whatever is below. Its duration depends on the caster's experience.

Magic Shield

Creates a powerful magical shield that protects the caster from damage.

Storm

Summons a ravaging storm over a specified area. Its duration and power depend on the caster's level.

Teleportation

This magical way of traveling (handy for fleeing enemies) lets you instantly jump from one spot on the battlefield to another. The distance depends on the caster's skill level.

Dispel Storm

Dispels a storm cast by another magic user.

Craze (RPG Only)

Causes enemies to attack their own companions (if any) while ignoring the caster.

Possess Mind (RPG Only)

Allows the caster to control the subject's mind for a limited time.

Conversion (RPG Only)

Can transform a human into a cow. Some enemies are immune to this powerful spell.

Paralyze (RPG Only)

Paralyzes a single target. The duration depends on the points invested into this ability.

Petrify Foes (RPG Only)

Petrifies all foes in an area. The range and time of the spell depends on the caster's skill.

Absorb Life (RPG Only)

Steals vital energy from a victim and transfers it to the caster's body.

Self-heal (RPG Only)

Heals the caster's wounds at the cost of some mana. The level of healing depends on the number of points invested in the spell.

Summon Ghost (RPG Only)

Summons a ghost that attacks all enemies who approach. Damage caused by the ghost's attacks depends on the caster's experience.

Magic Mirror (RPG Only)

Creates a controllable twin of the caster. The twin disappears after a period, depending on the skill level of the caster. This is a basic spell of the Amazon Sorceress.

Summon Magical Animal (RPG Only)

This spell summons a controllable magical animal that fights enemies until it dies or dissipates. Its power and duration depend on caster's level in the spell.

Magical Trap (RPG Only)

Sets a magical trap that deals damage when an enemy walks over it. Damage depends on the caster's skill level.

Keyboard Commands – Spells

ACTION	KEY
Cast Magic Shield	**Left-Alt + S**
Cast Capture	**Left-Alt + A**
Cast Storm	**Left-Alt + O**
Cast Summon Raven Scout	**Left-Alt + I**
Cast Conversion	**Left-Alt + N**
Cast Fire Rain	**Left-Alt + L**
Cast Dispel Storm	**Left-Alt + R**
Cast Teleportation	**Left-Alt + T**
Cast Specter	**Left-Alt + H**
Cast Wild Animal	**Left-Alt + W**
Cast Set Magical Trap (RPG only)	**Left-Alt + M**
Cast Absorb Life (RPG only)	**Left-Alt + Y**
Cast Petrify Foes (RPG only)	**Left-Alt + E**
Cast Paralyze (RPG only)	**Left-Alt + G**
Caste Craze (RPG only)	**Left-Alt + B**
Cast Possess Mind (RPG only)	**Left-Alt + C**
Cast Summon Magical Animal (RPG only)	**Left-Alt + D**
Cast Summon Ghost (RPG only)	**Left-Alt + J**
Cast Magic Mirror (RPG only)	**Left-Alt + Z**
Cast Conversion (RPG only)	**Left-Alt + K**
Cast Power Blast (RPG only)	**Left-Alt + Q**
Cast Self-heal (RPG only)	**Left-Alt + V**
Cast Firewall (RPG only)	**Left-Alt + N**
Autocast Magic Shield ON/OFF	**Right-Ctrl + S**
Autocast Capture ON/OFF	**Right-Ctrl + A**
Autocast Raven Scout ON/OFF	**Right-Ctrl + I**
Autocast conversion ON/OFF	**Right-Ctrl + N**
Autocast Dispel Storm ON/OFF	**Right-Ctrl + R**
Autocast Teleportation ON/OFF	**Right-Ctrl + T**
Autocast Spectre ON/OFF	**Right-Ctrl + H**
Repeat last magic command	**[[left bracket]**
Use Mana Regeneration potion (RPG Only)	**M**

RPG MODE

Unlike RTS mode, where you can create and control armies of characters, RPG mode centers on just one special hero. This hero starts as a relatively weak creature, but through quests, battles and the finding of treasure, he or she becomes stronger. Eventually, you'll have a regular champion on your hands — someone capable of single-handedly defeating swarms of enemies.

To start an RPG mode game, click on **RPG** on the Main Menu. Select the type of character you want to create from the pull-down menu at the top-center of the screen (see "RPG Heroes" on page 28 for descriptions of each type). Select a color from the pull-down menu above the hero portrait box, and then give your hero a name.

To load a character, select that character's name from the hero list and click on **OK**.

Your hero's abilities will differ depending on his or her character type. For example, Archers are the only characters with the Marksmanship, Stealth and Trap abilities. Hold the mouse cursor over an ability to display a pop-up description of it.

You begin with a pool of five points that you can use to boost any of your character's abilities. (As you level up, you will receive more points, which you can spend in the same way.) Once you are happy with your hero, click on **OK**.

At the RPG Menu, select a hero and a difficulty level and then click on **Start Game** to begin. Once your hero has completed a chapter, you can play that chapter again with that hero.

Character Development

Chapter 1 will introduce you to the basics of the RPG game. As you make your way through the land and talk to NPCs (non-player characters), you will be given quests. These quests show up in your Goal List and as pulsating circles on the Mini-Map. To display your goals, click on the **Goal List** icon at the top of the screen or press **F2**.

Whenever your hero kills an enemy, deftly uses a skill or solves a quest, he or she will gain experience points. When your character has earned enough experience points, he or she will "level up." This is indicated by the flashing **Skills** icon in the Control Panel.

Click on the **Skills** icon to display the Skills window. This window includes information about all of your character's abilities. Hold the mouse cursor over any ability to display a Tooltip with details about that ability. The line marked Experience includes your hero's current experience, followed by the experience level at which he or she will go up in level next.

