



# Battle for Esturia



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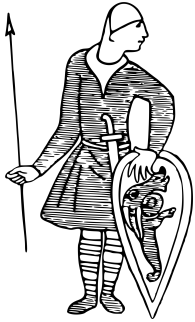
# The Esturian Throne

You are Valbrand, the rightful heir to the throne of Esturia. Your father, the former king of Esturia was dethroned when the Lich King's ships arrived off the shores of Esturia carrying thousands of undead monsters. The creatures quickly overwhelmed the city and the undead lich leading the armies now calls himself king of Esturia. Now you must travel the world in search of some way to defeat the Lich King and retake your father's Throne.



## Character Classes

On your quest to defeat the Lich King you will need to assemble a party of companions. As you explore the world you will meet many interesting people, some of whom will be eager to join you on your quest. Each of these companions will be one of six character classes.



### Hoplite

Trained in the disciplined shielded combat favored by warriors of Esturia, the Hoplite utilizes powerful spear strikes combined with the sturdy defense of a stalwart shield.

### Barbarian

The northern barbarians are fearsome warriors who exploit the chaos of combat to fight with an unbridled ferocity.

### Elementalist

These powerful mages have an innate connection to the elements allowing them to summon fire, call down lightning, and freeze their opponents.

### Necromancer

Necromancers hold dominion over life and death, granting them the power to summon skeletons, create clouds of poison gas, and drain the life of their opponents.

### Ranger

The Ranger's skill with a bow is unmatched and their keen awareness of the battlefield allows them to quickly respond to the rhythm of combat, ensuring that every shot lands true.

### Priest

Priests draw upon the power of their gods, to heal companions, smite opponents, and increase their allies' strength in battle.

## Attributes and Stats

There are three primary stats that are important during combat: Health Points (HP), Energy Points (EP), and Armor Class (AC). HP quantifies the unit's health. When this number reaches zero, the unit is defeated. A "Game Over" occurs when the main character's HP drops below zero.

EP measures the amount of energy available for performing special skills. Every character has a different set of special skills which can be used in battle, consuming a portion of the character's EP.

AC measures how difficult a given unit is to hit in battle. Characters with high AC will be harder to hit and will take less damage when attacked.

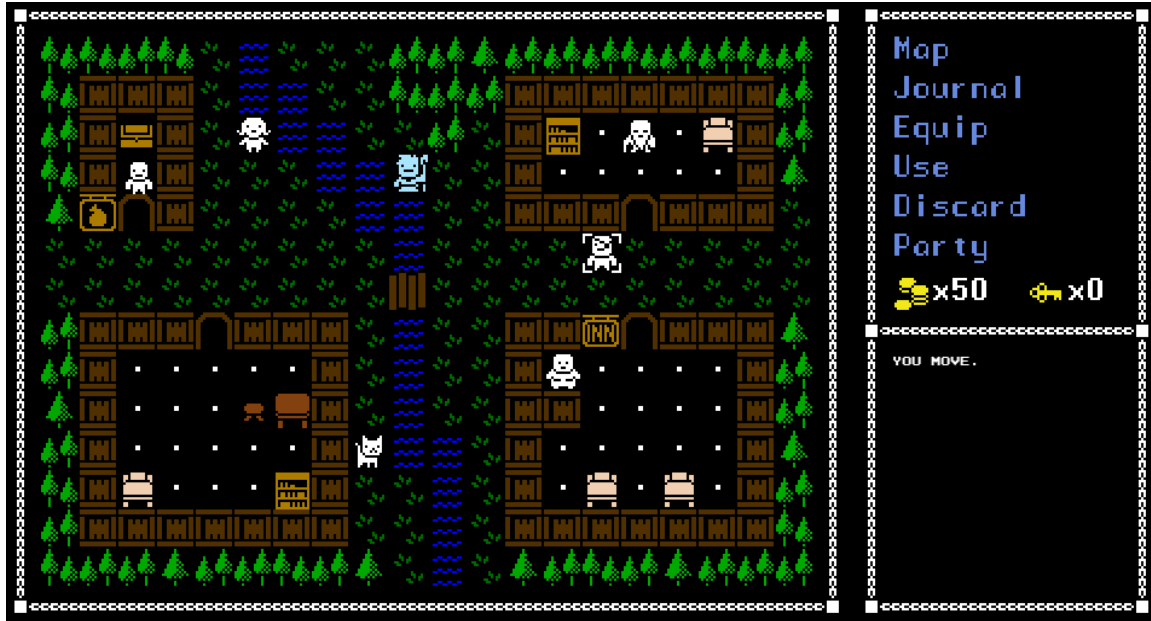
There are five attributes in the game which determine a character's physical and mental characteristics:

