

# FATE



L.M. FISHER © 2005

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After countless days on forgotten trails, you and your faithful four-legged companion reach the fabled forest town of Grove, a gateway to the fortunes and glory of the legendary Dungeon Gate. You came here seeking wealth, but the whispers of fearful villagers pull you toward a higher cause: Deep within the darkest passages of this immense dungeon, a fearsome creature is thirsty for vengeance and preys upon the purveyors and plunderers of his subterranean lair. Your fortune beckons, but should you forsake luxury to seek a more noble quest? Your fate and all answers remain locked beyond the towering Dungeon Gate. Courage and determination are your keys to finding your true path...

# Table Of Contents

Getting Started .....	1
System Requirements .....	1
Installing FATE.....	1
Installing DirectX.....	1
Tutorial.....	2
A Few Important Terms to Know Before You Begin.....	2
Start Your Game .....	2
Options.....	2
Create your Character .....	2
Enter The Town of Grove.....	3
Find a Quest .....	5
Exploring with AutoMap.....	5
Adventures in the Dungeon .....	6
Combat .....	6
Melee Combat.....	7
Ranged Combat .....	7
Treasure .....	8
Magic Items .....	8
Rare Items .....	8
Artefact Items.....	8
Defeat and Choosing Your Fate .....	9
Game Menus .....	10
Your Character's Game Interface.....	10
Your Viewing Perspective .....	10
Character Movement.....	11
Character Statistics .....	11
Using Items in Your Inventory.....	11
Identifying Items .....	11
Opening Your Spell book.....	12
Reviewing Learned Skills .....	12
Your Journal.....	12
Active Quests.....	13
The Map .....	13
Other Options .....	13
Exploring the Town.....	14
Interacting with people in the town .....	14
Buying and Selling .....	15
Your Pet.....	17
Fishing.....	19
Your Stash.....	20
Town Portals .....	20
Developing Your Character .....	21
Gaining Experience Points and Levelling Up.....	21

Character Attributes.....	22
Strength .....	22
Dexterity .....	22
Vitality .....	22
Magic.....	22
Skills and Spells .....	22
Assigning your Spells to a Hotkey.....	24
Weapons, Armour and Other Essentials .....	25
Weapons.....	25
Dual Wielding.....	26
Armour.....	26
Socketed Items.....	26
Graded Items .....	26
Ranked Items.....	27
Gold .....	27
Jewellery .....	27
Gems .....	27
Potions .....	28
Healing Charms .....	28
Scrolls.....	28
Books .....	28
Shrines, Anvils and More.....	29
Monsters .....	30
Retirement.....	31
Tips and Tricks .....	32
Credits .....	33

# Getting Started

## *System Requirements*

### CPU

FATE requires a PC with a Pentium 800 MHz processor or better. Your computer must have at least 256 MB of system RAM on Windows 2000 or XP.

### OS

You must be running 2000 or XP to enjoy FATE.

### Browser Support

IE 5.5 or higher.

### Controls

A keyboard and mouse are required for playing this game.

### Video

FATE requires a 3D accelerated video card compatible with DirectX 8.0 or higher. Your 3D card must have at least 32 MB of Video RAM.

### Sound

FATE works with any DirectX 8.0 compatible sound card.

## *Installing FATE*

After you download FATE you will be prompted to install the game on your hard drive. Click the left button on your mouse to “Install FATE” and start the installation process. You can start your adventure after installation by left-clicking your mouse on the Play Fate shortcut icon on your desktop.

## *Installing DirectX*

FATE automatically detects your DirectX version and notifies you if you need to upgrade. DirectX installation can be found on Microsoft's website at: <http://www.microsoft.com/windows/directx/default.aspx>

Note that if you experience any graphic issues, it is always a good idea to download the latest version of DirectX from Microsoft, which will usually solve any problems you may experience.



# Tutorial

## *A Few Important Terms to Know Before You Begin*

Despite its rich details and intricate game features, FATE is an easy and intuitive game to learn. This tutorial uses a few game terms to convey how to play your game. Most of your game commands require input through your computer's mouse. When the manual mentions “click” or “left-click” it refers to quickly pressing the button in the upper left corner of your mouse. The term “right-click” means to quickly press the button in the upper right corner of your mouse.

You can also enter most mouse click commands by pressing select keys on your keyboard. These key letters or function buttons are called “hotkeys.”

## *Start Your Game*

To begin a new game, left-click your mouse on the purple “New Game” command on the FATE title screen. Note that you can create as many new games as you like, and switch between them at will.

## *Options*

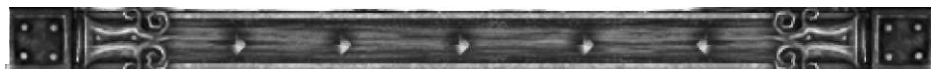
If you are experiencing graphic display issues, or want to improve the game performance, left-click your mouse on the “Options” command to reconfigure your game. These configurations can help improve your game play experience depending on your computer's performance and installed components. You can also modify the volume of the game's audio sound effects and music volume, and adjust monitor brightness. When you have finished, left-click your mouse on the “Done” command to save your Options settings.

## *Create your Character*

### Find a Challenge That Matches Your Game Play Ability

Once you choose “New Game” you'll be able to select a difficulty level. “Adventurer” is the default setting, but if you are completely new to role-playing adventures you may want to try a game session at the “Page” difficulty level setting. As you progress you can start another adventure with a new character on the challenging “Hero” or expert-level “Legend” difficulty settings. After determining an appropriate difficulty level, left-click on the “Accept” command to create your character.

In “Hero” and “Legend” difficulties, your enemies become more powerful, but the treasures you find are more potent and magical as well.



### Choose a Gender

On the next screen you can modify your character's gender and appearance. There are no penalties or advantages in choosing a male or a female character in FATE. The gender option allows you to configure your character in a way that appeals the most to you.

### Enter a Name

After deciding gender, enter your character's name or left-click your mouse on the “Random Name” command and the game program will recommend a name for you. You can keep clicking on the “Random Name” command to review other choices, or tap the backspace key to edit a random name.

### Select an Appearance

Once you have a character name, left-click your mouse on the four arrows in the upper right corner of the screen and review the options for your character's hairstyle and facial features. If you do not have any preference you can click “Random Features” in the upper right corner and the game program will suggest a hairstyle and face for your character. You can repeatedly click on the “Random Features” command to review other face and hair options until you find one that appeals to you. When your character's appearance looks right, click the “Accept” command to move on to the next screen.

