ISHAR 3

THE SEVEN GATES OF INFINITY

ISHAR III

Authors

Michel PERNOT
Pascal EINSWEILER

Programming

Michel PERNOT
Louis-Maris ROCQUES
Jean-Francois TREVIEN

Graphics

Pascal EINSWEILER
Guillaume MAGINOT
Eric GALAND

Music

Fabrice HAUTECLOQUE

Quality Assurance

Cecile GUYARD

Production

Louis-Marie ROQUES
Andre ROCQUES

Box Illustration

Cirvelo CABRAL

SUMMARY

TECHNICAL DESCRIPTION

ON PC

The configuration your computer needs

- PC or 100% compatibles
- 386 processor or better/486 processor recommended
- 4Mb RAM (the game operates in protected mode and utilizes all of your computer's memory)
- VGA graphics card
- Hard disk essential
- Mouse
- Sound Blaster sound card optional

Starting the game

- Turn on your computer and load DOS. If your computer installs Windows at the start, it is best to exit from Windows before installing the program.
- You cannot play from the diskettes

Installation on hard disk

- Put the diskette into A (or B) drive
- Go into drive A (or B)
- Then type INSTALL <source drive><destination drive> (for example: INSTALL A: C:), then follow the instructions on the screen.
- To start the game just enter the sub directory concerned and type START.

Starting on CD-ROM

- Enter the sub directory for your CD-ROM
- Type INSTALL <source drive><destination drive> (for example: INSTALL E: C:)
- To start the game, type START from the sub directory for your CD-ROM.

Game configuration

At the start of the game a configuration (or set-up) page appears on the screen. It offers you an optimum configuration which you can alter if you modify. If you save the configuration, this page will no longer appear when you start the game again. However, you can access it by pressing the <DEL> key when the program tells you to.

Problems specific to PC's and compatibles

If the program stops while loading and displays the message "not enough memory", check that your MS-DOS is not installing resident programs when the machine starts, which would use up too much central memory. (For example, "SMARTDRV". In this case, reduce the memory allocated to "SMARTDRV" in the CONFIG.SYS or AUTOEXEC.BAT files).

ON MACINTOSH

The configuration your computer needs

- 3½" Disk Drive
- 256 Color Video Card
- 4Mb RAM
- Mouse

Starting the game

- Click twice on the "Start" icon
- Select the "Player" option in the "Commands" menu

Installation on hard disk

- Insert Disk 1 into the disk drive
- Double click on the "Install" icon

Starting on CD-ROM

- Enter the sub directory for your CD-ROM
- Double click on the "Install" icon
- To start the game, click twice on the "Start" icon and then select the "Player" option in the "Commands" menu

IN CASE OF TECHNICAL PROBLEMS

You can contact us by telephone at (905) 475-4801 from Monday to Friday between 9am and 5pm (Eastern Standard Time). You can also contact us by modem at (905) 475-4803 anytime.

INTERFACE

ON PC

The game is designed to be played entirely with the mouse. The left button is used to select, and the right button to cancel the current operation and close selected menus.

ON MACINTOSH

The game is designed to be played with both mouse and keyboard. The left button is used to select, and the ESC key to cancel the current operation and close selected menus.

KEYBOARD SHORTCUTS

ON PC

The F1-F5 keys emulate the "Action" icons and the F6-F10 keys the "Combat" icons.

ON MACINTOSH

The 1-5 keys (of the alphabetical keyboard) emulate the "Action" icons and the 6-0 keys the "Combat" icons.