1. **Strength:** Measures the character's physical power and determines the character's attack power in melee combat.
2. **Vitality:** used to determine the character's total HP.
3. **Mind:** Measures the character's willpower and mental ability. This attribute is used to determine a character's EP.
4. **Dexterity:** Measures the character's coordination and reflexes. It is used to determine a character's armor class and ranged attack power.
5. **Agility:** Measures the character's speed and is used to determine the distance a character can move each round.

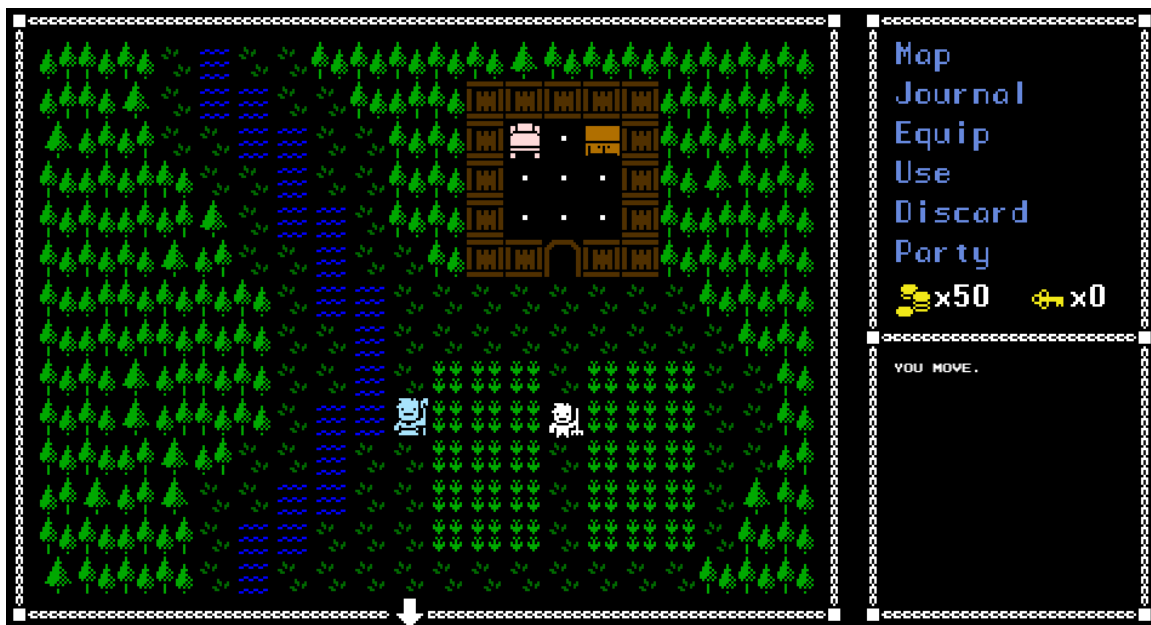


## Exploration

In order to defeat the Lich King you will need to explore the world to find items and companions to help you on your quest. During exploration, simply click anywhere on the screen and the hero will begin moving toward the selected position. People and certain objects can be interacted with by clicking on them.