### Choose Your Pet

Now choose between a dog or a cat as your adventure companion. Left-click on the dog icon to choose a canine as your pet, or left-click on the cat icon to select a feline. There are no strategic advantages to having one animal or the other, although some gamers prefer listening to certain sound effects (barking or meowing). After choosing a pet type, enter your pet's name or left-click on the “Random Name” option and let the game program make a suggestion for you. Keep clicking the “Random Name” command to review other choices or tap the backspace key to modify a random name or enter your own. Once your pet has a name, click the “Accept” command to move on to the next screen.

### Any Regrets?

If you have any last-minute changes, left-click your mouse button on the “Back” command at the pet screen to review the previous character configuration screens.

### *Enter The Town of Grove*

After you name your pet and left-click your mouse button on the “Accept” command you'll hear the tale about your arrival at the town of Grove and news of the nearby Dungeon Gate. Left-click the “Continue...” command to learn of your overarching quest





(an evil monster that will be different for each game you play) and the looming peril surrounding Grove. Left-click the “Continue...” command a final time at the end of the story to load FATE and start your journey.

### **Tips and Help**

When you first enter Grove you will see a helpful game tip. These tips will appear whenever you enter the town or a dungeon level. You can permanently remove these hints by left-clicking your mouse button on the red check next to the “Display Tips” option, but it is a good idea to review these suggestions until you are completely familiar with the game. If you disable tips, you can re-enable them from the Options menu at any time.

Left-click on the “Done” command to clear the tip and you will see your character and pet at the middle of the screen. You will also see a red box with a white cross and a “View Help” option. Left-click on the red box and read the helpful summary for your game display. You can review your Help Menu commands by pressing “H” on your keyboard at any time. Left-click your mouse button on the “Close Help” option at the top of the screen to close your Help Menu.

### **Sub Menu Buttons and Quick Item Slots**

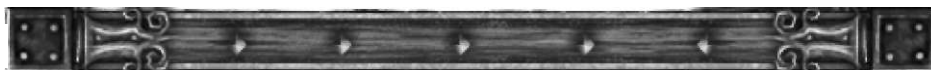
At the bottom of the screen you will see eight sub-menu buttons and six quick item slots. Three of your quick item slots hold health potions that you can use later to recover life points lost while fighting monsters beyond Dungeon Gate. To examine the rest of your inventory, left-click your mouse button on the sub-menu button or icon featuring the backpack.

### **Your Initial Inventory**

Your inventory shows what your character has equipped and the contents of your character's backpack. All adventurers start the game with worldly belongings consisting of the light hand axe, three easily-accessible health potions, an Identify Scroll and a Town Portal Scroll. In the lower right corner of the screen you will see 250 gold coins. Nobody ever told you that the life of a dungeon explorer would be easy.

### **A Quick Stroll**

Left-click your mouse button on the white X in the lower left corner of the inventory menu to close your inventory screen. To make your character walk, move the gloved cursor in the direction you want to travel in (try going left across the bridge and seek the blacksmith for a better weapon) and click on a destination point. Your character sets off for the destination point the moment that you click your mouse. As your character moves, the gloved cursor will move in the same direction. Keep clicking until your character reaches the fountain at the centre of Grove. Alternately, you may hold down the left mouse button and drag it around the screen, and your character will follow it.



You are on your way to exploring the town. Keep reading to learn about quests, your map and buying and selling to merchants, or set out on your own and discover the world on your terms. Now that you know some of the basics, you are almost ready to step across the threshold of the dungeon on the right side of town.

### ***Find a Quest***

Throughout the town you will find certain characters wandering around with a silver exclamation point (!) hovering over their heads. Place the gloved cursor on the character and left-click your mouse button to talk with the character. The townsfolk with exclamation points above their heads have quests that they will ask you to fulfil when you talk to them. After you complete the assigned quest, you can return to these characters for an assortment of rewards, including gold, experience, fame and possibly a valuable item. Look for the people of the town with gold exclamation points (!) above their heads when you are seeking rewards for completed quests.

### **Quest Status**

You can check your quest status by left-clicking your mouse on the Active Quests icon (it looks like an X and dotted line ) located on the right side of the sub menu buttons or by pressing “Q” on your keyboard. Your Active Quests menu can hold up to three quests. Select the different quest descriptions and you will find that the reward summary at the bottom of the menu will change, displaying the amount of gold, experience, fame and any possible item you could earn by completing each highlighted quest.

### **Cancelling Quests**

Sometimes you will find an item on a quest that is so perfect that you do not want to return it when you complete a quest. If you want to keep a quest item, left-click your mouse on the “CANCEL” option in the Active Quests menu and you will not have to return the precious treasure, but you will not earn the fame, experience and other rewards associated with the cancelled quest.

### ***Exploring with AutoMap***

Press the Tab button on your keyboard to activate your AutoMap. This transparent map box appears in the lower left corner of your screen. While in Grove the AutoMap shows people and portals. In the dungeon the AutoMap displays the nearby explored chambers from your current session. Because the caverns beyond the Dungeon Gate change with every adventure, AutoMap is an essential tool for finding your way, provided that you know these important map symbols:



**A white X:** Indicates the location of your character in relation to other landmarks and characters on the AutoMap.

**A white diamond:** Indicates the location of your pet and any summoned creatures fighting for you.

**A green diamond:** Indicates the location of a friendly travelling merchant or one of the local citizens.

**A yellow diamond:** Indicates the location of citizen who has quests for you to perform.

**A red diamond:** Indicates the location of a citizen who has a reward for a quest you have completed.

**A hazy blue ball:** Indicates the location of your portal back to the dungeon.

**A red arrow:** Indicates the location of a stairway leading down into a lower level in the dungeon. In town, this red arrow shows you the location of the dungeon entrance.

**A purple arrow:** Indicates the location of a stairway leading up to a higher level in the dungeon.

### ***Adventures in the Dungeon***

Fame and treasure come at the cost of toil and tarnished weapons. Before venturing through Dungeon Gates on the right side of Grove, left-click your mouse on your inventory (the backpack sub menu button) and make sure that you have a trusty weapon in your right hand—that is the box on the left side of your character. As long as you have a weapon equipped and AutoMap engaged (press the TAB button on your keyboard to turn it on, or click the Map sub-menu button ), you are ready to take the first step to discovering your fate.

