The Runner's Covenant

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The Runner's Covenant

aGORA is a Power Media Publication
Design and Engineering by Knowble Design

Power Media, Inc.
11101 SW Greenburg Rd. Tigard, OR 97223
(503) 684-8232

Game Requirements

aGORA will run on any Power Macintosh with the required amount of memory, 16 bit video support for a resolution of at least 640x480, and enough hard disk space. Faster Power Macs will run aGORA more smoothly than slower Power Macs. aGORA supports virtual memory, but it slows gameplay significantly.

Required:
Power Macintosh
CD ROM Drive
16 MB Free RAM
50 MB Free Hard Disk Space
Capacity to display 16 bit Color at 640x480 or more pixels

Recommended:
80 MHZ or Faster Processor
20 MB Free RAM
160 MB Free Hard Disk Space

Even Better:
G3 Processor

Contents

Prologue

hundred, hundred moons ago the Northernlands of Akrom were not as we know them today. Our small and peaceable farmlands once bore a great number of autonomous city-states. These puissant and sundry nations each bore a house of nobility, which governed over its charge as monarch. These were conditions that left a relatively peaceable Northernlands to prosper. Since this was a time of plenty the peasantry was contented, leaving the nobility free to make pastimes of intrigue and artifice.

Between the oldest and most powerful of these city states, Leyton and Perrell, an uneasy armistice had existed for many years. War between these two powers would have wrought devastation in the Northernlands and thus they resolved their disputes in a fashion common to powerful nations: making alliances on opposite sides of struggles between lesser powers to further their adversarial machinations.

Under the reign of Aias the Third, Leyton enjoyed a golden age of peace and prosperity. To secure Leyton's strength, Aias made benevolent relations with Perrell. In his time he brought the two nations to an alliance and conflict in the North became a rarity. But as all great rulers must harken to time, indeed all men, he was brought to his deathbed. All of Arkom recognized his passing; such is the way with great men, and so his son, Sortok, ascended to the throne.

It was to the fortune of Aias that he was given a long life and so Sortok had eligible a daughter for marriage upon his ascent. As the tomb of Aias was sealed Sortok spoke to the troubled people of Leyton, making

his first proclamation to affirm relations with Perrel by offering his daughter to the heir apparent of Perrell's throne.

Under pressure by the populace to maintain good relations with their affluent and benevolent neighbor, Perrell's leaders had no recourse but to consent. They were concerned for the autonomy of their state, so they imposed the condition that the engagement would be in their tradition: a courtship of two years and two days. With time on their side the nobility of Perrell felt more secure preparing for the union. With this, Sortok made known his approval, news of which spread like pestilence across the Northernlands.

The noble houses of smaller cities were worried for their hegemony; they assumed the cooperative efforts of Perrell and Leyton would pose a formidable imposition. With the proper attention the power of these two states could slowly subvert the Northernlands until the noble houses were nothing more than puppets, dancing at the beck and call of the Perrell–Leyton alliance. How ironic they thought they could have been so lucky.

The reign of terror finds its origins with in appalling tragedy whichn occurred during the wedding ceremony. Sortok had managed to gain the confidence of Perrell's noble family, and though they had taken precautions to keep the wedding well guarded, they were lulled into a false sense of security by Sortok's generosity and accommodation. It was a regal event indeed: the decor, the finery, and the cuisine was the excellent. The procession was elegant and the ceremony was superlative.

Few survivors left their accounts this is the most famous: "As the couple was to recite their words before the crowd, the sound of rushing air could be heard and then the sky grew momentarily, and slightly, darker. But we paid no heed, for all eyes were on the couple, whom

we thought would change the face of the Northlands.

"A heartbeat later, arrows rained down upon the party, killing most of the engagement instantly. Sortok, soulless animal that he was, left his daughter to perish along with the host as it might have compromised his attack to see her to safety."

At the same time that Perrell's noble family was gasping their final breath, the land's rivers harbored the blood of its people. Sortok's sons marched his armies across Perrell's dominion in an orgy of pillage and butchery. Remaining members of Perrell's nobility that had not escaped to other lands were captured by Sortok's troops, and so Sortok conquered.

Sortak was aware, of course, such actions would not be condoned by even the lowliest of nations, but he foresaw these political consequences and this is when he revealed the aGORA, a vile pit of despair and decay into which he threw the remainders of Perrell's noble family. This magical prison was easily viewed with simple scrying spells such that anyone could view the torment of its inhabitants.

The construction of the aGORA had begun under the Reign of Aias the third as a method of subverting the activity of bandits and thieves that grew fat off the wealthy merchants who travelled the lands. Sortok quickly adopted this project turning it from a magical prison to a tangible, visible hell into which his enemies were condemned. Sortok called upon the most powerful magicians, sorcerers, and necromancers at his disposal to finish the task Aias had begun, and to twist it to his own evil purposes.

Sortok had the aGORA imbued with magics such that when the body perishes, the soul is harbored in the bones of the carapace. Thus, the aGORA is populated with skeletal killers. Fast and deadly these monstrosities

are borne of hatred and malice, withing in the agony of a tortured existence. These wretched cretins are doomed to wander hunting for living beings, for abated is their torment only by a detestable repast of living flesh and blood.

Faced with the possibility of horrible imprisonment armies turned tails, city states were taken to their knees without a fight. The few foolhardy enough to foster a challenge, Sortok conquered in short time. The foul subjugator took care to capture as many of his foes as possible, that they might be thrown into the Pit for his amusement and to oppress other nations with fear wrought of the aGORA.

Sortok's actions were deplored by the other nations of Akrom. His most renowned general, archmage and vizier, Cameran, defected and fled west across the Orcotis sea where the Cylian League, which came to be known as the Resistance, had already been formed. The people of six nations, not cowed by the terror of the aGORA, formed one of the mightiest armies to ever walk the land.

Sortok prepared his navy to attack the Resistance at sea. He was met by the Resistance in good measure and the ensuing battle was tremendous. The nighttime skies were said to be lit with the burning hulls of countless ships and the sharks and serpents teemed in the waters to feed upon the hapless swimmers.

In the end, the Resistance had defeated Sortok's fleet, but was too weak from the trials of battle to launch an invasion. Nevertheless, they sailed home expecting a hero's welcome only to find the ports of the their homelands burned to the ground and their villages and cities razed. Sortok used the aGORA as a breeding pit for an army of the unliving, which had stormed through the lands that comprised Cylia while his navy was sacrificed

at sea.

Still, the Resistance landed these hostile grounds and managed to form a guerrilla insurgency, picking and paring Sortok's forces at every opportunity, wearing down his troops and his patience. As time went on more and more people saw hope and came to join Cameron's force, bolstering his rabble army until it began to pose a serious threat to Sortok's supremecy.