If you have points to spend on abilities, they are indicated on the Points Left line. Click on the **[+]** symbol next to an ability score to spend points and improve that ability. Check the pop-up Tooltip to see what you're getting for your hard-earned points. Click on the **[–]** symbol next to an ability score to subtract points that you have recently added to that ability. Click on **Close** to return to the battlefield. **Note:** Once you close the Skill window after spending points, you cannot subtract points — they are considered spent.

NPCs

There are various inhabitants of the *Once Upon a Knight* world beyond the characters you control. Some of these NPCs (non-player characters) are friendly — they'll help you solve quests, and give hints and even special rewards for solving difficult tasks. These NPCs are indicated by an explanation point [!] above their heads. Clicking on one of these characters will launch a dialog and will usually add a goal to your Goals List.

Sometimes, an NPC will have no symbol above his or her head, yet you cannot attack them or otherwise interact. This often means that they are part of a future quest. Remember where they are and come back at a later time.

You will also meet merchants during your adventures. These NPCs are primarily interested in making money, and are indicated by a money bag above their heads. The merchants want to buy all of your interesting items as cheaply as possible… and then jack up the prices and sell the items for a tidy profit.

Sometimes a character, called a hireling, will offer to join you in your adventure — for a price. You can tell a hireling by the crossed swords above his or her head. Click on that character and a box will pop up asking you to hire them. If you agree, the character will join you for a period of time (indicated by the hourglass next to their character portrait). Hired characters have their own inventory, which you can manipulate. If they die, they will drop their equipment. If they leave when their contract is up, however, they'll take all of their equipment with them. You may want to clean out their pockets before they hit the road. (You can make them drop items, including gold, by opening their inventory and using the Drop command — see "Items and Inventory" on page 27.)

Last, but not least, comes the final group of NPCs — the horrible enemies. Depending on the difficulty level at which you are playing, some enemy reactions can be quite intelligent. For example, enemies can make use of their sight and hearing, and you should adapt your strategies to accommodate this. Sometimes, enemies will use group strategies — for example, they may send one character ahead while the rest hide behind a corner. They are well aware of weapons properties, and will try to use melee and ranged weapons to their best advantage.

Items and Inventory

Slain enemies sometimes drop gold or other items. Your hero can collect dropped items by stepping on them. Additionally, you can find gold and other treasures in chests or barrels, which your character must destroy to open. You can identify such a container when you hover over it, at which point the cursor will change into an attack cursor. Simply click on a chest and your character will bust it open. All of the items your character picks up go into his or her inventory.

The size of an inventory is limited by the amount of weight a character can carry. A knight or a barbarian can carry more than a priestess or an Amazon sorceress, but armor, swords and helmets (which magic users cannot wear) are heavier than amulets, belts or scrolls, so it tends to even out. Inventory capacity increases as a character levels up.

Open your hero's inventory by pressing the **I** key or by clicking on the **Inventory** icon on the Control Panel. Your character's stored items appear on the right side of the window. Use the scroll arrows to see additional items. The left side of the window displays your character portrait and four boxes that indicate equipped items: a weapon, a ring, a belt and an amulet. A character can only equip one of these types of items at a time, so, even though your Sorceress might have three nice magical rings, she can wear only one. Hold the mouse cursor over a piece of equipment to see its statistics.

To equip an item, click on it and drag it from your stored items to the appropriate equipped items box or select it and then click on the **Use** button. Currently equipped items will automatically be swapped into your inventory. If an item has a red background, your hero cannot use it. It would be best to sell this item to a merchant or give it to a hireling.

When dealing with a merchant, your inventory appears alongside items the merchant currently has for sale. The price the merchant is willing to pay or receive is indicated on the left side of each item.

Note: Sometimes your character will pick up an "unknown" potion. Merchants are never willing to pay much for these unidentified items, and it can often be risky to just quaff it and hope for the best. We recommend that you search out a clairvoyant, who — for a price, of course — will identify these items.

RPG Heroes

Knight

This character, a hero born from an aristocratic family, saw it as his duty to stand by the royal family in their absence. He manages to make most people quite sick with his stories of heroic deeds and of dragons conquered, but is nevertheless a fierce warrior and a brave knight.

Barbarian

From a long line of skilled woodcutters and builders, this powerful axe-swinging chap is a recently unemployed tree-cutter. After completing his job of clearing the rain forests in North Africa, he stood on the final stump and shouted "Hurra!" The locals misunderstood his cheer and, after the tree-cutter's departure, dubbed the place "Sahara." He eventually wandered into Prince John's future kingdom, which already had an abundance of woodbutchers. Grim job prospects forced him into the forest, where he ate bears and fruit for two years and aggressively defended his territory against intruders. The other forest dwellers named him the "barbarian." At the meeting concerning Gallus' disappearance, as volunteers were being solicited, the barbarian rose his hand, calling out in his nearly incomprehensible dialog in the hopes of gett\ing a free horn of mead. Alas, his words, heard by all present as, "Aye, I shall undertake this dangerous mission," were actually "Aye, another horn of mead would be a fine thing." And so a new hero was born…

Amazon Sorceress

This attractive, swimsuit-clad, carefully tattooed character is especially designed to please the large group of young males who simply expect a beautiful, buxom heroine in a modern game. To avoid frustrating this very important target group with a looks-only heroine, the Amazon Sorceress takes advantage of powerful spells, scrolls and magic items, and comes with a provocative and somewhat suggestive voice. Using her magical staff, she can fire a lightning blast that can efficiently roast, fry or boil the enemy from a distance, without causing friendly casualties. As an added bonus, her base spell is Magic Mirror, which she uses to create a temporary clone of herself, complete with lightning staff and long legs.

Spearman

The spearman is a very rough-and-ready bloke who became part of the Priest Preservation and Liberation Taskforce shortly after meeting the mother-in-law. It was the only logical thing to do. According to his philosophy, "Tis better to meet and fight a thousand enemies than to cross the mother-in-law's path once on a bad day."

Sorcerer

Older than the forest, but younger than the priest, the wizard became part of the Gallus Liberation team because he had forgotten the punch line to a spell joke. Completely frustrated, he began speaking loudly to himself and was overheard by the wrong ears as he walked through the forest muttering, "Must find the old git who taught me this style of magic — Gallus, must find Gallus."