## **Combat**

You will not have to wander far into the shadows before you encounter a beast or two. To fight a foe, move the cursor over the enemy and left-click your mouse button. Your pet will help you out until you learn how to take care of yourself. As you progress in levels and explore more of the dungeon, you will find weapons ideally suited for the two styles of combat in FATE:



## *Melee Combat*

Melee combat is a close, hand-to-hand combat where you trade blows with one or more enemies in close quarters. Melee combat weapons include axes, swords, clubs, spears, staffs, maces, hammers and pole-arms. Because you are fighting in front of your opponent, melee combat exposes you to counterblows and damage. If you decide to specialize in melee combat, it is important to find or buy the best armour you can wear. Holding down the Shift key while left-clicking your mouse on a targeted enemy forces your character to stand in one place and swing your melee weapon, without following the character.

## *Ranged Combat*

Ranged combat is hurling weapons at your opponent or opponents from a distance. In FATE, ranged combat weapons consist of bows and crossbows, but you can also engage your foes at a distance while using magical spells. A big advantage ranged combat has over melee style is that foes with melee weapons cannot hit you until they close the distance and reach your position. If your pet stands between you and your foe, successful ranged attacks with a bow, a crossbow or magical spells will wear down your enemy. A primary disadvantage of ranged combat is that bows and crossbows are two-handed weapons—you cannot carry a protective shield in your left hand while you are in combat. This two-handed limitation exposes you to more damage than if you carry a shield when your opponent tries to hit you.

NOTE: Sometimes your character will move around to get a better shot at an enemy or possibly engage an enemy at close range with a bow or crossbow. Holding down the Shift key while left-clicking your mouse on a targeted enemy forces your character to stand in one place and swing your melee weapon, without following the character.



# Treasure

Most monsters either drop treasure after combat or protect treasure chests containing valuable and magical weapons and armour. One of the best ways to spot treasure is to click on the small Reveal All Items magnifying lens above your experience bar or press and hold the Alt key on your keyboard. With Reveal All Items toggled you can quickly spot dropped treasure and separate magical items from the ordinary things without sorting through the contents of your crowded inventory. Once your inventory is full, use a Town Portal Scroll to return to the surface and sell the items for a tidy profit. Alternately, you can send your pet to do it for you (see the **Your Pet** section for details).

## *Magic Items*

Left-click on the small magnifying glass above the experience point bar or press the Alt key on your keyboard to toggle your “Reveal All Items” option. This will help you spot valuable items in the dungeon that you might otherwise miss. The names of non-magical items always appear in white text, but items with purple names have magical or socketed properties. Of all the valuables found in the dungeon, items with purple text names should never be left behind.

## *Rare Items*

Items that have a greenish teal colour in your inventory are rare weapons, armour and jewellery. These valuable artefacts can earn you more money than common magical items in the same class, but that does not mean that you will not find better equipment elsewhere in the dungeon.

## *Artefact Items*

Depending on your luck and daring, you may stumble across a rare item that radiates a yellow colour in your inventory. These Artefacts are often powerful one-of-a-kind treasures that command some of the highest prices on the market—especially after a greedy Grove merchant tries to sell one back to you.



## Defeat and Choosing Your Fate

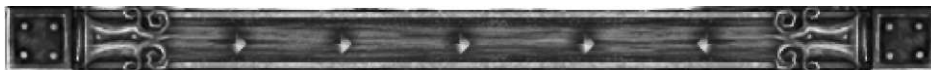
Defeat happens to the best players. Your character falls whenever all the red (or green if you have been poisoned) in the life bar disappears. Your demise is never final in this world, but you must choose one of four fates before you can return:

*Be healed to full strength and continue at the location where you fell at the cost of a large sum of gold and some of your earned fame points.*

*Be healed to full strength and pay the smallest amount of gold, at the cost of being randomly teleported to a nearby level of the dungeon. Your new destination can be easier or harder than the location where you fell.*

*Be healed to full strength and be transported three levels up from where you fell, at the cost of paying all the gold in your possession.*

If none of this sounds appealing, left-click your mouse on the “Quit” command in the lower right corner and retire to the main menu. When you restart your game you will begin from the last place you used, a dungeon stair or a Town Portal Scroll (you resume at the last instance your game loaded, just like you went back in time).



# Game Menus

## *Your Character's Game Interface*

Your game screen features two distinct sections: The large upper area gives you a clear view of your character moving and interacting with characters and creatures in the world of FATE. The smaller lower section features important interface information regarding your character's life and mana points (magical energy), experience bar, stamina bar, quick item slots and total gold. This interface section includes eight important sub-menu buttons that you use to manage and organise spells, attributes, quests, inventories and more. To access this information, move the gloved cursor over one of the square sub-menu buttons and left-click your mouse.

## Your Pet's Game Interface

In the upper left corner of the screen you will see a group of five boxes featuring pet information and commands. The red bar indicates your pet's current health status (if it is empty right now, your pet is probably running around, attempting to flee from battle). You can left-click on the three smaller boxes to review your pet's attributes and status, or order your pet to sell the goods in their inventory to a Grove merchant. To feed your pet, click on a fish in your inventory and drag it up to the largest box in your pet's interface.

## Assigned Spell

Later in the game you will learn spells and be able to select spells from your spell book. When you know and assign a spell, a white square called a Spell Slot will appear in the lower right corner of the screen with your newly selected spell icon inside the square. You can cast the selected spell highlighted in the Spell Slot by right-clicking your mouse button.

## *Your Viewing Perspective*

You play FATE from a third-person asymmetric perspective, but you can make minor refinements on how you view this amazingly immersive world. If your mouse has a wheel, use it to zoom in or out on your character's surroundings. Clicking on the mouse wheel also centres the view of your character on the screen. If you do not have a mouse wheel, you can use the up and down arrow keys on your keyboard to zoom in and out in with the same incremental perspective. Pressing the left and right arrows on your keyboard will temporarily rotate the view around your character, but this overhead view reverts to the default overhead perspective whenever you release an arrow key.



## *Character Movement*

Moving around in FATE is as easy as pointing where you want to go and clicking. Click the left mouse button on a desired destination and your character will walk toward the spot where you clicked. You can also click and hold the left mouse button, and your character will continuously follow the cursor. Above the experience bar is a Toggle Run icon. If you left-click your mouse while the gloved cursor is on the icon or press the “R” key on your keyboard, your character will run instead of walk. You can also hold the CTRL button to run momentarily. Running is an excellent solution to quickly passing through previously explored areas, but if you run too long you will deplete your yellow stamina bar (it is the one beneath the white experience bar). Once you run out of stamina you will not be able to run again until you drink a stamina potion or your yellow stamina bar gradually recovers.

