STAR TRAIL™

REALMS OF ARKANIA

A fantasy role-playing game based upon
Das Schwarze Auge
Germany's number-one role playing system

CREDITS

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Attic wants to thank . . . everybody at Sir-tech Software, namely Linda Sirotek; everybody at U.S. Gold, namely Bob Malin; John Miles; Jacqui Lyons; Larry Elmore; Deane, Craig and Scott at Creative Labs; Jonathan Small; Blue Byte; Ian Currie; and FAST Electronics.

Greetings to . . . Danielle "Woody" Woodyatt; the Sir-tech guys, Lori, Brenda, Shari, Rob, Norm and Linda; Bruce "The Wizard of Oz" Wilson; Richard Garriott; Bridgett and Marie at U.S. Gold; Kristin Dodt; Bret Berry; FASA, namely Morton Weisman; Wolfram and Jörg at Electronic Arts; Michael Legg and Rick Gush; Computer Gaming World; and David Ashby.

We would further like to express our sincere thanks to everybody who helped us to make this game come true, especially our parents and families, and, of course, you for buying this game. Enjoy it!

In fond memory of Pumpkin Man.
Lost in Memphis, Tennessee on March 23, 1994.
Presumed with Elvis at Graceland.
$100.00 Reward Offered (or Free Games).
Really.
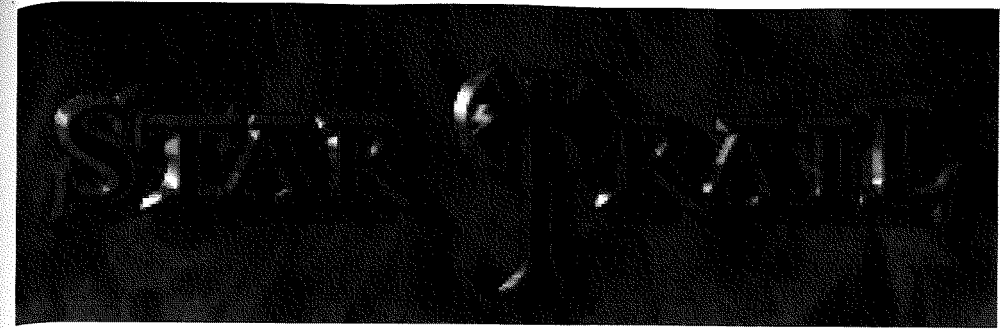
Reference Card

Realms of Arkania: Star Trail has its own installation program that copies *Star Trail* to your hard drive while configuring the program to take advantage of all your system has to offer.

Before You Install

What You Need . . .
IBM or 100% Compatible Computer
4 MB RAM
80386 Processor or better
PC/MS-DOS 5.0 or 6.X
256-color VGA Monitor
Hard disk with approximately 24 MB free
580K free conventional memory, 670K free EMS, 64K free XMS

What We Recommend . . .
Mouse
80486 Processor, 33 Mhz or better
Sound Card

For CD-ROM Version . . .
CD-ROM Drive (surprise)
Hard disk with a minimum 24 MB free
580K free conventional memory, 670K free EMS, 64K free XMS

Installing

Throughout *Star Trail's* installation program, you may use the arrow keys or TAB to move from one selection to the next. Pressing SPACE or ENTER allows you to change the selection.

1. Insert *Star Trail* Disk 1 into drive A: or B:. If you have the CD-ROM version, insert the CD into the CD-ROM drive (usually D: or E:).
2. To log on to the drive, type A: or B: and press Enter. For the CD-ROM version, type D: or E: and press Enter.
3. For the 3.5" version, type INSTALL and press Enter. For the CD-ROM version, type INSTCD and press enter.
4. *Star Trail* will install the game to C:\STAR. You may change this selection if you like.
5. Depending on your preference and your version of *Star Trail*, you may install the entire program or customize the installation. As you toggle your selections on and off, *Star Trail* tracks the amount of hard drive space required. CAUTION: IF YOU DON'T HAVE THE SPEECH PACK, DON'T ATTEMPT TO INSTALL IT. For the CD-ROM version, there are three different install options. If you have 580 K free, then speech and graphics will run from the CD-ROM. Otherwise, you can install the full program (all selections) to your hard drive. When you've finished making your selections, select Start Installation.

Character Review Screen

Portrait. Arrows to the side allow you to scroll to another member.

Body. Click here to "pull down" body icon.

Name & Class

See page 44 of the manual for complete information

```
Elvis Presley
Magician

Deity        Hesinde

Hunger          CR  10/10   SN  4/4
Thirst          WD  13/13   AC  3/3
                CH  12/12   CL  5/5
EP:     17200   DX  12/12   AV  5/5
Level:      3   AG  12/12   NE  4/4
                IN   8/8    CU  7/7
Money:          ST   8/8    VT  7/7
2D 33 8B
                LP  30/30
Height: 134 cm  AP  49/49
Weight: 3360 oz
                MR  2
                AC  0

                Endurance 39
                Load        450 oz
                MP          7
```

Character's backpack holds up to 16 iterms

General Information

Secondary Statistics

Character Statistics.
(Attack & Parry Values also appear here)

See page 46 of the manual for complete information

Head Cover — — Necklace

Arm Armor — — Coats

Wrist — — Body Armor — Belt
— Wrist

Primary Weapon —

Ring — — Secondary Item/Weapon

Pants — — Ring

Leg Armor — — Footwear

To Get Review Options .... Right click or PgUp
To Review Another Character .... Click on left or right arrow to sides of portrait
To Trade Item... Click on item, then click arrows to sides of portrait
To Eat or Drink .... Click on item, then click on mouth
To Equip Items .... Click on item, then on proper body part
To Look at Items .... Click on item, then on eye

Town, Camp and Traveling Options

Talk

Buy

Sell

Use Talent

Leave

Next Page

Previous Page

Haggle

Next Character

Repair Item

Eat

Use Magic

Rent a Room

Stay the Night

Have Fun

Sit at Bar

Sit at Empty Table

Sit at Occupied Table

Order a Round

Store Items

Take Items

Execute Actions

Disk Options

Camp Macro

Party Options

Use Magic

Sleep

Guard

Erase Former Macro

Gather Herbs

Replenish Supplies

Combat Summary

As your party ventures through Arkania's wilds (and even some of its towns), it may encounter creatures of a hostile breed. Should that happen, you'll see a screen similar to the one below.

Active Participant

Inactive Participants

Active Character Options

```
FOOTS           WHAT DO WANT TO DO?
                YOU HAVE & MP LEFT.
                MOVE          (1/5)
                ATTACK        (3)
                GUARD         (3)
                CAST SPELL    (6)
                USE ITEM      (3)
                DROP ITEM     (1)
                CHANGE WEAPON (2)
                EXCHANGE ITEM (2)
                CHECK VALUES
                WAIT
                COMPUTER FIGHT
                QUIT AND RELOAD
                REPEAT OPTIONS
```

Targeted Opponent or Damage Indicator

Computer Fight/ Computer Fight is the quickest form of combat.

Combat Area   Active Participant Position

Characters are allowed a maximum of one attack and one parry per round. They may cast spells and shoot arrows diagonally, but may move and attack to the north, south, east and west only. Use the mosue or keyboard to select a target to attack or a square to move to. See the Combat section of the manual for details (page 17).

Interface

Star Trail takes full advantage of your computer's two-button mouse. Using the individual mouse buttons, your mouse does the following:

- **Left Button:** The left mouse button selects things. Press it to choose a menu item, to move in one direction or another, to activate an icon (save game for example), to pick up items or to choose an opponent in combat.

- **Right Button:** The right mouse button calls up menu options. Any screen with icons has a matching menu as well. To call up a menu, right click. The left mouse button selects any one of the options.

- **ESC Key:** The ESCape key gets you out of most things. Unless a selection is required, the ESC key will return you to normal play.

Keyboard Interface

Arrow Keys	Movement
Page Up	Menu Options
Page Down	Removes Menu Options
ESC	Out of Menu or Building
F1 or Ctrl E	Status Screen
F2 or Ctrl O	Change Marching Order
F3 or Ctrl S	Game Options
F4	Time and Date
F5	Diary
F6 or Ctrl M	Map (only in Cities and Dungeons)
F7 or Ctrl D	Disk Option
F8	Credits
F9	Star Trail Menu
F10 or Ctrl P	Pause Game (to end, hit any key)
Ctrl Q	Quit Star Trail

Disk Options

Save Names — Save New Game — Load — Save — Exit to DOS — Save Info
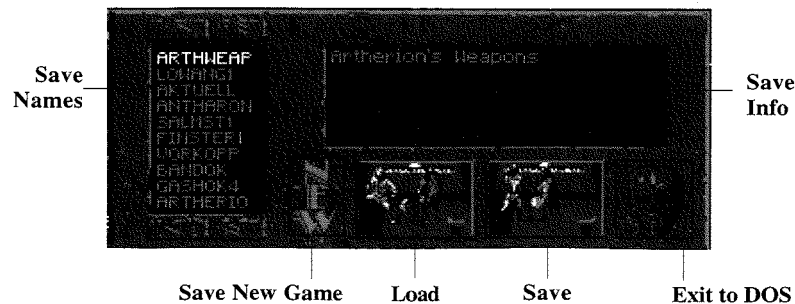
Game Options Summary

The Game Options allow you to customize *Star Trail* to your exact liking. Game Options are selected from the main menu.

- **Music, Sound FX and Speech:** Toggle on or off and adjust the volume to a comfortable level.
- **Speech as Text (Speech Pack):** Toggle on or off to show text along with digitized voices.
- **Graphic FX:** Toggle on or off to show special animations and effects.
- **Walk Stepwise:** Turn on or off to toggle between free scrolling and "step" walking.
- **Dialog Boxes:** Toggle between Free and Fixed. Free movement of boxes allows them to follow the mouse on the screen.
- **Combat Background:** Toggle on or off to show combat background during computer fight.
- **Print to:** Stair Trail allows you to print information about your characters or diary to a printer or an ASCII file.
- **Text Display:** Select the rate that text scrolls by on the screen.
- **Manual Combat:** Select the rate the characters and creatures move during manual combat.
- **Computer Combat:** Select the rate that the computer handles combat speed.
- **Screensaver:** Set the time delay for Star Trail's screensaver.
- **Play Mode:** You may select between novice and advanced mode.
- **Reset:** Returns the Game Options to their original, default values.
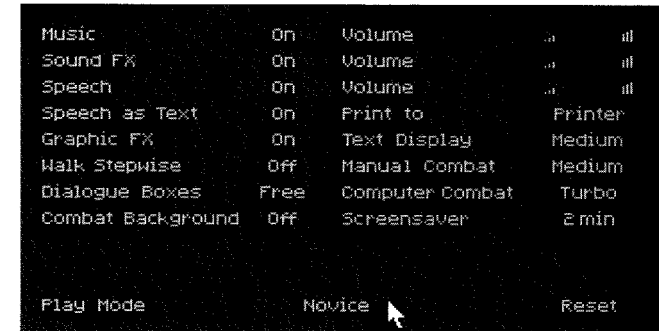
Using the Automap

Star Trail's automap allows you to get an overview of the areas that you travel through.
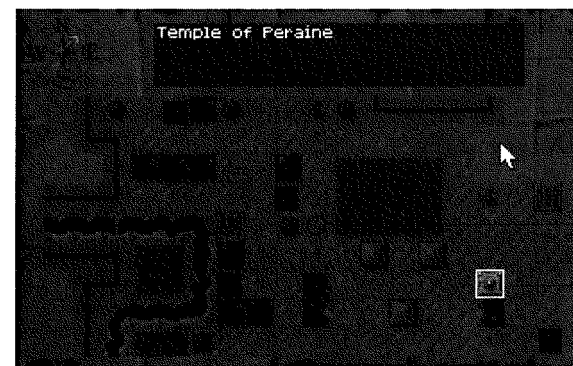
Notes & Location Name. Click here to Write Entry about the location highlighted with the white box.