Ultimately, Cameran's resistance met Sortok's army in what was the most massive war the Northernlands has even seen. Cameran won many battles, but the numbers on Sortok's side were ever replenished by the aGORA. Sortok had gone from using the aGORA with only war prisoners and criminals, then he included debtors and other misfortunates, until he wasforced to harvest the peasants for his abominable army.

In the face of these ever burgeoning numbers, Cameron was daunted, for though his ranks were victorious time and time again, he knew that the North was lost—the Cylian league could not stand forever. He consoled himself that that with a retreat he might be able to prevent Sortok's awful rule from spreading through the world of Akrom.

As Cameran beat a retreat through the valleys and ravines of the mountains that separated the Northernlands from kingdoms to the South, he was followed by a large number of Sortok's army. Disciplined and filled with fury, Cameron's army surrendered chase to Sortok's troops, patient in their desire to do battle.

But when they came to ravine deep enough to conceal themselves and form a trap, Cameran knew his soldiers would hear of no other plan. So Cameran ordered the ravine fortified and gave promise for what his

troops wanted so dearly: a victory, even if small. And so the ambush was engineered.

The Resistance awaited the coming of Sortok's legion, which walked into the trap completely unawares. With what appeared to be good fortune, Cameron launched the attack, routing Sortok's troops before the archers had even bought their weapons to bear.

Foolish Cameron, had he only known that Sortok would not be so easily beaten. As Cameron's troops overwhelmed Sortok's men Sortok performed the unthinkable. He started an avalanche that would surely consume his own troops in their retreat. Cameran, though stunned, pulled back his troops and avoided being caught in the avalanche, only losing a very few of his soldiers, but in doing so fell into the trap the Sortok had set.

Sortok employed a few powerful mages to create a gateway to the aGORA large enough to engulf the narrow pass that Cameron had to use in his retreat from the avalanche. In a time of great urgency no man thinks, he acts. And so Cameran found himself with his troops in the Pit, with no recourse but to await their fate...
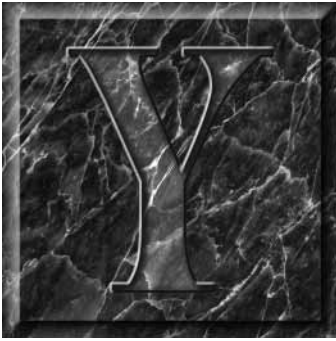
So He become known as Sortok defiler, the butcher, the villainous, the base, and, ultimately, the Great. For it is the victors who names adorn the pages of antiquity, not the losers, and Sortok's former enemies wracked in their eternal torment...

...or did they?

Alias

Y

You are a soldier from the Resistance, a hodgepodge of warriors who have struck out against Sortok's cruel oppression. Cameran gathered together those were brave and capable enough to stand against the mighty Sortok. You joined his legions to liberate Akrom and bring great glory to yourself and your people. Unfortunately, all has not gone well and you have become a prisoner along with the rest of Cameran's troops. Trapped during battle with Sortok, you have been thrown into the aGORA, a magical and malevolent prison.

Yet, all hope is not lost. One person has been selected to answer Cameran's call and attempt to unravel the locks of the aGORA. There were many volunteers, but among all of them you have been chosen to lead this mission. At times, you will be blessed with allies, but often you will be alone. You must fight with the skill of many warriors, think with the wisdom of many sages, and somehow make the impossible possible.

Your charge is the task of liberating Cameran and his legions from the pit. To do so, you must travel through several gateways, or globes, and find the keys scattered throughout each one. Every time you solve a globe by completing the key, you will be brought closer to delivering freedom to Cameran and his legions.

The peoples of six nations represent Cameron's resistance; they each have different abilities and different concentrations of skills. You must choose your origins from among these.

It is incumbent upon you to study their strengths

and weaknesses. If, by incompetency, you are unable to complete your mission an unspeakable fate, indeed, will await all of Akrom.

Statistics

The different races of Akrom have different strengths and weaknesses. Take some time to learn the different abilities and how they affect gameplay. In addition, you will be given bonus points to distribute to different skills. As you progress in levels your skills will increase, with the strongest skills increasing very rapidly and the weaker skill increasing marginally. Hence a strong but slow character will grow immensely stronger but only slightly faster.

Health

Your health determines your ability to sustain injury from magic, fighting, and other phenomena in the aGORA. Health does not vary greatly among the different races of Akrom.

Speed

This statistic affects how quickly you run, attack, and defend. Less experienced players benefit most from fast characters which can retreat from untoward situations.

Strength

The stronger a character the more damage he or she will inflict on an opponent. Strength is also a critical statistic for moving over steep or otherwise difficult terrain; weak characters tend to fall down the sides of hills.

Weapon

Your weapon skills and quality affect the level of damage you inflict upon your foes.

Armor

As a combination of many things armor determines your parrying skill, the quality of your defensive garments, and your ability to avoid damage from magic attacks.

Magic

Your magic skills determine your spell casting capacity. The more magic you have the more spells you can cast. Those who have very poor magic skills will often progress to the level of experience necessary to cast a spell, but not have the magic points available.

Magic

The schools of magic originate from the four elements. It was once the practise that a person would strive to master all four schools, but our knowledge of magic has grown such that it is really only feasible to learn the study of one school.

Magic is universal to the races of Akrom, though some have delved deeper into the sublties of its use. Your character may cast spells from the guild of your choice.

Air Guild

Rush:* This magic will increase your speed for a limited duration of time.

Conveyance: Should you find yourself trapped, use this spell to relocate yourself within the globe. Your new location is not controllable.

Send: Operating much like conveyance, this spell will send the target elsewhere on the globe. Just as with conveyance, the caster will not have control over the location.

Fire Guild

Embellishment:* This magic increases the amount of damage your weapon will cause.

Flame Taurus:* The caster of this spell will be surrounded in flame, disabling any attack from a foe.

Inferno: Woe be to the fool who is struck about the head by this spell. A cluster of flame will strike the target and explode, charring everything in the vicinity. A well aimed spell can kill a mighty foe; a poorly aimed spell does almost no damage.

Water Guild

Convalescence:* With the employment of this spell the caster will regain some of his or her health.

Paralyze:* Nothing is more terrifying than being held in the grips of paralysis, unable to raise as much as a finger in defense as your enemy pummels you.

Invisibility:* Use this magic to become hidden to the eyes of others.

Earth Guild

Ward:* This magic toughens your skin, making you less inclined to sustain injury.

Confusion: This cruel spell will cause the target to grow mad and attack at random.

Boudler: With the casting of this magic a sizeable rock is conjured and propelled at an opponent.

* Duration and power increase with level

Sutrole

Strengths:
Sutrole are known for their speed and martial abilities. They are skills fighters, and rely on their reactions and good strategy to defeat foes, not on sheer strength. They are moderately good with magic as well.