## *Character Statistics*

To review your character's statistics and attributes, left-click your mouse on the leftmost sub menu button or press the “C” key on your keyboard. You use the Character Statistics menu to allocate new attribute points after gaining levels or for checking your current fame and experience point totals. The Character Statistics menu also shows you how many experience points you need to reach the next level. To close this menu, left-click your mouse on the X in the lower right corner of the display.

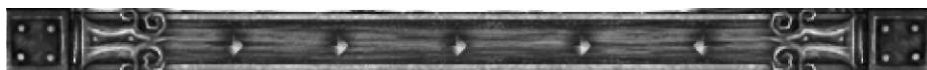
## *Using Items in Your Inventory*

To use a scroll, book, or other item in your inventory, left-click your mouse on the Inventory icon in the sub menu buttons or press the “I” key on your keyboard. Move the gloved cursor over the items in your inventory to read any information or requirements. To equip armour or a weapon, left-click the item in your inventory box and drag the component up to the proper location on your character's paper doll (that's the map showing where the arms and armour are located on your character). Alternately, you can right-click on the item to instantly equip it. To use a potion or scroll in your inventory, move the gloved cursor over the intended object and right-click your mouse.

## *Identifying Items*

Magical items that you come across in the dungeon have magical properties that are, at first, invisible to you. These items are not 'Identified' yet. Moving your cursor over these items in your inventory will show that they have not yet been identified.

Items may be identified by using Identify Scrolls or Books of Identify on them. Simply right-click on the Identify Scroll or Book and your gloved cursor should display a target icon. Next, left-click on the item you would like to identify, and its properties will be revealed to you.





An Identify spell is also available, however, you will have to continually improve your skill in Charm Magic to identify items with a higher Identification Level.

### *Opening Your Spell book*

When you first begin the game you will not know any spells, but as you advance in experience you'll earn attribute and skill points you can use to unlock spell casting knowledge. If you allocate a portion of your attribute points to Magic, you will be able to use the spells that you find, buy and learn. Known spells are recorded in your spell book. You can record up to six Attack Magic, six Defence Magic and six Charm Magic spells in the tome, but there are far more than 18 spells in FATE. As you advance through the dungeon levels and your character grows stronger, you'll need to remove weaker spells from your spell book and replace the old spells with new, stronger magic. To remove a spell from your spell book, click on the spell book sub menu button to open it (or type "B" on the keyboard) then press the CTRL key on your keyboard as you left-click on the spell icon that you want to permanently erase. By moving your gloved cursor over the icon of a spell in your spell book, you will see a display of the many properties of the spell, and requirements for its use. As you improve the magical skill associated with the class of the spell, you will see these properties improve. The default Fireball spell is not terribly powerful, but once you have invested in the Attack Magic Skill, its potency can be formidable.

### *Reviewing Learned Skills*

To open your Skills menu and review your skill levels, left-click your mouse on the Skills icon on the sub-menu or press the "K" key on your keyboard. Each time you gain a character level or complete a special quest, you will earn special skill points that you can allocate to improve your character's weapon and spell-casting talents. Increased skill points in a weapon class improve your character's chances of dealing more damage with that weapon if it is equipped. Increased skill points in a magic class increase the potency of all spells within that magic class.

### *Your Journal*

To open your Journal menu, left-click your mouse on the Journal icon on the sub-menu or press the "J" key on your keyboard. Your journal is a complete statistical summary of everything you have done so far in the game, right down to your running tally of monsters defeated and individual steps taken. These statistics are for your information and have no bearing on completing the game.



## *Active Quests*

To review the quests undertaken so far, left-click your mouse on the Quests icon on the sub-menu or press the “Q” key on your keyboard. The Active Quest log contains the names of up to three active quests accepted in the game. You can left-click your mouse on the name of a quest to review the individual quest requirements and rewards.

## *The Map*

Left-clicking your mouse on the Map icon on the sub menu or pressing the “M” key on your keyboard will toggle the AutoMap in the lower left corner of the screen. Your AutoMap is one of the most important features in the game and is used to keep your bearings about you. Because the dungeon levels are never the same between game sessions, the AutoMap is essential for finding your way to the next stairway up or down. It is also important for seeking out characters with quest rewards. Pressing TAB zooms out the AutoMap. There are 5 levels of zoom which allow you to see more of your surroundings on the AutoMap. If you want add mystery to your adventure, consider toggling your AutoMap off until you need to consult it.

## *Other Options*

Save, Exit or Pause your game by left-clicking your mouse on the Options icon on the sub menu or by pressing the “O” key on your keyboard. Use the Options sub menu command when you need to pause your game to avoid being attacked by monsters while you are away from the keyboard. The Options menu also allows you to save and exit when you have finished playing.



# Exploring the Town

## *Interacting with people in the town*

Talking to game characters in the town and wandering merchants in the dungeon is as easy as pointing and clicking your gloved cursor on the character you want to talk to. Most people in Grove have a daily routine, but periodically someone will hear of your exploits and ask you to fulfil an important quest.

### Quests Available

Town people with a white exclamation point (!) above their heads have quests for you. Talk to these characters and hear their pleas. If you accept a quest, the quest information will appear in your quest log. You can also decline the quest if you do not want to do the task, but you will not gain extra experience points and fame.

### Active Quest Log

Your Active Quest log contains all the names of incomplete quests accepted from Grove villagers. Click the name of each active quest to review the quest requirements. Below the quest description you will find a chart listing the gold, experience, fame and any item you will receive if you complete the quest. Keep in mind that quests vary in difficulty and reward, so sometimes you will not receive an item for your hard toil.

### Healing

Jinn the Healer can be found by the inn. Jinn can heal you and your pet to full strength for free, so be sure to visit her whenever you stop by the town.

### Rollo the Minstrel

Rollo can usually be found near Jinn the Healer beside the inn. For a fee, Rollo can be persuaded to sing of your deeds, and increase your Fame to the next rank. Since Fame increases also come with Skill Point bonuses, this is a great way to purchase a little extra skill if you are flush with cash. Later in the game, when you find Ranked items that require fame to wield, you may also need to invest in some quick Fame to be able to use these powerful items.



## ***Buying and Selling***

Buying and selling items is easy and intuitive in FATE. Talk to a merchant by placing your cursor on the character and left-clicking your mouse button. The character will ask you if you want to buy or sell goods. To choose “Yes” left-click on the command and a box containing the merchant's wares will open on the left side of the screen while a box featuring your inventory will open on the right side. To buy an item, place the cursor on the object that you want to buy and you will see the name of the item and short description. Left-click on the item and if you have enough gold and the room to keep it, you can place it in your own inventory to purchase it. To purchase or sell items very quickly, hold the Shift key on your keyboard while left-clicking on the items that you want to exchange for a quick transaction.