Archer

This well-traveled, highly skilled, cultured fighting man has spent too much time in Sherwood Forest wearing green tights… which may explain his manner of speaking. He claims to have learned his marksmanship in person from Robin of Loxley. He became an RPG hero while drinking a nice cup of tea: While choking on the leaves, his coughing and spluttering was mistaken for a positive answer.

Priestess

The Priestess began her career as apprentice to the Priest. Following her training, she took over the admin department for the United Temples of Power. After working many years in institutional business, she decided to go back to the roots of her job and speak directly to the gods, rather than receive divine news secondhand from some eccentric old man. With the gods' help, she became adept at using spells and magical scrolls for holy combat. When she heard that her old Master and mentor had been kidnapped, she was the first true volunteer for the liberation squad.

RTS MODE

Economy

The economy of the *Once Upon a Knight* world is based on milk, the only resource that gives the woodbutchers (your builders) the strength they need to construct buildings. Milk pays for things, like buildings, building upgrades, knights, archers and, naturally, more cows.

The *Once Upon a Knight* cows are tireless nibblers — each can produce 10 liters of milk from one square of grass. Eventually, all that grazing reduces a meadow to bare earth (but it eventually grows back). When a grass square is empty, the cow automatically goes in search of a fresh square of nourishing green grass.

It pays to manually keep your cows moving around a pasture. If you do, you can double milk production, since you are getting the cows to areas of fresh grass quicker than they would on their own. For best results, allow a cow three to four bites on one grass square and then click on a neighboring square. You can also speed up milk production by hiring a cowherd (see "Character Reference" on page 37).

Construction

Buildings provide you with the means to create units, produce more milk and research new discoveries. Each building can only support a certain number of units, and some buildings have prerequisites. For example, you must build huts next to roads, but you must build a cowshed before you can build a hut. Woodbutchers take care of the building construction in the game.

To build a structure or a character, click on one of the four Build buttons at the bottom right side of the screen. A red X will appear through a button if none of the characters or structures is available for that section. If you hover your cursor over a character or a building icon, a Tooltip will pop up explaining why you cannot currently create it. You may not have enough milk or a building may first require the creation of a different building. Buildings can also become full, in which case you'll need to create another building before you can build the unit.

Creating Characters

You can create any character associated with a building that you own, providing you have enough milk and enough space. Characters that you can currently build appear in full color. Characters that you cannot currently build are shaded brown. There are two Characters buttons, each with six character choices:

Cows

Woodbutcher

Warriors

Cowherds

Archers

Spearmen

Knight

Priest

Witch

Mother-in-Law

Priestess

Wizard

To create a character, click on an available character icon. The milk required to create that character will be drained from your reserve vats, and the character will run out of the building shortly. The number next to the character icon indicates the number of remaining characters of that kind you can build before you run out of housing space.

 Note: By setting a building's destination point, you can specify where characters run after they are created. Click on the building and then press the **P** key or click on the **Destination Point** icon. Your cursor will change into a flag. Plant the flag in the spot on the battlefield where you want your characters to go after they are created.

Creating Structures

If you have met the prerequisites for constructing a building (including milk quantity), that building's icon will appear on the Building panel with a green base (except for the bridge, which appears in blue). Structures that are not available will appear shaded brown. There are two Structures buttons, each with six structure choices:

Cowshed

Hut

Barracks

Wizard's tower

Temple

Court

Road

Bridge

Drawbridge

Stockade

Tower

Gate

To create a building, click on an available **Structure** icon and the required milk will be drained from your vats. Direct the woodbutchers to build your structure where you want by moving the cursor to a particular point on the landscape, and then left-clicking (right-clicking will cancel). You can change the orientation of a building with the **Enter** key on the number pad — pressing the key once will rotate the building a quarter-turn. Nearby woodbutchers will automatically begin construction. If you want other woodbutchers to help, you must select them and then click on the construction site (your mouse cursor will change to a sledgehammer). Moving a mother-in-law close to the site will make the woodbutchers work faster.

Woodbutchers are not required to build roads. Simply click on the **Road** icon within the Buildings tab, and then click on the landscape to direct where the road section should be built.

To construct a bridge, click on the **Bridge** icon within the Buildings tab. Then, click on a water square next to the shore to place one end of the bridge where you'd like. After clicking on a valid spot, a construction site appears. Click again next to this site to extend the bridge out over the water and to the other shore.

Like characters, every building has a number of HP (health points), indicating the amount of damage it can take before it is destroyed. Nearby woodbutchers will automatically try to repair a damaged building.

Upgrading Structures

Each character in *Once Upon a Knight* has an individual weapon. The Spearman uses a spear, the Woodbutcher an axe, and the Archer a bow. The Knight, the Warrior and the Prince all use swords. (The Prince can also use an axe.)

You can upgrade some structures to provide the associated units with better weapons, armor and spells. Select the building you want to upgrade and then press the **U** key or click on the **Anvil** icon at the bottom of the screen. This will bring up the research dialog that lists the available upgrade choices for that structure. Hold your mouse cursor over an upgrade to see details. Click on an upgrade and then click Buy to order that upgrade for the building. All characters that come out of that building will be equipped with the appropriate new upgrade. See "Building Reference" on page 33 for more details about structure upgrades.

Characters can also find weapons upgrades on the battlefield. If you see an upgrade, hold your mouse cursor over it and a description will pop up. Then, select a character that can use it and direct that character to walk over it.

Building Reference

Cowshed

One cowshed can accommodate up to three cows or cowherds in any combination. Each cowshed can store 100 liters of milk. If you don't have enough milk to build high-priced items, you need to build more cowsheds to increase your storage capacity.

Prerequisites: Build on meadow

Cost: 80 liters

HP: 1000

Hut

One hut is home to up to six archers, woodbutchers or mothers-in-law, in any combination.