The world is broken into many small interconnected areas. When you move the mouse cursor to the edge of the screen, an arrow will appear. Click on this arrow to leave the current area and move to the next adjacent area of the world.



Everytime you move to a new area or complete a battle, the game will automatically save your progress. To load a saved game or quit, press Esc while in exploration mode to display the game management menu.

## Exploration Menu

During exploration, a menu is displayed on the right side of the screen. This menu also allows you to perform several useful actions. It also shows the amount of gold and number of keys in your inventory. Gold is used to purchase items from stores, while keys are used to open locked doors throughout the world.



## Map Screen

When you click the map button in the exploration menu, the map screen will be displayed. This screen shows your current location in the world and allows you to fast travel to previously visited towns and cities.



## Journal

The journal screen provides a list of currently active quests. By clicking on a quest name you can see a short description of the quest and your current progress toward completing it.

## Equip Screen

The equip screen allows you to equip weapons, armor, and accessories that you purchase or find during your adventure. To equip an item simply click the party member you wish to equip, then select the desired piece of equipment. When you hover over a given piece of equipment, the equip screen will compare it against your currently equipped item. This comparison is shown at the bottom of the screen.



## Using Items and Healing

Various consumable items along with the priest's healing spell can be accessed by clicking the *Use* button from the exploration screen. Simply select the desired item or spell followed by the desired target. A few of the possible items are listed below:

- Healing Potion: Restores an ally's health
- Energy Potion: Restores an ally's energy points
- Antidote: Removes negative status effects
- Revive: Revives party members who have been defeated in battle

Items can be thrown away by clicking *Discard* from the Exploration Screen. Once an item has been discarded it is lost forever.

## Character Sheet

You can view each party member's character sheet by clicking *Party* from the Exploration Screen. Once you select a party member, you will be shown the character's current level along with all of the character's associated stats and attributes.

				Lucian		Lucian is a level 2 priest. Lucian needs 153 xp to reach the next level.	
HP: 23/23		EP: 30/30					
Attributes		Skills					
Strength	14	Heal	1/2				
Vitality	16	Chant	0/2				
Mind	18	Restore	1/2				
Dexterity	12	Recover mana	0/2				
Agility	10	Smite	0/2				
		Healing aura	0/2				
Back							