The numeric keypad is used to:

* access the Tactical panel by pressing 9
* access the Save menu by pressing 7
* move in the 3D environment by pressing keys 1-6 according to the 6 movements on the control panel

TO QUIT THE GAME

ON PC: Press <CONTROL>X

ON MACINTOSH: Press <COMMAND>X

PAUSE KEY: Press <P>

To skip the introduction, press <ESC>

After the Introduction

From the main menu, you can:

- load a previously saved game: follow the on-screen instructions. If you're playing from the hard disk, the games will be saved directly into your sub-directory.
- start a game with an old party from "Ishar, Legend of the Fortress" or "Ishar II, Messenger of Doom":
  You will have to copy your saved geme into the Ishar III directory. The game will start at the beginning, with the characters from this new party. They will keep their attributes, but not their objects. However, the character levels and their magic spells may be changed slightly, so that they fit with the ones from Ishar III.
- create a new team: follow the on-screen instructions. You must select the characters one by one.
  For each one, you must choose a race, a portrait, a class; then, you must share his or her points between the different attributes (strength, constitution...) by clicking on <+> and <->, and finally, you must enter the character's name. To validate the party and start the game, select the "Startgame" icon.
  To cancel the selection and return to the main menu, click on END.
- set the SOUND and MUSIC options ON or OFF
- start a new game with the default character
- quit to DOS

SUMMARY OF THE PRECEDING EPISODES

In "Crystals of Arborea", Jarel, Prince of the Elves, set out on a quest for the magic crystals in order to oppose the evil power of Morgoth, the black god banished by his peers. With the support of his faithful companions, he regenerated the harmony of the world of Arborea and slayed Morgoth in a memorable fight.

Then Jarel became the ruler of the whole land, renamed Kendoria. Under his government, Kendoria knew an era of prosperity and peace. On his death, his heirs fell upon one another and the country lost all its splendour.

In "Ishar: Legend of the Fortress", a group of adventurers travelled through Kendoria to conquer Ishar, a mysterious fortress. Ishar, which means "unknown" in the Eleven tongue, belonged to Krogh, the devilish offspring of Morgoth and the witch Morgula, who was threatening to reduce the whole population to slavery. After many adventures the companions found Ishar and destroyed Krogh.

The powers of Chaos were banished from Kendoria and Ishar became a prevailing cultural and intellectual center. Many people came to Kendoria and soon a city developed. It was named "Zach's Island", after one of Jarel's mythical companions. Shandar, monk of Chaos, took advantage of the massive arrival of people from the Northern Lands to secretly enter "Zach's Island". He started an illicit business selling hallucinogenic potions and became so rich and powerful that he soon controlled the whole town. Many followers worshipped this evil man. He built a strong fortress, a second Ishar, to wreck Ishar's empire.

In "Ishar II, Messengers of Doom", the Messengers, helped by the twin brothers Grimz and Griml, succeeded in freeing "Zach's Bahnir", an old name borrowed from the Northern people. Shandar was slayed by the Messengers, or at least his mortal frame was.... since his evil soul is wandering around the city again, eager for revenge.

THE CONTROL PANEL

MOVEMENTS

Movements are made using the directional arrows (5 to 10). You can move forward (6), sideways to the right (10) and to the left (8), make a quarter turn to the right (7) and to the left (5) or move backwards (9).

The compass (2) indicates the direction in which you are facing. Some places are impassable, such as water and high bushes.
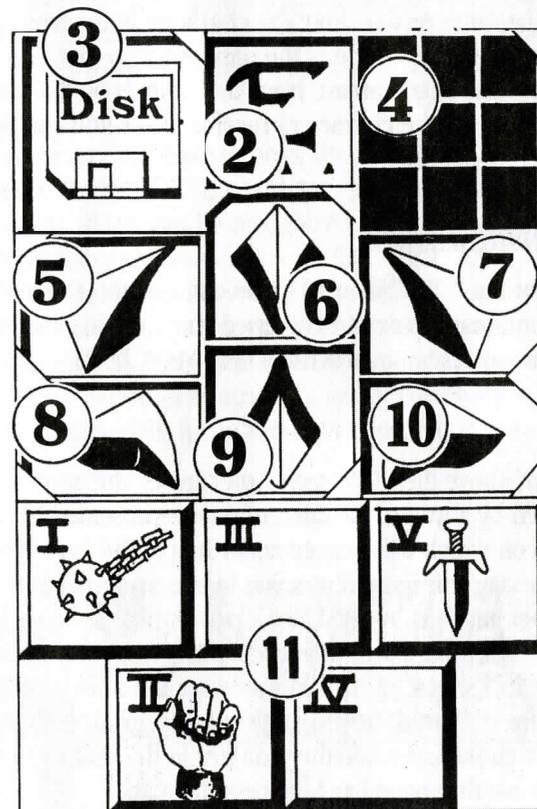
Tactics