Red Circle. Location of active party. A Blue Circle is used also for a split party.

Click once on a place to highlight it and see notes. Click twice to move your party to the location.

Troubleshooting

Yes, we too have been tempted to throw a computer out the window. Everyone at Sir-tech plays games, and we understand the frustration (is that an understatement?) you feel when you can't get a product up and running. Know that we'll do everything we can to get you going. On this page, we've identified some of the more common problems and their solutions. **Always make a backup of files, particularly your AUTOEXEC.BAT and CONFIG.SYS files, before you edit them.**

Not Enough Memory.

1. First of all, find out where you're short. From the DOS prompt, type MEM to see the amounts of memory available to you and the largest executable file size. You need 670K of free EMS, 64K of free XMS and 580K free RAM.
2. If you have just exited a network or have run other programs, there may be parts of their resident programs left in memory. Try rebooting your machine.
3. Do not run Star Trail through Windows or another menu program. Exit to DOS and try running Star Trail again.
4. Check out the EMM386 line in your CONFIG.SYS file. Remove any commands following EMM386 including NOEMS or memory parameters. Adding the proper amount of RAM, your EMM386 line should be similar to the one below:

```
DEVICE=C:\DOS\EMM386.EXE RAM 670 (for DOS 5.0)
DEVICE=C:\DOS\EMM386.EXE RAM 670 HIGHSCAN (for DOS 6.X)
```

5. Make a boot disk. On disk 1 (or the root directory of the CD-ROM), you'll find a file called BOOT.TXT that provides instructions for DOS 5.0 and 6.X. One of the two should get you on your way.

Not Enough Disk Space.

For the disk version of *Star Trail*, you need at least 24 MB free. For the CD-ROM version, the amount of space you need depends upon your computer's available memory. If you have over 580K RAM after the CD-ROM driver is loaded, *Star Trail* requires 24 MB free. If you have less than 580K RAM and want all the bells and missiles, *Star Trail* requires 70 MB free.

Compression programs: *Star Trail's* programs are already highly compressed and won't compress like regular files. If you're using such programs as Stacker, *Star Trail* may need more than the minimum levels of free disk space to install successfully.

Everything Else.

Before sending these disks to the duplicator, we put everything we could think of into two files: BOOT.TXT and HELP.TXT. Log on to the A: drive and type EDIT BOOT.TXT (or HELP.TXT) to view the files.

SELECTING THE LEVEL OF PLAY

You've installed *Star Trail* on your computer and are off to Arkania. Before you begin, though, you'll have a choice of the level of game you'd like to play. Ranging from "sit back, we'll take care of everything" to "what program... weren't you calculating that?", *Star Trail* allows you to select a level of play most fitting with your role playing preference.

The two levels of play are Novice and Advanced. You can switch modes at any time during game play.

NOVICE
AND
ADVANCED
MODE

- **Novice:** The Novice level is designed for gamers who want to enjoy the game play but don't want to juggle all the statistics that are common to role playing games.
- **Advanced:** The Advanced level offers you complete control over your characters' statistics, skills and magic, allowing you to custom tailor your party. While this process of fine tuning takes time, it allows you to craft a party to your exact, personal tastes.

Once you select the game mode, you'll be off to the Temple of Peraine in Kvirasim.

Some people like to create their own parties. Others prefer to play with ready-made, pregenerated characters. Whatever your preference, *Star Trail* has it. There are four different methods, or routes, you may follow to get your party together and off to adventure. Each is covered in Appendix A: Generation.

TO CREATE
OR NOT TO
CREATE

You may also import characters from *Realms of Arkania: Blade of Destiny*. Instructions are included on the reference card.

1

Entering the world of Arkania, your first stop is the Temple of Peraine in Kvirasim. You'll see a screen similar to the one below. From here, you can create characters, run with the pregenerated party or perform any of the other temple options. If this is your first time playing a *Realms of Arkania* scenario, we recommend you explore the basic world and its options with the pregenerated party just to get a feel for things. When you're comfortable, you may decide to create your own party.

Like temples throughout Arkania, the Temple of Peraine offers your party a rest from its adventure, a chance to kick back, have a word or two with a deity, and if the stars are right, your characters might even benefit from a miracle.

Temple of Peraine in Kvirasim

You can select and activate any icon by left clicking on it. All icon functions can also be selected by right clicking anywhere to bring up the options menu.

Having been around Arkania for quite some time, keepers of temples can offer your party lots of information about the surrounding area and the world you've arrived in. To speak with them, select this option. Complete information on non-player character (NPC) encounters is contained in the Arkania's Residents section of this manual (page 32).

If you've created some characters and want to add them to your party, select this option. At most, a party can have six members, so you may need to remove some pregenerated characters first. As you're playing the game, you can also use this option to add characters that you may have left at other temples. Of course, to add them, you'll need to be in the temple where you left them.

To remove characters or NPCs from your party, select this option followed by a character. If you wish to play with characters you've created, you may need to remove the pregenerated group to make room for your own.

To save your game, load a game or exit to reality, select the Disk options. To save a game, click on an existing save game name and then click on the "S" disk. If you haven't already made a save game, or just don't want to save over any existing files, select the "New" icon. Before saving, you can add notes about the particular save by clicking and typing in your information in the gray text box. To load a game, click on the game's name and the "L" disk. To head out of *Star Trail*, click on the "Skull."

Game Names — Save Info

Save a New Game   Load   Save Existing Game   Exit to DOS
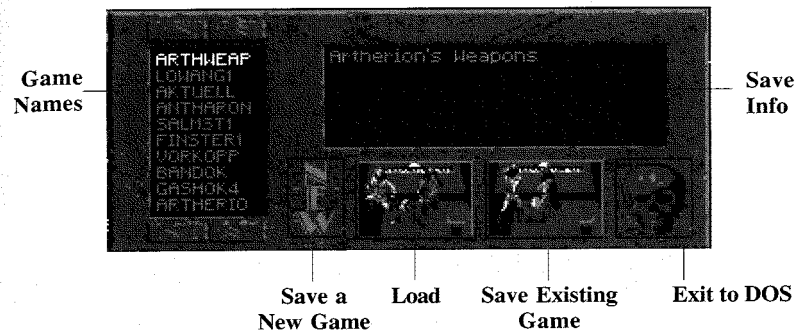
If you prefer to play Arkania with your own characters, select the Generate Character option. Complete information on character generation is in Appendix A: Generation.

To make room in your roster for more characters, select the Erase Character option. If you erase a character, they're gone for good (probably spending their days fishing on the Mississippi or something).

While the temple priests and Arkania's gods can't help you win the lottery, they may give your characters some divine intervention every now and again. Naturally, parties who, uh, return the favor in coin and characters who worship a temple's particular deity have the best chance of success. Overall, though, miracles are a fairly rare occurrence.

Party members who wish to donate to their deity (or those hoping to bribe, er, persuade a miracle or two) may select this option to do so.

To leave the temple, select this option. If you've just begun the game, you'll soon find yourself on the streets of Kvirasim.

MAIN PLAY SCREEN

Stepping out into the sunshine and fresh air, your party looks around and takes in all they have yet to explore. Welcome to Kvirasim. As you travel this town, like any other town, the screen and options below will be your guide.

Compass   Main Window   Game Options, Diary & Credits

Time

Play Options

Info

NPC Player

Team Leader   Party Members   Life Points (Green) Astral Points (Red)
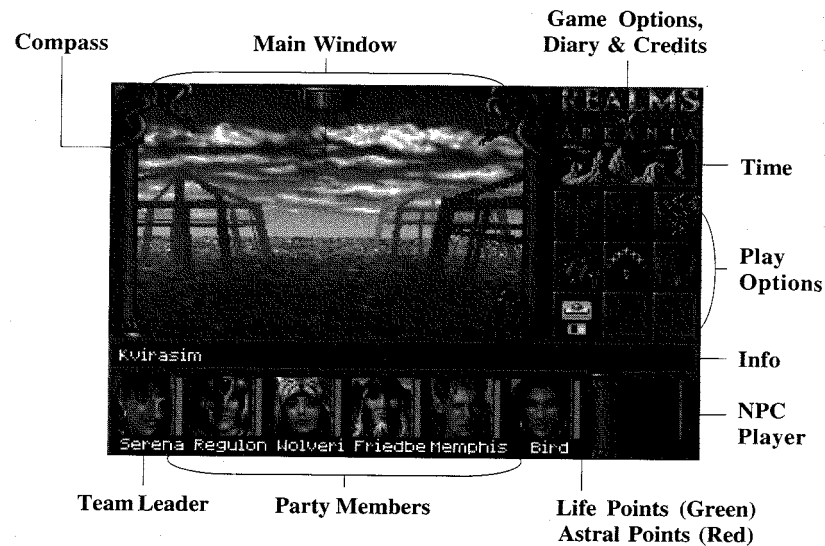
MAIN WINDOW & MOVING

Through the Main Window, you'll see everything around you. Moving the mouse pointer up, down or to the sides shows you the directions you may travel, and a left click will get you on your way. Pressing HOME or END allows you to look up and down, and the SPACEBAR tells Star Trail to "look" a bit more closely at something. SPACEBAR also opens doors and allows you to perform logical tasks at certain locales.

CHARACTER PORTRAITS

All characters in your party have their own icons that show their most important attributes. Besides their name, life and astral points, the icons also allow you to move and review characters. (Information about characters is in Appendix A, B and C.)

- **Moving a character:** Click and drag a character's portrait to another character's portrait. The two will change places.
- **Reviewing a character:** Double click on their portrait.

NPC PLAYER

Sometimes, for reasons of his or her own, a non-player character (NPC) may wish to join your party for a stretch of adventure. When you have such an NPC along, his or her icon will appear here. (For more information on NPC's see the Arkania's Residents section of the manual on page 32.)

DIARY

Star Trail's diary tracks your adventure, and allows you to insert your own notes as well. See the Diary options section of this manual for complete information.

GAME OPTIONS

Game options may be machine specific, and are covered on the reference card.

4

MAIN PLAY SCREEN

The Play options allow you to get at the nuts and bolts of the Star Trail system. Depending on your location and status in the game, you may or may not have all the options available to you.

PLAY OPTIONS

If a member of your party is too ill to travel or if a crawlspace allows only one at a time, select Split Party followed by the characters who will break off from the main group. When you opt to split your group, keep in mind:

SPLIT PARTY

1. You can control only one group at a time.
2. Characters in the non-active group have shaded portraits and names.
3. Time passes simultaneously for the separate teams.
4. You can join parties only when they are both at the same, exact location.
5. In the automap mode, the team you're not with appears as a blue circle.

To join together two or more groups *who are at the same location*, select the Join Parties option.

JOIN PARTIES

When your party is split, click the Next Party icon to switch to your other party. If your party is split into three or more groups, Star Trail lets you select the party of your choice.

NEXT PARTY

Forget the reams of paper. Star Trail's advanced Automap feature tracks your party as they move along. You can also scroll up or down and side to side using the mouse or the arrow keys.

AUTOMAP

Highlight
(Double click or press RETURN to move your party to the location; single click/arrow key to move the highlight)
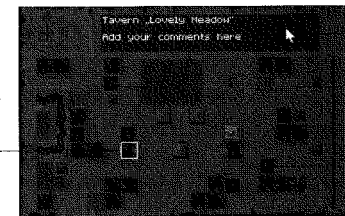
Notes & Info

Your Party
(Red Circle)

By right clicking on the screen or pressing PGUP, the Automap options are available.

- **Write Entry:** Allows you to take notes about the events and people of the highlighted location. *At most, you may have 100 entries on a map.*
- **Move Party:** Automatically moves your party to the highlight's location.