Weaknesses:
Conditioned by their arboreal origins, Sutrole act under the philosophy that a strong offense is the best defense. They are not very good at fighting multiple foes or sustaining injury.

The silvan lands of Sutra are covered with an ancient and mystical forest where the only simian residents are its caretakers and defenders: the Sutrole. Before the rise of Sortok, most people in Akrom had never seen a Sutrole and some believed them to be pure myth. Up until the most recent times these elitist people maintained a long standing neutrality in Akrom and troubled themselves not over the petty politics of what they considered lesser nations.

The Sutrole practice the belief that the forests of Sutra are their charge and that the natural elements therein are their gods. Sooner would the Sutrole sacrifice their own people than damage the environs which they call home. In times of strife the Sutrole are not abashed by committing any and all acts that preserve the antediluvian forests; whatever must be done to ensure the safety of their lands is the purpose their lives. Woe be to the traveller who finds himself lost in Sutra. Tales are abound of the horrible torture that awaits the fool who would deign to cut down a tree or hunt down fowl or deer in their woods.

These are among the few places which remain unconquered by Sortak, for he has not gathered the resources necessary to make a successful attack on the Sutrole. The few skimishes that have occurred have been disastrous for Sortok's army and he has not sent troops to Sutra in some time.

The Sutrole are an intelligent people, though, and they have seen the damage he had wrought upon his neighbors and they harken to the threat that Sortok's reign will eventually pose to their woods. Thus, they have sent many soldiers to the Resistance, and no one can deny the invaluable aid these talented fighters have provided.

Warok

Strengths: The Warok rely on physical offense. When they attack and do large amounts of damage with each blow. Even if a Warok sustains two hits for every one he returns, he will oft be the victor by virtue of his might.

Weaknesses: Warok are not magicians of any renown and though they may learn some magic this only supplements their melee skills. They are quite slow as well.

The steppes of Akrom have bred a savage people who have made themselves known as the Warok. They make their living hunting game, committing acts of brigandry, and as mercenaries for those loathesome enough that would resort to hiring such.

These preliterates live by the simple code of the strong shall make dominion over the feeble. They detest cowardice and weakness, and find justification for their often murderous raids as a *thinning of the herd*. Few who have heard their nightmarish war hyms from across a battle field have survived to give an account.

When Sortok stormed through the steppes his army met strong resistance from the Warok, but the Warok were disorganized and divided, as well as disturbed by Sortok's army, which burgeoned with the undead.

The Warok who fought Sortok were eventually defeated, but many tribes banded together and sought to join the Resistance and though they do not enjoy the company, their desire to fight Sortok on more even terms outweighed this impingement.

The more civilized lands look down upon the Warok as little more than dangerous, foul smelling animals; but in the war against the foul dictator Sortak, their aid is too desperately needed to allow for the suppliance of petty hatreds. Where else could Cameran find soldiers who would gleefully lead his army into battle outnumbered three to one?

Mocar

Strengths:
Mocar are strong magicians and decent warriors. Being both moderately quick and skilled with their staves, they make good characters for those who enjoy using magic, but do not want to rely entirely on it.

Weaknesses:
Mocar are neither strong nor well armored. Against multiple foes, they are very weak.

The people of Mocaria live in a brutal land where they till an infertile soil and eke out a meagre material existence that is rich in philosophy and spiritual fulfillment. They are not an indigenous group; rather, their lands are a haven for those who seek enlightenment. Visitors to Mocaria do not deny the kindness and welcoming nature of the Mocar, but their seemingly holy–than–thou demeanor can become annoying.

They fight with hand hewn staves and use magics to their advantage. Though not a violent people, they are trained in martial skills as a part of their discipline. This is good, as a stick of wood in the hands of most warriors is worthless against a steel blade.

The Mocar are taken to travelling in their youth, and can been seen everywhere in Akrom. Shunning wealth and embracing humility they are known for making company with the poor and needy. Though not openly unwelcome they are oft slandered by merchants and city folk who view their way of living as undesirable, and certainly unprofitable to their trades.

The Mocar are not given to war, but in the times of Sortak's oppression they have lent their support to the alliance and may be found fighting with as much bravery as the fanatic Andore.

Gandus

Strengths:
The Gandus are the magical powerhouses of Akrom. To boot, they use a magical attack in melee that carries a lot of weight.

Weaknesses:
Gandus are slow, weak, and vulnerable.

The arrogant and pretentious intellectuals that call themselves Gandus are universally resented by the powers that be of Akrom, and feared or hated by the common folk. Fortunately for the Gandus their affinity for magics and knowledge make them a foe not to be crossed.

They live next to the Temian Mountains in their towers of stone. They tend to be loners, only venturing out their abodes when necessity calls, loathing the experience of consorting with their mental inferiors.

Though all people of Akrom have learned to use magic, the Gandus have mastered it. In addition to having a great deal of magical spell casting ability, in combat they channel magic though their bodies and attack with it. The damage they can do is substantial.

Most Gandus fled their towers with the invasions of Sortak, and cast their lots with the Alliance. They are resentful of having to associate with the company of the alliance and this attitude has caused considerable upset in the troops, almost outweighing the benefit of having these mages in the army, but not quite.

Andore

Strengths:
Clad in strong armor and carrying powerful weaponry,
Andore are very good at melee in large groups where
they can sustain a disturbing amount of damage.

Weaknesses:
Adore are slow in their heavy mail and not inclined to
learning magics.

One would almost rather suffer the sting of an Andore's sword than be subjected to one of their sermons. Each of these warriors is a vessel of their beliefs spreading the faith of the Four Gods as they walk the lands of Akrom.

Each Andore warrior must make a journey of five years, in which they wander the lands defending their faith and trying to covert anyone they encouter. If they live, their return is marked with honor and they spend their remaining days serving as soldiers of the faith. Sadly, their dogma–bound peasants are doomed to till the lands from the rising to the setting of the sun, only surrender all but the tiniest fraction of their wealth to support the proselytizing warriors.

Sortok stormed through the Andore's lands leaving them bare. He crushed their troops with vastly superior numbers, but the Andore did great damage to Sortok's army as the knew no retreat or surrender, happy to die in glory. Those Andore that were on jouneys at the time have enlisted with the alliance, hoping to free their lands from Sortok's rule and instill their religion among the people once again. Some wonder whether their peasants would notice the difference between the oppressive rule of Sortok and those of the Andores' Gods.

The alliance teams with Andore soldiers and their courage has proved unquestionable—which is no wonder: dying in battle against foe such as Sortak is a guarantor to the Andore that secures a place of supreme prestige in the afterlife.

Teres

Stengths:
Wise are these women who have learned the ways of the sword. These warriors are extremely well balanced soldiers who tend to the mind as well as the body in their pursuit of martial skills. They also decently endowed with magical abilities

Weaknesses:
None.