### **Highlighted Wares**

Items highlighted in red boxes cost more than the gold you currently have in your inventory and are unavailable for purchase. Items highlighted in purple are magical, and have 1-2 magical properties. Items highlighted in teal are rare, and can have up to 8 magical properties. Items highlighted in yellow are Artefacts, and have a special combination of magical properties and damage ratings different from all other weapons. Artefacts are very rare and special items.

### **A Sales Pitch**

Each time you hover your gloved cursor over a merchant's inventory, you will see the price and name of the item, plus any combat statistics if the item is a weapon or armour. If the requirement near the bottom of the description is highlighted with a red band, you will not be able to use the item, armour or weapon when you buy it. If the requirement is highlighted in a green band, you can equip and use the ware immediately after you spend your gold.

### **Shop and Compare**

It is always important to review the complete descriptions for every item before making a new purchase. If you are considering upgrading your weapon or armour, compare the attack damage and defence numbers with the equipment currently equipped before you spend.

### **Selling Your Finds**

The process for selling items to a merchant is almost identical to buying except the click and drag procedure is reversed: Left-click your mouse button on the item that you want to sell and drag it over to the merchant's box. As you click on the item, you will see the price that the merchant is willing to pay.



All town and travelling merchants rely on a considerable profit to stay in business, so do not be surprised if they try to resell the item to you at a much higher price than what they paid you.

### **Identify for Profit**

If you want a fair price for selling a magical item, it is important to identify it with a scroll or spell before you make the sale. A merchant will buy unidentified items from you, but only for the same price as a non-magical item. Selling unidentified wares is a highly unprofitable way to do business as an adventurer.

### **Changing Inventories**

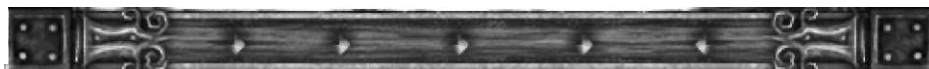
Merchants constantly change their wares each time you enter the dungeon. Even if you have nothing to sell or do not think that you require additional purchases, stop in and check out the local wares and you might find a valuable surprise or two in stock. Some merchants also modify their inventories to sell you items slightly above or below your character's attribute points. If you see a rare and powerful sword that you can afford but your character needs a few more strength points to wield it, consider buying and leaving the sword in your stash until you gain enough strength points. With so many countless treasures in FATE, some buying opportunities only come along once in a character's lifetime.

### **Send Your Pet to Market**

You order your pet to sell their inventory by holding the Shift key on your keyboard while clicking the left mouse button with the gloved cursor on your pet. It is important to remember that your pet will sell items for the best possible price IF you identify everything in your pet's inventory first.

### **Gambling**

Life might be a gamble, but Zim's high-stakes game in Grove is certainly easier on your life points than fighting in the dungeon. If you are willing to part with some gold, you can take a chance on buying the magical arms and armour in his inventory, but you will not know what you have bought until you pay for it. Look for Zim in front of the building down and to the left of Grove's fountain. Click your mouse on Zim to review his gambling game inventory, then you are on your own for making the right choice. Until you click on an item and pay for it, there is no telling if you found a deal or paid dearly for a shiny piece of rubbish.



# Your Pet

Before you begin your quest, you must choose between having a cat or a dog as your pet. While there is no difference between the strengths of either cat or dog, you can catch fish with a fishing pole and transform either pet into amazing creatures that do your bidding.

## Feeding

To feed your pet, left-click your mouse on a fish in your inventory and drag the fish to the largest pet icon in the upper left corner of the screen. Place the fish over feed pet icon and left-click your mouse a second time. You can also feed your pet a fish by placing the gloved cursor over the fish in your inventory and right-clicking with the gloved cursor on a fish. Usually your pet transformations are temporary, but some rare fish will permanently transform your pet into a specific creature until you feed it another fish. Keep in mind that dogfish always transform your pet back into the default cat or dog.

## Flight in Fights

Pets are loyal and will not abandon characters in the face of overwhelming odds, but they will flee if their health bar whittles down to nothing. If this happens, use a heal spell or health potion to restore your pet's courage in battle. Your pet will gradually heal over time, so they will eventually return to fighting form, but a healing potion is always the most expeditious way to get them back into the fray.

## Pet Attributes

To review your pet's status, left-click your mouse button on the Pet Stats icon in the upper left corner or press the "T" key on your keyboard. Unlike your character, pet attribute points are automatically allocated among the strength, dexterity, vitality and magic attributes without your input.

## Pet Inventory

Your pet also has an inventory for stashing extra items, armour and weapons. You can manually transfer these items by left-clicking your mouse on the chest icons that represent your inventory and your pet's inventory (or press "I" and "P" on your keyboard) and clicking and dragging each item into your pet's inventory. Alternatively, you can hold down the Shift key while left-clicking your mouse on an item to automatically put the item in your pet's inventory (if your pet has the space available for the item). You can also order your pet to pick up items in the dungeon directly by holding Shift while left-clicking on them, and your pet will run to the spot and take the item.



### How to Sell a Pet's Inventory

To sell all the items in your pet's inventory, hold down the Shift key while left-clicking your mouse button over a merchant. Keep in mind that you will not get the best price on items that you left unidentified in your pet's inventory. You can also send your pet out of the dungeon to sell your goods by left-clicking your mouse button on the small bar beneath your pet's feeding icon, but you will need to adventure alone until your faithful companion returns. Remember that the deeper you are within the dungeon, the longer it will take for your pet to return.



# Fishing

Finding or buying a fishing pole is one of the best investments you can make in the game. While you might find a fish or two in a treasure stash, you cannot find additional fish to feed your pet until you have a fishing pole. Fishing is one of the fastest and easiest ways to increase your pet food supply—and you might hook a valuable treasure while angling!

## Find a Fishing Hole

Once you have a fishing pole you can fish wherever you spot a cloud of fireflies. These elusive and remote fishing holes are found both in Grove and in the dungeon, although you will not find the best fish until you delve deep within the earth.