You can change the tactical positioning of the characters. To do so, click on the small frame (4). A 5x5 checkerboard appears with small symbols (Roman numerals) representing each character in the team- you will find these numbers at the bottom left of each character box. Choose the desired symbol and place it in one of the squares of the checkerboard.

The characters placed in the highest boxes will be at the front of the group. They will be the first to receive blows. The characters placed behind will be fairly well protected (except in the case of attack from behind), but they will not be able to fight hand-to-hand unless they have a throwing weapon (see COMBAT section). To move in single file, place the symbols on the same vertical line; the character at the front of the group then receives all the blows and is the only one who can fight hand-to-hand. To move and align abreast, place the symbols on the same horizontal line. In this case, all the characters receive blows and can fight on the same level.

Loading/Saving a Game

If you click on the "Disk" icon (3), you can quit the game and return to the main menu, load up previously saved game or save the current game; just follow the on-screen instructions (see MAIN MENU).

Map/Time

In the top bar, above the 3D Screen, you can see the number of days gone by represented by a moon, the current time represented by a sandglass and a third icon which will change according to the land you are in. If you are in the city, this icon allows you to access a map of the city. Your position is then marked by a flashing arrow, which shows the direction you are facing. As you make new discoveries, new symbols will appear on the map (inns,shops...). You can only see the town on the map, the other lands are not listed. If you are not in the town, the icon will be a time scale which indicates whether you are in the past or in the future. You can also use the space bar to access the map.

Fights take place in real time. The fight panel (11) groups together the fight icons of each player with their active weapons. These icons represent from left to right the 5 characters in the team, identified by their Roman numeral. To make a character strike, click on the corresponding "Fight" icon.

The icon will change color during the attack. You can strike again when the icon has returned to its initial color. Blows are struck with the weapon the character is holding. Their speed will vary from weapon to weapon. A 2-handed weapon is slower than a 1-handed weapon, but causes more harm. If the player has a weapon in each hand, he will strike twice as fast as with a single weapon. The weapon used will then change in the icon at each blow. Without a weapon the character will strike with his fist.

To strike an adversary you have to be in the front line (see section CONTROL PANEL: Tactics). The characters placed behind can use throwing weapons which can be recognized by little lines symbolizing speed. To throw these weapons, click on the "Fight" icon. The cursor will change. Then select the adversary to be hit. Hits are represented on the picture by a small patch of blood showing the damage points, ie. the life points the victim has lost. This damage depends on several parameters: the power of the weapon, strength, agility (throwing weapons in particular), weaponry skill, the adversary's constitution, etc.
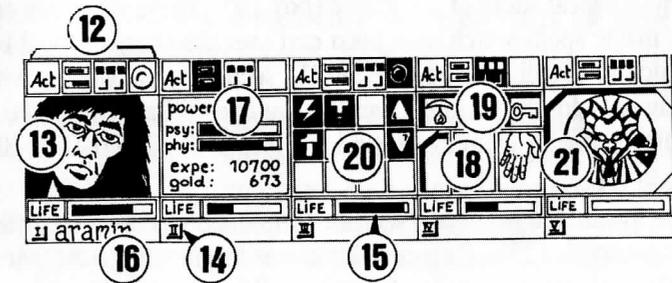
THE TEAM PANEL