Prerequisites: Existing cowshed; build next to road

Cost: 80 liters

HP: 1200

Upgrades Available:

• Great Bow

• Great Bow 2

• Fire Bow 1

• Fire Bow 2

• Battle Axe

• Double-Headed axe

• Double-Headed Battle axe

• Battle Axe of Ice

Barracks

One Barracks can house up to four spearmen or warriors, in any combination. It's difficult for one woodbutcher to raise this building, so try sending several, as well as a mother-in-law to badger them.

Prerequisites: Hut; build next to road

Cost: 200 liters

HP: 1400

Upgrades Available:

• Trident
• Pike
• Pike of Lightning
• Pike of Fire
• Short Sword +
• Knight's Sword
• Knight's Sword +
• Long Sword
• Round Shield 3
• Small Steel Shield
• Medium Shield 1
• Medium Shield 5

Court

A court is the home of a single Knight. It is a very expensive, but very strong, abode, similar to its inhabitant. Several woodbutchers make fast work of completing this building.

Prerequisites: Barracks; build next to road

Cost: 400 liters

HP: 1600

Upgrades Available:

• Knight's Armor
• Knight's Heavy Armor
• Lord's Armor
• Warlord's Armor
• Helmet
• Knight's Helmet
• Helmet (more powerful)
• Heavy Helmet

Temple

A Temple can house up to three witches or priests, in any combination. Because the temple is made of stone, it takes a long time for a woodbutcher to build one — try sending the mother-in-law with a squad of woodbutchers.

Prerequisites: Hut; build next to road

Cost: 300 liters

HP: 1400

Upgrades Available:

There are 4 levels of upgrade for each item — Levels 2 through 5.

• Magic missile
• Magic blast
• Raven Scout
• Teleportation
• Spectre
• Magical Wolf

Wizard's Tower

This is the home of up to two priestesses or wizards, in any combination. Send a squad of woodbutchers, under the driving force of a mother-in-law, to complete this structure quickly.

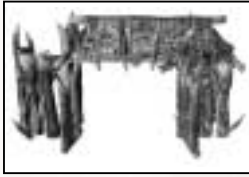**Prerequisites:** Temple; build next to road

Cost: 400 liters

HP: 1600

Upgrades Available:

There are four levels of upgrade for each item — Levels 2 through 5.

• Lightning
• Fireball
• Magical Shield
• Possession
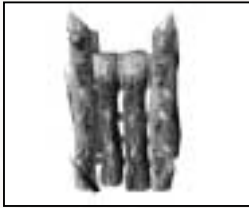• Storm
• Conversion
• Fire Rain

Gate

A gate is built as part of a Stockade. It allows friends to pass through easily and forces enemies to halt. Gates require one character to operate. When a character is on a gate's accompanying watchtower, the gate automatically opens for friendly units and closes for enemy units.

**Cost:** 30 liters

HP: 1200

Tower

You can place a single unit in this defensive structure. Select the unit and then click on the tower — the unit will climb the tower and fire arrows, spears or magic blasts at approaching enemies. Every ranged enemy attack aimed at a Tower hurts the character in it. Every sword- or axe-blow damages the Tower, but not the character in it.

Cost: 30 liters

HP: 800

Drawbridge
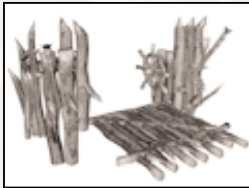
You can build a drawbridge on a river bank or on a lakeshore. A drawbridge requires one unit to operate it. When a character is inside, the drawbridge automatically opens for friendly units and closes for enemies.

Cost: 40 liters

HP: 3000

Characters

All characters in the game have specific attributes and abilities. These abilities determine their prowess in battle, as well as their speed, range, health and more. As a character gains experience and increases in level, his or her abilities increase.

HP (health points): A character's current state of health

HP Regeneration: The speed at which an injured character regains health

Magic: A character's magic power, which determines the number of spells that character can cast

Magical Regeneration: The speed at which character regains magic power

Movement Speed: A character's speed

Strength: A character's ability to sustain wounds

Grazing Speed: The speed at which a cow eats grass

Capacity: The amount of milk a cow gives in one milking

Take-Over Resistance: The level of resistance an animal has to taming attempts

Experience

As the game progresses, every character and animal gains experience by doing what it does best. Swordsmen, for example, earn experience by fighting — the tougher the defeated foe, the more experience points earned. Even cows gain experience, earning one point for every ten liters of milk delivered to the cowshed. Experience levels are displayed as blue spheres above the character's head. When a character levels up, stars circle around his or her head.

Higher levels affect various character parameters. An archer's range will improve. A cowherd will get better at taming wild animals. A cow will produce more milk.

Character Reference

Cow

These docile cud-munchers are the lifeblood of the game. Without cows, there'd be no milk, and without milk there would be, well, nothing.

Cows have various colors and markings, making it easier to identify them. As a cow grazes, it gains experience and increases in efficiency. So, an old, experienced cow is more valuable than a new, young one. An attacked cow will run away to its shed in panic and remain there. After the enemy has been repelled, you will need to send your cowering cows back to the pasture.

Home: Cowshed

Cost: 80 liters

HP: 240

Cowherd

This charming young lad is one of the most useful people in the village. He lives with, and cares for, the cows. Cows who graze near a cowherd double their grazing speed.

A cowherd can capture enemy cows and bring them to the village. A cowherd can also capture and tame wild bears and wolves — but this is dangerous and does not always work.

Home: Cowshed

Cost: 80 liters

HP: 80

Archer

The archer's strong bow lets him shoot animals and enemies from a considerable distance. He is especially effective when he stands atop a tower, where his only direct dangers are bowmen, sorcerers and witches on broomsticks. The archer is the fastest of all of the characters in the *Once Upon a Knight* world… and he has the best eyesight, allowing him to spot enemies from a long distance.