While traveling in town, it may be necessary to cast a healing or adventuring spell. Select this option and a character to cast the spell. Next, select its group and the spell name. (For further information on spells see the Arcane Lore section of this manual on page 23.)

CAST SPELL

After trekking through taverns and wilds, a bit of shut eye is often needed. Select the Camp option to bed down. Camp options are covered in the next section of the manual.

CAMP

5

Your party can make camp at any time, whether in a city, town or traveling by a stream's edge. Depending on where you elect to make camp, you'll have numerous options available to you.

EXECUTE OPTIONS TRAVELING ONLY

Before hitting the sack, your party typically engages in numerous activities: gathering herbs, replenishing supplies and assigning people to guard duty. Select Execute Options ("Die! You foul icon!") to do so.

SET GUARD DUTY

Since sleeping characters are easy prey for looters and other creatures of the night (or day, depending on your sleeping habits), setting guard duty is an important task. Typically, characters with high Intuition skills make the best guards. *Star Trail* will ask you to assign guards for three different shifts (although the late shift gets no overtime). Naturally, characters assigned to the various shifts will not get the full benefits of sleep while guarding.

REPLENISH SUPPLIES TRAVELING ONLY

As your party travels through Arkania's outback, they may use their rations and drain their waterskins dry. Whenever your characters make camp and you're running low on supplies, it's a good idea to try replenishing your stores. Select Replenish Supplies and a character to do the hunting. Generally, characters skilled in Nature and Perception have the best chance of success. Keep in mind though, you can captain two expeditions in a night, and each character may hunt only once. If all goes well, though, *Star Trail* will tell you about the grub you found; the food and water will be used immediately or stored for future use, depending on the needs of the team.

GATHER HERBS TRAVELING ONLY

Used in every alchemist's potion, herbs are a source of magical power (and profit) and are plentiful in Arkania's forests. Selecting this option, pick someone to search and send him or her off. While a character's success depends upon the area searched, those skilled in Herb Lore and Perception find herbs more quickly and are generally better at identifying herbs than their less gifted companions. When the character returns, you'll be told of his or her discoveries.

USE TALENT

While sitting 'round the campfire, your characters survey their wounds and hope for treatment. By choosing the Use Talent option, a character may treat others for poison, disease or wounds or practice a bit of Alchemy.

TREATING AILMENTS

Just select a skill to perform, and, if necessary, a person to perform it on. Depending on the skill level of the character, life points may be restored to the wounded, and the poisoned and diseased may be cured.

ALCHEMY

Characters wishing to spend their time brewing magic or healing potions may opt to use the Alchemy skill. *To mix potions, the character must have: an alchemy set, all necessary containers, all necessary herbs and an appropriate recipe.* Needless to say, a solid skill in Herb Lore and Alchemy helps. When your character mixes the brew, *Star Trail* will let you know the outcome. Regrettably, if the alchemist puts together a brew that melts the very jars in which it was concocted, he or she will fail the attempt, and all ingredients and containers used in the, uh, mix will be lost (after all, who wants a potion that doesn't work or a flask with residue of "eau de la attempt" on it?).

Magicians just aren't known for kicking back during leisure times to gossip. They are not, by the by, interested in PuckBoy the Not-So-Brave's immense struggle with small, stuffed Shoney® bear or Sir John of Saranac's escapades in one of Arkania's taverns. Instead, Magicians use the quiet of camp to meditate or to empower their wands.

USE MAGIC

Generally reserved for Magicians and Magiciennes, meditation focuses a character's energy on his or her magic power. Doing so, he or she converts life points (LP) to astral points (AP). Other magic-using classes who carry at least one dose of thonnys in their packs may meditate as well.

MEDITATE

Available only to Magicians or Magiciennes, this option allows the magic user to attempt a transfer of some of his or her astral points to a magical wand. Cloaked in darkness, the Magician spends hours focusing his mind, his magic and his energy over the wand until it accepts the spell itself. Taking a lot of time, the transfer of energy also consumes many astral points, but is permanent once charged. Should your character choose to cast a wand spell, regardless of success or failure, he or she will be unable to perform any magic for the remainder of the camp. (For the exact method of transfer, refer to Arcane Lore on page 23.)

WAND RITUAL

During camp, characters may require healing or the aid of other spells that may give your party an advantage over the elements. To cast a spell, select this option, a magically talented character, the spell group and the spell itself. (For further information on spells, refer to Arcane Lore on page 23.)

CAST SPELL

While on route and in camp, your team may split or drop an NPC off at his or her desired location (or on the side of the road if they annoy you). Select Party Options. Just as with Split Party, pick the characters to form the other group. When you pass by this way again, your characters will be waiting.

PARTY OPTIONS TRAVELING ONLY

Rolling out the bedrolls, your party settles in for the night to awaken at 8:00 a.m. (those medieval alarm clocks, you could count on them). Before opting to Sleep, complete all your other camp business . . . healing, meditation, setting guard, etc. As your characters sleep, they replenish both astral and life points. Then again, they may not sleep so well. While sleeping often has certain restorative properties, it can likewise do damage to unprepared adventurers. There's nothing like sleeping outdoors in the rain without a blanket or food.

SLEEP

If you stopped your journey for one reason or another, selecting Travel On will continue you on your current route or path. When it's not safe to travel, at night time for instance, this option is not available.

TRAVEL ON TRAVELING ONLY

If you weren't really tired after all, but merely wanted to check the status of your pillows, this option will return you to your adventure.

BREAK CAMP

Hey, just like us, your characters get into bedtime routines. Select Execute Former Options to repeat your last selections for gathering herbs, replenishing supplies and guard duty.

EXECUTE FORMER OPTIONS

DIARY OPTIONS

Like *Star Trail's* Automap feature, its Diary allows you to track your adventures and even adds notes of its own for important quests and events. For that reason alone, it's a good idea to check your diary each morning.
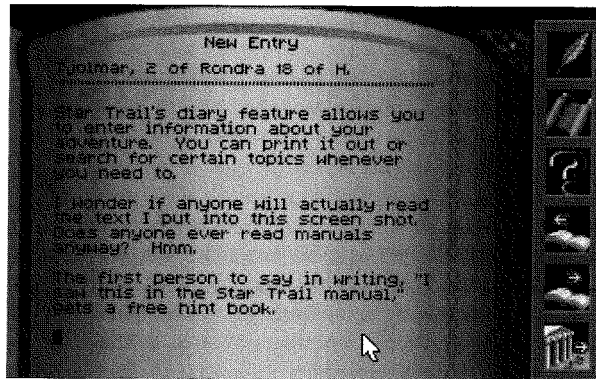
Write Entry

Print

Search

Previous Page

Next Page

Leave Diary

WRITE ENTRY

There's nothing quite like a blank page to inspire the imagination (well, I'm a writer; of course I'd say that). If the urge to write hits you, select Write Entry. *Star Trail's* diary automatically moves to a new page. There's no limit to the number of pages you can add, and your creativity will obviously determine what you write.

PRINT

Select the Print option to get a hard copy of your entries. *Star Trail* allows you to select the range of pages you wish to print. If you prefer to print to a file, you may choose that setting in the Game Options (see the Reference Card for further information).

SEARCH

The diary's powerful Search feature allows you to scope out the entries for certain persons, particular travels, gods and miscellaneous topics. You can also search from a listing of all topics or quickly locate your personal entries.

PREVIOUS & NEXT PAGE

Clicking one direction or another, you can flip the pages to find the entry that you're looking for or to read over the diary's contents in general. You can also move to a specific page by pressing PGUP and selecting the # of Page option.

LEAVE DIARY

To head back to the game, select Leave Diary.

"OUT AND ABOUT" OPTIONS

As you travel through Arkania's cities, you'll come across numerous markets with a collection of dealers selling all sorts of wares. From blacksmiths to healers, there's typically something for every discerning adventurer.

Almost anywhere you go in Arkania, you'll find someone willing to shoot the breeze. Select the "Hi" icon to initiate conversation. (Conversation is covered in the Arkania's Residents section of this manual on page 32.)

If more than one character needs attention for any particular reason, the Next Character icon allows you to scroll through your party members, bringing each to the bargaining table separately.
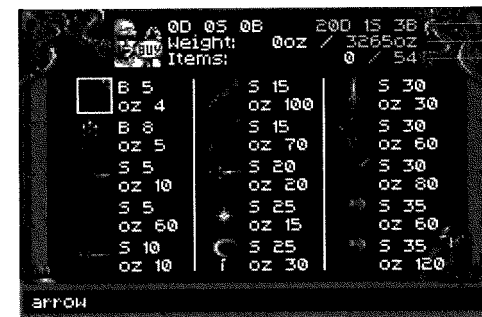
Once you've decided to a purchase an item or a service from one of Arkania's merchants, you'll haggle about the final price you'll pay. When you select Haggle and a person to do the haggling, your character and the merchant hash out a fair offer. Of course, a character skilled in Haggle has the best chance of negotiating a good discount. With the offer made, the vendor mulls it over, and, depending on your tact, diplomacy and haggling skill, he or she may accept your offer.

Some merchants may have gigantic inventories. Use the Next and Previous Page icons to move from shelf to shelf.

After you've had your fill of a shop, select Leave to head back to the streets. In sub-menus, this icon takes you back to the original menu.

Gathering wares from across Arkania, entrepreneurs set up shop in a city hoping to make a ducat or two off passing adventurers. Much like here on Earth, price and quality varies business to business, and some shops, typically those that are more established, are often able to offer a wider selection of goods.

When you enter a shop, select Buy to view and select from the establishment's inventory. When you select an item, *Star Trail* highlights characters who can use it in green.

GENERAL OPTIONS

TALK

NEXT CHARACTER

HAGGLE (BUY)

PREVIOUS & NEXT PAGE

LEAVE OR PREVIOUS

ARMOURERS, HERBALISTS AND MERCHANTS

BUY

Cost of Purchases/ Total Funds

Weight of Purchases/ Total Carrying Capacity

Number of Purchases/ Total Slots Available

Selected Item's Name

Inventory. Left click to purchase an item, right click to return it inventory.

SELL

If your party's carrying around some extra baggage, the merchants in Arkania may be happy to take it off your hands. Sometimes, as with gathering and selling herbs, the trade can even be quite profitable. When you opt to sell your items, you'll see an inventory of your goods along with the price the merchant's willing to pay you. Like buying items, you and the merchant can haggle your price once your offerings are complete.

PICKPOCKET

If you're low on cash, you may be able to Pickpocket the merchant you're visiting! Choose Pickpocket to do so. If luck is with you, a few of his or her coins may be yours. But if you get caught . . .

EVALUATE AN ITEM

Before you sell an item, you might want to determine its value. To Evaluate an item, review a character skilled in Evaluating and Use Talent. Next, select Evaluate followed by an item. He or she will present their best educated guess. Of course, some merchants might offer more or less depending on their own purse strings.

BLACKSMITHS REPAIR ITEMS

That fine two-handed sword you're carrying... the hilt in one hand, the blade in the other... isn't going to do you or your party any good in combat. Needless to say, such unfortunate incidents are the life's blood of the blacksmith. To fix broken equipment, select Have an Item Repaired, followed by the character and the item in question. The smith will look the item over and quote you a price. Just like other shops, you're free to haggle over it.

Click on the Repair icon again to retrieve your item. Keep in mind that metalwork, like any trade, is not exacting nor does it happen at the speed of light. You may have to leave your weapon, and there is a chance that upon returning, you'll find your sword or armor is beyond repair—or at least beyond the skills of the smith.

HEALERS

Your Magician's astral points are wiped out, and your most skilled healer is still trying to shake the arrows out of her pack. It's a tough situation to be in. If a character lets a wound go for too long, he or she will likely become infected or diseased. Thankfully, towns throughout Arkania offer the services of healers to help you.