In the North, men are familiar with the sort of woman who has been raised in the home, and thus these men have come to know them as the weaker sex, but the women of Teresia are proof that this condition is not universal. As the women who make the swamps of Teresia their homes train in martial combat, magics, and physical strength their men are shackled in chains and made to gather and prepare food stuffs, tend the troughs and stables, and cater to the whim and will of any Teresian who finds herself bored and desires some entertainment.

A Teresian warrior lives in a very oppotunstic society. They constantly vie for social status and power with the other women warriors in their clan. Items of prestige such as the number of manslaves they own, victories in battle, and material wealth determine who stands at what position in their society. Strangely, their is no birthright or inheritance among the Teresians.

The Teresian woman is a well rounded warrior whose confidence and poise are supreme. They fight with strength and skill as well as use magics to their advantage. Many a man has been made a fool, and some have been enslaved by underestimating the might of a Teres.

It is not known why the Teresians have bothered with the alliance; even if Sortak would foolish enough to do battle with these women, he would gain nothing from controlling the worthless swamp in which they reside. Still, these women have oft turned the tides of battle for Cameran with their discipline and valor.

Quest

ameran comes to you when the preparations have drawn neigh, and speaks, "Are you prepared for your journey?" You nod your affirmation and collect your gear.

"There are a few things I will tell you now," He begins, "As you pass from globe to globe your soul will be tied to an Oracle. Though your body may be destroyed, you will reincarnate near your Oracle. Beware, though, our power is limited and there is no telling how long we can sustain your Oracle's presence in any given globe.

"The pits of the aGORA are inhabited by cancerous creatures. If they should slay you and destruction be wrought upon your Oracle, you will become one among their legions and your soul will be tormented eternally by an endless hunger for living flesh. Worse yet, there are other mortals driven mad by their imprisonment. They will attempt to thwart your efforts and steal the keys to the aGORA. They will kill you and your allies without shame or fear. If you encounter an enemy's oracle it may be to your advantage to destroy it. Sometimes it will be necessary.

"To pass from level to level you must find all of the pieces of the key. They will be hidden and scattered throughout the globe. You may find them in the many objects and pillars that reside in the aGORA and often other mortals will have the pieces as they attempt to escape the pit. I will scry each level and give you the information that I find. I am afraid that many times you will be left to your own devices. I appologize for this, but there is nothing more that I can do.

"I will warn you of all I can garner about the aGORA. I have pained greatly in trying to tell you what I know. I can tell you all I believe to be true but I cannot guarantee that all I know is, indeed, true.

"With that, all I can do is wish for the sake of all Akrom that you find a way to succeed. For if you fail, I do not know if being here will be any worse than being subject to Sortok's rule.

"Hereafter I have included what items I know exist in the aGORA and what their effects might be. There are many about which I know nothing, so be prepared."

Scrolls

"There are scattered parchments throughout the aGORA which are burned with magical runes that, when spoken aloud, effect certain magics. I will share with you what I know about the ones that I have seen. You will have to learn the rest."

- "The runes would lead me to believe this spell harkens from the Earth Guild."

- "I cannot discern this scroll's meaning."

- "This scroll casts the Flame Taurus spell from the Fire Guild."

- "Use this scroll to render your foes impotent against all attacks for a brief period of time."

- "This Scroll is also a mystery to me."

"I also know that one of the scrolls will cast the conveyance spell of the Air Guild. If you find this scroll you may wish to make record of the runes here:"

Rings

"There are also at least three different rings in the aGORA; the ones I know exist are of blue, green, and yellow hue. Each of these will improve one of your physical prowess. Some will make you strong and others will lend you speed, but their power is finite and when its power has been sapped, it will disappear. "

"I do not know what rings have what powers. So you must discover these for yourself"

Blue:

Green:

Yellow:

Potions

"I know of two potions in the aGORA one is blue and the other, red. The blue potions are healing elixers. I do not know what the red potions do.

If you find potions of another nature, you may wish to record what they are their effects for your reference."

Origins

To start your quest you must choose the Begin Quest option. If you have already started a quest and wish to continue select Load Quest.
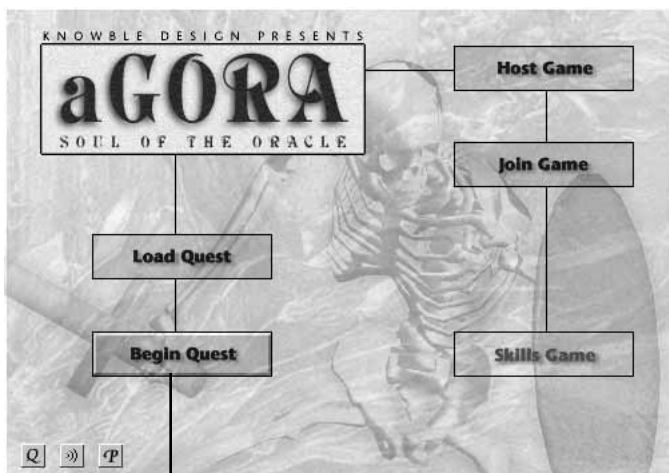
Your quest begins here. If you want to play a game you've saved tap the button above. The buttons to the right relate to network and skills games, covered in Chapter 3: Contention.

Now you must choose your character race, magic guild, and assign your bonus points.

Choose your race.

Name your alter ego.

THIS RUNNER SHALL BE KNOWN AS...

Bron

	Race	Bonus Pts
	Mocar	07

MAGIC GUILD

○ Air   ○ Fire
○ Water ○ Earth

Health	79	
Speed	28	
Strength	15	
Weapon	28	
Armor	17	
Magic	45	

DIFFICULTY SETTING

● Normal ○ Hostile
○ Deadly ○ Chaotic

[Begin] [Cancel]

Different combinations of race and guild can make for interesting characters.

If this is your first time playing aGORA the Normal setting will be difficult enough by far.
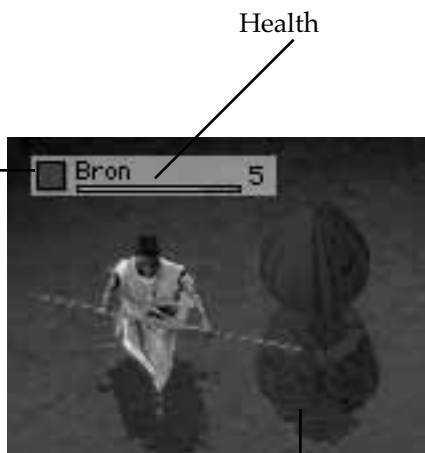
Assign your bonus points carefully.

Select *Begin* to start your journey.

Orientation

"When you are ready I will send you to the first globe. You will material-ize next to your Oracle."

