

KNIGHT SHIFT®



ZUXXEZ
ENTERTAINMENT AG



MANUAL



KNIGHTSHIFT

Copyright Virtual Programming Ltd. 2004
Zuxxez Entertainment AG 1999 – 2004

TABLE OF CONTENTS

Table of Contents.....	2
Epilepsy Warning	4
System Requirements	4
Information & Tech Support	5
Story	6
Game Overview	7
Installation	8
Configuration	9
Getting started	11
MAIN MENU	12
Campaigns	12
RPG	13
Skirmish	15
Loading	17
Multiplayer	18
Options	19
Interface	19
Sound	21
Video	22
Keyboard	23
GAME CONTROL	24
The Main Screen	24
Controlling Characters	25
Grouping Units	25
Fighting	26
Waypoints	26
Pause mode	27
Controls for Buildings	27
Influence	27
The Camera	28
The Upper Menu Bar	28
Compass	29
Unit list	29
Minimap	29

TABLE OF CONTENTS

Character / Building Control Bar	30
Building Menu	31
Milk Churn	32
Mouse Cursor	32
GAMEPLAY	34
Level of Difficulty	34
Combat	34
Automatic Weapon Selection (RPG)	36
Poison	36
State of Health and Mana	36
Conversions	37
Healing	38
Dungeons, Caves and Tunnels	39
Inventory	39
Buying and Selling	41
Changing the Environment	42
Unique Objects	42
Strategies	42
BUILDINGS	43
Description	43
Research	46
Weapons, Armor and Magic	47
CHARACTERS	48
Playable Characters	48
Non Playable Characters (NPCs)	52
Mercenaries	53
Enemies	53
SKIRMISH	56
NETWORK GAME	56
Credits	58

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY..

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game **TURN THE COMPUTER OFF IMMEDIATELY** and consult your doctor before playing again.

PRECAUTIONS DURING USAGE

- ☞ Do not sit too close to the monitor. Sit as far away as comfortably possible.
- ☞ Use as small a monitor as possible.
- ☞ Do not play when tired or short of sleep.
- ☞ Ensure that there is sufficient lighting in the room.
- ☞ While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

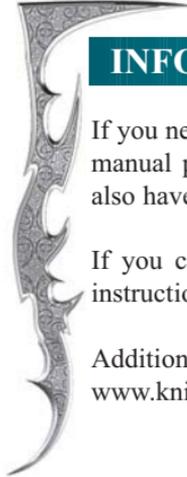
SYSTEM REQUIREMENTS

MINIMUM CONFIG

- ☞ OS 10.2.4
- ☞ 256Mb RAM
- ☞ OpenGL 1.3
- ☞ 1.5Gb Hard drive space
- ☞ G3 800MHz processor

RECOMMENDED CONFIG

- ☞ OS 10.3.x
- ☞ 512Mb RAM
- ☞ G4 or G5 processor
- ☞ 2-button mouse



INFORMATION & TECH SUPPORT

If you need further technical assistance after reading the *readme file* and this manual please visit www.vpltd.com for additional information/updates. We also have a forum to discuss gameplay etc.

If you cannot find a solution to your problem, please follow the support instructions as detailed on the website, or email support@vpltd.com

Additionally you will find more game information on the official website, www.knightshift.com

In a distant land, long, long ago there once lived a prince, he was righteous and just, noble and honorable by nature and above all evil. Dark and treacherous powers joined together to spread evil over the land and to banish the prince from the principality and the thoughts of the people. Then because of an unsuccessful spell from the despicable lords the prince was banished to another dimension, but not from the memories and hearts of the people.

Some years later, through the opening of a portal between dimensions by the good-hearted magician Gallus, the prince was able to return to his lands. The task then was to drive out the evil lords from power and to allow peace and order to return. A bitter fight against the powers of evil is now imminent...

That's where the *strategic adventure* starts.

Going back in time to the moment that the Prince was banished and Valtamand began to take over control and to govern. Gallus had realized that the new usurper meant and promised only bad changes for the kingdom and its people.

It was his decision to search all the weird and wonderful magical places and torturous voids with the intent of bringing the prince back to where he truly belonged. His efforts did not go unnoticed though, the dark forces who were responsible for the prince's disappearance were alerted to the magician priest and his attempts at liberation by changes in the ether and very quickly put an end to his dealings by making him vanish as speedily as the prince.

Witnesses to the deed exclaimed loudly of this crime on the priest and looked for people, true heroes and valiant warriors, who could find and rescue the old man who for many hundreds of years was the friend of the Royal Family and guardian of the faith.

Eight, only eight potential rescuers were found and all entrusted with the task of finding and setting Gallus free.

This is where *RPG* begins.

This role-playing extravaganza is a game full of surprises and extras, with a choice of powerful heroes who can all improve their weaponry and combat characteristics throughout the game and go up one level after the other. The player is called upon to break out into a twisting and turning adventure, to follow paths into the unknown and to take on difficult tasks and solve treacherous quests. He will meet many people on his travels who offer him help or their services. Some mean well while others have their own ulterior motives.

The player and his hero fight their way to a magical gate where, when they can pass are faced by Syff, the Queen of the Depraved, their ultimate enemy.

GAME OVERVIEW

The game consists of two unique modes:

RTS MODE

In this mode the player is faced with three campaigns. Each of them plays in a different geographical area and always offers the player new challenges e.g. rescuing the Princess or fighting the Dragon. During the campaigns the player develops his characters and gains access to new weapons, special armor and magic items. He also has the possibility of creating new characters or building new structures. Priests, priestesses, sorcerers and knights appear...

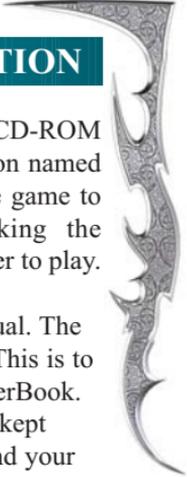
All characters controlled by the player gain experience and go “level-up”, increasing their combat potential and magical abilities. The characters may also find special items and weapons, armor and magical amulets, helping them to increase their overall abilities. The characters accompany the player throughout the game, if they are not killed by wild animals or enemies first, allowing the player to observe and influence their development.

RPG MODE

At the beginning of the RPG mode the player selects his character from a list of totally 8 characters including Barbarian, Amazone Sorceress, Wizard, Knight, Priestess, Spearman, Archer and Skeleton. Each character can be modified: the player has the possibility to personalize his character by selecting the hair color, the clothes color and by distributing points to basic or special abilities, individually at each character.

Every character has basic skills - the magic characters: stamina, mana and magic power, the non magic characters: stamina and strength.

During the game progress the character is able to learn new spells and new abilities and the player has the possibility to invest the points received for each level up into the desired skills of his character. With this option it is nearly impossible to generate two equal characters.



INSTALLATION

To install KnightShift simply insert KnightShift CD1 into your CD-ROM drive and double click the CD icon to open it. Double click the icon named "Install KnightShift". Follow the displayed directions to install the game to your preferred location. Launch the game by double clicking the "KnightShift" icon and complete the registration information in order to play.

Please enter your name and the registration code found on the manual. The game will allow you to carry out two installations using this code. This is to allow installation on another machine you own, for example a PowerBook. Please note that this code is your own personal code and should be kept safe. If this code is given out to third parties, it will become void and your game will fail to run.

Once the game starts you will need to enter your unique game play serial number, also found on the game manual.

Note: If you purchased KnightShift as a digital download product, your codes will have been supplied with your email receipt.

CONFIGURATION

When you run the game an assessment of your hardware will take place and this will attempt to set base settings for playing KnightShift.

These settings are not necessarily the optimum ones for your system, but should create a good starting point from which to tweak to gain a balance between detail and performance.

You will then be presented with a start-up window:



The following settings can be set:

- Play:** Full screen or windowed
- FSAA:** Full Scene Anti-Aliasing. Depending upon the capabilities of your video card, your choices will be either 'none' or Sample Rates of 2, 4 or 6. The higher the sample rate, the greater the level of smoothing will be applied by the video card. This may have a performance hit on less capable video cards.
- Stretched Modes:** Video modes for PowerBooks, iBooks and supported widescreen monitors.
- Enable GameSmith:** To host or join a game on the GameSmith network. You will need to fill in your account UserName and Password. You can create an account using the 'GameSmith Chat' program found in the 'KnightShift' folder.



GETTING STARTED



After the logo animations from the relevant companies, a two-minute film sequence transports you to the world of KnightShift.

! ATTENTION SERIAL NUMBER!

Before you can start properly, KnightShift will ask you to enter your personal serial number. It is located on the manual or was sent with your online receipt if you made a digital download purchase.

The serial number entered is unique to you.

Please store the serial number in a safe location and make sure that nobody else sees it. Treat it as if it were the PIN number of your credit card. When entering the serial number, you do not have to worry about upper or lower case. If you make a typing error, KnightShift will inform you and give you a chance to enter the serial number again. After the serial number has been accepted, you will be asked to create a player name.

Enter a name of your choice in the “**New Player**” field and then click on “**Enter the game**”. This menu also provides you with a way of managing players. You may create as many player profiles as you want. No longer needed player profiles can be removed by selecting the player name in question and then clicking on the “**Delete**” button.

ATTENTION: if you delete a player profile, all local data connected to it will also be deleted.



Enter serial number.

OK

Exit



List of Players

Raidor

Smoothyx

New player

Testplayer

Enter the game

Delete

Exit

The following menu is the Main Game Menu. Here you can select the game mode and access the most important sub-menus to make further settings. Below we will explain the individual functions of the main menu.

- Starts the RTS/RPG part of the game
- Leads to the purely "Hardcore Action RPG"
- Battle and destroy structures on individual maps
- Calls up saved games
- The chance to play with other Mac gamers in a network or on GameSmith™
- Settings and options for graphics, sound, operation, keyboard
- Editor to create your own maps
- Returns to the previous menu
- Exits the game



Are you getting impatient, do you want to get started straightaway, rather than reading around here for hours? No problem. If you have gaming experience, just choose “**Campaigns**” and then select the first campaign. To get started, choose the “**Novice**” grade on the right of the selection list in the next window - and then click on “**OK**”. KnightShift has a user interface which is intuitive and easy to understand. Just get started, and read through the next chapter.



CAMPAIGNS

If you now select the “**Campaigns**” option from the main menu, you will see the menu shown at the left. The first campaign is “**The Long Path To The Throne**”.

The second campaign, “The Kidnapped Princess”, cannot be played at the beginning. It is only available after you have played through the first campaign. The same is the case for campaign 3, “The Dragon”.

Under “**Difficulty Level**” you can choose from “*Novice*” “*Optermistic fighting hero*” and “*Gallant Veteran*”. With “**OK**” you begin the corresponding campaign, the “**Load**” menu item provides you with a list of saved games, “**Back**” takes you to the previous menu and with “**Exit**”, you end the game.

RPG (ROLE PLAYING GAME)

If you now select the “**RPG**” option from the main menu, you will see the following screen. As you can see from the numerous options, the role-playing

mode is somewhat more complicated than the campaign mode. A window in the middle of the screen shows the first hero in his warmup exercises.

In the “Choose character” drop-down field, you can select between: Archer, Sorcerer, Knight, Barbarian, Priestess, Spearman and Amazon Mage. All



characters have the same basic qualities and special individual qualities. At the top left the player “**Name**” is shown in combination with the corresponding hero. If you enter the player name “Conan” in the first start menu, you only need to choose the barbarian from the list, and you will play as “Conan the Barbarian”.

