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# User's Guide



# CORIUM III

Chaotic Magic 邪惡

 gobesoftware™

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917 SW Oak, Suite 412  
Portland, OR 97205  
<http://www.gobe.com>

Production Credits: Ben Chang, Cheyenne Tuller, Daniel Alves, Dave Williams

## Installation and Startup.

To install Corum III:

- Insert the Corum III CD-ROM (Disk One). The CD-ROM automounts and displays a Corum III folder.
- Click on the **Install** icon in the Corum III folder. The installation program starts.
- When prompted, select the hard disk on which to install Corum III, the folder in which you want to place it, and the amount of software you want to install. A full installation takes approximately 585 MB of space; you can choose instead to install only parts of the game. After you make your selections, click on **Install**.
- When prompted, choose whether or not to display a Corum III icon on your desktop.

To run Corum III, click on the desktop icon, or open the program from the folder in which you placed it (such as the **Apps** folder):



# CORUM III

*Chaotic Magic*

Corum III: Chaotic Magic is the third installment in the epic story of the Land of Corum. Central to the game is its rather complex plot, through which your quest gradually takes on meaning and purpose. To help you better understand this plot, an overview of the Story of Corum, past and present, is provided below. It includes all the background knowledge necessary to understand, enjoy, and ultimately finish Corum III.

## A Brief History of Corum

Corum is one of the five continents of Aphnuntia (Avia, Roventia, Destard, and Morone being the other four). At different points in its history, Corum has been ruled by the Elven race, and the Dragons, but now is inhabited mainly by humans.

Corum is unique among the continents of Aphnuntia, in that it has served as battleground in the struggle between the forces of Good and Evil. Throughout history, the Dark Forces of Morone have repeatedly invaded Corum, in attempts to upset Aphnuntia's delicate balance of power. In order to keep Evil in check, and unknown to Corum's human inhabitants, the Forces of Good have installed in Corum a Keeper - a being of the Wron race who monitors the strength of Morone's influence over Corum. If this influence becomes too strong, the Keeper is allowed to fight Evil by influencing human affairs, often through the use of magic.

Thirteen years before the start of Corum III, the kingdom of Landore was ravaged by a terrible civil war, which lasted for ten long years. Called the Decade War, it was a struggle to gain control of Landore after the death of the heirless King Crachik. During the war, the Keeper Kelletic appeared to Zipy, the High Priest of the Atarus High Temple, and prophesized that Zipy was to become the next King of Landore. Believing Kelletic, Zipy rased a large army and entered the fray. After his army won the first decisive victory of the war, Zipy proclaimed himself the Sacred King of Landore, and declared the war over.

Peace did not last long, however. A large part of the army, which had backed Zipy during his battle for the crown, now turned against the Sacred King. Faced with almost certain defeat, and overwhelmed by the amount of destruction and suffering his armies had inflicted upon Landore, the Sacred King Zipy took his own life, thereby bringing the Decade War to an end.

As you play Corum III, you can learn more by visiting the library at the Temple of Aryssis. It contains a number of documents describing important events in Corum's history, from its genesis, through the rise of the human race, to the Decade War.

## Corum III: Chaotic Magic

As Corum III begins, we learn that the Dark Lords of Morone are bent on controlling all of Aphnuntria. First, however, they must find the lost Dark Lord, whose essence has been trapped in the magical sword Magslayn. Unable to leave Morone themselves, the Dark Lords send three magicians of the Crayan race to retrieve Magslayn, which is buried somewhere in Corum.

The Crayan magicians understand that, if Magslayn is returned to Morone, the Dark Lords will possess enough power to enslave the Crayan race for eternity. Desiring to prevent this, the three Crayans resolve to destroy the Dark Lords. The Crayan magicians themselves, however, are not powerful enough to challenge the Dark Lords, and therefore decide that they must harness the most powerful force in Corum: Jumarion, the Chaotic Magic. Created long ago by the Crayan magician Kelletic, Jumarion possesses the power to create and destroy life itself.

The three Crayan magicians seek out Jumarion, finding it in the possession of a human named Balos. Formerly a priest in Corum's temples, Balos is also an experienced magician, but try as he might, his magic has never proven strong enough to tap the power of Jumarion. The three Crayans, however, know the secret to resurrecting Jumarion, and Balos agrees to share Jumarion's power with them in exchange for this knowledge: the souls of men are needed to set Jumarion free.