TREAT WOUNDS

For characters who have light battle damage (i.e. all limbs still attached), select Treat Wounds, followed by the character.

TREAT ILLNESS

There are numerous maladies in Arkania. Should one of your characters require an elixir for his or her condition, select Treat Illness.

TREAT POISON

Along with wounds and illnesses, many healers can treat poison before it kills a character. Select Treat Poison to let them work their art.

DEPETRIFY

Statues are wonderful to gaze upon unless the statue in question happens to be a member of your party. Depetrify attempts to soften things a bit.

When you select an option followed by the afflicted character, the healer will quote you a price and get to work. Of course, the outcome depends on his or her skill.

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Inns and taverns offer a soothing break for any adventurer. For those traveling through the wilderness, the comfort of a soft bed and a prepared meal are worth twice the price of the ducats paid. For others, the relaxed conversation flowing in a town's tavern is welcome enough change from the campfire conversations of Orc raids and catastrophic battles. Some adventures travel to a town's taverns and inns to *collect* information, and those enterprising enough may even be able to swindle a few silver crowns from patrons. When your party enters a tavern or an inn, you'll have a selection of the options below available to you.

TAVERNS AND INNS

Sometimes you want to be alone, other times you'll welcome a stranger's company (that's if they'll have yours, of course). *Star Trail* offers various "seating" options to suit your party.

TAKING A SEAT TAVERNS

At the Bar   **At a Free Table**   **At an Occupied Table**   **Change Places**

There's nothing quite like a good stout to whet your whistle, and there's nothing like buying a round to make some friends. Click the Buy a Round option, and the tavernkeep will distribute the beer about the establishment and credit your account. (Since this is Arkania, though, don't expect to order a Guinness® or a Pete's Wicked Ale®.)

BUY A ROUND TAVERNS

Along with "normal" talents such as Alchemy, Treat Wounds, Treat Disease and Treat Poison (covered in the Camp Options section of this manual), taverns allow your party to perform some other, well, skills that may benefit your party and entertain the customers as well. While inside a tavern, characters may Cheat (card tricks and the like), perform Acrobatics or Play an Instrument. Needless to say, characters actually skilled in the particular field stand the best chance of earning a few bits (instead of a one way ticket out the door).

USE TALENT

After a long trip, a good, home-cooked meal hits the spot. Inns and Taverns offer your party what they're looking for. Just click the Eat icon.

EAT

If you're looking to stay the night at an inn, select the Rent a Room icon. The innkeep will let you know what rooms he has available, their accoutrements and their cost. Select one to book your room. Your choice made, the innkeep will ask you how many days you wish to stay.

RENT A ROOM

Magicians and Magiciennes can use the time in the inn to work their magical art. Use Magic is covered in Camp Options on page 7.

USE MAGIC

Once you've done all you need to do, select the Sleep icon. Once you opt to bunk down, though, no further options are available. However, you can always hit PgUp to interrupt your sleep.

SLEEP

11

"OUT AND ABOUT" OPTIONS

Like Taverns, Arkania's brothels also offer your party entertainment of a, well, different kind that was prevalent in medieval worlds.

A rather self-explanatory icon, select Have Fun to enjoy the services of the establishment (which also include hair cuts and manicures, by the way).

To get some rest and also enjoy the services of the brothel, select Stay the Night.

Whatever your choice, the madame will quote you a price, and, if you accept, show you to your suite.

Carrying around ten tons of herbs, fifteen alchemy sets, twelve suits of armor and other random goodies can tend to wear a party down. Enterprising merchants throughout Arkania have taken advantage of this plight by offering storage space within their warehouses for a fee.

To leave items in or to take your own items from a warehouse, select either icon. Keep in mind, though, that warehouses, like any other business, are subject to villains. Keep your major valuables with you.

While exploring cities, towns, dungeons and other byways, keep these things in mind.

- Put characters with high perception, strength and agility in the front of your party. They'll have the best chance to notice traps before they're set off and will be able to open doors with a shove.
- Most dungeons are not lit. Be certain you're carrying torches or lanterns with oil and a tinder box to light them. Magically gifted characters may also light the way with a Fiat Lux spell or Magicians may magically charge their wand to contain an automatic, inextinguishable light spell. (See the Arcane Lore section of this manual for more information on Wand Spells).

TRAVELING OPTIONS

It's time to break out the adventuring gear and head for the road out of town. As you travel through Kvirasim, or any of Arkania's towns, you'll see sign posts pointing the way to one destination or another. Typically, there are numerous posts in a single town, each leading to a different destination. Just step up to the signpost to discover where the road or path leads.

Signposts follow the general layout of Arkania. For example, signposts to the east generally lead to eastern destinations. Occasionally, you'll also be able to travel place to place by water. In either case, when you opt to travel, you'll enter the Traveling Options and the travel map.
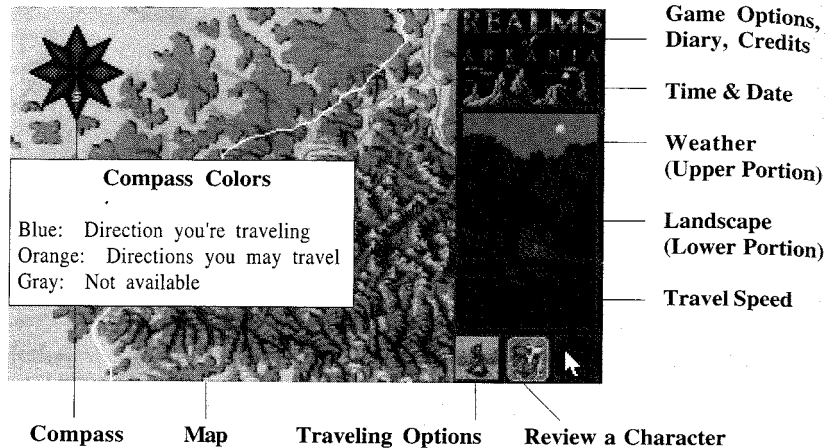
Before your characters head out of town, spend a few minutes with them. It may be several hours (maybe even several days) before they see a town or a merchant again. Make certain they're prepared for the trip:

- Check the amount of rations and water each character carries. If you feel it's not enough for the trip, buy more from a merchant. Pizza places do not deliver to the middle of Orc territory.
- How are your characters' hunger and thirst levels holding out. Fill their bellies and quench their thirst before they leave. Otherwise, you may be forced to stop mid-route when a character complains of hunger pangs.
- Are all your weapons and armor whole? If not, visit a smith to make the necessary repairs.
- Are your characters well rested? If not, catch some shut eye.
- Should you make a last-minute trip to a healer to treat disease, wounds or poison?
- Do you have a good selection of herbs, potions or other things that you might need? Also, don't ignore adventuring gear.
- Put your best character forward. If you're traveling in the wilderness, characters with strong Nature skills are best to lead your party. They will notice tracks and other landscape features that lesser skilled companions might miss. Parties traveling by boat are best led by a character skilled in Survival. As the party waits in cramped corners and shares day-to-day life with the ship's denizens, such skills come in handy.
- Did you remember your travelers' checks?

When your party reaches such a signpost, you'll see a screen similar to the one below:

Game Options, Diary, Credits

Time & Date

Weather (Upper Portion)

Landscape (Lower Portion)

Travel Speed

Compass Colors

Blue: Direction you're traveling
Orange: Directions you may travel
Gray: Not available

Compass   Map   Traveling Options   Review a Character

Depending on your gender, you may want to map your route to its destination in advance. (Typically, male characters do not need to do this because they always insist they know where they're going.) Select Route Planning to do so. Next, click the compass in a direction your party wants to travel. As you continue to plan your route, the directions available change. You may travel along your route until its end or until you feel like stopping (for a garage sale or something). Of course, you may stop at any time by interrupting your journey (select the Travel Options). If you prefer to just amble along, though, select Commence Marching. *Star Trail* will notify you of intersections and allow you to choose your route as you go along.

The map tracks your party's journey across Arkania's wilds. Reviewing this map can be very useful in planning your routes across Arkania, or, for the curious adventurer, finding out about Arkania's many towns and cities. Sometimes, though, dirt tracks or wilderness routes will not be so obvious. It may be necessary to check the possible destinations by actually investigating a settlement's journey points (signposts) to find these unexplored or undocumented routes.

To check the possible directions you can travel, click the right mouse button when you reach the end of a planned route and don't know precisely where you want to go. The compass also highlights possible directions in orange.

Your warrior's limbs will barely move, and your elf's ears have a light coating of frost on them. Welcome to the outdoors. To check the weather, click on the upper half of the "outdoor" image. As your characters travel through snow or scorching heat, the weather affects them and their rate of travel. Crossing through the woods in the height of winter dressed in your Miami finest might cause frostbite, not to mention the extra effort required to traverse seven foot high snowbanks. Make sure that your party is appropriately equipped for the weather it may be traveling through. Check your characters often to be certain they're not overly exposed to the elements (hit PgUp to stop traveling, Interrupt Journey and make camp).

Walking through one of Arkania's many fjords, your Magician suddenly drops from sight leaving only a wafting "yelp!" and a sliding footprint behind. Arkania's crash course in "An Up Close Look at Geography" can hit your party at any time during its adventure. Whether it be a gaping cliff that your party failed to discover in all its merry making or a simple step that triggers an avalanche of snow, such geographic disasters are not uncommon. When your party experiences such an event, *Star Trail* will report the damage. Of course, your party can defend itself against such happenings by appointing a nature lover to head the party. He or she is more likely to notice such things, given their appreciation for and understanding of the out of doors. Also, check the landscape regularly by clicking on the lower portion of the "outdoor" image.

Under normal circumstances and decent traveling conditions, your party can cover about 30 miles per day. Depending on the season and road conditions, this distance could be reduced. Wilderness travel along hidden and overgrown routes can be tremendously difficult, decreasing your maximum traveling distance to approximately 15 miles per day.

Life on the road is tough. Aside from exposure to the elements, your characters may frequently face hunger and thirst if you're not properly prepared. While on the trail, your characters use energy, and naturally, they need food and water to continue their pace. When your characters are hungry or thirsty, they eat and drink what's available. Once that's gone, though, your characters may starve, forcing you to stop your journey and hunt for food and water. To do so, right click, Interrupt Journey and make camp.

Traveling options allow your party to change the course of its route, stop it altogether or force it to go on in spite of better judgement. Selecting the Travel Options icon, your party stops for a moment and considers its direction.

If one of your characters is on his knees begging for water, it's a good time to interrupt your journey and make camp. When you select Interrupt Journey, for whatever reason, your characters stop by the roadside and make camp, allowing you to attend to their needs. (For further information on camp, see the Camp Options section of the manual.)

If you think you left a town a bit too early or missed a critical locale ("I told you we should have used the map, Norm."), select Turn Back. The party does an about face and heads in the direction from which it came.

If you're in a hurry to get places and have had enough of the "Oh, look! What a nice line of shrubbery" jazz, select Force March to pick up the pace. All your characters begin to march faster, though you risk sapping their strength.

END PLANNED ROUTE AT NEXT CROSSROADS

Even if you've planned a route meticulously, you may choose to stop at the next crossroads to investigate. Select End Planned Route at the Next Crossroads option (also known as "Potentially the Option with the Longest Name in the History of Computer Games" option) to do so.

ROPE UP

When the terrain is unfriendly, parties who take extra precautions are often rewarded. By "roping up," characters use a single rope to loosely tie all members together. That way, should your stumbling Magician walk a bit too close to the edge of a ravine, the other members' weight and quick thinking will likely save his life. Naturally, to rope up, a party needs to possess a rope.

SECURE TO FRONT

You're not in the mountains anymore, and the meadow in front of you seems to welcome your party. However, a huge pit, formerly used to capture animals, lies in wait. By securing your party to the front, members in the upper ranks keep their eyes peeled for potential disaster, falling boulders, endless pits and the like.