## How to Fish

To fish, stand near the hovering fireflies and move the gloved cursor over the swarm. Left-click your mouse on the “Go Fishing” command and cast your fishing pole (you do not have to equip the pole in your right hand—just keep it in your inventory). Move the gloved cursor over the “Set Hook!” command but do not click on the command until you see the gold exclamation point (!) above your character's head. Timing is important when setting the hook, but there will be moments when the fish gets away—do not worry about it. You can keep casting over a group of fireflies until you have enough fish or treasure, provided that you do not mind waiting for long moments between strikes. If you think your fishing area is fished out, choose the “Stop Fishing” command to move along.





## Your Stash

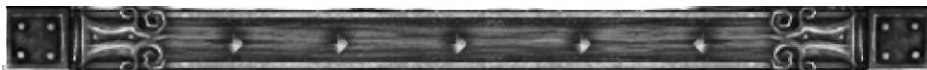
Your stash is a large chest near the dungeon entrance with more than twice the capacity of your inventory. It is the perfect spot to keep gems, armour and socketed weapons that you found but cannot use until your character attains higher attribute points.

### Take Inventory

As you gain advanced levels it is important to review the contents of your stash to make sure that those valuable gems, items and weapons that you stowed away long ago have not outlived their usefulness. If you find something old in your stash, sell it so you can use the storage space for your newest treasures and future weapons.

## Town Portals

Town Portal Scrolls and Books of Town Portals are the quickest and easiest way to leave the dungeon and return to town. Instead of retracing your entire route back through the dungeon, you go into a Town Portal and your character, pet and any summoned creatures return with you to Grove. Your Town Portal will remain in the town even after you save and exit your game, but once you enter the Town Portal and return to the dungeon, the portal on the surface disappears. As a precaution, always keep an extra Town Portal Scroll in your inventory at all times.



# Developing Your Character

Your character grows in fame, fortune, talent and experience as you explore the darkness beyond the dungeon gate. Knowing how to correctly allocate your newfound skills and resources will either make your adventure easier or exceptionally challenging.

## *Gaining Experience Points and Levelling Up*

As you defeat monsters and complete quests the white experience bar at the centre of the sub menu display will slowly creep to the right. Once the bar is completely full, a red box with a white cross will appear in the lower-left of the screen. This icon and a message tell you that your character attained a new level in experience and skill. Left-click your mouse on the white cross and you will open your Character Statistics menu and your Skill menu. While both panels are up, the game will pause, so do not worry about being attacked while you do this. Every time you advance a character level you will earn points to spend on your attributes and skills. How you spend these points is important: The most successful characters are those who specialize in key areas and match their attribute points and skill points to create formidable power. For example, if you want to specialize in fighting, add extra attribute points to your character's strength, dexterity and a melee weapon skill. If you want to specialize in spell casting, allocate most of your earned attribute points into magic and then put your skill points in spell casting a magic skill discipline (Attack, Defence or Charm magic). There is nothing wrong with creating a well-rounded adventurer with a wide range of attributes and skills, but you will spend more time building the levels for these characters than specialized characters with points in a few key areas.

## Make a Plan and Stick to It

Once you spend attribute points, you cannot edit or change the attribute values, so it is important to develop a plan for your character's development early and stick to it. If you are wondering how many points your character needs to advance to the next level, move the gloved cursor over the experience point bar. The number on the left indicates how many experience points you have and the number on the right shows how many you need to progress to the next level. You should have a good idea of where you want to allocate future points long before your character's experience point bar is at the limit.



# Character Attributes

Your character has four key attributes that help define their best traits and their weaknesses. The best players know exactly what these attributes do and create characters with skills that match their highest attribute points. It is all about developing a plan around these four important traits:

## *Strength*

Strength influences the amount of damage inflicted on a foe. The higher your strength points, the more damage you will dish out in combat and the bigger handheld weapons you can use. Some armour and advanced weapons including swords, axes, maces and hammers require high strength points to serve their wielder well.

## *Dexterity*

Dexterity increases your odds for striking a foe and for successfully dodging attacks. Some armour and advanced weapons like bows and polearms require increased dexterity points to be effective in the hands of an advanced adventurer.

## *Vitality*

Vitality enhances your life points and improves your stamina for running. Increasing your vitality will give you more life points as you progress in character levels, making you a formidable opponent in battle.

## *Magic*

Magic affects the number of mana points (magical energy) and spells you have available to cast. Some magical items like hats, staffs and other weapons require specific amount of magic points before you can use them against your foes.

NOTE: Some magical armour, weapons and items add special bonuses to your character's attributes. These applied bonuses appear in green highlighted boxes on your Character Statistics menu. If you move the cursor over the green highlighted box you can see the exact point values applied to your character's bonus. It is important to compare these bonuses when removing magical items or equipping a different magical item on your character.

## *Skills and Spells*

Unlike role-playing games that limit your character to the restrictions in a certain classes or professions, you have the freedom to choose the skills you want to develop for your unique character in FATE. Whether she wields a sword and casts spells wearing plate armour, or he relies on weapons in both hands and plenty of charm magic, your character's



specialization is strictly up to you. As your hero advances and completes special quests, you will earn skill points that you can allocate to specific talents. You can open your character's Skills menu by left-clicking the gloved cursor on the skills icon or by pressing “K” on your keyboard.

### **Sword Skill**

Increases your chances of success and damage dealt when you wield a sword.

### **Club and Mace Skill**

Increases your chances of success and damage dealt when you use a club or mace.

### **Hammer Skill**

Increases your chances of success and damage dealt when you swing a hammer.

### **Axe Skill**

Increases your chances of success and damage dealt when you wield an axe.

### **Spear Skill**

Increases your chances of success and damage dealt when you jab with a spear.

### **Staff Skill**

Increases your chances of success and damage dealt when you swing a staff.

### **Polearm Skill**

Increases your chances of success and damage dealt when you chop with a polearm.

### **Bow and Crossbow Skill**

Increases your chances of success and damage dealt when you shoot a bow or crossbow.

### **Critical Strike Skill**

Increases your chances of delivering a critical strike or a mortal blow to a foe.

### **Spell Casting Skill**

Reduces the time required to cast a spell.

### **Dual-Wielding Skill**

Increases the speed and damage of the weapon held in your secondary (shield) hand.



### **Shield Battle Skill**

Increases your chances of success in blocking a blow with your shield.

### **Attack Magic Skill**

Increases the strength and effectiveness of your attack spells against enemies.

### **Defence Magic Skill**

Increases the strength and effectiveness of your defence spells against enemies.

### **Charm Magic Skill**

Increases the strength and effectiveness of your charm spells against enemies.