To this end, Balos exploits the influence he and his priests have over Corum's various rulers, to incite a number of fierce and bloody wars between their kingdoms. These wars cost many lives, and provide Balos with the souls he requires for the resurrection of Jumarion.

It is through this land of war and black magic that you, as the young knight Kaien, will wander, seeking adventure. As your travels progress, you will be joined by others, and will become experienced in the arts of combat and magic. In time, you will come to possess the knowledge and skills necessary to achieve the ultimate goal of your quest: to stop the resurrection of Jumarion, and to save Corum from its Chaotic Magic and those who seek to control it...

# General Concepts

*Corum III* is a fantasy Action Roleplaying Game (ARPG) similar in many respects to traditional console RPGs. If you have played such games in the past, *Corum III* will quickly come to feel familiar to you. In case you haven't had any exposure to these types of games, the following guidelines will greatly increase your life expectancy in *Corum III*.

## **Build a party of strong characters.**

It's important to build your characters' levels as quickly as possible to ensure their survival in the tough world of *Corum III*.

## **Visit the inns often.**

Visit the local inn before leaving on any journey to restore the party's hit points and spell points. Many important events take place at the inns and taverns, so you should make sure to visit them occasionally.

## **Visit the Guilds often.**

Unlike a lot of computer roleplaying games, *Corum III* does not force you to kill endless hoards of monsters in order to gain levels and improve your skills. Adventurer's guilds are located in every city in the land of *Corum*, and you would be well-advised to make use of them as often as you can - quite often you can pick up a fair bit of experience and reward with less risk than you would face in the wilderness battling the enemy.

## **Save often!**

Save as often as you can at the Save Points available at the town entrances and dungeons. Save Points can be scarce in dungeons, so take advantage of them wherever you can. Save points are identified by spinning golden rings with a silver/white highlight inside.

## **Check your inventory before leaving town.**

You may carry no more than nine (9) of any particular item type. You should replenish your supplies at the shops before leaving on journeys.

**Read the event text carefully.**

People's dialogue provides valuable hints on the next destination of the party and on upcoming events.

**Talk to the town people as often as you can.**

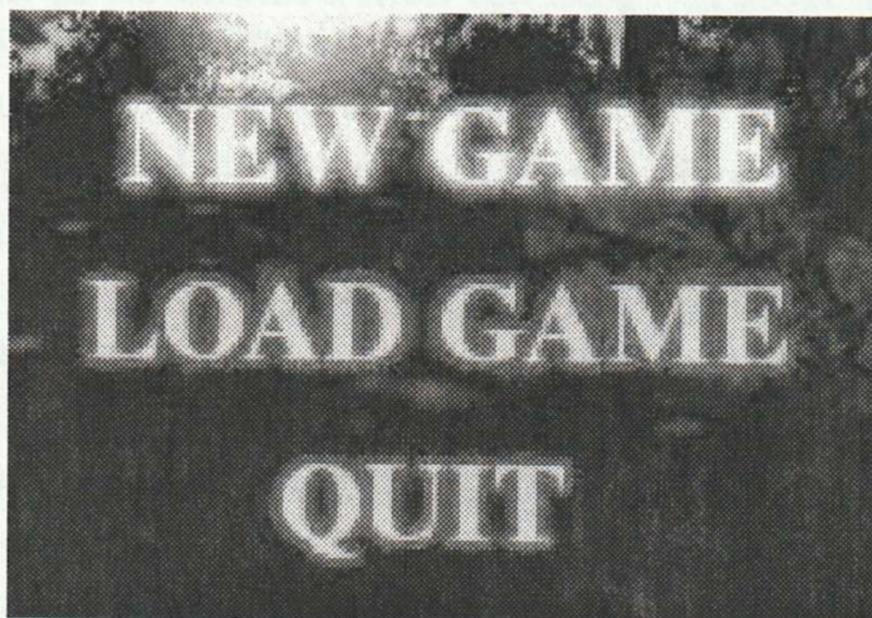
People in towns provide valuable clues on solving various quests. Whenever a client gives you a quest to complete, you should read what they say carefully as they often know information critical to your successful completion of the job.

**Remember that you need to acquire money to advance your levels.**

Besides the aforementioned Adventurers' Guild quests, you can battle monsters in the city outskirts for monetary gain. Monsters will drop their loot once defeated, and collecting these coins will award your characters experience points. When enough coins are collected, your characters will gain a level. Note that you don't need to hoard money in order to advance - you can safely spend your coins without losing experience.