SCOUTING

As your party travels along, the lead character keeps a careful watch for any interesting features . . . a neat trove of herbs, a collection of animal tracks or perhaps your party heard a rumor in town about a wild magician who roams these parts. Should your character notice anything out of the ordinary that might help your party, or if rumors begin turning to fact, *Star Trail* will let you know.

CAMPING ON ROUTE

As the night falls, so too do your characters' eyelids. 'Round about 8:00 p.m., your adventurers will make camp for the night. Although they may not be tired, hungry or otherwise in need of rest, they do know well the dangers of traversing Arkania in the dark, and so, being intelligent characters, they make camp for the night automatically at 8:00 p.m. Characters may also "force" a Camp at any time mid-route, should they need to gather supplies, heal a wounded comrade or dazzle off a magic spell or two. To force a Camp, click the right mouse button and Interrupt Journey. When your party forces a camp or settles in at 8:00 p.m., the marshmallows come out, and campfire chatter begins. While here, your characters may perform various activities, all of which are covered in the Camp Options section of this manual.
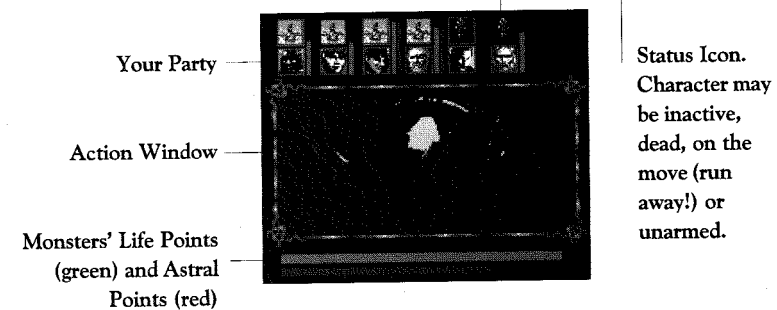
MARCH ON

Sometimes, a tempting camping spot may not be enough to get your party to stop. If you go on just a bit longer, you think you might just make it to your destination before nightfall. Select March On when the day is done or your route is finished. Keep in mind, however, that there are no guarantees your party will reach its destination before nightfall or before everyone is tripping on everyone else from sheer exhaustion. Camping will then be necessary. Your party, wiped from the day's efforts, will likely require more sleep than a simple night's rest can offer, and won't be able to exert the extra energy two nights in a row.

HACK SLASHING FUN

On their journeys through Arkania, your characters will meet more than friendly fellow travelers. Brigands, robbers and starving wolf packs will conspire to deprive them of their cash, and possibly their lives. Occasionally, your characters will be passing time comfy in their bedrolls, when they are summarily ripped out from under them (no doubt an embarrassing event for some characters). When action is required, and the time for polite diplomacy has passed, their weapons are forced to speak. So begins combat. For the hack-slasher, this is the ultimate event and sport.

HANDLING COMBAT

Star Trail offers four different "modes" of combat that allow you to control as little or as much of the action as you desire. These combat modes may be selected from the Combat Options menu. Since, however, they'll dictate pretty much the whole show, they're covered first.

- **Computer Fight/Computer Fight:** *Star Trail* handles the whole ball of wax based upon the statistics and skills of your characters versus those of the monsters, and shows you the outcome. Of course, all elements of *Star Trail's* engine come into play as well.

Your Party

Action Window

Monsters' Life Points (green) and Astral Points (red)

Status Icon. Character may be inactive, dead, on the move (run away!) or unarmed.

To interrupt any computer fight, hit PgUp, ESC or Right Click

- **Computer Fight/Whole Party:** *Star Trail* handles everything, but lets you watch each move as it unfolds.
- **Computer Fight/Just This One:** *Star Trail* handles the moves for the current character, and allows you to control the others.
- **Manual Combat:** You run the show by selecting from the options that are covered in this section.

WHO'S ON FIRST?

Combat moves forward in rounds — allowing each member of each group, yours and your opponents, a maneuver, whether it be a spell, a thrust of a sword or a parry. When your party and a group of monsters square off, *Star Trail* determines who has initiative — the first shot. A character or monster with "initiative" is allowed to attack or move first, and initiative goes down the line until the last character or monster has made a move. *Star Trail* determines who has initiative by checking out several factors:

- Were the characters or the monsters surprised? Surprised combatants are usually re-attaching their dropped jaw when the first blade strikes.

- How courageous (CR) are your characters in comparison to their foes? Courageous characters leap to the call of danger and have no fear of encountering a dangerous beast. Those who aren't so brave, however, tend to hang in the background, anxious that they'll break a nail.
- Every character and monster is allowed to act once per combat round. He or she may attempt more than one action, but they must all be performed back to back, without any other character acting in between.
- Your character also automatically parrys once per round. Things can get hairy, however, if two monsters are attacking your character . . . and he or she can defend against only one.
- A few monsters of extreme stature can attack more than once per round, but they cannot parry more than once.

The sword swings, cuts your shirt in half, slices through both suspenders and leaves a crimson trail across your body. As your pants fall to the ground, you discover you've been hit . . . a common occurrence in *Star Trail*.

When a monster attacks a character, it may land a successful hit (hopefully your character will block it, though), and it may cause damage. Naturally, a giant Ogre fighting with a club the size of a Buick is going to do a lot more damage than a measly dwarf with a walking stick. If a hit is successful, though, it may do from 1 to 20 hit points of damage. However, depending on the armor worn, the *actual* amount of damage done may be lower. Any damage taken by the character is removed from his or her life points. If his or her life points reach 5 or lower, the character will slip into unconsciousness and become a ridiculously easy target; sometimes, though, the opponent may just leave your character for dead. If life points fall to zero, the character will die.
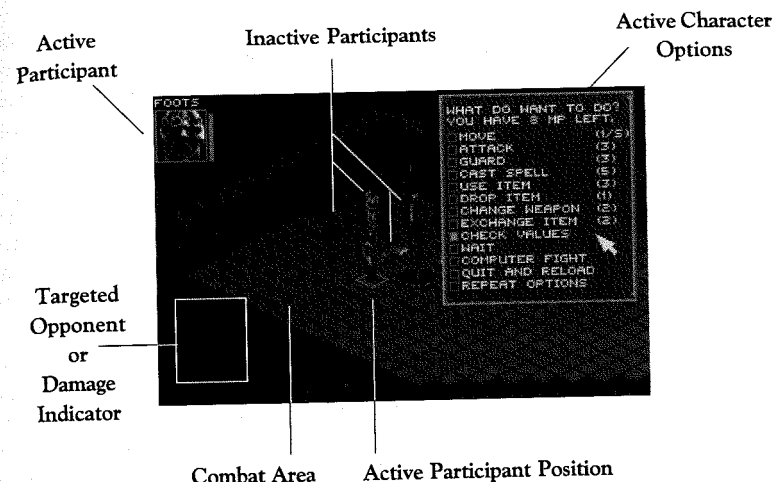
Before the combat begins or its options are shown, a character's movement points (MP) are determined. Since movement takes time (a rapid transit system is not yet available in Arkania) there is a limit to how much a character can do. Each character may move up to eight squares in the combat area during each round of combat. Some characters may have less than eight points if they are encumbered. It's a tad hard to zip across the ground when you're wearing 300 pounds of armor.

Movement points are used for both movement, like stepping to the side, and for actions. Each action you take, whether it be to move your feet to approach a monster or to lift your arms to fire a bow, requires time, and thus requires a certain amount of points. Throughout the combat, Star Trail tells you the MP cost of certain actions while displaying the character's remaining points.

As the peaceful night passes, your characters suddenly find themselves face to face with creatures whose idea of a good time is "moshing" to Lawrence Welk music. When your party enters combat, you'll see a screen similar to the one on the next page. The combat screen is made of many different parts that combine to show a "realistic" view of the action.

Active Participant — Inactive Participants — Active Character Options — Targeted Opponent or Damage Indicator — Combat Area — Active Participant Position

Star Trail shows you who's currently acting out a particular move, be it your character or a monster. Everyone has a chance based on their initiative. Sleeping characters, however, haven't a chance until they wake. The active character stands in a highlighted square.

All other characters are inactive while waiting their turn. These characters may be potential targets for a knife or a spell, or they may be party members you'll need to protect. They will automatically parry the first attack against them, but, since they can parry only once per round, they become sitting ducks afterward (so don't let them get surrounded).

Star Trail's combat area is representative of the terrain where the encounter occurred. It is laid out in a grid, allowing characters to move north, south, east or west. Characters may not move diagonally. At least one side of the combat area will always be "open," allowing party members and monsters a route of escape.

A picture of the targeted opponent appears when you select it for attack from the combat area.

Sharing the same space as Targeted Opponent, the damage inflicted reveals the results of your character's or a monster's actions. Appearing as different colored "stars," the colors and numbers show you what's happened:

Red & number:	Character was hit for # damage.
Green & number:	Monster was hit for # damage.
Blue:	Character fumbled attack or parry.
Orange:	Opponent fumbled attack or parry.
Light Red:	Hit was absorbed by armor, no damage.
Yellow:	Attack was parried.
Brown:	Character's weapon has broken.
Pink:	Character has lost consciousness.
Dark Blue:	Failed attack.

As your party prepares to face off against its foes, your magicians, fighters and cutthroats contemplate their potential actions. Will they fight the creatures before them? Perhaps your Warrior will move into a better position. Your Magicienne, on the other hand, prepares to unleash an awesome blast of fire.

```
What are you going to
do?
You have 7 MP left.
  Move           (1/F)
  Attack          (3)
  Cast Spell      (5)
  Items
  Character Options
  Quit and Reload
  Computer Fight
  Change Weapon   (2)
  Guard
  Repeat Options
```

As your characters move through combat, *Star Trail* offers each of your characters these choices and more. Next to each combat option, *Star Trail* lists the amount of movement points that are required to complete the action.

MOVE

The monster's just out of reach, but dangerously close to your Warlock who appears to be down for the count. To get your Warrior's blade within range of the creature's body, select Move. Unless encumbered, a character may move up to eight squares per round. Should you move your character, keep the following things in mind:

- A character can only move forward, back, to the left or to the right, with a cost of 1 MP per square entered.
- A character cannot pass through squares already occupied.
- Squares containing walls or certain objects cannot be entered. It's a bit tough to pass through solid rock.
- If a character crosses the edge of the combat area, *Star Trail* will ask you if the character is trying to flee. If you answer yes, the character is out of the fight for good. This can split your team.

ATTACK

The Attack option engages your characters in the art of physical combat. To attack a creature, a character must be standing in a square adjoining the creature's square to the north, south, east or west. The only exception to this is for missile weapons which may be fired from up to ten squares away at a creature in a direct line with no obstructions. Missiles may also be fired diagonally.

Any form of attack costs three movement points. It also ends the character's actions for the present combat round, no matter how many movement points he or she may have left. An attack takes place in one of three modes (you may choose these modes by selecting Character Options covered in this section):

- **Aggressively:** An aggressive attack takes the character's full concentration. Since characters are entirely consumed with their targets, they may not be able to parry a counterattack aimed at them. However, the attack's momentum will be great and will have a better chance of success.
- **Carefully:** A careful attack takes all the character's concentration, but devotes most of it to protection, bettering the chances of successfully parrying a counterattack. Since the character is concentrating on his or her own safety as well as the monster, the momentum of the strike is reduced.
- **Normally:** A normal attack gives equal consideration to attack and parry.

Characters may also perform a missile or throwing attack. This type of attack allows characters to hurl or fire a missile at an opponent up to 10 squares away. The character must have the missile weapon in his or her right hand and any necessary missiles in the left hand, and must have the target in a direct line of sight, unblocked by high obstacles or other persons.