## ***Assigning your Spells to a Hotkey***

If your character switches between spells in combat, you can speed up casting time by assigning or “binding” certain spells to the F1 through F12 keys on your keyboard. To bind spells, left-click your mouse on the currently selected spell icon (the Spell Slot) in the lower right corner of the screen. This will open a special spell foldout containing spell icons for all spells in your spell book. Move the gloved cursor over each one of the spell icons and press the hotkey on your keyboard that you want to assign to that particular spell (F1 through F12). Now you can quickly cast a variety of spells from your keyboard without clicking through menus.

### **Replacing Spells**

As you advance in levels you will learn potent spells that surpass the powers of the existing spells in your spell foldout. Reassign your hotkey configuration by opening this foldout and pressing different hotkeys on your keyboard while your cursor hovers over the spell icon that you want to reassign. Players often group their spells according to spell purpose, keeping attack spells in one group of function keys and defensive or healing spells in another keyboard group. This organised approach makes it easier to find the spells you need even after you update your spell book several times.



# Weapons, Armour and Other Essentials

## *Weapons*

### Damage Type

With the exception of the bow and crossbow, most weapons in FATE are close-ranged melee weapons. All weapons have damage types, attack damage ranges and class speed ratings. The type of damage done depends on the weapon. Clubs and hammers deliver crushing damage while axes and swords have slashing damage. Certain armour and monsters in the game receive less damage against weapons with specific damage types, so it is important to choose a secondary weapon skill with a different damage type for defeating these monsters.

### Damage Range

A weapon's attack damage range is the amount of life points the weapon can take away from a foe in a single blow, depending on your skill and luck. Depending on the weapon type, your character's strength can add extra bonus points to a weapon's attack damage range. The weapon's class speed rating indicates how fast you can swing or shoot the weapon in combat. In most cases—although not always—slower speed weapons deliver more damage than lighter and faster class weapons. If your character carried an enormous axe that dealt plenty of damage but was almost too heavy to swing, you would want your hero or heroine to have the heaviest armour possible to withstand blows during their slow back swing. That is why it's important to pair the appropriate armour with your character's weapon.

### Weapon Speed

Weapon speeds often depend on the size and complexity of the weapon. The type of damage caused by the weapon can have advantages and disadvantages against certain monsters. For example, piercing damage weapons do not do well against bony skeletons, but the crushing damage of the club and mace class can be devastating. Here is a brief outline of weapon classes, typical speed ranges and damage types:

Axe Class — slow to fast speed, slashing damage

Club & Mace Class — slow speed, crushing damage

Crossbow & Bow Class — slow (crossbow) to fast speed (bow), piercing damage.

Hammer Class — slowest to slow speed, crushing damage

Polearm Class — slow speed, piercing damage

Spear Class — normal speed, piercing damage

Staff Class — slow speed, crushing damage

Sword Class — normal to fastest speed, slashing damage



## *Dual Wielding*

One-handed weapons can be used in tandem. Instead of wearing a shield, your character may place another one-handed weapon in their left hand. The attacks performed with this off-handed weapon happen slightly faster during the second stroke, so that you can improve your rate of damage by using two weapons. Unfortunately, this advantage comes at a penalty - the damage dealt by your right-hand weapon is reduced slightly, and the left-handed weapon's damage is reduced even more. There is good news, however. By improving your Dual Wielding Skill, you can reduce this penalty, and even further improve the speed of the off-handed attack. Dual Wielding players with a high skill become formidable opponents. As a Dual Wielder, you also have the added advantage of being able to combine different types of damage for different situations, which is valuable when you come across monsters with high resistances to a given damage type.

## *Armour*

The higher the armour rating, the better the protection your character will have in combat. Depending on the exact situation, it is often important to match a weapon to a specific armour. If you wield a big, slow speed weapon, protect yourself with extra armour while you are taking blows and waiting for the next staggering swing. While other role-playing games restrict your character to certain armour depending on their class, the spell-casting specialists in FATE can wear heavy chain armour if they choose. This might sound a little unusual, but you will soon discover that some armour types bestow special attribute bonuses that favour certain character specialties, so do not sell or discard every cloth robe found in the dungeon. Socketed armour is especially valuable because it allows you to customise your protection with gems that enhance your strengths while protecting your weaknesses.

## *Socketed Items*

Superior socketed weapons and all magical socketed items are among the most highly prized treasures in the game. If you want to upgrade your socketed item with a new jewel, see Samwen the goblin near the town blacksmith. He can remove the gems from any item but it will destroy the gem in the process. Samwen's service allows you to keep your socketed weapons and improve these weapons with the better gems found later in the game.

## *Graded Items*

Weapons and armour within the game also come in different Grades. Apart from the default grade, you may find Superior, Exceptional, and Flawless items. These grades improve the damage or defence of the weapon, but do not increase its requirements in any way. Watch for these very valuable items, as they can provide your character with



extra protection or attacking power that they would not normally be able to receive until a later level.

Note that all Grades do not appear in all difficulty levels. In the Page difficulty, Graded items will not be found at all. In Adventurer, only Superior items are available. In Hero difficulty, you will find Exceptional items. Only in the Legendary difficulty will you find Flawless weapons and armour.

### ***Ranked Items***

In addition to Graded items, Ranked items appear within the dungeon. Elite and Legendary items are far more powerful than their average counterparts, and their requirements are higher as well. These Ranked items allow your character to attain power far beyond that of normal weapons or armour. However, Ranked items also require Fame to use. Each Ranked item has a Fame requirement that must be met before it can be wielded.

### ***Gold***

Gold is the standard currency throughout the land, although some suspect that the amassed coin hoarded beyond the Dungeon Gate exceeds anything held above the surface. While inexperienced adventurers insist that most monsters drop plenty of gold, seasoned explorers find greater wealth completing local quests. Selling unneeded magical treasure and gems is another lucrative way to earn tall stacks of the shiny coin.

### ***Jewellery***

You can wear ordinary and magical rings, amulets and necklaces around your character's neck and fingers. If you do not need it, consider placing it on your pet. Ordinary jewellery is used as currency, but some magical items impart special properties that can improve your defence or attack ratings in combat. There are even items that improve your chances of finding more valuable treasures left by monsters.

### ***Gems***

Gems come in various shapes and conditions and can bestow magical powers on socketed armour, weapons and jewellery. A gem in good condition will give a socketed item more power than a flawed gem of the same type. Near the surface you will find gems with various cracks and imperfections, but deeper in the dungeon you will find flawless gems that bestow amazing magical properties.