Outside the cities, you are granted additional functionality to aid in your battles against your opponents. These include attacking, defending, jumping (Kaijen), sliding (Ishuria), spells/fatalities, and the ability to change between characters.

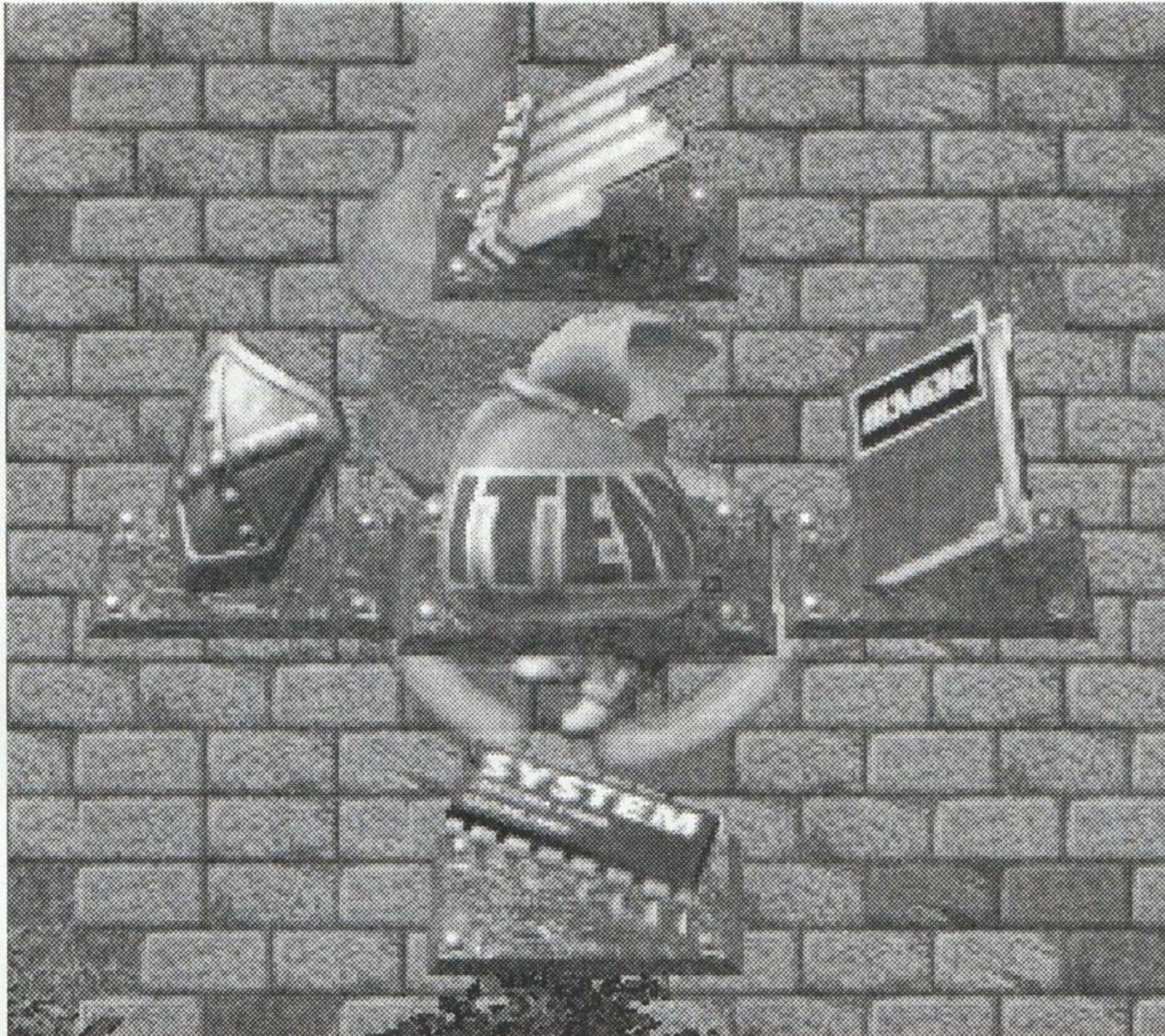
## The Menu



There are two primary menus in Corum III. The main menu is encountered at the beginning of the game, and is quite self-explanatory - **New Game** takes you through the introduction, **Load Game** allows you to resume a previously saved game, and **Quit**, predictably, exits the game.