Raising his hands, your magic user sends a divine blue aura heading toward a monster, enveloping him in magical power. When your character selects Cast Spell, he or she can do just that. To cast a spell at an opponent, the character must have a direct line of sight to the opponent, unblocked by high obstacles or other persons. Not all spells are usable in combat, and spell ranges vary. Casting a spell costs five movement points and ends the character's actions for the present combat round, no matter how many movement points he or she may have left.

A character can use any item held in his or her left hand. During combat it's a good idea to have an elixir or other artifact ready just in case. Using an item costs three movement points and ends the character's actions for the present combat round, no matter how many movement points he may have left. You may also drop an item or change the item in the character's left hand.

Selecting Character Options, you check out all the important hack and slash statistics of the active character or change their default combat mode, aggressive, normal or careful (see Attack on the previous page). When you select Check Values, you'll see his or her current attack value, parry value, armor class, type of weapon, hit points of weapon, life points and astral points. You are also shown any poison or enchantment affecting the character. This option is very useful if your character seems to be acting strangely, or if you're concerned for his or her life.

Should things go bad for your party or if it looks like there's a bloody end in sight, select Quit and Reload. *Star Trail* will bring you to the Disk options.

That's a fine piece of blade you have there. Who knows where the other piece went to, but it's clear that if you hope to live through this encounter, a new weapon is necessary. Selecting this option, he or she puts the weapon into the backpack and equips a different one instead. This action costs two movement points. Actions may continue if the character has remaining movement points.

Standing his ground, a character prepares to attack anything that moves into range adjacent to their square. Like a careful mode attack, the character's parry is strengthened when he or she opts to guard (after all, they're standing at ground zero with that blood lust in their eyes). Securing an area costs no points, and ends the character's actions for the present combat round, no matter how many movement points may be left.

Offered after a round of combat has passed, Repeat Options tells *Star Trail* that you want a character to perform exactly the same actions he or she performed during the previous combat round.

COMBAT

OOOPPPS!
THE
FUMBLE!

AFTER THE
FIGHT

GATHERING
THE GOODIES

GETTING
EXPERIENCE

RETURN TO
ADVENTURE

During combat, there's always a chance of a fumble, resulting in some serious consequences for the character or monster involved. When your character juggles his weapon, there are three possible results:

- The fumbling combatant is struck for 1 to 6 hit points by his or her own weapon.
- The fumbling combatant's opponent gets a free strike.
- The fumbling combatant's weapon breaks.

When all is said and done, your characters wipe their brows of the heat of combat and prepare to continue with their adventure. Before they move on their way, however, they'll have a chance to do various things and will receive others.

If your party won the fight, *Star Trail* shows you any loot lying about the combat area — including all weapons and items your opponents were carrying. If there is any loot available, you can select the items you want. Just choose any item, and it's deposited into your party's bunker. When you've taken all the goodies you want, press the right mouse button, ESC or PgDN to return to normal game mode.

When your party wins an encounter with monsters, all surviving characters receive experience points for their efforts. The first time they encounter a particular monster, however, they will receive extra points for braving unknown forces.

Everyone looks around. The Rogue checks out the Magicienne; she looks back. The Warlock nods to the Warrior in appreciation of his efforts. And then, the Silvan Elf grows concerned. Someone is missing.

So it happens when your party returns to adventure and gets their bearings about them. Following combat, characters may find themselves in numerous positions:

- The team was split when one or more characters ran from the encounter. Bring them to the same location and reunite them as one team.
- One or more characters were wounded or poisoned. Have someone use Treat Wounds or Treat Poison on them. This reduces the danger of subsequent damage. In case of a fast-acting poison, you will need the spell Pure And Clear.
- One or more characters have died. Try to leave the scene of combat as fast as possible and go look for a temple to pray for a resurrection.

APPENDIX A: GENERATION

CREATING
YOUR
CHARACTER

METHOD #1
NOVICE &
QUICK

METHOD #2
ADVANCED &
QUICK

METHOD #3
NOVICE &
DETAILED

METHOD #4
ADVANCED &
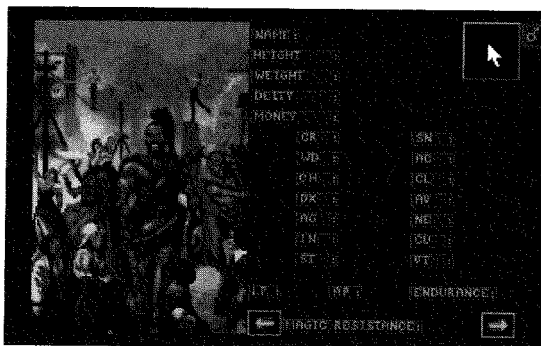DETAILED

Creating your own characters is an important part of any fantasy-role playing experience. Nursing them from level-one tots to mighty warriors provides a feeling and a challenge unlike any other. In *Star Trail*, you may create your party in any one of four different ways and on two different levels. The Advanced Mode allows you full control over each character's statistics, while the Novice Mode provides you with the fastest and easiest way to create a character.

Each method, its limitations and its advantages is described below.

The Four Methods of Getting a Party Together

Mode	Party	You Handle	Star Trail Handles
Novice	Pregen	Fun	Character creation, skills (suggests best character to do an action) and magic/skill increases
To get there: select Novice. Your party will be waiting for you in the Temple.			
Advanced	Pregen	Skills, magic/skill increases	Character creation
To get there: select Advanced. Your party will be waiting for you in the Temple			
Novice	Created	Character Creation	Skills (suggests best character to do an action), magic/skill increases
To get there: select Novice and Create Character (the "baby" icon) from the Temple and follow the directions in Appendix A: Character Creation. Exit the generation, remove the pregenerated party members and add your own.			
Advanced	Created	Character Creation Skills, magic/skill increases	Number crunching
To get there: select Advanced and Create Character (the "baby" icon) from the Temple and follow the directions in Appendix A: Character Creation. Exit the generation, remove the pregenerated party members and add your own.			

Pregen = Pregenerated

THE NEW
CHARACTER
ICON

Once you begin *Star Trail* select Generation (the "baby" icon in the Temple of Peraine) to create your own characters. Soon you'll see a generation screen similar to the one below. Here, you see all the attributes that make up each Arkanian woman and man.

Character generation in *Star Trail* allows you to control all facets of your character's development. You may define their statistics individually, placing each roll strategically... where you feel it will make a difference. Or, if you prefer the more casual approach, *Star Trail* will do most of it for you. Although *Star Trail's* character generation is "open," meaning you can select the available options in almost any order, it's recommended you follow the order of the manual, at least for your first time through.

DECIDING
ON A CLASS
FOR YOUR
CHARACTER

Before you begin rolling your characters, it's important to determine what types of characters you hope to create. Just as on Earth, characters in Arkania have professions and fields of knowledge they follow, learn and perfect. Everything from a character's strength to his or her skills is influenced by their profession. A character's profession is known as his or her class. In *Star Trail*, your characters may pursue any one of twelve classes (detailed in Appendix C):

Dwarf/Dwarvess · Rogue/She-Rogue · Jester/She-Jester
Warrior/She-Warrior · Male/Female Thorwalian · Warlock/Witch
Druid/Druidess · Magician/Magicienne · Male/Female Green Elf
Hunter/Huntress · Male/Female Silvan Elf · Male/Female Ice Elf

Once you've reviewed the classes available and have ideas for your party make up, the actual character creation begins.

The Character
Generation Menu
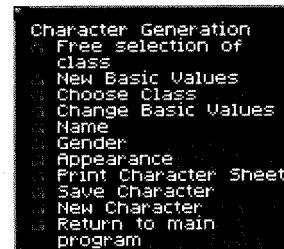
Press the Right mouse button or PGUP to return the menu to the screen at anytime during character generation

SELECTING
A NAME

Like most good adventurers, Arkanian characters don't like to be referred to as "Hey, You." To give characters a name (even before you decide what they're going to be), select the menu option or click "Name" on the character screen. You may name your character anything you like, but his or her name will be abbreviated on the main screen if it's over seven letters.

SELECTING A
GENDER

Next, select your character's gender by choosing the menu option or by clicking on the gender symbol (the upper right-hand corner). Men and women are equally skilled, talented, trained and rewarded in Utopia, er, Arkania. You may change their gender anytime prior to saving the character.

WHICH
WAY?

Depending on which generation method you prefer, you may select Free Selection of Class or New Basic Values.

FREE
SELECTION
OF CLASS

Selecting this option, *Star Trail* allows you to choose the profession your character will follow from any of the twelve classes available and assigns the minimum attribute values for that class to the character. If you select Free Selection of Class, move on to the next section.

NEW BASIC
VALUES

Selecting this option, you take the dice into your hands. First, decide on an class for your character... but keep it in your head for the time being. Then, following the minimum entrance requirements for your class as listed in Appendix C, you manually distribute the attribute values to qualify for the class. Characters who are hand crafted in this manner have higher overall attributes than those created in Free Selection. If you select this option, skip to that section on page 36.

FREE SELECTION OF CLASS

If you prefer to select your class without rolling all the attribute values yourself, *Star Trail* will do it for you. By selecting Free Selection of Class, *Star Trail* shows you a list of all available classes in Arkania, and allows you to select the profession of your choice. Once you have selected a class, *Star Trail* automatically gives the character his or her attribute values.

While Free Selection is quick, characters created by this method have certain drawbacks:

- The characters attribute values will be the minimum amount required for entrance into the class you've selected. Characters created manually tend to benefit from the "roll of the dice."
- Their positive attributes will not be above 12, versus 13 for manually created characters.
- Their negative attributes will not be below 3, versus 2 for manually created characters.

After you've selected your character's class, you may skip to Choosing an Arcane Lore on page 38. It's a good idea to read through the pages on the way, though, so you'll have an understanding of character's attributes, their benefits and their drawbacks.

NEW BASIC VALUES

Characters earn their mettle when you define their attributes. When you select this option, *Star Trail* "rolls" values for their positive attributes (the left hand column) and their negative attributes (the right hand column). This is as true to role playing as a game can get.

POSITIVE ATTRIBUTES

Like you, your characters have certain levels of wisdom, dexterity and strength, among other attributes. In Arkania, the seven positive attributes are tracked numerically and, for newly created characters, range from 8 to 13.

- **Courage (CR):** A high courage influences quick decisions and provides a high amount of willpower. This can be of value in a fight, when trying to resist a spell or when conversing.
- **Wisdom (WD):** This attribute measures the theoretical or "bookish" knowledge a character has, memory, ability to plan ahead and to think in abstract terms. This makes it the basis of most magic.
- **Charisma (CH):** A character with a high charisma value will find it easier to influence others. Also, his or her teammates will be more open to the character's suggestions.
- **Dexterity (DX):** This attribute is needed to manipulate small objects. It affects disarming traps, opening locks and other maneuvers which require slight of hand. It also affects a magician's ability to weave a magic spell.
- **Agility (AG):** This measures the ability to move skillfully and to avoid sudden obstacles. It also helps characters to avoid blows in combat.
- **Strength (ST):** More than just brute muscle power, this is also the knowledge of how to use it to the fullest. A necessity for moving heavy objects and using heavy weapons, strength also determines a character's maximum load.

- **Intuition (IN):** It's not necessarily anything you heard or anything you saw, but something just tells you that something's up. A character's intuition affects his or her ability to perform many skills and also influences a magic user's ability.
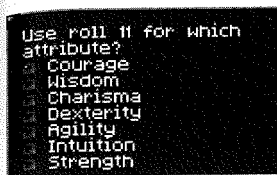
You'll see *Star Trail's* initial roll on your screen. This roll, an 11 let's say, can be used for any of the seven attributes; you select which one depending on the class you're hoping to create. After placing the first value, *Star Trail* will roll again until you have placed each roll with a positive statistic.