Health

Your color here is the same as your oracle. Your allies will have the same color; enemies will have a different color.
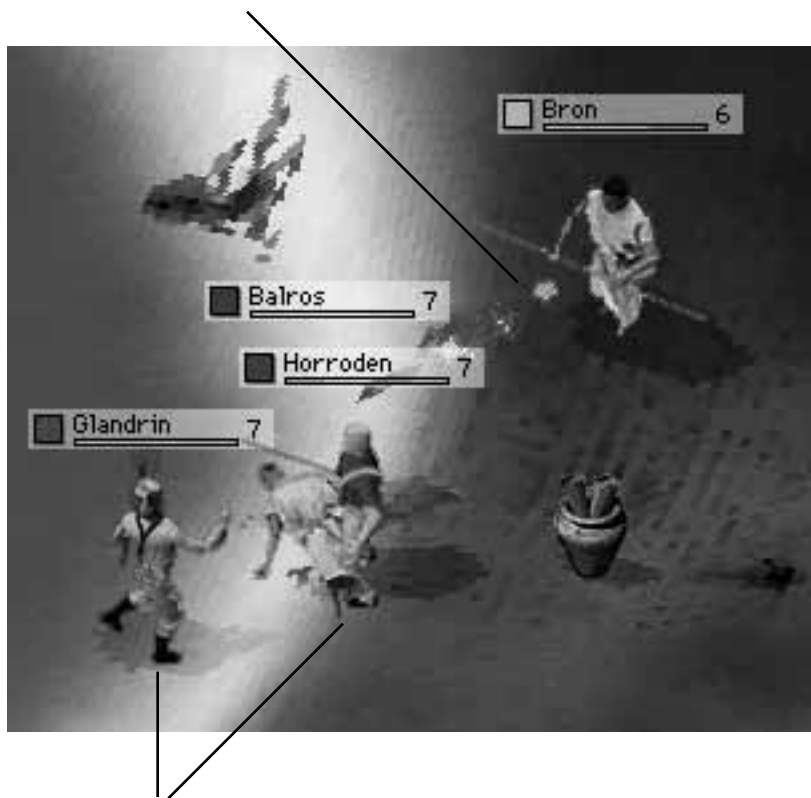
Your Oracle

Search items by walking into them.

"Quickly explore you Surroundings. There are many vile crea-tures you will need to defeat or avoid. Remeber that I can only sustain an Oracle for a limited period of time."

"Remember: many have been driven insane by the despair of this wretched prison, others are simply desperate and only want to escape. They will often steal pieces of the key away from you in an effort to free themselves, so you may have to do battle with them to complete the key."

Casting offensive spells from a distance at a group can damage or affect more than one enemy at a time.

Allow your opponents to wear each other down, then wade into battle. Key pieces carried by your enemies will appear when their bodies have disspated.

"Your enemies will have Oracles as well. I will lend you the power to destroy your enemy's globes when I can. Sustaining your Oracle, however, is my prioirty."

You can tell than an oracle is being damaged when shards break away from its surface. Weakened Oracles grow more faint with each blow. It takes a lot of damage to destroy an Oracle, so you might want to cast a damaging spell on an Oracle to speed the process.
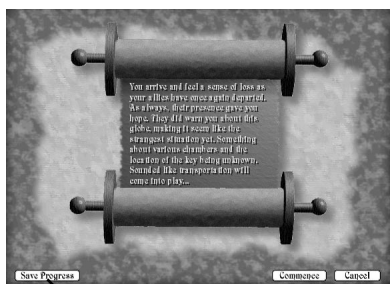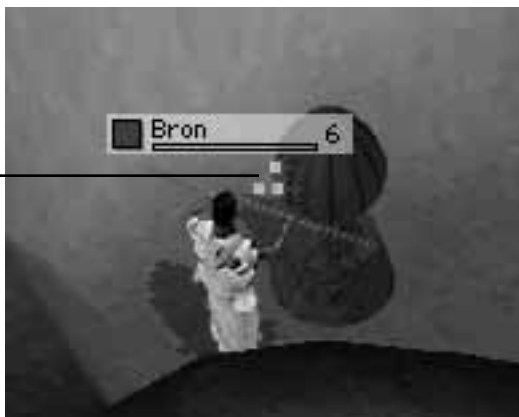
"I will scry the globes in advance and send you any messages that I believe will be of help. Sometimes I will send you allies."

Make certain to save your progress between levels.

Bron
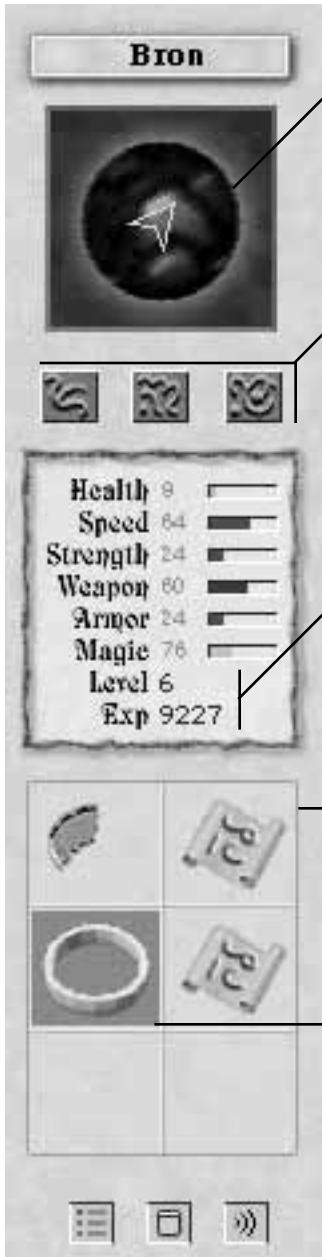
The Globe map will give you a rough idea of the the vicinty.

By level Six you will have access to all of your spells for your guild. Your Magic stat may not be high enough to cast them, however.

Health	9
Speed	64
Strength	24
Weapon	60
Armor	24
Magic	76
Level	6
Exp	9227

Your Experience deter-mines your level of skill. As you destroy Oracles and defeat foes your experience will increase.

You have space for six items. Keeping one space open for key pieces is a good policy.

Rings can be worn for a limited duration of time before they expire. When highlighted they are being used.

Preferences and Game Controls

You may wish to alter some of the Preferences once you play the game. To adjust the preferences, tap the little "P" button at the bottom of the aGORA menu screen.