Note that you can bypass the introduction when starting a new game. Simply hit the Escape key and you will be taken to Ray'radon immediately rather than having to sit through the entire introduction every time.

The in-game menu is likewise quite simple, but you will want to become familiar with it quickly, as you'll be making use of it frequently. At the very center of the menu is your inventory. Here, you can use and discard items, and move them into the five (5) slots of your Item Belt. Each Item Belt slot is numbered, 1-5. These numbers correspond to the number keys on your keyboard, which can be pressed to immediately use the item contained in that slot without having to go into your inventory via the menu.

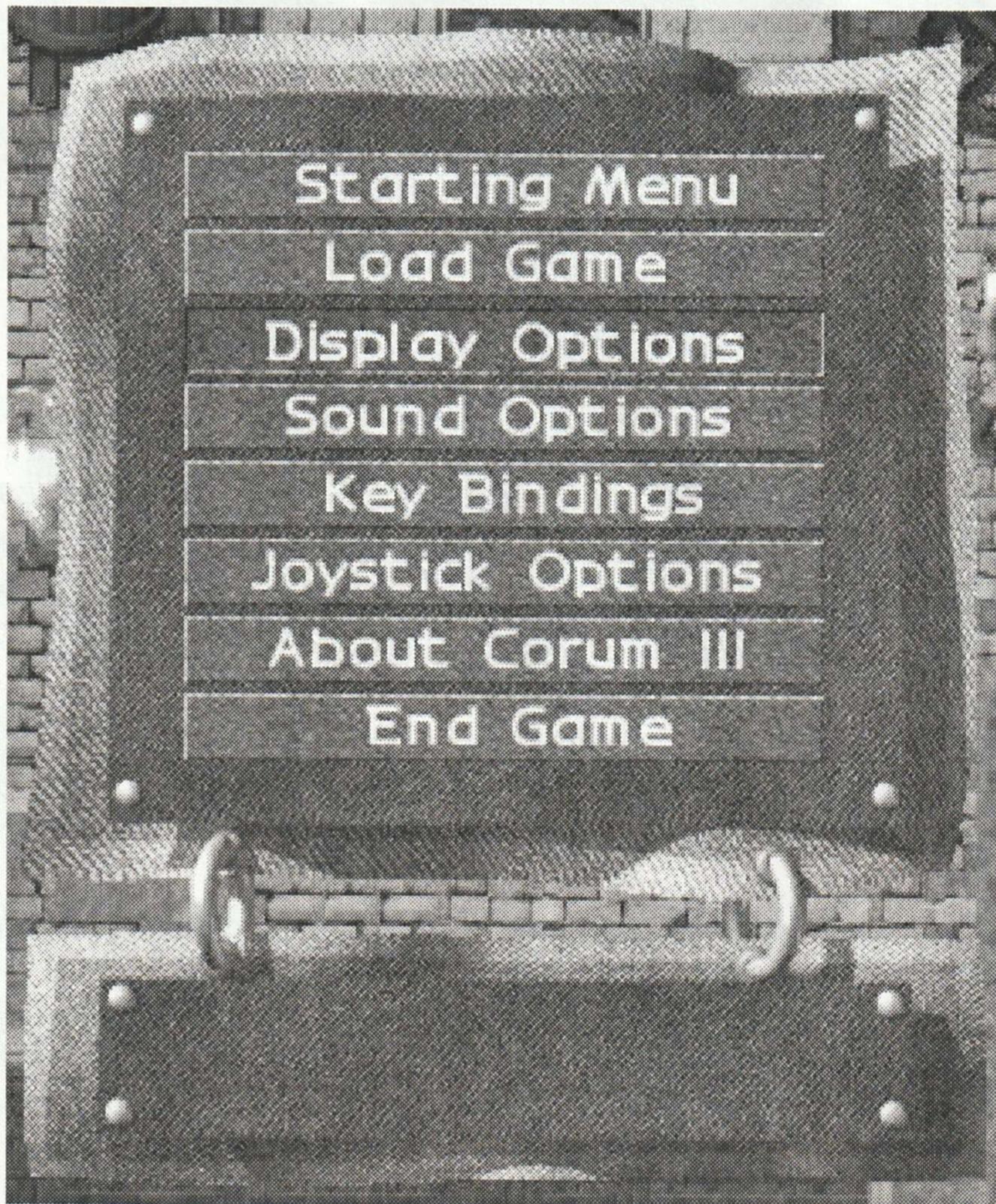


At the top of the menu is **Stats**, which gives you vital information about your party members. This is where you go to see how much money your characters have, what level they are, their current experience totals and so on.