NEGATIVE ATTRIBUTES

Next, you'll assign values for the negative attributes just like you did for the positive attributes. Keep in mind that classes have negative attribute requirements as well. The seven negative attributes, which range from 2 to 8 for new characters are:

- **Superstition (SN):** Characters with high superstition notice certain things, black cats and the like, and instantly understand their meaning. A high superstition often makes a character particularly susceptible to magic.
- **Acrophobia (AC):** A fear of heights, leading to a distinct feeling of vertigo. A large acrophobia value can be a severe handicap when a character is forced to cross a suspension bridge or stand at a cliff's edge.
- **Claustrophobia (CL):** The fear of being buried alive which can close in when traveling through narrow halls and low corridors.
- **Avarice (AV):** The urge to gather gold, jewelry and other precious items. A character gripped by avarice will often forget all else happening around him or her just to loot something that has caught his or her eye.
- **Necrophobia (NE):** A particularly terrifying fear of death and anything connected with it, especially the undead - mummies, zombies and skeletons. A character with a high necrophobia value will sometimes refuse to fight against undead and may run away instead.
- **Curiosity (CU):** A healthy amount of curiosity is something of a prerequisite for a true hero, but too much of anything is a curse, and so it is with curiosity. Magicians especially are often overcome with curiosity upon discovering old scrolls and magical artifacts.
- **Violent Temper (VT):** A character with a violent temper is easily insulted and quick to draw a weapon to right any perceived wrong.

CHOOSE CLASS

After assigning your character's attribute values, select Choose Class. *Star Trail* will show you a list of classes your character qualifies for. Just select one to make it official. At times, however, you may see that the character you've created doesn't qualify for any class at all. In this case, *Star Trail* will tell you that you've failed to meet the minimum entrance requirements for any class. Perhaps, he or she is just a point or two shy where it counts. You don't need to start over... just roll the dice a bit more! Select the Change Basic Values option, covered in the next section, to modify his or her current values. If you find yourself miles away from your desired class, though, you may also select New Basic Values and re-roll.

When you've placed all of your rolls and are still just one point away from creating that Silvan Elf that you've been trying for, don't worry... you still have another option open to you. Change Basic Values allows you to alter both positive and negative attributes by trading off points between the two.

For example, a Silvan Elf requires an agility of 13, but, let's say, in your attempt to create this class, your agility is only 12. Otherwise, you qualify for the class. It's just too close for a re-roll, so you select Change Basic Values. Star Trail shows you a menu listing all of the positive attributes. Select the attribute, agility in this case, and you'll have the option to increase or decrease the attribute value. Selecting increase, his agility jumps to 13.

> But there is a price... for every one point change you make to a
> positive attribute, you will be required to make a
> two point change to a negative attribute.

After you increase the positive attribute, Star Trail shows you a menu of negative attributes... and asks you to trade off for the positive increase in agility by increasing your negative attributes by two points. You may put both increases in one attribute or split them between two different attributes. Just be careful not to alter a negative attribute above (or below) the minimum entrance requirement for the class you're hoping to create.

Change Basic Values also allows you to decrease negative attribute values. For example, say that same Silvan Elf has a 5 for avarice but needs 3. You can use this option to decrease two points from your negative attributes by choosing to remove one point from a positive attribute.

Regardless of which way you do your point trading, remember that positive attributes cannot be decreased below 8 or above 13. Negative attributes cannot go below 2 or above 8. Additionally, once you begin to change an attribute, you may not turn in the other direction. Values that are lowered may not be raised later on. Likewise, values that are raised may not be lowered. You may, however, continue heading in the same direction.

When you have completed the adjustment to your character's negative attributes, Star Trail will return you to the character screen. Just right click or hit PgUp and return to the menu options. If you have further changes, though, select Change Basic Values again.

If you created a Magician or Magicienne, Star Trail will ask you to choose the character's preferred Arcane Lore. Arcane Lore influences the character's magical focus and affects his or her spell casting for the selected category. The different lores as well as their magical spells are covered in the Arcane Lore section of this manual. In the Advanced Mode, a Magician or Magicienne also has the option to transfer increase attempts. You may choose to trade either spell increase attempts for skill attempts or visa versa. Additionally, this class can give up 10 spell increase attempts for an additional 10 astral points (AP). (For more information, see page 42).

After you've selected your class, Star Trail shows you a selection of portraits appropriate for your character. Just click on your preference.

With your character's class in place, you'll see several new attributes.

· **Money:** As in any world, money is an important commodity in Arkania. Luck determines how much money he or she receives.
  · **Gold Ducats:** Are the highest form of currency and are displayed as "D."
  · **Silver Crowns:** 10 Silver Crowns equal a Gold Ducat. Silver Crowns are displayed as "S."
  · **Copper Bits:** 10 Copper Bits equal a Silver Crown. Copper Bits are displayed as "B."
· **Height and Weight:** Help to define the physical aspects of your character and are based on the class you selected for your character.
· **Deity:** A character's deity is very important in Arkania. Based upon the month the character is born, the deity determines the character's general way of life and may offer bonuses to attribute or skill values (then again, they may not... deities are funny that way).
· **Life Points (LP):** Represent the amount of damage a character can take before it dies. A character's life points are based upon his or her statistics and increase with experience. Should the life points reach five or fewer, the character will lose consciousness; he or she will die at zero. Life points can be regained through sleep, potions or magical intervention.
· **Astral Points (AP):** All kinds of magic are powered by astral energy which is measured in astral points. These points represent the amount of magical power your character has and also the amount of points available to cast spells. Astral points are also based upon your character's class. They increase with experience and are replenished through sleep, potions or meditation.
· **Endurance:** Reflects your character's ability to withstand strain, is a key factor in the movement points the character has available and determines how much burden he or she can tolerate before losing movement points. Endurance is based on a character's life points (LP) and strength (ST).
· **Magic Resistance (MR):** Represents a character's ability to ward off the effects of magical spells. A character's magic resistance is based upon his or her courage (CR), wisdom (WD) and superstition (SN).

If you're creating a character in the Novice Mode, you're nearly done. Skip to page 43 to save your character. He or she has all the same values as advanced characters, but Star Trail automatically handles skills and spell increases, assigning and tracking all of their calculations for you.

If you created your characters in the Advanced Mode, you may further customize your characters in three areas: skills, attack and parry values and, for magic users, magic. These changes are explained in the following sections.

Arkanian characters have lots of skills that are needed in their world. When you first create your character in the Advanced Mode, he or she is given a set of statistic values that reflect the standard training for a character of that class. To review your character's skills, click on either arrow at the bottom of the generation screen until you reach any one of the character's skill screens. Press the arrow again to review more skills. (Skills are fully explained in Appendix D: Character Skills.)
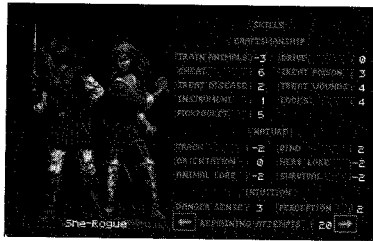
At the bottom of the skill screens, between the arrows, you'll notice REMAINING ATTEMPTS: 20. This number may vary depending on the character's class.

Your character's "remaining attempts" are chances for you to increase skills you consider important for the character and your adventure in Arkania. To attempt a skill increase:

- Move to the skill screen that contains the skill you want to increase.
- Press the right mouse button to open the Skill Increase Menu.
- Next, select a skill group.
- From the group you have selected, choose a skill to increase. *Star Trail* rolls a die to determine your success or failure and tells you of the outcome.
- Repeat these steps until all of your skill attempts are used.

While increasing your skills, keep the following things in mind:

- Combat and Intuitive skills cannot be increased by more than one point when creating characters or when gaining levels.
- Knowledge skills cannot be increased by more than three points when creating characters or when gaining levels.
- All other skills areas cannot be increased by more than two points per level. If you increase a Combat skill, you will increase the skill's attack and parry value as well. You may further adjust these values, though. This is covered in the following section.
- You have three attempts available to increase any one skill. Should you not succeed in increasing a skill within those three attempts, you will need to wait until the character gains a level of experience to try again.
- The highest skill value possible is +18. The lowest value is a -20.

CHANGING
ATTACK &
PARRY
VALUES

UNDER-
STANDING
THE VALUES

A character's attack and parry values reflect his or her defensive and offensive combat skills. In general, there are two different parts to the attack and parry values.

1. Basic Values: Overall reflections of the character's ability to fight offensively (ATtack) and to protect defensively (PArry).
   - AT: The basic value for Attack is based upon your character's courage (CR), agility (AG) and strength (ST).
   - PA: The basic value for Parry is based upon your character's intuition (IN), agility (AG) and strength (ST).

BASIC VALUES AT: 6 PA: 6

2. Mode Values: Mode values are based upon the combination of your character's actual combat skill value (SV, from the skill list) and the Basic Values. Like the Basic Values, Mode Values are split into two categories, attack (AT) and parry (PA).

How the Mode Values are Determined	
Basic Values	Mode Values
BASIC VALUES AT: 6 PA: 6	EDGED WEAP AT: 7 PA: 7 SV: 2

Step 1: Add the Basic Values together. Here, they equal 12.
Step 2: Add the SV (Skill Value), in this case it is 2, to the total of the Basic Values. Here, the new total is 14.
Step 3: This total can be divided any way you like between the individual AT (Attack) and PA (Parry) values for each mode, but cannot be less than the Basic Value. Here, Edged Weapons has 7 AT and 7 PA. This totals 14.

While *Star Trail* initially determines your character's Mode Values, you may change the individual AT (attack) and PA (parry) values to suit your own taste. If you prefer an offensive hack-slashing type character, increase their AT values. If, on the other hand, you prefer someone who's better at protecting him or herself from a blow, increase their PA values.

Increasing values is easy. Just remember the total from Step 2 in the above example. (Naturally, this total may be different for your characters and varies from Mode to Mode.) To get this total, add both Basic Values together, and then add the SV (skill value). You may split this number between the Mode's AT and PA values any way you like so long as they do not fall below the AT or PA Basic Values. For instance, if your total is 14 and your Basic Values are both 6, like above, you can have an AT value of 8 and a PA value of 6 (or 7 AT and 7 PA and so on). As you distribute the values, consider where you want the character's proficiency to lie: defensive moves or offensive moves. Though they are calculated the same way, the values for missile weapons and thrown weapons may not be changed.

What happens if a character has a negative combat skill value? You won't be able to do any adjustments for starters. The negative value is subtracted, more or less evenly, from the character's Basic Values to produce the AT and PA values. If the character's skill level is so low that it exceeds the total of the Basic Values, he or she would have zero AT and zero PA. He or she will not be able to protect the body from such a weapon's attack, and can't attack very well with it either.

Magic users in the Advanced Mode may also increase their current spell values. Just like increasing skills, *Star Trail* allows your character a certain number of attempts, magical bonus points of a sort, to increase spell values. Obviously, characters who are not magically gifted won't have this option. To attempt a spell increase:

- Move to the spell screen that contains the spell you want to increase. There are seven screens of spells and each is fully explained in the Arcane Lore section of this manual.
- Press the right mouse button to open the Spell Increase menu.
- Next, select a spell group.
- From the group you have selected, choose a spell to increase. *Star Trail* rolls a die to determine your success or failure, and tells you of the outcome. Repeat these steps until all of your spell increase attempts are used.

While trying to create a super spell caster, keep these things in mind:

- Depending on your character's class, he or she will have a varying number of increase attempts. Magicians and Magiciennes have 40, Druids, Druidesses, Warlocks and Witches have 25. All Elves have 20 attempts.
- Certain spells have increase limits. After all, a level 1 character who can blow up Kvirasim and most of the surrounding fauna does not a balanced game make. The limits depend on your character's class.
    - Spells that are part of a character's class can be increased by two points. (See the Arcane Lore section of this manual for further information.)
    - Spells not in a character's class can be increased only 1 point.
    - Magicians and Magiciennes can increase all spells belonging to their Arcane Lore by 2 points.
    - Magicians and Magiciennes also possess certain "house spells" they can increase up to 3 points.
- You have, at most, three attempts available to increase any one spell.
- Should you not succeed in increasing a spell with those three attempts, wait until the character gains a level to try again.
- Characters cannot use any spell with a value below -5. (In fact, it might be downright dangerous if they could.)
- The highest spell value possible is +18.