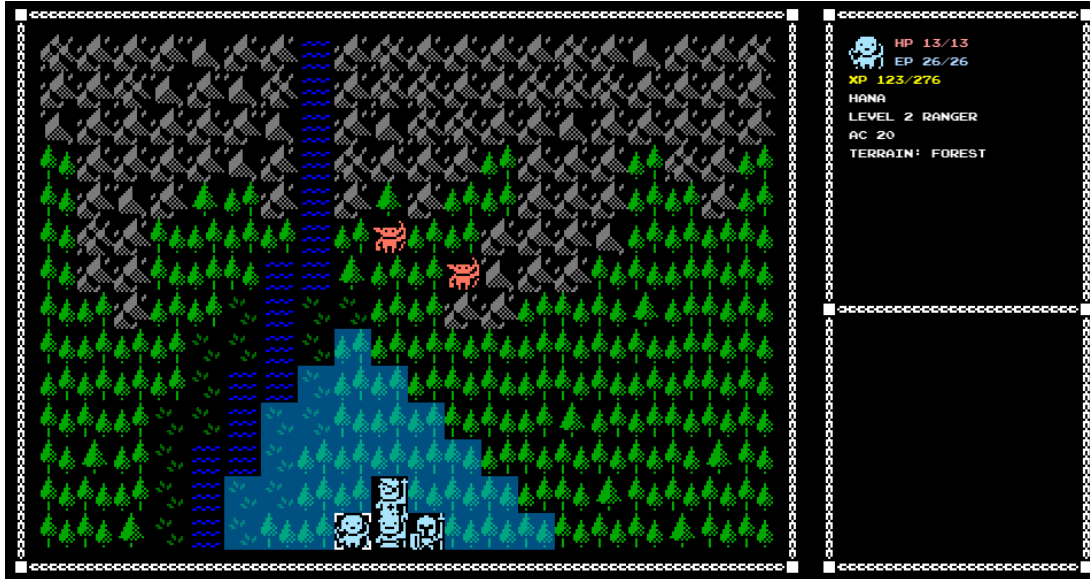
## Combat

While exploring the world, you will encounter many dangerous enemies. During these encounters you will be shown the Battle Map. Characters will appear on the battle map as units, with blue units denoting member's of the player's party and red units denoting enemies.

Each round of combat is divided into two phases: the player phase and the enemy phase, with the player and the enemy taking turns to move their units. During the player phase, clicking on a unit will show the possible positions that unit can move to in the form of blue squares.