Or “Elsenore the Amazon”, if you prefer. If KnightShift is used by different players or player names, this list can be used to activate a specific hero belonging to the specific player. This makes a big difference, because each player forms the main character in his own particular way! There is still more to come on entering names.

At the top right you can still choose a real fighting name for your character.

While you are making the settings, the narrator tells the story of the playing figure selected in the background.

Apart from the color of the tuning - 8 are available (yellow, red, blue, green, pink, orange, blue-grey and grey) and even at the beginning of the game you have an influence on the value of your character, because you can distribute the **“Points left”** which are specified at the end of the list to the values which are provided with a plus and minus sign. You can distribute the points by clicking on the corresponding plus or minus sign. Whenever you win experience points you can distribute these to the values you want!

Every non-magical character has these basic characteristics: Stamina and Strength; each magical character however also has Stamina, Magic Power and Mana. Below we have listed the characteristics of the individual characters:

Archer: Stamina, Strength, Marksmanship, Dodge, Range, Stealth, Traps

Knight: Stamina, Strength, Fencing, Block, Charge, Charisma, and Bargaining

Barbarian: Stamina, Strength, Critical Hit, Berserk Attack, Regeneration, Swing, and Dragon Skin

Spearman: Stamina, Strength, Super Throw, Super Strike, Block, Range, and Fluke

Priestess: Stamina, Magic Power, Mana, and Magic Shield

Sorcerer: Stamina, Magic Power, Mana, Magic Reflection, and Magical Trap

Amazon Mage: Stamina, Magic Power, Mana, and Magic Mirror.

Each character begins at “Experience Level 0”. In RPG mode, a total of 100 experience levels is possible. The “Experience” shows you how many points are needed until the next level up. But to do this, you must first kill a few opponents. Click on “OK”, when you are finished.

If you already have a character, this will be automatically selected. The menu will change accordingly. You now have the “Hero Management” options available. If you click on this, you can manage your game figures. You can - as long as they exist - “Delete characters” or create a “New character”.

You now come to the level screen, where you just need to find the “Level Name” on the left-hand side, set the “Difficulty level” and decide whether you want to allow “Drop items”. Enable this function if you want to restart the game / chapter next to your items in case you have been killed. If you disable this function and you die, you have first to find the place where do you have been killed to pick up your items.

Game level here means selecting a specific map or mission. Although your main aim is to save the wise Gallus, there are many different ways of achieving this. There are eight chapters, marked as such, describing the entire story.

But you also have six other maps with various smaller tasks. You can train your heroes with these, so that later on in the chapter modes, you can really take the gloves off when dealing with your enemies.



NOTE: the 6 additional maps have deliberately been given English names. This is especially important in multiplayer mode, since you may meet up with gamers across the whole world in multiplayer mode. You can find more on this topic in the “*Multiplayer*” chapter of this manual.

Whether you first want to play through individual maps or take on the chapters straight away, is left entirely to you.

One more note: to be able to play chapter 2, you must first have played chapter 1. The same is true for the other chapters in the role-playing mode. The following is valid, in case you have more than one character: each character must himself travel through the game world of KnightShift. It is not possible to jump directly to chapter 8 with a newly created character, even if you have already been in chapter 8 with another game figure.

Under “**Difficulty Level**” you can choose from “Easy”, “Medium” and “Hard”. What you decide on should depend on your own level of experience.

“**Drop items**”: during the Role Play mode, your game figure may die. If this happens, it will lose all its armor. You then have the option of clicking on “Play Again”. If you do this, the character will start again from the beginning of the map, but without his inventory. If the “Drop items” option is switched “Off”, he must return with your game figure to the point where it previously died in. If the option is switched to “On”, the character will start right next to his “lost” equipment and can pick this up again immediately.

When you have set everything to your satisfaction, you can begin the role playing mode by clicking on the “**Start Game**” button.

The “**Load**” option allows you to call up saved game states, with “**Back**” you are returned to the previous menu, and with “**Exit**” you leave KnightShift.

SKIRMISH

Skirmish means: you will face from 1 to 7 computer opponents on individual maps, where you can put your construction and fighting abilities to the test.

In this window you have the following options available:

Level name: All available maps are listed here. The number in brackets in front of the corresponding name denotes the maximum number of players allowed for the map. This means that you can face a maximum of 7 computer players simultaneously.



Players: individual players are listed at the bottom left, depending on the number of players allowed on the selected map. Your name is at the top of this list. The yellow flag on the map in the middle shows you your starting position. If you stay with

player 1 - you are signed the color “yellow”, if you choose player 2 from the pull-down menu, you are assigned the color “red”, and the starting position on the small map in the middle changes. You should now decide, how many opponents you want to play against, and at what difficulty level. This is done quite simply. From the individual fields of the player list, choose the opponents in the desired level of difficulty.

Mini-map: the small map in the middle is a two-dimensional preview of the gaming world, which you have chosen. On this map you can see your own starting position and that of your opponent.

Game Type: you can choose from “Destroy Structures” and “Battle”.

Destroy Structures: if you choose the “Destroy Structures” option, you must first construct a village, then produce units, and only after this can you go off to fight. In this case you have an additional option available: “Starting Units” Here you can decide if you want to start with the default starting units for the corresponding map, or with two woodcutters and two cows. During the course of the game, equipment may appear on the maps at different locations. You can accept this by switching “Random Equipment” to “On”, or switch it off by choosing the “Off” option.

Battle: in the “Battle” option, however, there is no Economy. You just start producing. Here you can specify your required “Milk at start” amount (between 2,000 and 15,000 litres) which should be available at the beginning of the game.

Allied Victory: do you want to allow an Allied victory? During the game you can suggest an alliance to one of your opponents, or vice versa. In this case you would be allied with one of the opponents and you would - as long as you win - take the spoils of an “Allied Victory”. If you want to allow this, choose “Yes”, otherwise “No”.

Random positions: instead of the starting positions shown on the small map in the middle of the window, you can tick the “Random positions” box. Then the opponents will not be at the places marked on the map.

When you have finished making the desired settings, you can start the game by clicking on the “**Start Game**” button.

The “**Load**” option allows you to call up saved game states, with “**Back**” you are returned to the previous menu, and with “**Exit**” you leave the game.

LOADING

If you select the “**Load**” option from the main menu, you will see the following sub-menu:



From here you have direct access to the saved game states. In addition you can manage your numerous campaigns and adventures in this practical list.

The top bar shows you in which modes the game states are available. You can move through existing game states in the individual game modes via the

tab box in the top left-hand page of this window. The available options are “**Campaigns**”, “**RPG**” and “**Skirmish**”. The page on the right shows the screenshot corresponding to your choice of game state. It helps you to recall the game situation at the time it was saved.

Choose a game state from the list of different game modes, and activate your selection by clicking on the “**Load**” button. The window disappears and the load bar appears.

In this window you can also “**Delete**” existing game states, to create more space. Keeping order is half the battle.

Pressing the “**Back**” button closes the active window and returns you to the main menu. “**Exit**” leaves the game.

MULTIPLAYER

This option allows you to play KnightShift with other Mac players all over the world, via a local network or via the Internet. As soon as you click on “**Multiplayer**” in the main menu, a new window appears offering you a number of options - depending on the network protocols installed on your system.

If you select “**MacDX DirectPlay TCP/IP**”, you can play in the LAN or via the Internet (assuming you know the IP address of your opponent).

The window you see below appears. Here you can enter a “New session name” and - if you want, protect it with a password.

If you do this, do not forget to inform the person you are playing with. You now have a choice between “Create new RTS session” and “Create new RPG session”.



RTS means the construction and fight modes, and RPG is KnightShift's action role-playing part.

If you are playing in a local network, the “Available sessions” will be shown in the list at the bottom of this menu. You can take part in the games by selecting them and clicking on “Join”.

If you choose “**MacDX GameSmith TCP/IP**”, you will be able to play other Mac users over the GameSmith network servers.



needs his own serial number.

NOTE: you can play KnightShift both in the network and on the Internet using just one serial number. Every player

OPTIONS

If you click in the main menu on the “**Options**” button you will access a sub-menu, which can help you to customize KnightShift to your individual requirements and those of your Mac. The settings made here can be modified later on, even during the game. The following items are available:



- Interface: options for controls and user interface
- Sound: Settings for volume and tone options
- Video: Settings for graphics quality and resolution
- Keyboard: Reassigning shortcuts
- Back: returns to previews menu

INTERFACE

(sub-item of the options menu)

Mouse sensitivity: if you move the slider to the right, the mouse will react more sensitively to the movements of your hand. Just try out which settings suit you best. If you have little practice, you will find it more difficult to click on buttons and other objects with a sensitive mouse.

Mouse speed: you can move the camera or change the area visible on your monitor by moving the mouse to the edge of the screen. Here you can regulate the speed of these camera pans using mouse movement. Moving the slider further to the right increases the tempo.

Keyboard speed: you can move the camera or change the area visible on your monitor by moving the arrow keys on your keyboard. Here you can regulate the speed of these camera pans via the keyboard. Moving the slider further to the right increases the tempo.

Type (of graphics interface): you can specify the graphics interface here. Three options are available: *Standard*, *RTS Wood* and *RPG Crystal*.

Standard means: in campaign mode and in skirmish mode the wood interface is automatically used, and the crystal interface is used in role-playing mode. If you prefer one of these user interfaces to the other, you can set this, by selecting RTS Wood or RPG Crystal as the default. Click on the arrow on the right page, and open the list, where you can make your selection. Proceed in the same way if you want to modify this selection. The changes will only take effect after you have clicked on OK.

Reverse mouse: the assignment of a two-button mouse can be swapped for left-handers. Click on the arrow on the right page, and open the list, where you can make your selection. Proceed in the same way if you want to modify this selection.

Mouse commands mode: with this option you can reverse the game controls for a two button mouse which are assigned by default for character actions, to the “*left button*”. This means that the game figure carries out your commands on “*left and right buttons*”.



Show tooltips: Enabled by default. This refers to the information you receive in a pop-up window, and which opens in the game as soon as you move over an object with the mouse. You can switch this function off by clicking on the arrow on the right page and making the corresponding selection in the list.

Auto zoom: by default, this option is set to “*on*”, and should help you to control the camera. If you want to have complete control of the camera, then

switch the automatic zoom to “*off*”.

Reduce mouse lag: this option describes the behavior of the mouse cursor, and by default is set to “*No*”. If your mouse controls seem sluggish and delayed, you should change this option to “*Yes*”. Then the mouse will react much quicker and more precisely to your movements.

Show dialog boxes: the speech bubbles of the characters in dialogues, assuming you have installed voice output, are switched “*Off*”. Spoken text is not shown on the screen. But if the loudspeakers are switched off - because the neighbors have complained, for example, - and you still want to follow what's going on in the KnightShift story, set this option to “*On*”. Then the spoken text will also be shown on the screen, inside a speech bubble.

Show the unit list: this option refers to the small portraits of your characters on the left-hand side of the screen. It is enabled by default. Click on the arrow on the right page and you can specify if you want the portraits to be shown.

Autosaving on network: if this option is set to “*Yes*”, automatic saving is activated in a network game. Depending on the time interval you specified under “*Autosave backup*”, KnightShift will save the network game at an interval of between one and twenty minutes.