An archer's special ability is spying — in this mode, he is silent and nearly invisible to enemies. He wears an amulet of the Forest God and is very resistant to magic missiles. Apart from all these wonderful attributes, the archer has one drawback — he is a puny man. This means he has no chance in a direct fight with even a woodbutcher — two axe-blows and he's finished.

Home: Hut

Cost: 80 liters

HP: 200

Strength: 15 + 5

Range: 8

Woodbutcher

The woodbutcher is one of most important characters in the game. With his giant axe, he can build or repair any structures, destroy enemy buildings and cut trees. But he is not just a man of peace — he can swing a mean axe in combat, too! So, if you intend to turn an enemy village into dust, you must have a few woodbutchers in your army.

Home: Hut

Cost: 80 liters

HP: 400

Warrior

Warriors are the fearless frontmen of any good army, protecting archers and spearmen, charging fortified structures and generally taking, and dishing out, a lot of abuse. Warriors wield swords and wear leather armor, so they are sturdier and more dangerous than woodbutchers. They are also far less expensive than most other fighting units.

Home: Barracks

Cost: 120 liters

HP: 600

Strength: 45 + 10

Range: 1

Spearman

A spearman, being as frail as an archer, is not suited to close combat. However, his spears go as far as, and do much more damage than, an archer's arrows. Like an archer, a spearman has a much better chance of survival when he is placed in a tower. Unlike an archer, a spearman can also use a shield to protect himself.

Home: Barracks

Cost: 150 liters

HP: 280

Strength: 22 + 5

Range: 8

Knight

The knight is one of the most powerful characters in the game, but he is also one of the most expensive, requiring his own court as a place to hang his helmet. Equipped with good armor and a sword, the knight can outfight several swordsmen, and can wade through archers and spearmen all day long.

Home: Court

Cost: 400 liters

HP: 1500

Strength: 60 + 20

Range: 1

Mother-In-Law

The mother-in-law is a powerful saboteur and diplomat who wields a rolling pin to punctuate certain points in her arguments. She can use her intelligence and guile to convince the dwellers of any enemy building to swap sides. The building then becomes yours, and the mother-in-law stays inside it for the duration of the game. A mother-in-law also has another useful ability: all woodbutchers working in close proximity to her perform at twice the speed.

Home: Hut

Cost: 80 liters

HP: 100

Priest

A priest is an old temple caretaker who has made sacrifices to the gods all of his life. This mystical man with magical abilities can teleport himself to any place on the map, use a magic crown to see across long distances, create magical ghosts to terrorize enemies and summon magic wolves to attack them. He uses no weapons but can throw a mean fireball. All magical characters in a priest's vicinity gain a 100% magic power regeneration boost.

Home: Temple

Cost: 200 liters

HP: 200

Strength: 10 + 10

Range: 8

Magic: 100

Priestess

This charming woman cannot fight using weapons or bows, but her powerful magical abilities more than make up for it. She can strike enemies with lightning and surround herself with a magic shield. The priestess' most powerful spell is a magical thunderstorm, which can damage buildings and even destroy small villages. Another priestess power is the ability to infatuate enemy soldiers and convince them to fight on her side.

Home: Wizard's tower

Cost: 400 liters

HP: 200

Strength: 20 + 30

Range: 8

Magic: 200

Witch

The witch is the only character able to fly, using a state-of-the-art SWEEP 64 model broomstick. This gives her an undeniable advantage over other characters. Additionally, she can strike enemies with lightning and create powerful lightning storms. The witch is also very useful in fending off magical enemy attacks — her Dispel spell neutralizes enemy thunderstorms and fire rains. Because she is airborne, she can't be touched by swordsmen, knights or woodbutchers, and can be eliminated by long-range combatants, such as archers or spearmen. All characters around a witch gain a 100 percent health regeneration bonus.

Home: Temple

Cost: 400 liters

HP: 80

Strength: 40 + 10

Range: 8

Magic: 100

Wizard

This old man has a powerful and comprehensive knowledge of magic. He can teleport, summon wolves and ghosts, strike enemies with fireballs or convert them into cows, and create a destructive fire rain.

Home: Wizard's tower

Cost: 400 liters

HP: 200

Strength: 100 + 200

Range: 16

Magic: 200

Enemies

Wolf

Wolves are some of your most common opponents, and you will encounter them often while exploring. Individually, wolves are not too strong, but they can cause a lot of damage when attacking in packs. If your cowherd cries "Wolf!" be sure to send some support as cows can't defend themselves and, although an experienced cowherd can tame a wolf, chances are good that your herd will suffer.

HP: 40

Strength: 50+ 15

Range: 1

Bear

The bear is a wild animal that is best left undisturbed. Far more dangerous than a wolf, a one-on-one with a bear usually ends in victory for the bear. Bears live in dense forests but, when hungry, may approach villages. The best way to fight off a bear is with a long-range attack using archers. After shooting, the archer can run away before the slow-moving bear closes in. A bear can be tamed by a cowherd, becoming a valuable ally.

HP: 100

Strength: 80+ 20

Range: 1

Valtamond

Valtamond is an evil magician who has spent his life studying the dark arts. He can summon monsters to harass your heroes during their trips. He uses various magical weapons but his specific combat tactics are still a secret.

HP: 1000

Strength: 10 + 30

Range: 8

Magic: 400

Skeleton

There are a variety of skeleton types in the game and each has its own characteristics and behaviors. Skeletons are conjured up from the underworld in large groups and represent all that is evil. Their sole objective is to destroy you! Beware!

HP: unknown

Strength: unknown

Range: unknown

Minotaur

These evil creatures were not created by a mythological white bull and a beautiful queen, but through an unfortunate accident in a sorcerer's lab involving a sacrificial roast beef sandwich and a bodyguard. You will meet this aggressive monstrosity several times throughout the game and you'd best beware. The minotaur is a very strong and talented killer, using mostly swords and axes as his preferred weapons.

