



LORDS  
OF  
**XYLIMA**

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GAME MANUAL



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# INTRODUCTION

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Lords of Xulima is a Role-Playing Game in which you take the role of Gaulen the explorer. You have to guide Gaulen and his five companions to accomplish his divine mission.

**This is an open and non-linear game:**

From the beginning you can explore the world freely, as this is part of the fun of Lords of Xulima. However, you will find zones where the difficulty is simply too high for your party, and you will have to avoid them until your party has leveled up enough and gained power confront it.

Don't be afraid to experiment, Lords of Xulima offers many different paths and possibilities, and planning ahead can be crucial to the party's survival. Some encounters require clever tactics to defeat, while others may be impossible to overcome for an inexperienced band of travellers...

**Remember to save your game frequently!**

**In-Game Help:**

You can obtain help and the description of any element of the game with the right mouse button, or simply hovering the mouse over the element you wish to know more about.

**Are you lost?**

Consult the Journal. In the chapters section you can find what to do to advance in the different plots of the story.

# MAIN MENU

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## **New Game**

Select this option if this is your first time playing the game. After the introduction, proceed to create your party.

## **Save / Load Game**

In this game you can save your progress at any time when you are in the map screen. Make sure you save the game before leaving it so you can continue your adventure from the point you were last.

It is very important that you save often as your party can die easily and when that happens you only can return to your adventure from the last point you saved.

You can specify a name for the save games.

## **Continue**

Press here to continue with the last game you saved.

## **Quick Save / Load**

You can quickly save (F5) and load (F8) your game using the quick save-game slot.

## **Options**

Open the Configuration screen. There you can change the resolution, the language, the sound volume and more.

# DIFFICULTY

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It is very important you choose the game mode that best fits your gameplay style. You can always turn down the difficulty in the options screen, but can never change it to a higher value.

Use the right mouse button to examine the different modes. There you have the description and the score factor.

The score factor is used to compute the final score and monster rank you get when you finish the game. The higher the difficulty level the higher the score factor.

If you are unsure of what mode to choose or don't have much experience in Role-Playing games, select the Normal mode.

## Ironman Mode

If you choose the Hardcore mode you will be asked if you wish to activate the Ironman mode.

In this mode you can only save the progress of your adventure while you are in town.

# THE PARTY

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In Lords of Xulima you command a party of six characters. One of them is Gaulen the Explorer. On the main map, you only manage and see Gaulen. The rest of the party only appears in the combat screen.

You can choose to start the game with the default party or create a new one.

## The Default Party

You will start the game with Ixus (soldier), Menon (mage), Kira (thief), Duilas (bard) and Alesia (cleric).

## Custom Party

You have to create 5 characters choosing:

- **Gender:** Male or female.
- **Portrait:** Choose a portrait for your hero.
- **Class:** This is the most important part. Use the right button to examine all the classes available and choose the ones you wish to include in your party.
- **Name:** You can write a name for your hero.
- **God:** Choose one of the Nine Gods. Every god comes with a bonus. Use the right button to know more about it.
- **Weapon:** The starting weapon. The options available depend on the chosen class.

# MAP INTERACTION

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## **Movement and Exploration**

- Use the left mouse button to move to your desired location or to interact with objects.
- Hold down the [SHIFT] key to run.
- You can also toggle the auto-run mode with the [ALT] key
- Use the RIGHT MOUSE BUTTON any time you want more information or help with something on the screen.
- You can also use the arrow or 'W', 'A', 'S', 'D' keys to move on the map.

## **Interacting with objects**

- Use your mouse pointer to carefully examine the objects you see in the surrounding environment.
- If an object lights up, you can interact with it.

## **Plant Collection**

- Gaulen the Explorer has the ability "Knowledge of Herbs" which allows him to gather plants, herbs and mushrooms.
- The more you improve this ability, the more you will be able to harvest from each plant you find.
- When you have enough samples you will be able to use them to improve an attribute or resistance.

## **For Mac OSX players:**

Use the Command key instead of ALT to toggle between walk and run.

# FOOD AND TRAVEL

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## Food and Rest

- Pay attention to how much food reserves you have. As you travel, rest, and perform actions you will consume your food reserves. Without food you cannot rest.
- When you rest you regain your hit points and power points and you can cure any wounds you have received.
- When traveling in some terrains, like desert or snow, you will use more food than normal. Try to stay on the roads and paths whenever possible.
- You can get food by buying it from vendors in villages, finding it in sacks or barrels, or by finding it in nature.