NOTE: in this function, it is the host setting, and not the client setting, which is relevant. This is because this operation is performed by the host computer.

Autosave backup every 5 min.: this option is set by default to every five minutes. This means that KnightShift will save the game every 5 minutes. You can increase or decrease this interval by moving the slider to the right or left while holding the mouse button down.

Game speed: this option is only available once you have started a game. Using the slider, you can then adjust the game to the speed that you want.

Click on **“OK”** to save your changes. If you click on the **“Default”** button, you will return to the standard settings.

SOUND (sub-item of the options menu)

In the **“Sound”** menu you can set the overall volume, or the individual sound sources separately, using the slider.

“Music” volume, **“Sound FX”**, **“Unit speeches”**, **“Dialogs”** with important game figures and **“Environment”** can all be individually regulated. If you are a nature lover, for example, then turn up the sound for surroundings, and your neighbors will think you have a duck pond inside your house.



In the **“Soundtrack”** drop-down menu you can also select different variations. **“Off”**, **“Default”**, **“RTS Mix”** (friendly and playful music) and **“RPG Mix”** (mystic and sensuous music) are available here. The **“Default”** setting

merges the RTS and RPG mix, depending on which game mode is selected.

The **“Swap Channels”** option refers to the stereo channels of your loudspeakers. You can switch the output intended for the left loudspeaker to the right, and vice versa. If your speakers are properly connected to the sound card, switch this option to **“Off”**.

Click on **“OK”** to save your changes. If you click on the **“Default”** button, you will return to the default settings.

VIDEO

sub-item of the Options menu

Here you can make various optical fine-tuning settings. As a rule, the following applies: if your system only just fulfils the minimum requirements, you should keep the fine-tuning settings as low as possible, to ensure that the speed of the game is not unduly influenced. The recommended system requirements enable a higher level of fine-tuning.

With the “**Resolution**” option you can alter the resolution in the game. KnightShift can run in the maximum 4:3 ratio resolution that your video card and monitor will support. If you change the resolution during the game, KnightShift must be restarted. This might take a few moments. So, please be patient!

“**Texture Quality**” allows you a choice of “**Low**” and “**High**”. If your system is quite powerful, it's best to leave the texture quality on high to have a better picture quality in the game.

The same things apply for “**Graphic details**”. The settings for this are “**Low**”, “**Medium**” and “**High**”, and should also be chosen according to the performance of your system.

The “**Shadows**” list field contains two options, which are simply “**on**” and “**off**”.

The quality of the “**Effects**” displayed can also be set in the same way. The selection options are: “**Low**”, “**Medium**” or “**High**”, depending on your system.

In additional lists you can switch “**Rain / Snow**” or “**Water foam**” on or off. Of course, the options you have enabled increase the atmosphere of the game a lot, but even on older systems, you can find a good compromise for KnightShift - just try things out!



Light in tunnels: if you like it to be really gloomy in the tunnels, you can dim down the lighting using the slider. If you do not want to meet monsters in the dark, brighten up the cave lighting again.

With “**OK**” you accept the changes. If you click on the “**Default**” button you will return to the default settings.

KEYBOARD

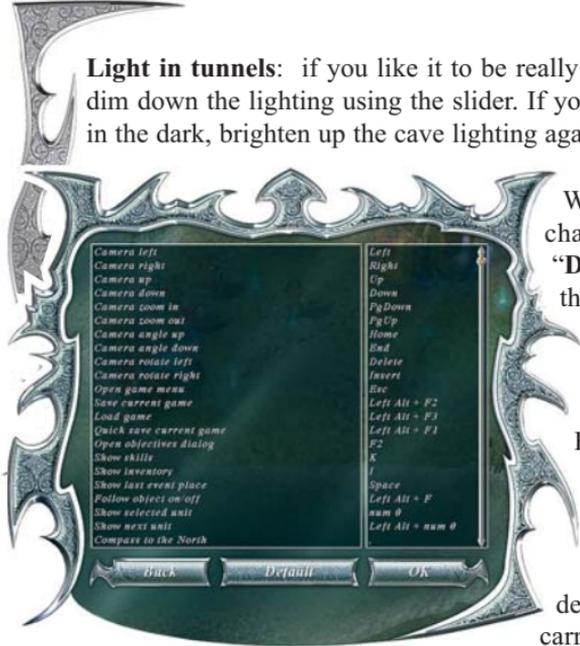
Sub-item of the Option menu

Here you can access the list of keyboard shortcuts or hotkeys; because in KnightShift you can do nearly everything using the keyboard. The left panel describes the function, which is carried out when you apply the

keyboard command shown in the right panel. For example, the function “Camera right” is operated by the keyboard shortcut “Right arrow”.

You can change the keyboard commands by double-clicking what you want to change in the list on the right, and then enter your preferred (new) keyboard command for that function. Remember, though, that this keyboard shortcut may already be in use. Then that keyboard shortcut would be deleted from the list where it was allocated by default. If you want a new shortcut for this function, then you have to enter a new definition.

With “**OK**” you accept the changes. By clicking on the “**Default**” button you return to the standard pre-settings



GAME CONTROL

Before we move on to **Gameplay**, we will first take a look at the game control. If you are an experienced player and want to learn the controls intuitively, you can go straight to the Gameplay chapter.

We will now explain the controls using the “RPG Crystal” user interface. You can switch between the two available interface layouts, wood and crystal, via the buttons Options - Interface -Type.



The user interface consists of several parts, which will be described here.

- A: The main screen
- B: The upper menu bar- at the top left of the screen
- C: Compass - at the top right of the screen
- D: Unit list
- E: Minimap - at the bottom left of the screen
- F: Control bar for characters and buildings
- G: Building menu
- H: Milk churn
- I: Mouse cursor

A: THE MAIN SCREEN

This is where all the action takes place.

Controlling Characters

At the beginning of the first campaign you only need to control the prince. Characters are controlled by clicking on them for marking and then clicking on the place they should walk to.

When the character is selected a bar appears over his head and a green ring around his feet as confirmation that he has been selected.

The bar is a visual representation of the character's state of health. Is the bar green, then he is bursting with energy and health. When it is yellow he is tired or wounded, when it is red, the situation is critical.

During the game the hero will be joined by other playable characters. To mark these hold the mouse button down and pull a frame around them. Each figure within the frame is selected.

Grouping units

To avoid having to move each figure individually, you can join several figures into one group. Highlight the units you require and then press the key combination 'Shift' and '1' to assign the figures to group 1. Other groups can be formed in the same way. You can assemble up to 10 groups.

If you click on several different figures while holding the 'Shift' key down, you will add one figure after another to the group. If you have already selected a group, the newly selected figures will join the existing group.

By clicking several times on various figures with the 'Shift' key pressed you can add one character after the other to the same group. If a group is pre-selected, the newcomers will be added to that group. If you click on the figure in the selected group while holding down the 'Alt' key, you can remove individual characters from the group. Clicking with the 'Control + mouse button' combination in the main window deselects the group. Depending on which figures are in the group, a corresponding icon is displayed above the control bar.

The symbols shown below represent the different grouping possibilities:



Group including the Hero.



Group with Woodbutchers and Warriors.



The general group symbol.



Group consisting of only magical characters



Group consisting of archers and spearmen



Group consisting of cowherds and mothers in law



Group consisting only of animals



Group consisting of mixed characters



Group with building

Icons are numbered sequentially and show who is in the group and how many members it has. One click on the icon selects the group; a double click turns the camera onto the group.

A 'Control + mouse button' on the main screen reverses the selection. Group management and time are important factors in the campaign and skirmish modes. You will save a lot of time if you can select groups you put together earlier, with just one click. These can be mixed groups or groups of single professions, with or without the Hero.

If you have assembled a group, a number will appear beneath the green bar for members of this group. This number refers to the sequential number of a predefined group. If you have just selected group two, for example, old characters in this group will walk around with a 2 beneath their green bar.

Fighting

In all game modes, you fight opponents by moving the mouse cursor  over them. The mouse cursor turns into a fist. Assuming you have not changed the controls, the selected character will automatically attack when you press the mouse button, but only if he has a weapon in his hand. Your characters don't listen to just anyone, without thinking.

So if you have sent someone into battle unarmed, then he will just try and run away. You should bear this in mind especially when you are selling your current weapon - then your character can no longer defend himself and always runs away. So give your character a new weapon, otherwise, you have no chance of surviving in the KnightShift world.

Selected characters and groups will also fight if you click on the "Attack" control button.

Waypoints

You are able to record several commands and have them carried out all at once. Choose one or more characters and then press the 'R' key on your keyboard. You can now assign a number of targets by clicking on these targets as normal. Your selected figures will remain where they are so long as you do not start running this command list. To run the command list, press the 'X' key on your keyboard and you see the individual orders being carried out, one after another.

You can also include combined commands in the list, for example by getting the archers to wear camouflage whenever they move across certain areas. The more figures there are bumbling around your screen, the more you will learn to appreciate these functions. They allow your characters to do useful things for a while, while you can be busy doing other things.

The Pause Mode

You can stop a single-player match at any time. Just press 'F16' or '/' on the numerical keypad, and KnightShift will stop, until you press the key again. During this time the text "Pause Mode" is displayed at the top of the screen.

Controls for Buildings

Controlling buildings is very similar to controlling characters. Click on the building you want to select. If you double click on a building, the mouse turns into a "Flag". You can place this flag wherever you want. All characters that now leave this building will walk automatically to this location.

Influence (icons)

During the course of the game you will often see game figures carrying glowing icons above their heads. This is a sign that this character is under the influence of another figure. But this is only the case if the character doing the influencing is in the direct vicinity. The qualities of the figure influenced will then also change.

The following characters can be influenced by other ones:

 Cows can be influenced by cowherds: if a cowherd stands close to cows they will graze twice as fast. These cows are then marked with a glowing, green chewing bar.

 Woodbutchers can be influenced by mothers in law. If a mother-in-law stands close to woodbutchers, then they will work twice as fast, which can be seen from the green hammer which lights up above their heads.

 Knights can influence all fighting units: warriors, spearmen, woodbutchers and archers. Their strength and morale increases, depending on the type of character. The corresponding icon looks like this.

Witches and priests have an influence on the regeneration of the state of health of injured characters. In their presence, all injured game figures get better at twice the speed. In the RPG part of the game, witches, priests and wizards have another influence on the characters in their environment: these get an additional protective shield around them.

TIP: if you need to get better quickly and there is no healing place close by, lay down your figure to sleep next to a witch or a priest. This will make your game figure get better 10 times as quickly. Why ten times as fast, you may well ask? A bit of maths: a sleeping figure recuperates 5x faster, and in the presence of a witch or a priest, twice as fast again, that is, $5 \times 2 = 10$ times.

The camera

Usually you look down at the world of KnightShift from a position slightly above it. This perspective of the game world can be changed at any time, thanks to the variable “Smoothzoom[®]”. Two-button mouse users may simply hold both mouse buttons down at the same time and move the mouse forwards to zoom in, and backwards to zoom out. If you have a wheel mouse, you can also zoom in and out by moving the wheel. The keyboard short cuts are:

Zoom out: ‘Page Up’ Zoom in: ‘Page Down’

To turn the camera horizontally, move the mouse to the right or left while holding down ‘Control + mouse button’.

Turn right: ‘Delete’ Turn left: ‘Help’

You can also control the camera from the keyboard. You can tilt the camera as well, of course. To do this, move the mouse up or down while holding the right mouse button pressed. There are also shortcuts available for this action.