HP: unknown

Strength: unknown

Range: unknown

Werebear

It is better not to disturb this half-bear/half-human monstrosity, as he is far more dangerous than nearly any other animal you'll find in the forest. A one-on-one fight with a Werebear usually ends brutally and sadly in favor of the beast. Werebears live in dense forests but, when hungry, may approach villages. One last caution: werebears move much faster forward than your average bear!

HP: unknown

Strength: unknown

Range: unknown

Werewolf

This half-wolf/half-human mutant apparently doesn't need a full moon to boost his lunatic powers. Your heroes will meet him fairly often in the game and the outcome will usually be against them. Be careful when a hungry werewolf creeps from the forest toward your village. Use your fastest archers because this animal (or whatever it is) moves much faster than a normal wolf.

HP: unknown

Strength: unknown

Range: unknown

Pilous Mephitis (tm)

This monster, created by dark powers, is found most often in the vicinity of graveyards, barrows and swamps. It is extremely dangerous and very fast. If a small party of heroes meets it, they have a rather small chance of survival. During the game, you will meet a variety of mutations of this creature. They all behave similarly, but take care... if you have already defeated one, do not think the next one is an easy task. You could be wrong.

HP: 600

Strength: 30

Range: 1

Giant

These tall, strong loners mostly keep to themselves in mountain caves. Occasionally, however, hunger overtakes them and they approach villages in search of beef. A squad of heavily armored knights provides the best defense against a marauding giant. Armed with a powerful club, a giant can crush most characters with a few savage blows.

HP: 3000

Strength: 30 + 30

Range: 1

Amazon Sorceress

An Amazon Sorceress is a young, lightly dressed woman with one powerful magical attribute: using her magical staff she can create a burning lightning spell to roast, fry or boil her enemies very efficiently from a safe distance. Her other powers include the ability to make mirror images of herself, which serve to confuse (and damage) her unfortunate foes.

HP: unknown

Strength: unknown

Range: unknown

And Many Others...

SKIRMISH

Skirmish Mode lets you train your RTS abilities against computer-controlled opponents before taking them on the world stage against human competitors in multiplayer mode. Select Skirmish from the Main Menu and then set the following game options:

Level Name: Choose among more than 20 in-game maps or add maps created in the Editor.

Game Type: Choose from the following game variations.

- **Destroy Structures** – You win when all enemy buildings are destroyed.

- **Battle** – You win when all enemies are destroyed.

Starting Units (Destroy Structures mode only):

- **Map Default** – The number of units chosen by the mapmaker

- **1 Woodcutter** – When you really want to start from scratch

Allied Victory: Choose YES in order to recruit allies and fight together. When one warrior wins, so does the other.

Random Equipment (Destroy Structures mode only): Turn this setting ON to make random items pop up on the battlefield during the game. The game will inform all players when a random item appears.

Milk at Start (Battle mode only): Since there are no cows in this mode, you must choose the amount of milk each player has to spend in the game (2,000, 5,000, 10,000 or 15,000 liters). When you run out of milk in a Battle mode game, you cannot buy any additional units or buildings.

MULTIPLAYER

Multiplayer Mode allows you to test your RTS against human opponents or to play alongside them in an RPG adventure. Select Multiplayer from the Main Menu to start or join a game.

First, choose a provider — EarthNet or DirectPlay9 TCP/IP Service Provider — and click on **Intialize** to continue.

Available sessions will show up in the Available Sessions box at the bottom of the screen. If you would like to join a game, click on its name and select Join to continue. To create a new session, type a name in the New Session Name field. You can password-protect your session to allow only friends in, for example, by typing a password in the Password field. If you leave the Password field blank, the session will not be password-protected.

Click on **Create New Session** to start a competitive RTS game. Click on **Create New RPG Session** to start a cooperative RPG game.

Multiplayer RTS games play just like Skirmish games, with the same game options (see previous page). As game host, you select the game options. When enough players have joined your game, select **Start Game** to begin playing.

Multiplayer RPG games require that all players create a new RPG character. The setup interface is similar to the regular RPG mode (see "RPG Mode" on page 25). When enough players have joined your game, click on Start to begin the game.

EarthNET (tm)

The EarthNet server provides a location where you can meet other *Once Upon a Knight* players from around the world. The first time you connect to the EarthNet server, you must create an account that includes a nickname and a password. You can find out more information about playing on EarthNet in the *Once Upon a Knight* ReadMe file (see "The ReadMe File" on page 3).

Keyboard Commands – Multiplayer

ACTION	KEY
Open Alliance dialog	**F5**
Open "Give Money to Ally" dialog	**F6**
Send current point to allies' map	**Left-Ctrl + S**

EDITOR

The *Once Upon a Knight* Editor lets you create your own maps, RPG adventures and RTS campaigns. For detailed directions on using the editor and incorporating your own maps and adventures into the game, see the Editor Manual.

You can view the Editor Manual file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Once Upon a Knight*, and then on the EditorManual.html file.

APPENDIX

KEYBOARD COMMANDS

ACTION	KEY
Camera left	**Left arrow**
Camera right	**Right arrow**
Camera up	**Up arrow**
Camera down	**Down arrow**
Camera zoom in	**PgDn**
Camera zoom out	**PgUp**
Camera angle up	**Home**
Camera angle down	**End**
Camera rotate left	**Del**
Camera rotate right	**Insert**
Open game menu	**Esc**
Save current game	**Left-Alt + F2**
Load game	**Left-Alt + F3**
Quick Save current game	**Left-Alt + F1**
Open Alliance dialog	**F5**
Open "Give Money to Ally" dialog	**F6**
Open Objectives dialog	**F2**
Show Skills	**K**
Show Inventory	**I**
Show last event location	**Spacebar**
Follow object mode ON/OFF	**Left Alt + F**
Show selected unit	**Numpad 0**
Show next unit	**Left Alt + Numpad 0**
Rotate view to north	**Numpad . [period]**
Tooltip mode ON/OFF	**F1**
Locked camera mode ON/OFF	**F3**
Pause	**Pause**
Increase game speed	**Numpad + [plus]**
Decrease game speed	**Numpad – [minus]**
Default game speed	**Numpad * [asterisk]**
Record command	**R**
Quick record	**Caps Lock**
Repeat commands	**Z**
Execute command list	**X**
Create group 1	**Left-Ctrl + 1**
Create group 2	**Left-Ctrl + 2**
Create group 3	**Left-Ctrl + 3**