The team consists of a maximum of 5 characters. At the start of the game you will have only one character. The name of each player is written at the bottom (16). His face appears in the medallion (13). If the box is unoccupied, the medallion contains a stone face (21). Note the Roman numeral (14) at the bottom left which represents the character in the tactical table (see Control Panel section). The bar (15) represents the level of life points. Watch it carefully, because the character will die when it reaches zero. A skull will then appear in the frame. You can recover the possessions shown in the character sheet of a character who has died if you do not move. The slightest movement will cause the deceased player to disappear. When all the players are dead the game is over. The four icons (12) give access to the management and information panels which will appear in place of the character's face. By re-clicking a second tme on these icons the face will reappear in the medallion.

- The first icon opens a menu which suggests different actions (see ACTIONS section below).
- The second icon reiterates the main parameters (17): physical and psychic levels, experience, money. Physical fitness affects fighting performance. This level drops as the character travels. When it reaches zero, the life points gradually decrease. To raise them the character must sleep, eat, or drink reviving potions. Psychic powers influence the effects and duration of magic spells. You can recover psychic points by sleeping or drinking certain potions.
- The third icon shows the hands (box 18) and the different physiological states of the player (box 19). These states are caused by magic spells which have been cast over the character and by which he is still affected (see SPELLS section). Any objects which may be held appear in the hands. You can exchange or place objects directly from these windows (see THE CHARACTER SHEET section).
- The fourth and last icon (red dot, if operational) is used to cast magic spells (20). Only certain classes (clerics, wizards, priests, paladins) can cast spells. Select a spell from the table. Some can be cast directly but most will require you to point directly to the character on the screen (attack spells) or among your companions (defense spells) - the cursor will then change into a target. By using the two arrows on the sides you can change the spells table (a choice of three tables: defense spells, attack spells, or various spells). The two numbers under the arrows respectively indicate the character's psychic energy and the level of the spell selected. There are about 30 spells of different levels. They are acquired when the character changes levels (see SPELLS section).

ACTIONS

To carry out a specific action click on the "Act" icon of the character concerned. Four actions are offered:

- Recruit : The cursor becomes a hand. Point it at the character to be recruited. Without exception, the best place to recruit is the inn. Each character gives a vote which depends on his or her liking for the character to be recruited. Candidates are only admitted by a majority decision (see section THE CHARACTER SHEET: Alignment). Warning: Traitors can sometimes infiltrate a team. They disappear without trace, sometimes stealing things.

- Dismiss: As with recruiting, the other members of the team give their vote. A dismissed player disappears from the game and can not be recruited again. Dismissal is less dangerous than assassination, but is not always practical and the character's possessions cannot be recovered. In the course of the game you will often need to get rid of a character.

- Assassinate: Select the team member to be assassinated. Be careful, because the psychology of the characters comes into play. If any of the companions have a lot of sympathy for the victim (see section THE CHARACTER SHEET: Alignment) they may in turn slay the murderer. You could thus bring about a whole series of slayings.

- First aid: Select the person to be helped. An individual who has been given first aid cannot receive it a second time unless he has been struck again in the interim. The effectiveness of first aid depends on the player's level of skill in this subject.

PLACES

Inns

You are offered four options.

- Listen: You can pick up information.
- Recruit: The inn is the best place for recruiting. Select the torso of the person you want to recruit. Your choice will be confirmed or rejected by the vote of the other team members.
- Eat: You have to pay for a full meal for the whole team. If all the players together do not have enough money, none of them can eat. Otherwise the sum will be deducted from the companions in equal shares. If one of them does not have enough, the balance will be made up by his companions according to the order in which they are arranged on the team panel.
- Sleep: the same principles as for eating. A room is taken for the whole team.

Houses

Here the team's control panels do not work. Only the character sheets can be selected. You will find various types of people here. Usually they will give valuable information or suggest "missions" to you. Sometimes you can pick up objects. Click on them and place them with one of the characters.