Turn vertically: ‘Home’ Turn horizontally: ‘End’

Turn vertically and horizontally requires ‘AutZoom’ to be disabled in the Interface menu.

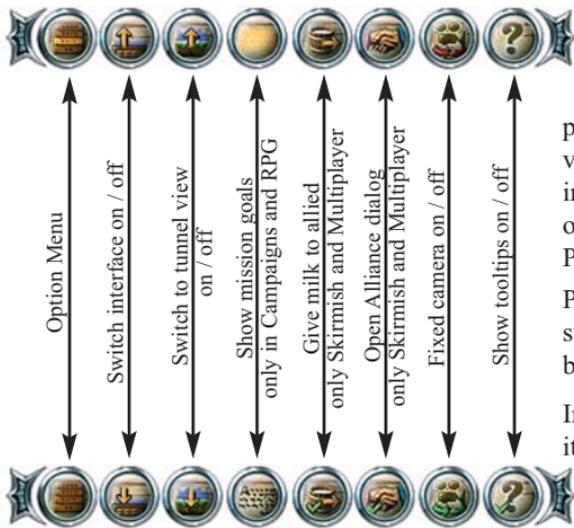
While you are performing such actions, the mouse cursor will change. Just try it out. But please, don't exaggerate. You are not here as a tourist or to admire the flowers in the meadow! You've got more important things to do!

You can scroll the camera if you move the mouse to the edge of the screen. Inexperienced players sometimes find scrolling with the mouse quite awkward. You might just forget about it, and leave your mouse cursor lying on the edge of the screen. Then KS will take off on a free flight through the wonderful landscapes of the game world, but you will lose sight of your game figures somewhat. In this case, just press ‘0’ on the numerical keypad, and the camera will focus back again onto your figure.

Camera scrolling can be prevented if you change to the pursuit mode. To do this, press the key combination ‘Alt’ + ‘F’. If you do this, your character is always at the centre of events, and the camera never lets it out of its sight. The so-called “Follow-Up-Mode” can be very useful if you want to select a distant destination for your figure. The figure will find its way past any obstacles, and will not disappear so easily from sight.

B: THE UPPER MENU BAR

On the menu bar at the top left of the screen you can select the most common options by mouse click during the game. The symbols in the bar change depending on whether you are playing in Single player or Multiplayer Mode. For these options there are also hot keys.



For some options you can also use Shortcuts e.g.:

press the 'Esc' key to view the options the interface can be switched on and off with the 'Alt + P' key combination

Press the Tab key to switch to tunnel view and back

In the Option menu, sub-item keyboard, you will find a complete list with all keyboard shortcuts.

C: COMPASS



In the top right-hand corner of the screen you will find the compass, which always shows in which direction you are looking. It can be very useful in combination with the map. If you press the 'full stop' (period) key on the numeric keyboard, this resets the compass to the North.

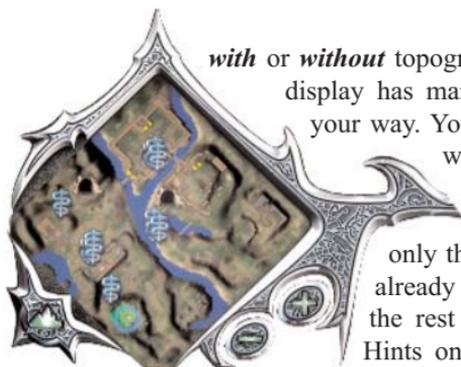
D: UNIT LIST



The unit list on the left edge of the screen shows you to see all controllable characters at the same time. The portrait bar can also be switched off, via the interface button in the options menu. If another character joins your main character, its portrait will be shown at the left edge of the screen. But beware! In the RPG mode these characters are only available some of the time, because they have other things to do. An hourglass icon next to the portrait shows for how much longer the character is available.

E: MINIMAP

At the bottom left of the screen there is a small map. It is there to help you find your way better in the KnightShift. By clicking on the "Plus" or "Minus" signs next to the map, you can enlarge or reduce in size the scale of the map in which the camera is currently located. If you press the '\ (forward slash) key or click on the mountain icon to the left of the map, you can switch between two different map displays:



with or *without* topographical features. The topographical display has many advantages in helping you find your way. You can distinguish between land and

water, and also recognize bridges and impassable obstacles, such as mountain ranges. In EMAP display,

only those sections are visible which have already been visited by your characters, and the rest of the map is added in gradually.

Hints on the direction you should take are given to you during the game by compass details. Here you should match the movement of your figures on the map to the compass at the top right edge of the screen. Flashing elements on the map also point to very promising destinations. To be able to read the map better, we have included a small key below:

 Green flashing circle -Your destination	 Curved Arrows - Conversion Place	 Pink Star - New Magical Object
 Red flashing circle - Kill Enemies	 Cave Entrance	 Trident-Symbol - Tele-porter
 Lilac flashing circle - Task waiting	 Blue flashing circle -Present location	 Orange Square - Goal Main Quest
 Staff of Aesculapius - Healing Place	 Small Skull - Magical Trap	 Pink Square -Kill Enemies- Main Quest
 Purse - A Shop	 Yellow Star - New Object	 Lilac Square -Quest Giver-Main Quest

F: CHARACTER/BUILDING CONTROL BAR

The control bar shown below for your characters and buildings takes up the main part of the user interface. It is placed in the middle of the lower edge of

the screen. If you have only selected one



figure

or building, its image will be shown on the bottom left. To the right of this are various buttons for the commands, which you can give to the relevant

figure/building. Depending on the characters and their level of experience, the number of commands, which you can give, may alter. If you have selected several figures, they will no longer be shown individually in the control bar. This means that in the control bar, when more than one character is selected, all the commands relevant to those figures are shown.

G: BUILDING MENU

There are four tabs in the building menu.

1. Basic characters
2. Advanced characters
3. Main structures
4. Other structures

Basic characters: these include cows, cowherds, woodbutchers, archers, warriors and spearmen. They can all be ordered quite cheaply.

Advanced characters: these include magic characters and those figures which have a certain “influence” on basic characters.

Main structures are the cowshed, the wooden hut, the barracks, the sorcerer's tower, the temple and the court.

Other structures: these include roads, bridges, drawbridges, stockades, watchtowers and gates.

A certain amount of milk is necessary to create each unit and each building. Milk? Yes, milk, because in KnightShift in the campaigns, this white gold is the only resource. To create the desired character, click with the mouse button on the corresponding portrait. If portraits of individual figures or buildings are “greyed out” and the figure “0” is shown to the bottom right, this could be for one of the following reasons: you don't have enough milk to obtain the relevant figure or building or you don't have any woodbutchers. This character is absolutely essential if you want to construct buildings.

Because each building can only manage a limited number of units, you may not have enough space in the existing buildings, and will have to build new ones.

As soon as you have rectified this situation, the gray pictograms turn into coloured icons, and you can get started. The number at the bottom right in each of the pictograms tells you the maximum number of figures or buildings which you are allowed to create. The number of cowsheds is limited to 4, for example. Since each cowshed can each hold a maximum of 3 cows or 3 cowherds, or a combination of these, you will only be able to possess a maximum of 12 cows. Wait a minute, there is a way of getting 13. If you have a cowherd you can take over cows of your opponents.

If you want to call up information on units or buildings, just move the mouse cursor over the corresponding icon. A speech bubble will then give you details. If you hold the mouse cursor for longer than two seconds over a pictogram, a more extensive pop-up will appear, giving you even more details on buildings and units.



NOTE: village buildings can only be erected next to roads, and bridges only over rivers. Only the cowshed can be built on grass. To build defensive towers and gates, you must first construct other buildings, since these would otherwise be left unguarded. Defensive towers can be guarded by archers, spearmen and magical characters. To create these, various buildings are required.

If you want to erect a building, place it on the side of a road (exception: cowshed). If you have not yet positioned the building permanently, you can change the direction of the entrance faces using the 'Enter' key on the numerical keypad. If a woodbutcher is near, he will automatically set off to work. If he is too far away you must give him an explicit command. To

 do this, first click on the woodbutcher and then on the building. The mouse cursor automatically turns into a small hammer.

H: MILK CHURN

The milk churn is on the bottom right of the screen. It tells you how much you have of this valuable resource. If you pass over it with the mouse, a speech bubble informs you of the exact amount. The total capacity of the milk churn is 100 liters per cowshed. If you have four cowsheds, that gives a total of 400 liters of milk. As soon as you have reached this level you can no longer milk your cows. However, if you have only 395 liters of milk, the next cow will still be completely milked. It could happen that you will get 400+ liters of milk in the churn. Not only combat figures can gain from experience, the productivity of the cows also increases with experience points. They graze faster, get bigger udders and give more milk.



I: MOUSE CURSOR

The mouse cursor is absolutely essential in every game. Without it you cannot control the game. The standard mouse cursor is a hand. As soon as you give a character a command, however, the mouse cursor changes accordingl3

-  Default cursor "Move"
-  Attack
-  Cast "Paralyze" spell
-  Go to merchant
-  Go to mercenary
-  Cast "Absorb life" spell
-  Cast "Craze" spell
-  Set magical trap

-  Cast "Firewall" spell
-  Cast "Raven Scout"
-  Cast "Storm" spell
-  Cast "Summon Ghost"
-  Cast "Magic Animal"
-  Abort action
-  Leave tower
-  Set trap

-  Move to cowshed
-  Go to graze
-  Build / Repair
-  Build a bridge
-  Build stockades
-  Build a road
-  Overtake buildings

and some more ...



LEVEL OF DIFFICULTY

Even before you set out on the first campaign or on the first chapter, you have a chance to adjust the level of difficulty you require. “*Easy*”, “*Medium*” and “*Hard*” resp. “*Novice*”, “*Optermistic fighting hero*” and “*Gallant Veteran*” are the options available to you. You should think hard about which choice you make, because you cannot change the level of difficulty during a map. If you have fought your way successfully through the first campaign/chapter, then you can again adjust the level of difficulty to your ability. If “*Medium*” was too difficult for you, you can switch to “*Easy*”, or - if “*Medium*” was too easy, you can switch to “*Hard*”. Confirm your selection in each case by clicking on “**OK**” to start the campaign/chapter you want. But bear this in mind: Campaign 2 or Chapter 2 is only available once you have completed Campaign 1 or Chapter 1, and Campaign 3 / Chapter 3, only when you have completed Campaign 2 / Chapter 2.

COMBAT

Now you have had enough time in the preceding pages to become familiar with the game controls, it is now time to fight.

Close combat: methods of close combat include biting, fighting with bare hands, as well as blows performed with swords, clubs and axes. The Prince, Knights and Barbarians are both characters who specialize in close combat, which does not mean they cannot use a throwing knife. How good a close combat character is when using long-range weapons ultimately depends on you yourself.

Long-range fighting: Archers, the Amazon Mage, the Priestess, Spearmen, Witches and Sorcerers are characters that you should fight from a safe distance. At the beginning of the game, when your characters are still fairly weak, it is recommended that you keep out of the way of the opponent, and try and beat him from a distance. Towers are good tactics for this. Your characters can climb up towers and from there send the enemy packing.