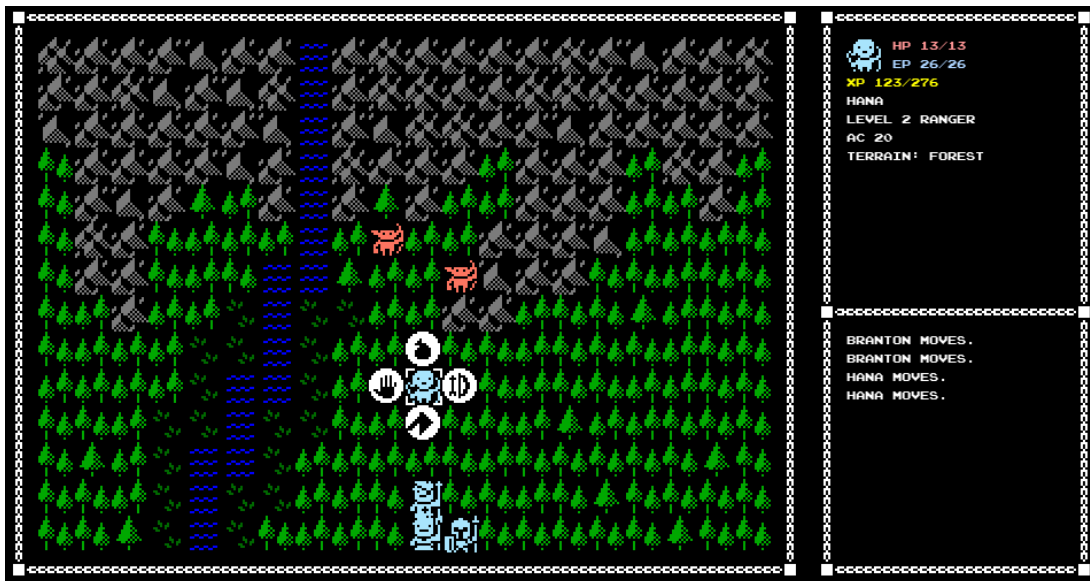




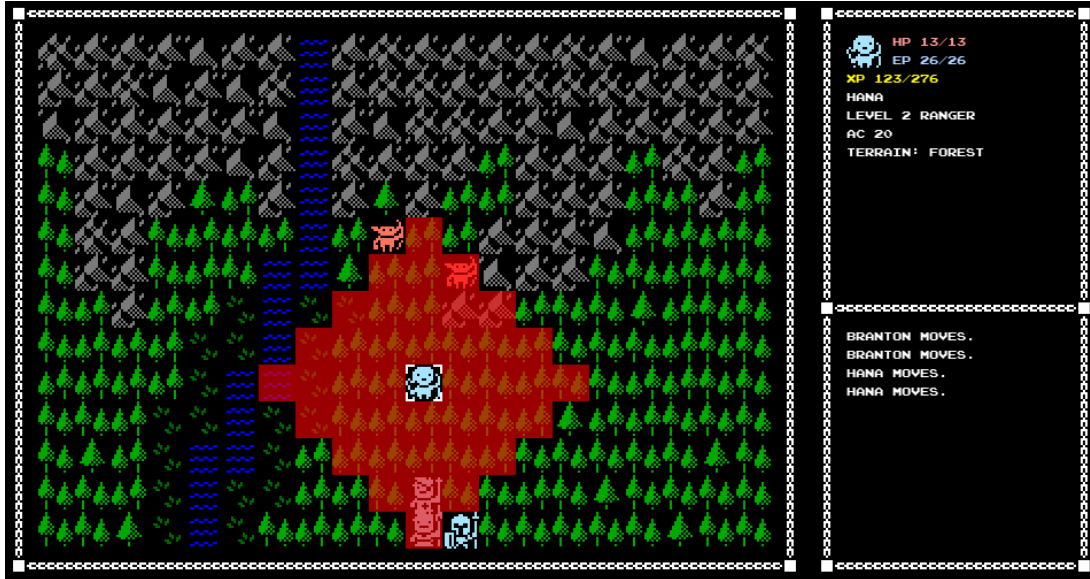


Clicking on the unit again will show a list of four possible actions:

- Attack
- Use Skill
- Use Item
- Wait



If you select the attack option, you will be shown all possible positions that can be attacked by the unit in the form of red squares.



Clicking on a red square that overlaps with an enemy unit will cause the selected unit to attack. Attacking, using a skill, waiting, or using an item, will end the unit's turn. Once all player units have completed their turn, the enemy phase will begin.

A description of each action that occurs will be displayed in the battle log on the bottom right corner of the screen, while a description of the currently selected unit or tile will be shown in the top right corner. Different tiles have different terrain types and some can provide cover, boosting the unit's AC.

Combat continues until all enemy units have been defeated or until the main character is defeated.

## Leveling Up

Whenever you win a battle, your party will be awarded experience points (XP). When a character reaches a specified experience point total that character will gain a level. Upon gaining a level a character will be awarded with an additional attribute point and skill point to be awarded as you see fit. Additionally, the character's total HP and EP will increase with each level.



## Options

The game has several options that can be changed by selecting *Options* from the title screen:

- **Difficulty:** determines how difficult the battles will be. Choices are Easy, Normal, and Hard.
- **Friendly Fire:** Determines if spells and area-of-effect skills will hit both allies and enemies.
- **Window Size:** Determines the size of the game window.
- **Music Volume:** Determines volume of the background music.
- **Sound Effects:** Determines volume of sound effects.



## Creation of the World

In the beginning there was the infinite ocean and through its waters swam the dragon of chaos. As the monster swam, it created waves, and from these waves arose the god Himir and the goddess Threya.

Threya loved Himir, and the couple spent many days swimming in the vast ocean. There they had four children: Ishara, Athos, Nansuna, and Baruk. The gods then created many creatures in the ocean, forever altering the waters in which the dragon swam.

This angered the dragon, causing it to hate the gods, and, eventually, it began to devour them, one by one, until only Threya remained. However, the goddess did not despair, but instead sought out the terrible monster, in order to destroy it.

Threya and the dragon battled for seven days. Eventually, the dragon's claws found Threya's face, gouging out her left eye. While the goddess was stunned, the dragon attacked with a powerful bite, trapping Threya between its mighty jaws, but before she could be consumed, the goddess used all of her strength to seize one of the monster's teeth and pull the massive fang from the beast's maw.

With this, the dragon retreated. From the tooth Threya fashioned a great sword, and once again she sought out the creature so that she might save her family. Finally, she found the dragon, and using the fang of chaos, she cut open the belly of the beast, freeing her family, and slaying the monster.

From the dragon's body Himir fashioned the world with its high mountains and rolling hills. On this land, Athos created the forests and woodland beasts, Ishara created the plains and creatures of the grasslands, Baruk created the lands of ice and snow, and Nansuna created the dark caves, and monsters beneath the earth.