ACTION	KEY
Create group 4	**Left-Ctrl + 4**
Create group 5	**Left-Ctrl + 5**
Create group 6	**Left-Ctrl + 6**
Create group 7	**Left-Ctrl + 7**
Create group 8	**Left-Ctrl + 8**
Create group 9	**Left-Ctrl + 9**
Select group 1	**1**
Select group 2	**2**
Select group 3	**3**
Select group 4	**4**
Select group 5	**5**
Select group 6	**6**
Select group 7	**7**
Select group 8	**8**
Select group 9	**9**
Add selected units to group 1	**Left-Shift + 1**
Add selected units to group 2	**Left-Shift + 2**
Add selected units to group 3	**Left-Shift + 3**
Add selected units to group 4	**Left-Shift + 4**
Add selected units to group 5	**Left-Shift + 5**
Add selected units to group 6	**Left-Shift + 6**
Add selected units to group 7	**Left-Shift + 7**
Add selected units to group 8	**Left-Shift + 8**
Add selected units to group 9	**Left-Shift + 9**
Remove selected units from group 1	**Left-Alt + 1**
Remove selected units from group 2	**Left-Alt + 2**
Remove selected units from group 3	**Left-Alt + 3**
Remove selected units from group 4	**Left-Alt + 4**
Remove selected units from group 5	**Left-Alt + 5**
Remove selected units from group 6	**Left-Alt + 6**
Remove selected units from group 7	**Left-Alt + 7**
Remove selected units from group 8	**Left-Alt + 8**
Remove selected units from group 9	**Left-Alt + 9**
Select all visible units	**; [semicolon]**
Select all visible military units	**' [apostrophe]**
Select all visible wounded untis	**/ [forward slash]**
Panel ON/OFF	**Left Alt + P**
Tunnels ON/OFF	**Tab**
Mini-map zoom in	**= [equal]**

ACTION	KEY
Mini-map zoom out	**– [minus]**
Mini-map terrain mode	**\ [backslash]**
Rotate building/formation	**Numpad Enter**
Rotate building/formation reversed	**Left-Alt + Numpad Enter**
Create terrain marker 1	**Right-Ctrl + 1**
Create terrain marker 2	**Right-Ctrl + 2**
Create terrain marker 3	**Right-Ctrl + 3**
Create terrain marker 4	**Right-Ctrl + 4**
Create terrain marker 5	**Right-Ctrl + 5**
Create terrain marker 6	**Right-Ctrl + 6**
Create terrain marker 7	**Right-Ctrl + 7**
Create terrain marker 8	**Right-Ctrl + 8**
Create terrain marker 9	**Right-Ctrl + 9**
Create terrain marker 10	**Right-Ctrl + 0**
Select terrain marker 1	**Right-Shift + 1**
Select terrain marker 2	**Right-Shift + 2**
Select terrain marker 3	**Right-Shift + 3**
Select terrain marker 4	**Right-Shift + 4**
Select terrain marker 5	**Right-Shift + 5**
Select terrain marker 6	**Right-Shift + 6**
Select terrain marker 7	**Right-Shift + 7**
Select terrain marker 8	**Right-Shift + 8**
Select terrain marker 9	**Right-Shift + 9**
Select terrain marker 10	**Right-Shift + 0**
Send current point to allies' map	**Left-Ctrl + S**
Set formation	**F**
Attack	**A**
Hold position	**H**
Stop	**S**
Unit sleep mode ON/OFF	**G**
Unit camouflage mode ON/OFF	**C**
Sell unit	**O**
Cast Magic Shield	**Left-Alt + S**
Cast Capture	**Left-Alt + A**
Cast Storm	**Left-Alt + O**
Cast Summon Raven Scout	**Left-Alt + I**
Cast Conversion	**Left-Alt + N**
Cast Fire Rain	**Left-Alt + L**
Cast Dispel Storm	**Left-Alt + R**

KEYBOARD COMMANDS

ACTION	KEY
Cast Teleportation	**Left-Alt + T**
Cast Specter	**Left-Alt + H**
Cast Wild Animal	**Left-Alt + W**
Cast Set Magical Trap (RPG only)	**Left-Alt + M**
Cast Absorb Life (RPG only)	**Left-Alt + Y**
Cast Petrify Foes (RPG only)	**Left-Alt + E**
Cast Paralyze (RPG only)	**Left-Alt + G**
Caste Craze (RPG only)	**Left-Alt + B**
Cast Possess Mind (RPG only)	**Left-Alt + C**
Cast Summon Magical Animal (RPG only)	**Left-Alt + D**
Cast Summon Ghost (RPG only)	**Left-Alt + J**
Cast Magic Mirror (RPG only)	**Left-Alt + Z**
Cast Conversion (RPG only)	**Left-Alt + K**
Cast Power Blast (RPG only)	**Left-Alt + Q**
Cast Self-heal (RPG only)	**Left-Alt + V**
Cast Firewall (RPG only)	**Left-Alt + N**
Autocast Magic Shield ON/OFF	**Right-Ctrl + S**
Autocast Capture ON/OFF	**Right-Ctrl + A**
Autocast Raven Scout ON/OFF	**Right-Ctrl + I**
Autocast Conversion ON/OFF	**Right-Ctrl + N**
Autocast Dispel Storm ON/OFF	**Right-Ctrl + R**
Autocast Teleportation ON/OFF	**Right-Ctrl + T**
Autocast Spectre ON/OFF	**Right -Ctrl + H**
Repeat last magic command	**[[left bracket]**
Move to cowshed	**W**
Move to grass	**T**
Give selected units to other player	**Left-Alt + U**
Beserk attack	**B**
Set trap	**Y**
Set damage trap	**Left-Ctrl + Y**
Consume Healing Potion/Mushroom (RPG Only)	**P**
Use Mana Regeneration potion	**M**
Next weapon	**] [right bracket]**
Automatic weapon selection ON/OFF	**Left-Ctrl + A**
Exit tower	**E**
Set building assembly point	**P**
Set gate mode	**G**
Sell building	**O**
Show research dialog	**U**