On the right-hand side is the **Magic Book**. This tells you which spells and fatalities your characters have access to, the key commands used to access them, the current level of mastery achieved with each, and the spell or fatality's cost in spell points. More spells and fatalities appear in this book as you master previous ones, so check this screen frequently as you practice spell casting.

At the bottom of the in-game menu is the **System** icon, which gives you the option to return to the main menu, load a new game, alter the game settings, or quit the game. Finally, to the left is the **Equip** option which lets you change the items a character has equipped. Weapons, armor and accessories can be changed here.

# Game Configuration



The **System** menu is pretty self-explanatory. **Starting Menu** returns you to the opening menu, and **Load Game** allows you to load a previously saved game. No great surprise there.

**Display Options** allows you to switch from full screen to window mode, an alternative to pressing **Cmd-F**. It also allows four options for the display of hidden characters (characters or objects obscured by walls or other items), including *None* (characters are blocked from sight entirely), *Interlaced*, or a choice of two *Overlay* modes, which show characters as 'ghostly' images through obstacles. *Overlay 1* is fainter than *Overlay 2*. Also under **Display Options**, you will find the *Game Speed* option to let you control how fast the game draws the screen, and a *Skip Frames* option for further adjusting game speed versus performance.

The **Sound Preferences** view is very similar. There are a number of options available to you. You can enable/disable sound effects and CD audio, and if enabled, you can specify volume. The *CD Music* enable/disable control works normally. *Preload Sounds* allows more flexibility and control, but we recommend leaving it enabled at all times unless you're sure that the caching is impairing performance somehow.

**Key Bindings** and **Joystick Options** are virtually identical - you can configure the keys on the keyboard or the buttons on the joystick to perform whatever in-game actions you like, and in the case of the **Joystick Options** panel, you can switch the vertical axis from normal to inverted, so that it works correctly with your particular device. Up to 12 buttons are supported on joysticks and gamepads - the specific button configurations and layouts vary from unit to unit. You're encouraged to experiment to find the layout that is most comfortable to you.

# Characters & Stats

Kalen	Ishuria	Zipy
	<p>H P: 1131 / 2160</p> <p>S P: 293 / 806</p> <p>EXP: 157280</p> <p>LEVEL: 53</p>	
<p>AP: 148</p> <p>DP: 79</p>	<p>MAP: 20</p> <p>MDP: 231</p>	
 GOOD		
<p>Play Time</p> <p>51:49:55</p>	<p>Purse</p> <p>2780 Karz</p>	
Elementalist		

You see here a pretty high-level character stats screen, showing Ishuria the Elementalist at level 53. Her Hit Points are **HP**: and show that she is probably going to be very sore in the morning - she's taken a beating recently, having 1131 HPs out of a possible 2160. Her Spell Points, **SP**, show that she has probably dished out more than she's taken, as they have fallen to 293 of 806.

Her current experience (**EXP**) is 157,280. This will be the same for all three characters. Likewise, all three will always be the same level. Experience is the total of all gold found or earned by the party over the course of the game.

The other stats are less obvious. **AP** represents your Attack Points, and **DP**, your Defense Points. The better these are, the more damage you do in combat and the less damage you take, respectively. **MAP** (sometimes represented by **SAP**) is your Magical Attack Points (or Special Attack Points), and likewise **MDP** is Magical Defense Points. They are roughly equivalent to the standard attack and defense values, but they apply to fatalities and spell effects.

The bottom of the display shows the current count of time you have spent actively playing the game, and next to that, the party's purse, showing how much Karz (money) you have at the moment. Spending your Karz will not lower your experience total.

## **Combat**

Combat in Corum III is quite simple and yet potentially complex. At its most basic level, combat consists of facing an enemy and repeatedly hitting the Action key ('X' by default), which will cause your character to repeatedly attack your opponent until it, or you, dies.

Not all opponents are obliging enough to simply stand still while you whack away at them however, and because attempting to fight this way will often result in your own death, it's a good idea to learn more advanced methods of fighting. Making use of the 'Z' key for Defense is one way to increase your odds of survival. Magical spells and fatalities are another.