Tap this menu to switch between General Preferences and Controls Preferences.
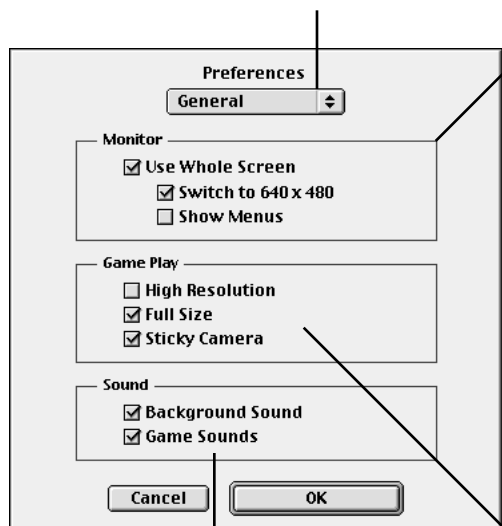
Hide your menu bars with the Use Whole Screen checkbox. If you want access to other running applications, leave this box unchecked. The game will look best in 640x480 mode on most monitors.

Preferences

General ⬍

Monitor
☑ Use Whole Screen
  ☑ Switch to 640 x 480
  ☐ Show Menus

Game Play
☐ High Resolution
☑ Full Size
☑ Sticky Camera

Sound
☑ Background Sound
☑ Game Sounds

[Cancel] [OK]

The game works best with all of these items checked. If you have a first generation Power Mac, you might want to uncheck High Resolution. If it is still slow uncheck full size. Sticky Camera affects the way the camera pans as you turn. The game works and feels much nicer with this option checked.

Game sounds refer to sounds that are caused by your actions and by others' actions. The Background sounds refer to music and other noises that occur regardless of what is happening in the game.

The Controls Preferences may be changed by entering a new key for each function. Each time you tap a key the cursor will move to the next action down.

After you enter a key the next action will be highlighted.

	Preferences		
	Controls ✦		

Game Controls

Key	Action	Key	Action
Shift	Turn Right	Tab	Choose Item
4 (pad)	Turn Left	Shift	Toggle Item
8 (pad)	Forward	Delete	Drop Item
2 (pad)	Backward	F1	Cast Spell 1
Space	Attack	F2	Cast Spell 2
Cmd	Defend	F3	Cast Spell 3
Opt	Do Targeting	Z	Pan Left
UpArw	Target Higher	X	Pan Right
DwnArw	Target Lower	Cntrl	Show Tags

Cancel   OK

Turn Right, Left
This turns you to the right and left.

Forward, Backward
These are you two movement options. You may hold down a turn key and a movement key to move in a circling fashion.

Attack
This refers to weapon attacks. Your attacks always occur in the direction you are facing.

Defend
You may only parry against attacks you are facing. Parrying when you are attacked from the side or behind will do no good.

Target Higher, Lower
Aim is critical when casting spells. A poorly aimed spell will either miss or have minimal effect.

Choose Item
You may use an item by double-clicking with the mouse, or by using the keyboard. This command will use the item that is highlighted.

Toggle Item
Tap this button to choose the item that you would like to use.

Drop Item
If only you could hold everything you wanted, but alas, sometimes you must drop an item to get a better item. After an item is highlighted, the function will put in on the ground in your vicinity.

Cast Spell 1,2,3
If you do not have an extended keyboard you will obviously have to change these buttons. Spells can be chosen with the mouse, but it is much quicker to use the keyboard.

Pan Left, Right
The terrain in the aGORA can obscure your view. Use these keys to pan around your character.

Show Tags
Tags indicate the level, name, alliance, and health level off all creatures in the area.

Contention

ot all globes within the aGORA are the passageways to freedom; and lucky are Cameran's flock who can cling to at least some meagre hope of deliverance. Most prisoners have but a scant few warriors with which to share their imprisonment, and quite often little trust exists between them. Left to their own devices, some are loners and other have made an allegiance with others.

Within the depths of the aGORA there are illimitable globes where the imprisoned huddle sleepless in the cold waiting with unsheathed blades for the inevitable onslaught of the unliving. Many of these prisoners are reduced to the animalistic state where survival and sanity are all that is left to protect.

There is little surprise that such conditions of decay and despair wither many minds before long. Those who are exceptionally strong willed often must strike down those who lose hope and are driven to madness; and all this serves to fuel the vile Sortok's legions.

Yet some have formed clans that protect the sanctity of their globe, and others have become raiders, having found the magical passageways between globes and making war upon the residents.

The weird magic that created the aGORA involved a mirroring the outside world such that the myriad of different globes have vastly different terrain and vegetation. Some globes are wastelands of sandy desert, or endless expanses of ice and snow. Others have lush, rolling hills and deep valleys. Some are islands divided by rivers and lakes.

The unfortunate may have to stand alone against many foes to secure peace within their prison. Sometimes warriors will band together and make their rule dominion in a globe.
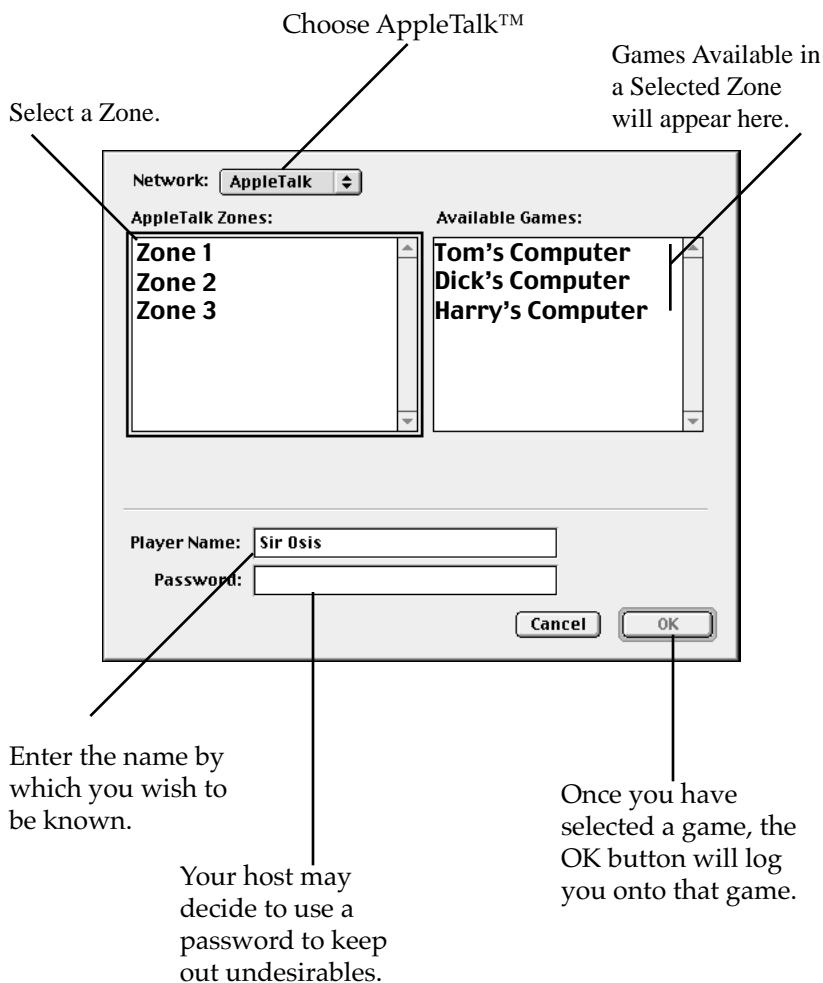
Network Play

aGORA's impressive network play features make it a unique and challenging game. With aGORA and enough friends you can have a network of ten players. Also, you can choose to play via internet, AppleTalk™, or internet and AppleTalk™ simtaneously. This means you could have three people in one office via ethernet play a game with three people in another office via their internet server system and have another two people at home playing over TCP/IP! With this arrangement you can play on two teams of 4 each, four teams of 2 each, three teams of three each with one computer player added, or as a free-for-all! This innovation is possible only because the game was developed on and for the Macintosh—we weren't hampered by the inherent limitations of the Windows™ OS.