RTS CHARACTER OVERVIEW

NAME	COST	HP
Amazon Sorceress	–	400
Archer	80	200
Bandit	–	1500
Banshee	–	600
Bear	–	240
Cow	80	240
Cowherd	80	80
Floyd	–	650
Giant	–	3000
Knight	400	1500
Minotaur	–	700
Mother in Law	100	80
Necromancer	–	1000
Janoslaw	–	2000
Prince John	–	650
Princess Lisa	–	400
Priest	200	200
Priestess	400	200
Skeleton	–	600
Spearman	150	280
Unicorn	–	800
Warrior	120	600
Werebear	–	1400
Werewolf	–	1000
Witch	300	80
Wizard	400	200
Wolf	–	40
Woodbutcher	50	400

CREDITS

Reality Pump Studios

Miroslaw Dymek
Project Leader

Alexandra Constandache
Producer

Prof. Dr. Dirk P. Hassinger
Executive Producer

Manfred Morin
President

Miroslaw Dymek
Alexandra Constandache
Dirk P. Hassinger
Game Idea

Daniel Duplaga
Postproduction Director

Janusz Grzyb
Technical Director

Jacek Sikora
Lead Programmer

Maciej Kordas
Konrad Kwiatkowski
Pawel Gieruszczak
Grzegorz Zietek
Programmers

Alexandra Constandache
Jerzy Kowalik
Graphic Design

Wojciech Drazek
Rafal Januszkiewicz
Slawomir Jedrzejewski
Jean-Michel Maheu
Piotr Rulka
Piotr Sulek
Violetta Tranter
Grzegorz Wisniewski
In-game Graphics

Uwe Schaefer
Alexandra Constandache
Terrain Graphics

Alexandra Constandache
Graphic Quality Assurance

Kajetan Czarnecki
Andrzej Rams
Krzysztof Rybczynski
Violetta Tranter
Grzegorz Wisniewski
Videos

Miroslaw Dymek
Pawel Furman
Adam Salawa
Map Design

Tim Wilson
Dirk U. Jantz
Sergiusz Juraszek
Patricia Bellantuono
Dialogs

Tim Wilson
Direction

Linus Payne
John Cruz
Phillip Griffiths
Martin Griffiths
Jennifer Hartmann
Andrew Cujak
Tim Wilson
Antoinette Payne
Ellenore Gahr
Eric Arnold
Paul Payne
Dirk Muehlbach
Julie Smith
Paul de la ware
Richard Tily
George Thomson
Michael Amesbury
Actors

Martin Kietzer
Daniel R. Lanz
Sound Editing

TMS Multimedia,
Mannheim, Germany
Voice Recordings

Tadeusz Zuber
Remigiusz Miernikiewicz
Uwe Ludwig
Gerd Hoffmann

Sound F/X
Gerd Hofmann
Joachim Schaefer
*RPG Soundtrack & Main
Theme*

Liza Harrison
Vocals

Maciej Pawlowski
RTS Soundtrack

Miroslaw Burzynski
Roman Eich
*Network Administration & Tech
Support*

Tadeusz Zuber
Lead Tester

Dawid Jakubowski
Krzysztof Janeczek
Sebastian Kus
Tymoteusz Trzaska
Roman "NAMOR" Eich
Uwe "Tron" Ludwig
Dirk "Raidor" Hassinger
"Schlaxi"
"Phalynx"
Beta Test Supervisors

Special Thanks:

Iris Mocsnek
Teresa Dymek
Ewelina Michalik
Agnieszka Zietek
Agnieszka Zuber
Carmen Constandache
Ion Constandache

… And Our Families

And all those who
participated in the realization
of this project.

Very Special Thanks:

To the thousands of Beta
testers,
who really helped us
improve this title.

Atari

Bill Levay
Producer

Peter Matiss
Director of Marketing

Jeff Foley
Senior Brand Manager

Bob Welch
Executive Producer

Paul Hellier
Director of Technology

Steve Martin
Director of Creative Services

Elizabeth Mackney
*Director of Editorial &
Documentation Services*

Charles Rizzo
Art Director

Morgan Tomaiolo
Graphic Designer

Kurt Carlson
Documentation Specialist

Norm Schrager
Copywriter

Michael Gilmartin
Director of Publishing Support

Michael Craighead
*Director of Quality Assurance,
North America*

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Kurt Boutin
Senior Q.A. Testing Manager

Randy Lee
Bill Carroll
Q.A. Testing Managers

Daniel Frisoli
Lead Tester

Stephan Wenninger
James Wang
Michael Callahan
Gregory Amato
Michael Krapovicky
Dani McDowell
Jay Brown
Matt Pantaleoni
Mike Romatelli
Joe Howard
Robb Gagne
Tam Vo
Chris Parsons
Scott Rollins
Mike Murphy
Becky Madore
Jeff Tolleson
Clif McClure
Shawn He
Roy Husson
Erik Jeffery
Brian Swedis
Milton Laureano
Chad Rabinovitz
Testers

Dave Strang
Compatibility Lab Supervisor

Randy Buchholz
Jason Cordero
Mark Florentino
Chris McQuinn
Cuong Vu
Compatibility Analysts

ATARI WEB SITES

To get the most out of your new game, visit us at:

http://www.us.atari.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-Mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

• System Make and Model
• Processor Type
• Operating System, including version number if possible
  (such as Windows® 98; Windows® Me)
• RAM (Memory)
• Video and sound card data and drivers
• Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.

2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.

3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

NOTES

NOTES