On the subject of towers: there are a number of different models and variations of these in KnightShift: stone towers and wooden towers. The wooden versions can and will be attacked by your enemies. But for towers made of stone, things are different: they cannot be destroyed, and for this reason your opponents will not bother attacking them. If the player gains fighting experience, his opponents will adjust to the player's reactions - and also improve. Right from the start, the creatures controlled by artificial intelligence do not always display the same behavior. For example, an injured wolf may beat a retreat, but could also continue attacking, or it might first run away, only to come back later.

Your opponents will work out different tactics. They will send out one of their own men, for example, to wait for you behind the next rocks. Remember that the weapons your character uses always take into account their ballistic flight. It may often happen that you throw a fireball on your opponent, but it misses, because the enemy has moved away.

Just one more thing: do not think that just because you have beaten all the enemies in an area, you are safe; otherwise you might get a nasty surprise... On your way back to the village, through the wood that you have cleared of wolves and bears, there might be dark figures from the underworld waiting for you. Usually they will approach you in packs. In this case he should take the following tips to heart:

TIP1: it may happen that a number of enemies, accompanied by their leader, approach you. In such a case you should be especially well armored. The presence of the leader of the pack has the effect that all his subjects close by him fight more toughly and are more motivated than usual. You can tell whether a leader is present from the influence icon above the opponents' heads. Please listen to the following advice, as it could help you in a case like this: Three ways of defeating these creatures:

Variation 1: Eliminate the leader first, then all the others. This is usually very difficult, since he is well guarded, or

Variation 2: Entice individual opponents away from their leader, so that they are no longer in his range of influence. Then you will have an easier time.

Variation 3: If you have traps in your inventory, you can place these underground and get the enemy to "fall into them". But you should only consider this if the enemy has to walk over a bridge or a narrow path to follow you. Otherwise they will see the trap and walk around it. Your character can walk through traps he has laid himself without harm. Unused traps can be collected again - even in KnightShift's RPG part you have to look after your money, and traps are pretty expensive.

TIP2: Cowardly creatures are also running around in the KnightShift world: these include dark priests and magicians, as well as horrible violet colored witches. These belong to the species of commanders. These evil monsters do not protect their animals out of the goodness of their hearts, but purely for selfish reasons. They gather wild animals around them, or command a walking army of bones, and provide them with an energy protection shield, which makes them almost unassailable. Under the charge of Queen Syff, these creatures are intended to stop you in your mission to rescue Gallus. You should avoid these opponents if you can. If you do come across these creatures, however, the same strategies apply in this case as above: first kill the leader, or entice your opponents from his area of influence, and then eliminate them.

AUTOMATIC WEAPON SELECTION (only RPG-Mode)

So that you will always have the right weapon available for every type of opponent, it is essential that you enable the “Automatic weapon selection” by clicking on the corresponding button in the control bar. When this function is enabled, every time you fight, the program automatically selects the weapon with which the chosen opponents can be dispatched as quickly as possible. Because some creatures are only receptive to certain types of damage, you would otherwise have to permanently keep changing your weapon, using the “Next weapon” key in the control bar. Changing your weapon manually can sometimes be quite chaotic, especially in stress situations, since you never quite know which weapon (or which type of damage) your character is currently using, and whether he will hurt the opponent he is fighting as much as he really could. Before this “Automatic Weapon Selection” can function however, you must first click on the monster attacking you, with an Attack command! Otherwise the automatic weapon selection cannot calculate the most effective weapon, or select it automatically. If your character runs into a horde of opponents, for example, and only defends himself, without starting direct attacks on individual opponents, he will always only be using the weapon he is currently holding.

POISON

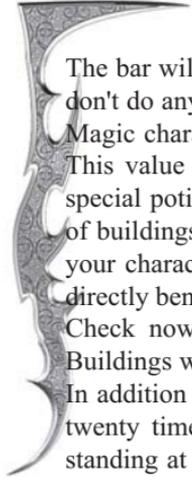
Several opponents carry green clubs or swords and shoot at you with green arrows. You should also be very wary of them. If you are hit by a green arrow  or sword blow, then you are poisoned. You can see this by the green skull icon above your character's head.

A character in higher levels will probably survive such a poison attack, but if your character's experience level is still in its infancy, then you should take action immediately if you are hit by one of these. Either you take a healing potion  (only in RPG-Mode) immediately, or you set off right away to a healing place, and remain there until the poison loses its effect.

Attention: If you are poisoned, magic mushrooms will not necessarily help you. At the most, all they can do is to delay the effect of the poison until you have found a healing place. More information on this can be found in the Healing chapter. Remember: the poisoning effect of individual weapons is not identical. With some, the effect is mostly harmless, but others may bring serious consequences with them.

STATE OF HEALTH AND MANA

In combat, it is recommended that you keep an eye on a character's state of health. This is indicated by the green bar above the character, and also beneath its portrait in the control bar.



The bar will turn yellow, and if it turns red, things are getting critical. If you don't do anything, you will lose your character (see the **Healing chapter**).

Magic characters have an additional blue bar indicating their magic powers. This value can also be negatively influenced. It can be recovered through special potions, magic objects and at holy places. By the way, the condition of buildings is also indicated by a green bar. If, for example, you get one of your characters to climb a tower, the green bar for the building will appear directly beneath that of your character. So don't start feeling too safe up there! Check now and again if the building might be in danger of collapsing. Buildings which are represented by a green bar can be destroyed.

In addition there are magic places where your injured heroes can recuperate twenty times faster than normal. If your character is attacked while it is standing at one of these magic places, it will fight first, and worry about its health later, if it's not already too late for that. Look out for the blue glowing mushrooms which grow alongside some paths and hidden places. These are magic mushrooms. If a weakened figure eats a mushroom, it will recover immediately. Some of these mushrooms will grow again. After you have fought a battle, you would do well to remember where it was that you last saw those healing mushrooms.

CONVERSIONS

For some tasks you require a specific character, a cow or a giant, for example. What do you do if you don't happen to have a giant with you? No problem. Just as chance would have it, there are a number of places in the KnightShift world - magic places of conversion, which can help you to transform one of your characters into the character you need. An incredibly practical affair. Your character stands on the magic place, and "Puff!!" you will obtain one of the following characters: a cow, a wolf, a bear, a woodbutcher or a giant.

But a conversion like this is a very strenuous affair for your character. If he has a health state of HP 50% or less, he won't survive this action, and the conversion will not take place. So you should never choose a character who is not feeling too well. But you shouldn't send your second best man to such a place either, because during the conversion his amour, and the level he has reached, are irretrievably lost. Try and find a healthy but inexperienced character for special missions like this.

HEALING

In both modes of KnightShift, characters can recover on their own while they are just sitting around, doing nothing. If you do not have the patience to wait this long and to watch your people lazing around, then you can put your characters to sleep. Click in the control bar on the button with the sleep icon. While your fighter is dreaming about rescuing a noble lady from the claws of bloodthirsty dragons, he regenerates five times faster than when he is lazing around. But if opponents or wild animals are lingering in the area, even the prospect of sweet dreams will not lure your character into going to sleep. In RPG-mode you can choose other, more modern, means of regenerating than just sleeping. For example, healing potions. Because magic characters fundamentally do not have as many HP's as for example barbarians or knights, they can use more sophisticated methods to recuperate, such as using healing potions. Since applying healing potions also takes up a great amount of strength, namely Mana, the player must decide in each case which is more important, Mana or HP. Additionally, there are magical places where your injured hero can recuperate twenty times faster than normal.

If your character is attacked while it is standing at one of these magic places, it will fight first, and worry about its health later, if it is not already too late for that. Look out for the blue glowing mushrooms, which grow alongside some paths and hidden places. These are magic mushrooms. If a weakened figure eats a mushroom, 150 life points are restored. Some of these mushrooms will grow again. After you have fought a battle, you would do well to remember where it was that you last saw those healing mushrooms.

The characters in the RPG-mode belong to the species of mushroom gatherers. All mushrooms, just like other objects, are first stored in the inventory. You can access a mushroom by clicking on the mushroom icon in the control bar, and pressing the 'P' key. In RPG mode you can buy healing potions from merchants, or take them off defeated opponents. They come in all sizes and variations.

DUNGEONS, CAVES and TUNNELS

You will sometimes find yourself in an underground realm, where the most awful monsters hang around, a fact that you learnt as a child when you had to go and fetch carrots from the cellar. In these labyrinths and dungeons, you will be confronted with complex tasks and hidden traps. Danger lurks everywhere in the dark. Just take care! If you come across such an entrance in the beautiful landscapes of KnightShift, you can go send your character in and change to tunnel view by hitting the 'tab' key on your keyboard, or via the corresponding button  at the top of the screen. When you leave the dungeon, press the 'tab' key again to change the camera view to Above Ground. But, whether you do get out again is another matter entirely. Beware!

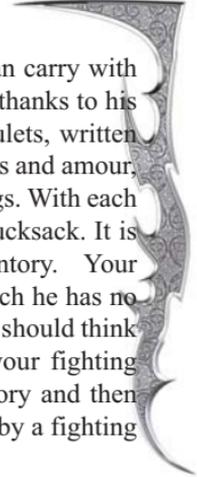
INVENTORY

(RPG only)

Healing mushrooms, magic crystals and similar things can be found as you go along, by the side of paths or in the woods. In contrast to the campaigns, all the objects your character picks up are transferred to the

inventory. Look out for gold pieces or other objects, which are sometimes left behind by opponents. Weapons and armour are often hidden in boxes and barrels. In addition, you will sometimes be given presents by the inhabitants, as an expression of their gratitude. Another way of filling up your rucksack is to visit one of the many merchants.





Each character has his own inventory. How many objects he can carry with him depends on the weight that he can carry. The barbarian can, thanks to his stature, carry huge amounts of stuff around. Luckily magic amulets, written scrolls and similar things are by nature much lighter than weapons and armour, which is why the Amazon and the Priestess have much lighter bags. With each level you move up, the more you can get into your character's rucksack. It is sometimes worth closely checking the contents of your inventory. Your character might be dragging something around with him for which he has no use. In this case the object in the inventory is outlined in red. You should think about selling the object to a merchant or giving it to one of your fighting friends. The latter is done by selecting the object in the inventory and then clicking on the put down icon. The object can then be picked up by a fighting companion.

Some objects in the inventory can only be used later on, when you have proved worthy of possessing them, and have reached a certain level of experience or level of magic powers. These objects are marked in red. It may be the case that you find an object, which does not match the class of your character. These are also marked in red. This means that you cannot use the object. But you can still keep it in the inventory and sell it to a merchant for gold, or pass it on to a comrade-in-arms (in Multiplayer mode).

Newly arrived objects are shown in the inventory on a slightly flashing background (e.g. the red amulet). The matching icon flashes in the control bar to draw your attention to it. If you pick up an object for the first time, which can be carried by your type of character, the figure will pick it up immediately. Let us assume you are playing a spearman. Basically, the spearman may wear a helmet. As soon as you find your first helmet, or buy one, your character will put it on straightaway. During the game you will find other objects of this type. Which one you want to use depends on you, and they must be selected manually from the inventory. Since each object has its own particular features and values, it is left up to you which object or which equipment you want to use in specific situations.

The inventory can be called up by clicking on the corresponding icon in the control bar, or by pressing the 'I' key. At the top left the name of your character is shown, and the weight, or the total allowed weight (87/211) is shown on the right. In the middle, right next to the character, the objects are shown which are currently being carried. You can swap these by double-clicking on another object.