When playing over a network of any sort one computer will serve as the game's host. To join the game you need to connect to that person's computer. With an AppleTalk™ network this is extremely easy and very reliable; the internet is more difficult and only as reliable as the service you use. If you get logged off of your internet service for no apparent reason on a regular basis, you may get logged off during a game of aGORA. If you (and the people you are playing) have reliable internet services then internet games of aGORA will be reliable.

When hosting an internet game it is critical to know your name address. Without this number (or name) no one will be able to log on to your computer. Contact your service administrator for more information on your internet service. If you are no stranger to playing your friends in internet games, then most of this will be very intuitive for you.

JOINING A GAME

Joining a game is the easy part. If you are playing exclusively on an Ethernet or regular AppleTalk network, all you need to do is select the Join Game button in the aGORA Main Screen.

Choose AppleTalk™

Games Available in a Selected Zone will appear here.

Select a Zone.

Network: [AppleTalk ▼]

AppleTalk Zones:

Available Games:

Zone 1	**Tom's Computer**
Zone 2	**Dick's Computer**
Zone 3	**Harry's Computer**

Player Name: [Sir Osis]

Password: [ ]

[Cancel]   [OK]

Enter the name by which you wish to be known.

Your host may decide to use a password to keep out undesirables.

Once you have selected a game, the OK button will log you onto that game.

To connect to a game via internet you must know your host's IP name. Most services will have access via Port 8802, but you may have to use a different one.

Select TCP/IP to join an internet game.

Network: TCP/IP

Enter the host name and the port of the game you want to join:

Host Name: 111.111.111.113
Host Port: 8802

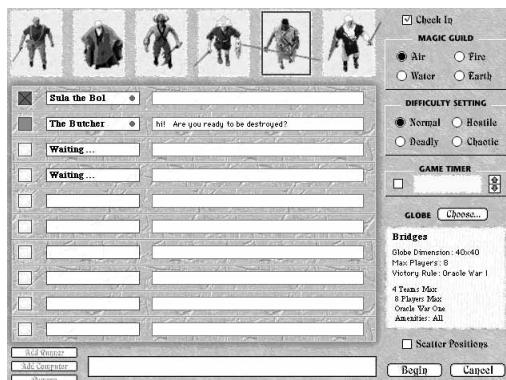You may need to contact your ISP for this information.

Player Name: Sula the Bold
Password:

Cancel   OK

Selecting a Character

Once you have joined a game, You will need to select a character and a magic guild. You are also alowed to choose a team. Tap the color next to your character's name for a picker. Tap the color of the team you wish to join. If your host has already selected teams, changing your team at the last second can make you *Persona Non Grata*. Make certain to check in after you are satisfied with your choices. The game will not begin until you have done so. Don't take too long to join in, as an impatient host can kick you off of the game. All other options are in your host's control.

Hosting a Game

Hosting a game is more involved than joining a game. When you host the game events will take place on your machine and the information will be sent to the people who are hosted on your computer. When playing over the internet a host should have at least a 28.8 kbps modem, You will better enjoy the game with a 33.6 kbps connection. If you are playing over an intranet via Apple-Talk™, hosting a game is quite easy by comparison.

aGORA offers the added bonus of allowing both AppleTalk and internet play simultaneously. Host a game by tapping the Host Game button in the aGORA main screen.

After selecting the Host Game button you will given a window for game hosting features. Choose between AppleTalk and TCP/IP hosting. More than one game can occur through a network, so make you Game Name easily recognized. As an option, you can add a password as a requirement to log on to your game. If you do so, people will not be allowed to play unless they know the password.

Select the protocol(s) for advertising
- ☐ **AppleTalk**
- ☐ **TCP/IP**

Game Name: `Black Death`
Password: `_____`

☒ Play on this machine
Name: `Sula the Bold`

[Cancel] [OK]

Setting up a Network Game

Choose a character as you would joining a network game. As a host you have the added responsibility of selecting a difficulty level and a Globe for the game.

Select a globe from the list. Different globes have different features, which will appear under the Choose button.

Select a Globe: [Choose Globe] [Cancel]

- Bridges
- Cornerstone
- Grassy Knoll
- King Of The Hill
- Lava
- Links
- Pool
- Riddles of Ice
- Sands
- sudden death v 1.2
- Test Map
- The Crossing
- Theology
- World of Otakia

The Soul of the Oracle

The Globes in network play will have different amounts of allotted characters, magic items, and rules. These will appear beneath the Choose button.

Oracle War -1   Characters must be level 3 to destroy Oracles.

Oracle War -2   Characters must be level 6 to destroy Oracles.

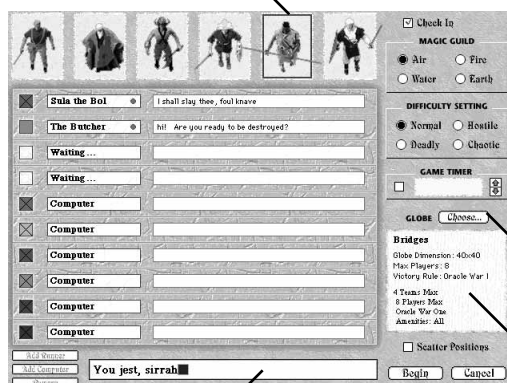Oracle War -3   Characters must be level 6 to destroy Oracles.

Last Man Standing   Oracles may be attacked by anyone at any time.

Select your character.

Choose a magic guild.

Adjust difficulty settings to your liking.

Select the playing field for the game.

Care to make a few pre-game boasts?

The rules and other information for each globe will appear here.

Conditions of Victory

The conditions for a team to claim victory will vary between timed and untimed games. The objective in a network or skills game is to generate the most experience points while protecting your Oracle from destruction. The player with the most experience points wins the game for his or her team.