One frequently overlooked technique is the Combination Attack method. This is one of the simplest and yet most powerful techniques in the game. You combine attacks by initiating a second (or third, or fourth, etc) combat action while the previous one is still in progress.

For instance, Kaien's first Fatality move is Rising Sword, and is accessed by hitting Action-Left-Right. This triggers a powerful special attack. This can be combined with another Rising Sword movement, a different fatality, or with a regular attack, by doing the proper key combination while Kaien is still performing the Rising Sword maneuver. Attacks, spells, and fatalities can thus be combined in almost limitless ways.

Despite these options, don't overlook the value of keeping your equipment upgraded. More powerful weapons, armor and accessories can greatly increase the power and damage of your attacks, lessen the ability of opponents to harm you, and provide other benefits you'll have to discover for yourself.

# Magic & Fatalities

Magic in Corum III is divided into two types - Elemental magic and Divine magic. Ishuria follows the Elementalist path, while Zipy possesses the Divine magic.

## Summoning Elementals

An Elementalist must summon an Elemental before she can use elementalist magic. This is accomplished in much the same way spell casting is – by holding the Action key down and quickly tapping one of the arrow keys twice, as if you were going to run somewhere. The elementals and their corresponding directions follow.

<u>Elemental Type</u>	<u>Summoning Keys</u>
Earth	Action-Down-Down
Air	Action-Left-Left
Fire	Action-Right-Right
Water	Action-Up-Up

Once an elemental has been summoned, the elementalist may cast spells of that element through it. Summoning elementals costs no spell points.

## Casting Spells and Using Fatalities

Spells and Fatalities are cast using a combination of the Action key and a specific sequence of arrow keys. Consult the **Magic Book** from the game menu to discover the key combination for each spell you have available to you.

Each spell or fatality has a progress bar indicating the character's current level of mastery with it. You gain access to further spells and fatalities by using them enough to achieve full mastery of an effect, upon which a new fatality or spell is granted to you. It's a good idea to periodically check your magic book to see if you have gained access to any new spells or fatalities.

# Corum III Command Summary

## English Version

### Movement

Walk: Arrow Keys, Single-Press & Hold in desired direction

Run: Arrow Keys, Double-Press & Hold in desired direction

Special Movement - Jump (Kaien), Slide (Ishuria), Telekinesis (Zipy): Special Move key (default: 'C') while moving (for Kaien and Ishuria), Press and hold 'C' and use the arrow keys to move affected object (for Zipy's telekinesis)

### Combat

Attack: Action Key (default: 'X') May be combined with Kaien's Jump ability, which improves the damage inflicted.

Defend: Defend Key (default: 'Z')

### Miscellaneous

Game Menu: Escape key.

Item Belt: 1-5

Switch Characters: Switch Character key (default: 'S')

Toggle Interfaces: Displays key (default: 'D')

Actions: Action key (default: 'X') Combat, as above. Also initiates conversations with non-player characters, reads signs, selects objects on the Inventory screens, and selects options on all Option screens. Holding the Action key will speed up the rate at which dialogue scrolls.

Take Screenshot: F12. Takes a 640x480 image of the current game screen. Screenshots are saved in Targa format in your home directory.

Change Screenmode: Cmd-F. Toggles between fullscreen and windowed mode. Fullscreen mode is recommended for users with single processor systems.

# Corum III : Résumé des commandes

## Version Française

### Déplacements

Marche: Touches flechées, maintenir appuyé dans la direction voulue

Course: Touches flechées, appuyer deux fois rapidement et maintenir dans la direction voulue

Mouvement spécial - Saut (Kaïen), Glissade (Ishuria), Telekinésie (Zipy): Utiliser la Touche Mouvement Spécial (par défaut: 'C') tout en se déplaçant (pour Kaïen et Ishuria), ou enfoncer et maintenir la touche 'C' et utiliser les touches flechées pour déplacer l'objet concerné (pour le pouvoir de telekinésie de Zipy).

### Combat

Attaque: Touche Action (par défaut: 'X'). Peut être utilisée en conjonction avec la faculté de sauter que possède Kaïen, pour infliger des dommages plus importants.

Parade: Touche Défense (par défaut: 'Z')

### Divers

Menu du jeu: Touche Echappement.