The buttons in the inventory window:

Use: to use another object from your inventory, highlight the object and then click on the "Use" button.

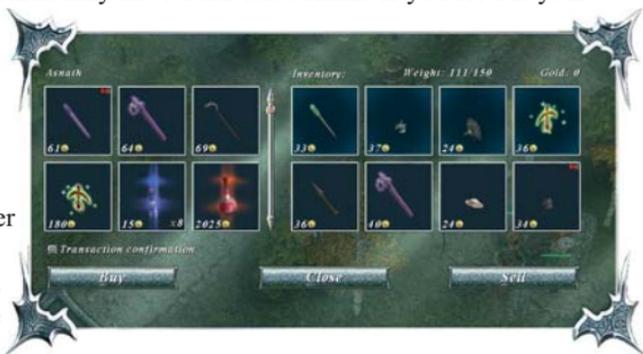
Put down: to put down an object, highlight the object and then click on the “Drop” button. This especially makes sense when your character is overloaded. If the total allowed weight, shown at the top right of the inventory list, is exceeded, then your character will move across the screen accordingly slowly, so do not forget to sort out the inventory now and again.

Close: Clicking this button closes the inventory window.

BUYING AND SELLING



The standard currency in RPG mode is gold. So do not bother trying to smuggle in your milk supplies from the campaign mode. You will not get peanuts for them here, and with 100 bags of milk in your inventory; you would have already exceeded the maximum weight amount. You will find gold by beating opponents and collecting gold coins, which may have been left behind. If you let out your pent-up aggression on objects and buildings, this uncultivated behavior is often rewarded by the discovery of large amounts of gold, or other objects. You will recognize a merchant by the purse icon above his head. If you go up



to him, the trade screen will open. On the left you will see the goods offered, and on the right, the contents of your rucksack. But be careful - the merchants are cutthroat operators. Some will offer more than others for the same goods. And it also depends on which character you use to go shopping. Some heroes are better at bargaining than others. But you should not sell large and valuable healing potions without thinking. You might do better to go looking for mushrooms, and sell those instead. By the way, not every merchant offers the same goods: some have specialized in magic weapons or close combat weapons. You should compare all the offers and prices. You will usually be able to buy magic objects more cheaply from magic merchants, and the same applies for weapons of other kinds. And remember: things here are just like in real life. The moment you have bought an object, it loses value. For something you have just paid huge amounts for, you will be offered only a fraction of that, just a few moments later! Sometimes on your way you will find “Unknown potions” which have strange effects. As a rule, merchants will offer little for such dubious goods. In such a case you can buy them, or simply try them out yourself. But save the game before you do this!

CHANGING THE ENVIRONMENT

You can have an influence on the KnightShift game world in many ways. You open gates by searching for hidden switches and then operating them. Some objects and buildings can be “more closely inspected” by you if you raze them to the ground, for example. That's right, smash everything down that we have gone to so much trouble to create for you. Live out your most basic instincts. It might even sometimes be worthwhile. Sometimes you even need to flatten trees or fences. It is quite possible that certain objects are hidden either behind fences or deep in the woods behind trees and thickets. How you can still come across these objects is revealed to you in the strategies chapter.

UNIQUE OBJECTS

When you have been playing the role-playing mode in KnightShift for a while, your character might find unusual objects, either as a reward for a task he has solved, or hidden in barrels or chests. These may be shields, amour, special spears, axes, swords, helmets or clubs, which are all distinguished by special features, or a combination of special features. Especially in multiplayer, it is recommended that you pay close attention to the so-called “Unique Objects”. Various opponents will also be after such objects, of course, and will stop at nothing to get them. There are hundreds of these objects, and you will probably never find all of them. Unique objects glow in a golden color, and when they have been picked up you can recognize them by the small star icon in your inventory, at the top right of the corresponding pictogram. ✨

STRATEGIES

In RPG mode you can get down to working out your own strategies. These should be dependent on which characteristics of your figure have been strengthened and which ones are less developed. If your character is an Amazon Mage, for example, it is basically a good idea to build up your magic, the “Magic Mirror”. In this way you can trick your opponent, and if your mirror image should be killed in a fight, that is not too bad, because you can conjure up a new mirror image at any time - provided you have enough mana. By these means, your real character lives much less dangerously and can fight from a distance. But remember: You may only have one mirror image at the same time. The mirror image will always have the weapon that your real Amazon Mage has at the time that this magic is applied.

NOTE: During the role-playing modes, it is possible that some objects are surrounded by fences or lie very deep in the woods. In order to reach these objects, you must first clear a path to them. Just click in the control bar on the “Attack” icon or press the “A” key, and then click on e.g. the tree. Your character will then attack the tree and fell it.

Select a building from the construction window, either one of the dwellings or one from the defensive structures. Then move the mouse cursor into the main screen and move it over the landscape and you will see the building either in green or red behind your cursor.

When it is green, you may place the building in that position. If it is red, then that piece of land is unsuitable for various reasons. You can turn the building with the 'Enter' key on your numerical keypad. When you are happy with the position of the building, then left click on the position. Should you decide not to build, then right click anywhere in the main screen.

Roads are laid automatically after the order has been given to build. For buildings, stockades, bridges etc click on a woodbutcher and the on the pile of building material lying around somewhere. Several woodbutchers build faster than one.

TIP:

Send a mother in law to the building site; she gives the lads the drive to work a little harder and faster. This is especially useful when building temples, wizard's towers and the knight's court.

DESCRIPTION

Cowshed

This is the basic building in KnightShift - it is where cows and cowherds live. One building can accommodate three cows or three cowherds or a combination of them. Cows are milked in the cowshed. The cowshed can be placed only on a meadow. This building is the base for the construction of other buildings e.g. huts.



You can have maximum four cowsheds. Each cowshed has a capacity of 100 litres of milk. If four cowsheds have been build, your milk churn at the right side of the interface has a total capacity of 400 litres of milk. Press the ENTER key on the number pad to

rotate the cowshed when building.

Cost: 80 litres of milk HP: 1200

Upgrade possibilities: none Required: 1 Woodbutcher





Hut

This is the home of archers, woodbutchers and mothers in law. One building can accommodate a maximum of six people (six archers, six woodbutchers, six mothers in law or a combination of them). To build a hut you need a cowshed first. This building can only be placed next to a road.



Cost: 80 litres of milk *HP: 1500*

Upgrade possibilities: bows, axes

Required: 1 woodbutcher; road, cowshed

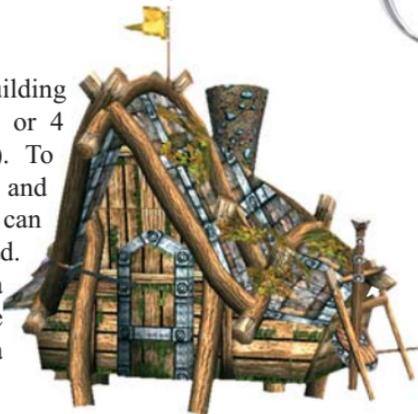
Barracks

Spearmen and Warriors live here. One building accommodates four people (4 Spearmen or 4



Warriors or combination of both). To build barracks you need a Hut and of course, milk. This building can only be placed next to a road.

For one woodbutcher it is a hard piece of work to finalize this building, so send several and a mother in law to badger them.



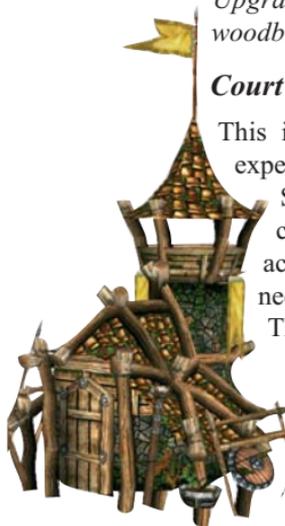
Cost: 200 litres of milk *HP: 1700*

Upgrades: trident, swords, shields *Required: 1 woodbutcher; road, hut*

Court

This is the home of the Knight. The building is very expensive, but very strong, similar to his inhabitant. Several woodbutchers make faster work of completing this building. One building accommodates one person only. To build the Court you need Barracks.

This building needs to be placed next to a road.

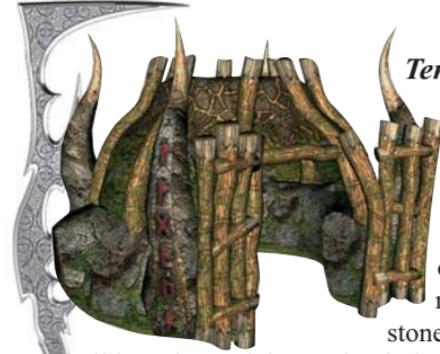


Cost: 400 litres of milk *HP: 2000*

Upgrades: armor, helmets

Required: 1 woodbutcher; road, barracks





Temple

This is the home of Witches and Priests. One building can accommodate three people (four witches, four Priests or a combination of them). The Temple can only be placed next to a road. As the temple is made of stone it takes a long time for a woodbutcher to



build, again send the mother in law with a squad of woodbutchers. To build a Temple you need a Hut.

Cost: 300 litres HP: 1700 Required: 1 woodbutcher, road, hut

Upgrades: magic staff, rings, scrolls (raven scout, teleportation, spectre, magical wolf)

Wizard's Tower

This is the home of Priestesses and Wizards. One building accommodates only two people (two Priestesses, two Wizards or a combination of them). To build the Wizard's Tower you need a Temple. The Wizard's Tower can only be placed next to a road. Send a squad of woodbutchers under the driving force of a mother in law to complete this structure quickly.



Cost: 400 litres of milk HP: 2000

Required: 1 woodbutcher, road, temple

Upgrades: magic staffs, scrolls (magic shield, possession, storm, conversion, fire rain)

Gate: a gate must be operated by one character. When a character is on the accompanying watch tower, the gate automatically opens for friendly units and closes for enemy units. The Gate is constructed as a part of the Stockade and allows friends to go through easily and stops enemies.

Cost: 40 litres of milk HP: 3000



Tower: one character may be placed in this defensive structure. The character climbs the Tower and shoots arrows or throws spears at enemies. Every shot aimed at the Tower hurts the character in the Tower. Every sword- or axe-blow damages the Tower, not the character in it. The person in the Tower cannot be attacked with close combat weapons.

RESEARCH (EQUIPPING BUILDINGS)

In the KnightShift world you get new characters in that you build their typical dwellings and then order the corresponding game figures.

When all the described conditions have been fulfilled. The door of the building creaks open and the new character walks out. The buildings are also the places where your characters are equipped. You can influence the equipment they take with them when they leave the building.

Select a building that you have finished. The building appears in the control panel. When you now click on  "Upgrade" a window opens with all the possible weapons and magic spells. Items, which have a red highlight, are not yet available. Milk is once again your legal tender.

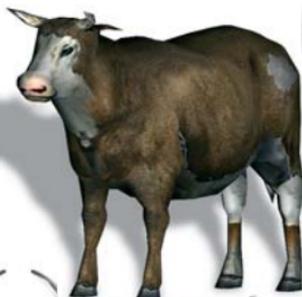


The new item is shown in the panel and an hourglass shows how much time is left until the building is equipped. As of now all figures belonging to this building type receive the new improved equipment.

Of course a figure will only seek the weapon that he fights with. An archer does not stroll out of a hut with an axe, just because the hut is equipped with the new super axe. Tridents and pikes are for spearmen, swords and shields for warriors.