Once you're happy with your character, select Save Character to add your character to the ranks of the elite, albeit inexperienced, adventurers, awaiting you. If your character profile is incomplete, or if another character by the same name already exists, *Star Trail* will let you know.

Once you've saved your character, select New Character to create another character. New Character is also helpful if your current character isn't cutting it, and you'd like to begin anew with a fresh slate of attributes. You may create as many characters as you like, and select up to six to join you in your adventure. *Star Trail* comes with six pre-rolled characters that you may use as well. Newly created characters may be added to your party at the Temple of Peraine in Kvirasim.

As your characters travel through Arkania, they will gain experience points as they face numerous foes, perform Herculian tasks and overcome other perils common to daily life. When your characters accumulate enough experience points, they become eligible for new experience levels. To reach the next level of experience, characters need to gain:

EP	Lvl	EP	Lvl	EP	Lvl
0	1	15,000	3	50,000	5
5,000	2	30,000	4	75,000	6

When your character gains a level, they will enjoy its numerous benefits:

- You may choose to increase any positive attribute, followed by a decrease of two points to your negative attributes.
- Life points (LP) will increase by up to six points. For magic users, these points may increase by up to eight points.
- Magic users may divide these eight points between LP and AP.

If you are playing in the Advanced Mode, you will have the opportunity to use skill and spell increase attempts to continue to shape the ideal character, much as you may have or would have done in the Advanced Character Generation. Additionally, other factors come into play:

- All classes get 20 skill increase attempts except for the Magician and Magicienne who receive 15.
- When increasing combat skills, you will have the opportunity to adjust AT and PA values.
- Spell increase attempts depend on class. Magicians and Magiciennes receive 40, Druids, Druidesses, Warlocks and Witches receive 25 and Elves receive 20.
- With the exception of Elves, magic users may convert skill increase attempts into spell increase attempts and vice versa.
- Magicians and Magiciennes may forgo some spell increase attempts in return for astral points.

After you've rounded up your party and take a minute or two to review one of your characters (just double click on their protrait), you'll notice that he or she has several new attributes that weren't apparent during character generation. Additionally, when you review your characters, you'll also have new options available to you.

The character review screen shows you everything you need to know about your character and also allows for his or her feeding and care. Nearly every section of the review screen offers some kind of information.

Portrait. Arrows to the side allow you to scroll to another member.

Body. Click here to "pull down" body icon.

Name & Class

Deity   Hesinde

```
Elvis Presley
Magician

Hunger
Thirst

EP:
Level:        17200
              3

Money:
20 3S 8B

Height:       134 cm
Weight:       3360 oz

CR 10/10   SN 4/4
WD 13/13   AC 3/3
CH 12/12   CL 5/5
DX 12/12   AV 5/5
AG 12/12   NE 4/4
IN 8/8     CU 7/7
ST 9/9     VT 7/7

LP 30/30
AP 49/49

MR 2
AC 0

Endurance 39
Load          450 oz
MP            7
```

Character's backpack holds up to 16 iterms

General Information

Secondary Statistics

Character Statistics.
(Attack & Parry Values also appear here)

Once characters are generated and have joined your party, they acquire three new, secondary statistics, each of which are seen in the character review.

Encumbrance (ENC): A character can only carry so much before his knees start to buckle and his back gives out. Encumbrance tracks this load and tells you how many ounces of armor, weapons and supplies a character carries. At most, a character can carry 100 x strength (ST) ounces. However, characters who push the limit or exceed it are not able to move as quickly or as much and lose movement points.

Movement Points (MP): A character's movements points determine how far they can travel and how many actions they can perform in one round of combat. The higher the movement points the better. Characters with low movement points may be carrying too much around.

Armor Class (AC): A character's armor class shows you how well he or she is protected against a creature's attack. Armor class ranges from zero (stark naked) to eleven (scale male over chain mail covered with plate armor and a bullet-proof vest).

When you review your characters, you'll notice that their statistics have two values: a base value and the current value.

```
CR 10/10   SN 4/4
WD 13/13   AC 3/3
CH 12/12   CL 5/5
DX 12/12   AV 5/5
AG 12/12   NE 4/4
IN 8/8     CU 7/7
ST 9/9     VT 7/7

LP 30/30
AP 49/49
```

- **Base value (right):** the statistic's normal level. This value changes only when characters gain a level. It serves as a reminder of the actual value's peak level.

- **Current value (left):** the current level of the statistic that changes as characters become hurt or suffer a malady or are influenced by magic, potions or herbs.

As characters travel through Arkania, the values for certain attributes may change. When a character is hurt by a monster, for instance, the actual value of LP (life points) will decrease. Other times, the attributes are affected. Charisma, for example, goes down when characters become intoxicated.

After a hard day's travel, your characters are hungry, their throats are parched and they're all looking forward to a good meal. Characters eat "rations," picnic style meals with good helpings from each food group. Nearly every chandler's shop offers rations, and your party may occasionally find several left behind by wandering groups or hunt down dinner in the wild. Along with rations, characters take water to soothe their palates. Carrying their waterskins everywhere, characters may refill them at the many streams and rivers that weave through Arkania.

Characters will nourish themselves so long as they have rations and water available. If characters are unconscious, however, you'll need to feed them. To serve up dinner, review the character. Pick up an appropriate item (a waterskin for example) from the inventory by clicking on it with the left mouse button. Next, click on the "mouth" icon, and it hits the spot. The character's hunger or thirst lines, depending on what you fed them, will reflect the satisfaction of these basic needs. This method is also used should you wish to consume a herb or a potion.

Unlike Earth, characters in Arkania can eat all they like without gaining weight. However, if you try to feed a character something that's not normally eaten (Thanks, but I'll pass on the filet of leather boot), *Star Trail* will let you know.
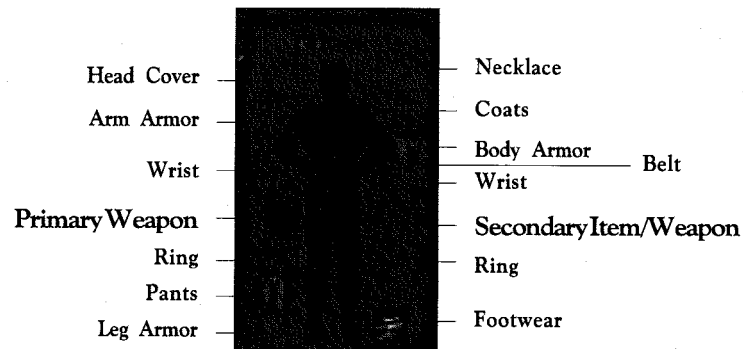
To look at an item in your character's possession, click on it followed by the "eye" icon. Star Trail will tell you what it is and what condition it's in.

Every Arkanian character has a backpack, a place where they store up to 16 items. By left clicking on an item to select it, it highlights red. Characters can drop it, give it to another player or use it in some other way. Handling items, in all different ways, is covered later on in this section under Review Options.

In addition to their backpacks, characters may carry seven items on their body. These items are considered "equipped" and at the ready. Obviously, a sword in your backpack won't be nearly as useful in combat as a sword in the hand (unless you fall backward onto a monster, that is). Items such as swords affect your character's performance in combat.

Head Cover — — Necklace
Arm Armor — — Coats
Wrist — — Body Armor
 — Wrist — Belt
Primary Weapon — — Secondary Item/Weapon
Ring — — Ring
Pants —
Leg Armor — — Footwear

Items that cover parts of the body work to lower their armor class (AR). Each of the carrying slots represents a part of the body. To equip your character, just select an item from inventory and drag it to the appropriate body icon. Boots, for example, would go in the Footwear icon. Should you try to equip something your character can't wear, like pants on his head, Star Trail will let you know.

While most of the body icons are used for armor and clothing, the primary and secondary hand icons have a special significance. Only items in those two boxes can be used instantly.

- **Primary Hand:** *The primary hand is the weapon hand.* This weapon will be at the ready should a monster approach. If characters don't have a weapon here and are attacked, they will have to arm themselves in the first round, losing precious time, or fight unarmed.

- **Secondary Hand:** *The secondary hand is the potion, herb, shield or missile hand.* The items in the secondary hand are held readied for use at a moment's notice during combat (for more information, see Use Item in the Combat section).

While reviewing your character, you have numerous options aside from equipping them or investigating their basis statistics. To see the options available to you, click the right mouse button. You'll see a menu containing the different review options. To select any option, highlight it and press the left mouse key.

- **View Character:** Pulls down the "Body" panel.
- **Change Name:** Just as it implies, you may rename your character selecting this option.
- **Change Appearance:** For super cheap and efficient plastic surgery, select Change Appearance.
- **Next Level At ...:** To see how many experience points a character requires before he or she achieves the next level of experience, select this option.
- **Use Item:** Some items can be used, like using a tinder box to light a torch or using a scroll by reading it. Select the item followed by Use Item. If you select an item that can't be used, like leather leggings, Star Trail will let you know.
- **Drop Item:** If you're hoping to lower your encumbrance, or if your character is pack-ratting a lot of junk, you can get rid of it using Drop Item. First, select the object you wish to drop. Then, select Drop Item. Items that are dropped are gone forever. Just in case you made a mistake, Star Trail will ask you if you really want to drop the item before it disappears.
- **Use Skill:** Certain skills may be used while reviewing your character. Generally, these skills are of the healing variety, like Treat Wounds for example. To use one of the skills available, just select it.
- **Cast Spell:** To have your character whip off a spell, select Cast Spell. Star Trail will ask you to choose the spell group, followed by the actual spell. In general, healing or adventure type spells (like a light spell) are the type that you would cast in review. Detonating a fire ball into empty air, after all, could prove rather hazardous, not to mention a waste of time.
- **Attack/Parry Values:** To toggle between the character's basic values and his or her Attack and Parry values, select this option. This option is only available in the Advanced Mode.
- **Skill Values:** To review a character's skills, select the Skill Value option. This option is only available in the Advanced Mode.
- **Spell Values:** Spell Values allows you to review your character's magical proficiency. This option is only available in the Advanced Mode.
- **Print Character Sheet:** If you have a standard dot-matrix printer, Star Trail will print a character sheet for you when you select this option. Should you have problems printing on your printer, try printing it to an ASCII file instead. You can change the default in the Game Options menu.
- **Exit:** Selecting this option, you leave your character's review and return to the Main Window.

TRADING
ITEMS

That wand your Warrior found would certainly be better used in the hands of your Magicienne. So, naturally, he hands it over. To trade items between characters, click on the item to select it as your cursor. The inventory square will be highlighted in red. Next, click on the arrows next to the character's portrait until you reach the character you desire. Once there, just deposit the item in his or her inventory by clicking on an empty backpack icon. If you place the item over a full inventory spot, however, the items will swap.

MERGING
ITEMS

Items that are alike and can be grouped may be merged in Arkania. To merge two items, like two rations for example, click on one item to select it. The cursor will shape itself as the item, and its inventory box will be highlighted in red. Next, click on another item to merge the two. If the items can be merged, they will join together, occupying only one spot in your character's inventory. If the items cannot be merged, you'll just swap one for the other.

MANAGING
YOUR FUNDS

Arkania is an equal opportunity world. All members of the party, man and woman alike, make an equal amount of money for their efforts. This money goes into the party's coffer with each character having an equal share. When your party visits a merchant, this money goes into a community slush fund, allowing the party to pool their money for goods that need to be purchased.