Objets portés à la ceinture: touches de '1' à '5'

Changer de personnage: Touche Changement de Personnage (par défaut: 'S')

Modifier affichage d'infos. en surimpression : Touche Affichage (par défaut: 'D')

Actionner: Touche Action (par défaut: 'X'). Combat: voir plus haut. Permet aussi d'engager la conversation avec des personnages non joueurs, lire les pancartes et panneaux, sélectionner des objets dans l'inventaire, et confirmer un choix dans tous les menus. Maintenir la Touche Action enfoncée permet d'accélérer l'affichage des dialogues.

Capture d'écran: F12. Copie l'écran de jeu courant dans une image 640x480 au format Targa, dans votre répertoire "home".

Affichage plein écran: Cmd-F. Permet de passer en mode plein-écran si en mode fenêtré, et vice-versa. Le mode plein-écran est recommandé pour les utilisateurs de machines mono-processeur.

# Corum 3 Kommando oversikt

## Norsk utgave

### Bevegelse

Gå: Piltaster. Trykk og hold i ønsket retning.

Løpe: Piltaster, trykk fort to ganger og uten å slippe andre gang, hold i ønsket retning.

Spesielle bevegelser - Hoppe (Kaien), Gli (Ishuria), Telekinetisk evne (Zipy) Spesiell bevegelsestast (normalt 'C') samtidig som du beveger deg (for Kaien og Ishuria), trykk og hold 'C' og bruk piltastene for å flytte gjenstandene som Zipy med sin Telekinetiske egenskap ønsker å flytte på.

### Kamp

Angrep - "Action" tast (normalt 'X'), gjerne kombinert med Kaien sin hoppe-evne for å gi mer skade.

Forsvare - "Defend" (forsvar) tast (normalt 'Z')

### Forskjellig

Spill meny - 'ESC' tasten.

Gjenstander i beltet - Tast 1 til 5

Velg karakter - "Switch character key" (normalt 'S')

Velg brukergrensesnitt - "Display Key" (normalt 'D')

Handlinger: "Action" tasten (normalt 'X') vil foruten kamp starte samtaler med med folk rundt seg, lese skilt, velge gjenstander på utstyrsskjermen ("Inventory") og velger på Innstillingsskjermen. Ved å holde tasten inne vil teksten i samtaler gå raskere.

Ta skjermbilde: F12 (lagrer et skjermbilde i Targa format 640x480 ihjemkatalogen).

Fullskjerm eller vindu: Cmd+F, det anbefales fullskjerm for maskiner med bare én prosessor.

# Resumo dos Comandos do Corum III

## Versão em Português

### Movimento

Andar: Teclas de Direção, Pressione e Segure a direção desejada

Correr: Teclas de Direção, Pressione 2 vezes e Segure a direção desejada

Movimento Especial - Pular (Kaien), Desviar (Ishuria), Telecinese (Zipy): Tecla de Movimento Especial (padrão: 'C') enquanto estiver se movendo (para Kayen e Ishuria), pressione e Segure 'C' e use as teclas de direção para mover o objeto afetado (para a telecinese do Zipy)

### Combate

Atacar: Tecla de Ação (padrão: 'X') Pode ser combinada com a habilidade de Salto do Kaien, o que aumenta o dano infligido

Defender: Tecla de Defesa (padrão: 'Z')

### Miscelâneo

Menu de Jogo: Tecla Escape (Esc).

Cinturão de Items: 1-5

Trocar Personagens: Tecla de Troca de Personagens (padrão: 'S')

Mudar Interfaces: Tecla de Displays (padrão: 'D')

Ações: Tecla de Ação (padrão: 'X') Combate, veja acima. Também inicia conversação com personagens controlados pelo computador, lê placas, seleciona objetos nas telas de inventário, e seleciona opções em todas as telas de Opções. Mantendo pressionada a tecla de Ação acelera a velocidade com que o texto dos diálogos passa.

Fazer Captura de Tela: F12. Cria uma imagem em 640x480 da tela atual do jogo.

As Capturas de Tela são salvas no formato Targa no seu diretório home.

Mudar Modo de Tela: Cmd-F. Troque entre os modos tela cheia e janela. O modo de tela cheia é recomendado para usuários com sistemas monoprocessados.