The mother in law keeps her trusty rolling pin, however the hut is equipped.

NOTE: when you have 3 huts you do not need to equip each hut with better weapons. Existing figures also profit from better equipment as they pick it up as they walk around the country and always take better weapons, armour and spells.



WEAPONS, ARMOR AND MAGIC

Each fighting character prefers specific weapons and armor: archers are using bows and arrows, woodbutchers their axe, spearman are using spears and tridents, warriors, knights and the Prince prefer swords. The barbarian is handling clubs and mauls very good. The magic characters Amazon Mage, Priestess and Sorcerer take advantage of staffs, spells and various scrolls.



Your heroes will not use the same weapon from the beginning until the end. In the campaigns the player can update his structures and equip his heroes with better weapons and armor. During the travel through the RPG part of KnightShift the heroes will find various weapons and armor, staffs and spells in barrels or chests or receive precious gifts for completing tasks.



Sometimes you will get also new weapon after defeating your enemies. To take the objects left back after a fight, just click with the left mouse button on the respective item. Your hero will automatically pick it up. The items are also marked on your minimap with a yellow or with a pink star (magic items).



In the RPG mode all collected items are stored in the inventory. In the campaigns, only characters which are able to use the respective items can take them. If a character uses a non-default weapon, one or more additional icons will be displayed in the control bar in the interface. It's up to you, if you want to exchange weapons between your characters. Just click on the desired icon and the selected character will drop the item. Another



Drop helmet



Drop spear



Drop armor



Drop bow



Drop sword



Drop amulett1



Drop axe



Drop amulett2



Drop ring



Drop shield

figure of your troupe (which is more experienced) can take it. You have the following possibilities:

NOTE1: tooltips for all items are activated as default. They

are automatically displayed if you move the mouse cursor over the respective item. You can also deactivate this function by opening the options menu, sub-item interface and switching the tooltips "off".

NOTE2 (RPG): some items are parts of a puzzle. When they have been picked up you can recognize them by the small puzzle icon in your inventory, at the top right of the corresponding pictogram. If you have all three parts of the set, you will get an additional bonus e.g. HP or Mana regeneration, life increase, overall protection increase etc.



CHARACTERS

PLAYABLE CHARACTERS

In the RTS part the Prince is the main actor. During the campaigns he will be accompanied by other characters e.g. archers, spearmen, woodbutchers, priests, wizards and priestesses.

Prince John is the Hero of this game-part. After having been brought back from a terrible void between life and death, he must reclaim his kingdom, win back his fiancée and become victorious over a dragon. The Prince can also find and take better weapons from the scenery to improve his combat skills and resilience in battle. As the game goes on the prince evolves from a clumsy, naïve young man to the most powerful and strongest warrior of all. He has no magical abilities, but is an excellent leader. All other combat characters are more efficient when close to the prince.

In the RPG part the player can choose between 7 categories of characters:

Archer

A well-traveled and highly skilled and cultured fighting man who spent too much time in Sherwood Forest wearing green tights, which may explain his manner of speaking. He claims to have learnt his marksmanship from Robin of Loxley in person and became an RPG hero while drinking a nice cup of tea and choking on the leaves. His coughing and spluttering was mistaken for a positive answer.

Marksmanship: *determines the chance of hitting an enemy's weak spot (an eye, a gap in armour etc). Damage caused by such a hit is 4 times greater than usual.*

Dodge: *helps avoid enemy attacks. Higher values mean a higher chance of evading a blow. Dodged hits do not cause any damage.*

Stealth: *The "Stealth" skill allows a character to avoid detection by moving carefully.*

Range: *shows how far a character can shoot with his bow. The value of this skill is added to the basic range of each weapon.*

Traps: *This character can set traps to immobilize his foes. The value of this skill tells how long a trap works.*



Amazon Mage



This attractive, swimsuit dressed and carefully tattooed female character is especially designed to take attention of the large target group of Y.U.M.E. To avoid any frustration of this very important target group, the Amazon Mage can take advantage of powerful spells, scrolls and magic items. To fully attract and heat up the Y.U.M.E. target group, the voice over of this character is a bit provoking and lewd. She's a young, well, but lightly dressed woman with one powerful magical attribute. Using her magical staff she can create a burning lightning spell and can roast, fry or boil the enemy very efficiently from a safe distance without causing casualties among her own people. She can find and use amulets to increase her resilience in battle and Mana in the KnightShift landscape if she is fast enough, for there is a lot of competition for these valuable gifts.

Magic Mirror: this spell creates caster's twin.

Barbarian

From a long line of skilled woodcutters and builders, this powerful axe swinging character became unemployed after clearing the rain forests in North Africa. After the last tree fell he stood on the stump and shouted "Hurra!" The locals of course, misunderstood him and after he left they called the place Sahara. He wandered to the North ignoring a few forests on the way and eventually landed in the kingdom where Prince John was yet to rule. He felt at home in this green and pleasant land but was still faced with the prospect of not finding any work as the kingdom had enough woodbutchers to deal with their building demands. His participation on a job-training scheme for mechanics was unsuccessful for the obvious reasons and so disappointed he walked into the forest and started to live on what the forest could offer him. After a year or two of eating bears and fruit, and defending his territory as aggressively as any warrior would, the other forest dwellers named him "The Barbarian". Getting the job as self employed hero was a complete misunderstanding because he thought that at the meeting where Gallus' vanishing was discussed and volunteers called for to find and liberate the old priest, he might get a free horn of mead and said yes in his dialect and all those present understood "Aye" for "yes", I shall undertake this dangerous mission and not "Aye" another horn of mead would be a fine thing.



Critical hit: this value sets the chance for performing a critical hit. Hitting enemy's soft spot causes damage 15 times greater than usual. In many cases critical hit ends the fight.

Berserk attack: during berserk attack a character is able to deal much more damage than usual, regardless of its own wounds. Unfortunately, in a battle frenzy a character hurts himself, too. The higher the value, the longer berserk state lasts and the less damage a character gets.

Regeneration: the Barbarian is able to heal himself extremely fast when sleeping. The skill value tells how many health points are restored each second of sleep.

Dragon skin: value of the dragon skin skill tells how much damage is absorbed by extremely hard skin of the barbarian.

Swing: the barbarian can hit a few enemies at the same time. The skill value tells how much (%) of the main attack damage is dealt to additionally hit enemies.

Sorcerer



Older than the forest, but younger than the priest, the wizard became part of the Gallus Liberation team because he had forgotten the punch line to a spell joke. Completely frustrated he began speaking loudly to himself and was heard by the wrong ears as he walked through the forest saying, "must find the old git who taught me this style of magic, Gallus, must find Gallus."

Magic reflection: This skill reflects the percentage of ranged weapons that will be magically reflected back toward the attacker.

Magical trap: this spell sets a magical trap that deals damage depending on caster's skill.

Priestess

Began her career as apprentice to the Priest and took over the admin department for the United Temples of Power after her training. After many years of institutional business she decided to go back to the roots of her job and speak directly to the gods and not get the divine news second hand from some eccentric old man. With the gods help she became very adept at the use of spells and magical scrolls for holy combat.

When she heard that her old Master and mentor had been kidnapped, she was the first true volunteer for the liberation squad.

Magic shield: create a powerful magical shield protecting the caster.





Knight

This character, the born hero, from an aristocratic family saw it as his duty to stand by the Royal Family also in their total absence. He manages to make the most people quite sick with his stories of heroic deeds and of dragons conquered, but is nevertheless a fierce warrior and brave knight.

Fencing: *determines a chance of hitting enemy's weak spot (an eye, gap in an armour etc). Damage caused by such hit is 4 times greater than usually.*

Block: *this skill determines a chance for successfully blocking a hit with a shield. Blocked hits cause no damage.*

Charge: *this value specifies additional damage caused by character's first blow.*

Charisma: *character's charisma raises morale of all members of his team. This value adds to basic strength of members of the team.*

Bargaining: *this skill allows a character to get better prices when selling or buying.*

Spearman

The spearman or lancer is a very rough and ready type of person who became part of the Priest Preservation and Liberation Taskforce shortly after meeting the Mother in Law. It was the only logical thing to do, according to his philosophy "Tis better to meet and fight a thousand enemies than to cross the Mother in Law's path once on a bad day".

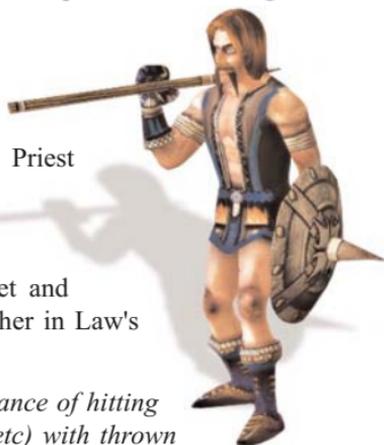
Super throw: *Super throw skill determines a chance of hitting enemy's weak spot (an eye, gap in an armour etc) with thrown weapon. Performing super throw causes damage 15 times greater than usually.*

Super strike: *Super strike skill determines a chance of hitting enemy's weak spot (an eye, gap in an armour etc) with strong thrust of a spear. Performing strike blow causes damage 3 times greater than usually.*

Block: *the block skill determines a chance for successful blocking a hit with a shield. Blocked hits cause no damage.*

Range: *determines how far a character can throw his spear. Value of this skill is added to a weapon's basic range.*

Fluke: *stroke of luck, you will have greater chance for finding valuable items and gold coins by enemies you defeat.*



NON PLAYABLE CHARACTERS - (NPC'S)

Hard times have come to the kingdom suffering under the shadow rule of Valtamand. But many of the people you meet in the kingdom, during the missions, are generally friendly and helpful. Speak with the inhabitants of this world, very often they give useful information and you may be given valuable or useful presents. Especially if you show yourself willing to help them solve a problem.

You will recognise characters that want to give you a task by the marking floating above their heads. When you accept a task a small, flashing pink circle appears on the minimap showing you where the next fight and test of your skill is.

NOTE: if you have accepted a quest from a character, you cannot take on another until the first has been successfully completed.

And then there are the merchants, buying and selling from their tents and market stalls. Merchants are generally not very talkative and get down to business straight away. You will know these characters from the purse symbol above their heads and quickly realise that they offer you little gold for your hard fought goods. Like all good merchants you will find them selling at highly inflated prices and are only really interested in your gold. Only the knight can haggle with merchants, when this characteristic has been developed. There is more to this theme in the chapter

Buying
and
Selling.



MERCENARIES

You will meet some characters, who are prepared to offer you their services, for gold of course. Beware! Mercenaries will support you with all their might in combat, but if you are not careful, they will also try to grab your gold. After having stayed by your side as you collected experience points and equipment, they will run off at the next best moment and preferably when you are very short on gold.



You will know mercenaries by the hourglass symbol next to a portrait on the left of the screen.



If you do not have enough gold, it will not cross a mercenary's mind to accompany you. Times are very hard under Valtamand's rule of terror. The costs for the mercenary and your amount of gold are shown automatically as soon as you try to start a dialogue with him.

If you have ample supplies of gold you will be asked if you want to hire. Should you confirm then the corresponding amount of gold will be deducted from your "account" and the mercenary will escort you.