## Movement over land

- Your party will move slower or faster depending on the type of terrain you are crossing. For example, in deserts and swamps your speed may drop to a fifth of normal speed.
- Moving through these terrains will be slow and you will consume more of your food reserves.
- Use roads to travel whenever possible.
- Always watch your food reserves!
- When night falls or you are in a dark area, you can illuminate your surroundings by using a torch or a spell.
- On the bottom right of your screen you will find a button to light or douse your torch and you can see how much longer you will be able to use it.

# ENEMIES

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## Hostile Areas

- When in hostile areas you can be attacked without warning by enemies that you wont see on the map.
- When you encounter these enemies, you can try to avoid combat or by using the Camouflage ability if you have sufficient power points.
- The total number of enemies in an area is fixed, when you defeat all of the enemies in an area it will be cleared and they will not return.
- When you clear an area of all enemies, both those you see on the map and those that wander the areas hidden, you will receive a bonus.

## Guardians

- Enemies that you see on the map are immobile and wont attack until you enter into their area of influence.
- Mouse over the enemy to see how close you can get before they attack.
- Though the enemies are represented on the map by a solitary creature, they are normally found in groups.
- Use the right mouse button to see how many enemies are present in the group.

# COMBAT

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## Combat Turns

- Combat functions through a turn-based system.
- The order of turns is shown in the column on the right-hand side and is based on the speed and conditions of the combatants. Combatants will lose turns if they are stunned, paralyzed, etc...
- When it's one of your characters' turns, you will see the actions available to them on the screen. When you select your action you may also need to select a target for that action.

## Combat Positions

- Only pole arms and projectile weapons can be used from the back row. By the same rule, combatants in the back row are protected from most attacks by those in the front row.
- Use the button "Combat Grid" on the map screen in order to set the combat positions for your group.
- During combat you can also change the position of your party members when it's their turn or you can pull them out of combat to try to flee.

# LOCKS

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During your adventure you will find locked doors or chests. When you find locked doors or chests you can open them by winning the Open Lock mini-game.

## The Open Lock mini-game:

- In the game, you have to find the path between the origin and the destiny by clicking on the cells of the board.
- You need at least one lockpick to play the game.
- On the top right corner you have the number of cells remaining to complete the path.
- When you click on a cell, that cell can be part of the path (a gear) or a block.
- If you find a block there is a chance to break the lockpick. The higher your skill is, the lower your chances are at breaking your lockpicks.
- You can also use the AUTO button to open the lock. The chance depends on your skill. If the attempt fails, you will lose one lockpick.
- If you don't have lockpicks you can try to use brute force to break the lock. Depending on the strength of the party, the action will require you to spend some hours and even cause damage to your party members.

# TRAPS

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When you find traps you can deactivate them by winning the Traps mini-game.

## The Traps mini-game:

- In the game, you have to click on all the gears when they turn the color green.
- If you press them when they are red, the trap will be activated and your party will suffer the effects.
- Every gear has a different speed. Once you lock one of them, the speed of the rest will decrease.
- The initial speed of the gears and the complexity of their color pattern depends on your skill in "Trap Disarming".
- You can also use the AUTO button to disarm the trap. The chance depends on your skill. If the attempt fails, the trap will be triggered.

# SHORTCUT KEYS

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Lords of Xulima can be played exclusively with a PC mouse, and supports keyboard shortcuts:

## World Movement

Arrow Keys or WASD - Move the character.

ALT - Toggle the default movement speed between Walk or Run.

Hold SHIFT - Run/Walk (depending on the default movement speed).

## Party Interface

C - Open the Character sheet. Can also double click a character's portrait to open.

J - Open the Journal menu.

N - Open the Message Log.

G - Open the Combat Formation screen.

H - Open the Herb stash.

R - Open the Rest menu.

T - Light up a Torch.

Keys 1 through 6 - Select the corresponding party member (ordered from top to bottom; 1 is always Gaulen).

M - Show the current area's map. There is a map for each region and a map for the whole continent.

TAB: Hide the GUI interface.

## For Mac OSX players:

Use the Command key instead of ALT to toggle between walk and run.

# SHORTCUT KEYS

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## **Menu Interface**

**F5** - Save the quick save game.

**F8** - Load the quick save game.

**ESC** - Open the main game menu (this also works during combat).

## **During Combat**

(All actions apply to the character currently taking his/her turn.)

**M** - Changes position on the party grid.

**R** - Run away from combat. The character will return once the battle is over.

**H** - Help another party member.

**A** - Attack the nearest enemy target with the equipped weapon.

**D** - Defend until this character's next turn.

**Keys 1 through 9** - Use the Special Skill, Spell or Item assigned to this hotkey.

# CREDITS

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**Jesús Arribas**

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