# Resumen de los Mandos del Corum III

## Versión en Español

### Movimiento

Adelantarse: Teclas de Dirección, Aprete y Sujete la dirección deseada

Run: Teclas de Dirección, Aprete 2 veces y Seje la dirección deseada

Movimiento Especial - Dar Brincos (Kaien), Desviar (Ishuria),

Telecinese (Zipy): Tecla de Movimiento Especial (modelo: 'C') mientras esté moviéndose (para Kayen e Ishuria), aprete y sujete 'C' y utilice las teclas de dirección para mover el objeto afectado (para la telecinese del Zipy)

### Combatir

Atacar: Tecla de Acción (modelo: 'X') Puede ser combinada con la habilidad de Brinco del Kaien, lo que aumenta el daño infligido

Defender: Tecla de Defensa (modelo: 'Z')

### Mezcla

Menu de Juego: Tecla Huir (Esc).

Cinturón de Items: 1-5

Cambiar Personajes: Tecla de Cambio de Personajes (modelo: 'S')

Cambiar Interfaces: Tecla de Displays (modelo: 'D')

Acción: Tecla de Acción (modelo: 'X') Combate, vea acima. También empieza conversación con personajes controlados por el ordenador, leer cartel, selecciona objetos en las pantalla de inventario, y elija opiniones en todas las pantallas de opinones. Manteniendo apretada la tecla de Acción acelera la velocidad con que el texto de los diálogos se pasa.

Hacer Captura de Pantalla: F12. Crea una imagen en 640x480 de la pantalla actual del juego.

Las Capturas de Pantalla son salvadas en el formato Targa en su directorio home.

Cambiar Modo de Pantalla: Cmd-F. Alterna entre las maneras pantalla llena y ventana. La manera de pantalla llena es recomendada para usuarios con sistemas monoprocesados.

# Corum III のコマンド概要

## 日本語版

### 作動

歩く：欲しい針路に応じてカーソルキーを押し付ける。

走る：欲しい針路に応じてカーソルキーを二回押し付ける。

### 特別な作動 -

Kaienは跳ねるし、Ishuriaは滑るし、Zipyはテレキネシスができる：特別な作動を発動するようにKaienかIshuriaが動きながら特別な作動キー（既定：

「C」）を押し付けて持って下さい。Zipyなら「C」を押し付けて持ちながらカーソルキーを使って物を動かして下さい。

### 戦闘

突く：もしKaienが跳ねながら作用キー（既定：「X」）を押し付けるともっと被害を科する。

防ぐ：防ぐキー（既定：「Z」）。

### 雑用

ゲームメニュー：エスケープキー。

アイテムベルト：1-5。

人格の取り替え：人格の取り替えるキー（既定：「S」）。

インタフェースのトグル：ディスプレイキー（既定：「D」）。

作用：

作用キー（既定：「X」）戦闘は前述の通りです。その他選手ではない人格との会話を始めるし、看板を読むし、インベントリースクリーンから物を選ぶし、オプションスクリーンにあるオプションを全部見立てる。作用キーを押し付けながらダイアログのスクロールする速さが上がる。

スクリーンショットを取る：F12キー。

現行のゲームスクリーンでは640x480サイズの写象をキャプチャーする。スクリーンショットは/boot/homeディレクトリに「Targa」フォーマットで保存される。

スクリーンモードの切り替え：Cmd-

Fはフルスクリーンモードからウィンドウモードまでトグルする。シングルプロセッサマシンを使うユーザに取ってはフルスクリーンモードの方がいいと思うのでございます。

## Credits

### **The Awesome NGE Corum III Team**

**Corum III Project Team Leader:** Justin Morey

**Uberhacker:** Duncan Wilcox

**Development:** Cedric "CD" Degea, Kevin "Dread" Hendrickson, Chris "Bruce's Quake Bitch" Herboth, "Poison" Todd Lair, Trent "Bits" Trautman

**Quality Assurance & Documentation:** Gord "Dire Wolf" McLeod

**NGE CEO:** Bruce "Frag Queen" Leggett

### **The Courageous Corum III Beta Team**

**Beta Team Leader:** Gord McLeod

**Beta Team Members:** George Jones, Allen Paschel, Kirk Millwood, Eduardo Duprat, Sebastien Taylor, Brad Leffler, Bob Deljanin, Zeid Derhally, Scott Schoessow, Allan Anderson, Mike "BeDope" Popovic, J.D. "Illiad" Frazer

We'd like to extend thanks to all of our developers and all of our testers, and a special thank you to those brave, foolhardy and very generous folks who devoted their time and bandwidth to aid us through the difficult period immediately following our Corum III demo launch by setting up mirror sites for us without even waiting to be asked. This game is for you guys, one and all.