ENEMIES

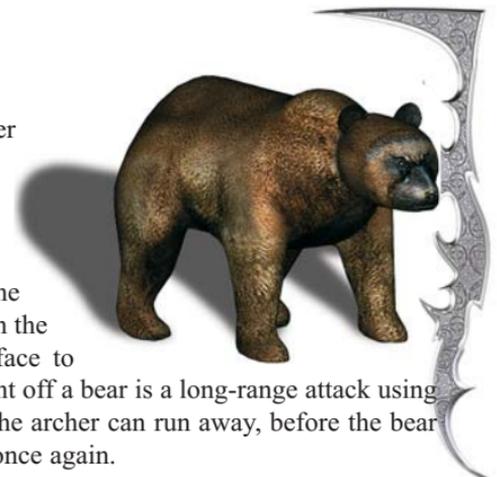
Wolves are one of the player's most common opponents. You will often encounter them while exploring the maps. Some of them are not strong, but they may cause a lot of damage when they attack in packs. Wolves also attack the characters controlled by the AI (artificial intelligence). We recommend you to take care of your cows: don't allow wolves to approach grazing cows, because the cows can't defend themselves. A wolf may be tamed by a cowherd. But that's not always the best solution. Not all wolves are lapdogs, some are larger and more dangerous. They have more HP and are harder to defeat.



Bear

The Bear is a wild animal. It is better not to disturb him. It is far more dangerous than a wolf. A one-to-one fight with a bear usually ends in victory for the bear. Bears lives in dense forests, but when he is hungry he may approach villages. Your heroes in the game will certainly meet the bear face to face many times. The best way to fight off a bear is a long-range attack using archers and spearmen. After a shot, the archer can run away, before the bear gets close to him, then he can shoot once again.

A bear can be tamed by a cowherd, becoming a valuable ally. During the progress of the game you will meet several kinds of Bears - one more dangerous than the other.



Pilous Mephitis®



This creature is a monster created by dark powers. You can meet this “thing” most often in the vicinity of graveyards, barrows and swamps. It is extremely dangerous and very fast. If a small party of heroes meets it, they have a rather small chance of survival.

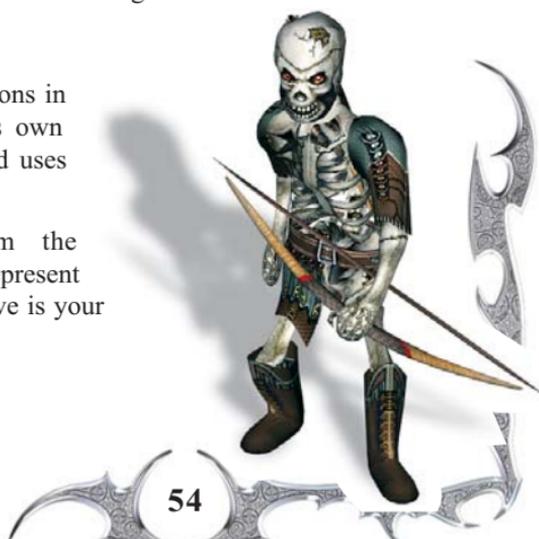
During the game you will meet a variety of mutations of this creature. They behave similarly, but take care... if you have already defeated one, do not think the next one is an easy task - you could be wrong.

Skeletons

There are various types of skeletons in the game and each type has its own characteristics and behaviour and uses different weapons and armor.

They are conjured up from the underworld in large groups and represent all that is evil. Their sole objective is your destruction!

Beware!



Minotaurus

A long way from Greek mythology and not created by a beautiful white bull and a queen, but through an unfortunate accident in a sorcerer's laboratory with a sacrificial roast beef sandwich and the sorcerer's body guard. Players will meet this aggressive monstrosity several times throughout the game and should beware. This creature is very strong and is a very talented killer using mostly swords and axes as his preferred weapons.



Giant

Giants live alone in mountain caves. They do not usually disturb anyone, but sometimes they approach villages and attack the cows.

A giant is huge and very strong. A party of several woodbutchers is usually not enough to defeat a giant. The best units for a fight against a giant are heavily armored Knights who attack him in a squad. Armed with a powerful club, a giant can crush every character with a few blows. In

KnightShift we have included several different kinds of giants: a giant family consisting of a male, a female and a young giant.

Additionally, as a special enemy you have to fight against a giant with a huge, mystical egg. What is the story surrounding this egg? No, we won't tell you. Just play, and the veils of secrecy will be lifted.



Werbear

This character is a mutant bear. He's half bear half human, but he has more attributes of a wild animal than other inhabitants of the KnightShift forrest. It is better not to disturb him. It is far more dangerous than nearly any other animal. A one-to-one fight with a werbear usually ends player's death.

The werbears live in dense forests, but when they are hungry they may approach villages. Your heroes in the game will certainly meet this monster face to face several times. The best way to fight off such a werbear is a long-range attack using archers and spearmen. But remember - this animals or whatever they are, move much faster forward than a normal bear...



SKIRMISH

In Skirmish mode you can be confronted by up to 7 opponents controlled by artificial intelligence, that is, by the computer. The number of opponents is dependent on the map selected. These maps, by the way, are identical to the maps, which you can play in the network via GameSmith. In this mode you can also train for the “real thing”.

If you select “**Skirmish**” in the main menu you will arrive at the screen where you can select the “**level name**” from the list on the left, and the map in the middle of the screen will change accordingly. The number in front of the corresponding level name denotes the maximum number of players allowed for that map. A series of topographically interesting landscapes is gathered here.

A: DESTROY STRUCTURES

You have won when you have destroyed all the opponents' buildings.

Possible Settings:

Starting units:

Map Default / 1 Woodbutcher

Allied Victory:

Yes / No

Random Equipment:

Yes / No

Now choose from one of two “**Game types**”:

There are quite notable differences between the two game types. In “A”, you build a village, similar to the RTS mode, and look after your resources - milk. In “B” you are not concerned with economic upturns. You form a troop of characters by using up a predefined amount of milk.

B: BATTLE / VILLAGE

You have won when you have slain all your opponents and flattened all his buildings. In these modes you start with a single building, and you cannot construct any further buildings, but only units

Possible Settings:

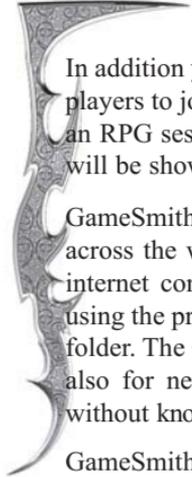
Allied Victory: Yes / No

Milk at start: 2000 / 5000 / 10000 /

15000 Random Equipment: Yes / No

NETWORK GAME

You can play multiplayer games in the network with up to eight participants. First click on the “Multiplayer” button in the start menu. This takes you to the next menu, where you are asked to select a provider. You can choose from “**MacDX DirectPlay TCP/IP**” and “**MacDX GameSmith TCP/IP**” (‘if you enabled the GameSmith option). If you decide on the “**MacDX DirectPlay TCP/IP**”, another window will appear where you can select ‘Find the server in Local Area Network’ or you can click in this box and manually type the “IP Address” for the host computer. To join the game click directly on the “Initialize” button to have all available games displayed (this only functions in the LAN). To start the game, you must first define a game name.



In addition you can provide the game with a password, allowing only selected players to join in the game. You can choose here between an RTS session and an RPG session. If a game has already been set up in the local network, this will be shown in the “**Available sessions**” window.

GameSmith gives you the chance to measure up to other Mac players all across the world. To be able to use GameSmith, you must have an existing internet connection and a GameSmith account. You can create an account using the program ‘GameSmith Chat’ which is included in your ‘KnightShift’ folder. The GameSmith server system serves as a meeting point for clans but also for newcomers and allows for playing KnightShift over the Internet without knowing the exact IP of those you are playing against

GameSmith supports network games both in RPG mode and RTS mode. The maps here are identical to the maps used in Skirmish mode. You can use the Skirmish mode to train for network games. Each participant on the server has his own password. Each account is linked to the serial number.

When you run ‘GameSmith Chat’ you can either enter your account username and password (for chatting) or create a new account. This is self explanatory, but any GameSmith queries can be answered at ‘<http://www.gamesmith.biz>’. Once you have an account you do not need to run ‘GameSmith Chat’ to use it with ‘KnightShift’. You can enter your account details in the ‘KnightShift’ launch window.

Once you initialize the GameSmith network game, you will be given the opportunity to join an existing hosted game on the server, or host one yourself. It may take a short time for the GameSmith network to communicate with your Mac, particularly if the servers are experiencing high usage.

CREDITS

PROJECT LEADER

Mirosław Dymek

PRODUCER

Alexandra Constandache

EXECUTIVE PRODUCER

Dirk P. Hassinger

PRESIDENT REALITY

PUMP STUDIOS

Manfred Morin

GAME IDEA

Mirosław Dymek

Alexandra Constandache

Dirk P. Hassinger

POSTPRODUCTION

DIRECTOR

Daniel Duplaga

TECHNICAL DIRECTOR

Janusz Grzyb

LEAD PROGRAMMER

Jacek Sikora

PROGRAMMERS

Paweł Gieruszczak

Maciej Kordas

Konrad Kwiatkowski

Grzegorz Zietek

GRAPHIC DESIGN

Alexandra Constandache

Jerzy Kowalik

IN-GAME GRAPHICS

Wojciech Drazek

Rafał Januszkiewicz

Sławomir Jędrzejewski

Jean-Michel Maheu

Piotr Rulka

Piotr Sulek

Violetta Tranter

Grzegorz Wisniewski

TERRAIN GRAPHIC

Uwe Schaefer

Alexandra Constandache

GRAPHIC QA

Alexandra Constandache

VIDEOS

Kajetan Czarniecki

Andrzej Rams

Krzysztof Rybczynski

Violetta Tranter

Grzegorz Wisniewski

MAP DESIGN

Mirosław Dymek

Paweł Furman

Adam Salawa

DIALOGS & DIRECTION

Tim Wilson

ACTORS

Linus Payne

John Cruz

Phillip Griffiths

Martin Griffiths

Jennifer Hartmann

Andrew Cujak

Tim Wilson

Antoinette Payne

Ellenore Gahr

Eric Arnold

Paul Payne

Dirk Muehlbach

Julie Smith

Paul de la Ware

Richard Tily

George Thomson

Michael Amesbury

SOUND EDITING

Martin Kietzer

Daniel R. Lanz

VOICE RECORDINGS

TMS Multimedia,

Mannheim, Germany

SOUND F/X

Tadeusz Zuber

Remigiusz Miernikiewicz

Uwe Ludwig

Gerd Hoffmann

RPG SOUNDTRACK &

MAIN THEME

Gerd Hofmann

Joachim Schaefer

VOCALS

Liza Harrison

RTS SOUNDTRACK

Maciej Pawłowski

NETWORK ADMIN.

Mirosław Burzynski

Roman Eich

LEAD TESTER

Tadeusz Zuber

SPECIAL THANKS TO:

Carmen Constandache

Ion Constandache

Teresa Dymek

Ewelina Michalik

Iris Mocsnek

Agnieszka Zietek

Agnieszka Zuber

... and Our Families... and...

Bruce von Maria Saal

Rüdiger vom Kasserhof

And to all those who

participated in the

realization of this project

MAC VERSION

Published by:

Virtual Programming Ltd
www.vpltd.com

Code by:

Coderus Ltd using MacDX

COPYRIGHT / TRADEMARKS

A game by Reality Pump Studios, Krakow, Poland produced by Zuxxez Entertainment AG, Worms, Germany.



www.vpltd.com