With a destroyed Oracle, your magic and health will diminish until your character's health is gone. Then, that character dies and is removed from contention for victory. Even if you survive to the end of the game, a player or team with an intact Oracle will defeat you regardless of your experience points total.

No character is out of contention for victory until that character's Oracle is destroyed. When a character's Oracle is destroyed and the character loses health over time. When health reaches zero the character dies shortly thereafter. A game will end, regardless of timers, when there is only one team's Oracle around, and the last opponent is killed and fades from view. Note that death and fading are two related, but different, events. If you defeat the last character from another team and you are the last standing, but fail to remain alive until the last character fades from view, you will not win the game.

Very close games can come down to all Oracles destroyed and the remaining characters just trying to outlast each other. Games where the character dies before all other characters fade from view are drawn games. The follow page contains a list of the victory conditions broken down into two categories: timed and untimed games.

Timer

Condition: At least one Oracle still intact at time out.

Result: Only teams with intact Oracles contend for victory: player with most experience wins the game for the team.

Condition: No Oracles intact at time out.

Result: Only survivors still alive at game's end contend for victory: player with most experience wins the game for the team.

Condition: No Oracles intact, time remaining and only one side still has member(s) alive.

Result: That side wins.

Condition: No Oracles intact, Everyone is dead.

Result: No side claims victory.

No Timer

Condition   One side has Oracle intact when everyone else is dead.

Result   That side wins.

Condition   No Oracles intact.

Result   Team to have member(s) alive after all other teams perish and fade wins.

Condition   Everyone is dead.

Result   No one wins.

Determining the Victor

At the end of a network or skills game, the game points breakdown will appear. It determines what team or alliance claimed victory and by what margins. Individual performances will be posted.

The winning team is declared by color.

The character with the best score appears here.

Name	Experience	Level	Oracles	Runners	Guardians
The Butcher	4716	6	2	13	1
Mocar	3107	5	0	10	1
Waroz	2894	5	0	6	3
Teres	2307	4	0	7	1
Sula the Bol	1434	3	0	2	1
Sutrole	1068	3	0	2	0
Gandus	951	3	0	2	0
Gandus	894	2	0	1	0

ALLIANCE CLAIMED VICTORY

The game statistics will be broken down so that you will have a good idea how well you did in battle.

Appendix A: Footage and Support

If you have problems installing aGORA, with aGORA gameplay or related phenomena we will be happy to assist you. When you call us have the following information ready so that we can answer your questions:

Computer Model
Processor speed and kind
Graphics card—if applicable
System software version
RAM total and free RAM with all applications closed

If you do not have this information or do not know how to obtain it, we will walk you through the process. This may be frustrating to you, but without this information, we will not be able to help you.

Footage files are records of your aGORA expeditions. They may be replayed by opening aGORA, tapping the F12 key This will produce the standard Apple menus. Go to the *File* menu and select View Footage.

File	Edit	Help

Host Game... ⌘H
Join Game... ⌘J

Begin Quest... ⌘N
Load Quest... ⌘O

View Recent Footage
Store Recent Footage...
View Footage...

Preferences...

Quit ⌘Q

Recent Footage must be stored to view.

If you want the footage from a particular game, store your recent footage immediately after playing by select-ing this option. Unstored footage will be overwritten and lost.

A footage file of your last aGORA game will always be stored in the folder *Preferences*, which may be found in your *System Folder*. Each time you start a new level of aGORA it will be overwritten.

If you have a technical problem with aGORA during gameplay we will want your footage file. So when you encounter the problem go to *Store Recent Footage*, save your file and then E-mail it to us with your questions to:
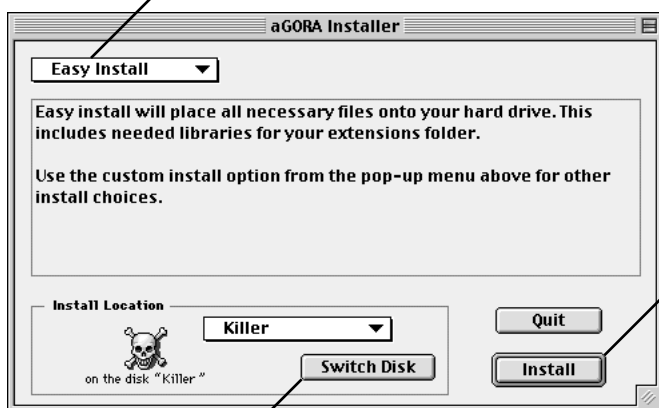**support@powermedia.com**
If, for some reason, you call expecting hints you're out of luck. The lead programmer won't tell us how to solve the game and we're still working on it. We're work-ing on a solutions and strategy book, but you'll have to wait a little while for that...

Appendix B: Installation and Game Restrictions

To install aGORA, simply put the CD in the hard drive and click the aGORA installer icon.

Unless you are trying to conserve hard drive space.

```
================= aGORA Installer =================

  [ Easy Install      ▼ ]

  Easy install will place all necessary files onto your hard drive. This
  includes needed libraries for your extensions folder.

  Use the custom install option from the pop-up menu above for other
  install choices.


  ┌─ Install Location ──────────────────┐      [    Quit    ]
  │  ☠       [ Killer          ▼ ]      │
  │      on the disk "Killer"  [ Switch Disk ]  [  Install  ]
  └─────────────────────────────────────┘
```

Click here to install aGORA.

If you have more than one storage device, tap this button to choose a store for the aGORA game.

For those with space issues on their hard drive, you can select a smaller installation set. This means that you will have to rely on the CD ROM drive to relay information to the computer. This will slow the game speed, unless you have a 24x speed or faster CD ROM. If you have a CD–ROM slower than 4x, you will want to turn off the game sounds and music while you play

If you do a custom installation tap on the easy install picker and select Custom Install.

This install will conserve hard drive space at the cost of game speed and smoothness.

If you are not comfortably familiar with the Macintosh platform and you have enough hard drive space to per form a normal installation, avoid the temptation to play around with the installer—it will only cause you head-aches.

Credits

PRODUCTION

Director, Designer	Zachary Waibel
Producer	Gary Greco

ENGINEERING

3D Engine , Character Design, Lead Programmer	Zachary Waibel
Map Topography, Level Design	Bobby English

GAME GRAPHICS

3D Objects	Jim Lattanzio
Character Models	Zachary Waibel

DOCUMENTATION AND GRAPHIC DESIGN

Box Design, Box Art, Manual Art	Jim Lattanzio
Story Concept, Manual Art	Zachary Waibel
Manual Design, Manual Writing, Package Copywriting and Editing	T.J. Weldy

QUALITY ASSURANCE

Lead Testers	Zachary Waibel, Bobby English, Jim Lattanzio
Test Team	Ian Copeland, T.J. Weldy, Gus Bird

Special thanks to Ducle and Gus Bird for their continual support.