### **Gems and Socketed Items**

Whenever you left-click on a gem any socketed items in your inventory or stash will automatically be highlighted. This is to remind you which items, armour and weapons can be equipped with gems to improve your performance. Many players keep extra





gems in their stash until they find a superior socketed armour or weapon they can use to improve their character's fighting abilities.

### **Removing Gems**

If you want to extract a gem intact from a socketed item, see Gann Gar the goblin near the dungeon entrance in Grove. He will safely pry the gem intact at the expense of destroying the socketed item.

### ***Potions***

There are an assortment of potions in the dungeon and sold among merchants, but the most common concoctions are mana (blue), health (red), stamina (yellow) and antidote (purple). Minor potions are the most affordable but will only improve your condition in minor increments. Major potions give the best dosage but cost plenty of gold. Super versions of these potions are also available that provide a significant improvement over Major potions. Thankfully antidotes only come in one practical size.

### ***Healing Charms***

Healing charms work just like health potions, but they may be used 8 times successively. This is very handy for tough battles, since you can place them in the quick item slots at the bottom of your screen.

### ***Scrolls***

You will find two types of scrolls in FATE: Blue Town Portal Scrolls and red Identify Scrolls. Because large scroll collections take up considerable inventory space, most adventurers carry around Books of Identify and Books of Town Portals instead.

Note that Charm spells also exist which serve the same purpose, for players more inclined to magic.

### ***Books***

There are two kinds of books in the world of FATE: Books of Identify and Books of Town Portals. Purchased new, these tomes contain ten Identify Scrolls or ten Town Portal Scrolls, but each book only requires two inventory or stash squares. Once used, you cannot refill your Book of Identify or Book of Town Portal with unused scrolls—you need to buy or find a new book before you run out. Note that Charm spells also exist which serve the same purpose, for players more inclined to magic.



## ***Shrines, Anvils and More***

**Shrines** Shrines of Learning contain ancient text that can teach you talents that raise attributes. You will never know what attributes you will gain or lose in a shrine. To read the text, click on the “Yes” option when you find a Shrine of Learning.

**Magic Anvils** Magic anvils summon spectral hammers that crash down on your equipped weapon, potentially adding sockets or prized enchantments. Spectral hammers are not consistent and any modification should be considered a free and generous gift of fate. If you cannot wait to find a magic anvil, seek Rikko the Enchanter in Grove—but be prepared to pay a substantial fee for his services.

**Fountains** Depending on the fountain type, you can replenish health, mana or stamina at a gurgling fountain. You can also make your pet drink from a fountain by holding down the Shift key while left-clicking the gloved cursor on the fountain.

**Statues** Statues of Fate may be found throughout the dungeon. When approaching one, you will have an opportunity to pry the gemstones from the statue, potentially receiving valuable gems for your socketed items. However, there is a likely chance that instead, the guardian of the statue will appear and attack you.



# Monsters

As you progress through the dungeon you will encounter tougher beasts enchanted with special powers. These challenging foes are sometimes immune to certain elemental spells and other attacks. Although you rarely have time to study a monster's profile in battle, recognizing which weapons work best will make a difficult beast easier to defeat. Boss monsters have a glowing red aura and are often associated with a quest. If you encounter a boss monster, be aware that you are in for a tough battle, but the rewards will be much greater in terms of experience, loot, and fame.

Sometimes hordes of weaker monsters can be just as overwhelming as a difficult level boss, especially if both are in the same chamber. Using charm spells to summon beasts to your aid can help clear out these crowded lairs. You can wait outside the room until your minions take out the weaker creatures or you can use them as a diversion and wade into the fight while targeting the deadliest monsters and biggest threats. Just remember that some monsters recognise summoning spells and intentionally attack you first.

## Ranked Monsters

Similar to items, Monsters also appear as Ranked Monsters later in the game. These Elite and Legendary versions of monsters are considerably more powerful than their garden variety counterparts, and can be exceptionally difficult to defeat.



# Retirement

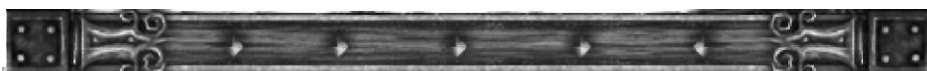
Once you have completed the quest that was given to you at the start of the game, you should return and speak to Bremen in Grove. He will reward you for your achievement, and afterward, will provide you with an option to retire. Note that retirement is not a requirement, but there are unique advantages to doing so.

Retirement will forever take your character out of play. You will still be able to view them on the continue screen, but they will no longer be available for adventuring. However, when you retire, you are given an opportunity to play as your character's descendent, and begin a whole new game.

Descendents receive unique advantages. To begin with, they immediately gain a level at the start of their new game. Moreover, descendents gain extra Fame based upon their lineage. The more times you retire, the more starting fame your descendent begins with. This is important, because it allows your descendent to use Elite and Legendary items sooner in the game.

In addition, when you retire, you can pass down a valued family heirloom to your descendent. Any magical properties on this item are improved automatically by 25% when they are handed down. Weapons and armour also increase in Grade by one level, until they become Flawless. Wise players will pass down weapons, armour, or jewellery with lower requirements so that their descendents can use them sooner.

As you create your descendent, you will also have the opportunity to select a new difficulty level. If you are ready for a greater challenge, choose the Hero or Legendary difficulties to give your new character a more exhaustive workout.



## Tips and Tricks

Need more hints for exploring deeper beyond the Dungeon Gate? Spend a moment or two perusing these practical tips:

Capitalise on the space in your pet's inventory. You can carry far more treasure and other items back to town and make fewer trips out of the dungeon if you remember to transfer your new valuables and bulky items to your pet.

If you run into an exceptionally difficult boss monster, use a Town Portal Scroll to retreat and rest. Heal your character, replenish your potion supply and grab another Town Portal Scroll if you need it. The monster in the dungeon cannot recuperate, so you can return and defeat it when your character is completely refreshed and replenished.

Do not forget to equip your pet with amulets, necklaces and rings to improve their attributes and fighting powers. As you replace your old enchanted jewellery with better stuff, give your old items to your pet as powerful hand-me-downs.

Merchants change their wares every time you return from the dungeon. If you are looking for something special like a superior gem, try entering the Dungeon Gate, then immediately return to see what Grove's vendors added to their inventory. Venturing through the surface entrance saves you the expense of squandering a Town Portal Scroll.



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Travis Baldree

## **-Art Direction-**

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Additional Music Licensed from  
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