Shops

There are two types of shops: the ones selling weapons and the rest. To buy an item, select it on the shelves and confirm in the window of the character who wants to buy it, or on the character inventory, by clicking on his name. If the buyer hasn't got enough money, the sale is cancelled. To sell an item, select the object to be sold in the character inventory and click on the shop-keeper. The price he is ready to pay for the item will appear. You can always refuse his offer.

Time Gates

They allow you to access other lands, in the past or future. You can see the time on the top left icon. When you start the game, you don't know any door locations. Of course, past events can change the present and the future...

THE CHARACTER SHEET

Each character in the team has his own sheet. Access it by clicking on their name (16).

Character Statistics (frame 23)

This covers three pages which you can turn using the "Book" icons (27) and contains:

- Identify: name, race, class (profession)
- The character's level and experience
- Degree of fitness: physical, psychic, vitality
- Team cohesion or ALIGNMENT: We have shown that relationships play an important part: votes on recruitment or dismissal, serial killings, refusal to give first aid. These are based on the alignment tables. These alignments depend on the tendancy to good or evil and the sympathies and antipathies between races (eg dwarfs dislike elves). Team cohesion summarizes the different alignments between the characters in the team.

- Characteristics and skills influence the players' actions (eg. a strong person will cause the enemy more damage, a robust person will withstand blows better). These parameters develop in the course of the game in relation to fights, successes and set-backs. There are seven skills: lock-picking, perception, first aid, firing (bows and arrows and crossbows), weaponry skills (1-handed weapons, 2-handed weapons, throwing weapons).

Money

The "Money" icon (31) shows the sum of money held. By clicking on it you will access a money management menu. By selecting the icon with the 3 arrows, all the sums of money are evenly distributed among the different members of the team. You can also give a certain amount of money to another character: to set a figure click on the various columns of units, tens, hundreds etc. Then click on the "Coin" icon which will take the place of the cursor. Then validate it on the character concerned. The "All" icon selects the total sum which the player owns. The "0" icon returns the sum back to zero.

Objects (frame 24)

A character often possesses a few objects at the outset. When you find an object you can place it in one of the 9 boxes. Certain objects can be grouped together in the same box: food (maximum = 10), potions (maximum = 10), arrows (maximum = 20). The number of objects is then shown at the bottom right of the box. Select an object by clicking on it - or in the case of objects grouped together, take them all by clicking on the number.

Then you can:

- Destroy it by dragging on the "Trash Can" icon (30) and clicking.

- Identify it by dragging to the "See" icon (29) and clicking.

- Eat and drink by validating the items on the "Absorb" icon (28). This will have an effect on the physical and vitality points of the player.

- Dress your character by placing clothes, armor and helmets on the torso (25). There are clothes for both men and women.

- Handle objects by clicking on them in the character inventory boxes or on-screen and dragging them to the "Hands" icon (26). If the object is large (2-handed weapons), the second hand will disappear and cannot be used.

- Place it in another character sheet by clicking on the name of the recipient and placing the object in one of their boxes.

- Place it directly into the hand of a team member by validating on the "Hands" icon (18) of the character concerned.

- If you select one object after another, exchanges will be made automatically.
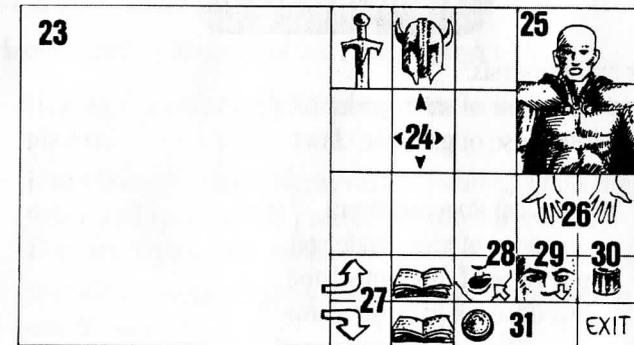
POTIONS

To make a potion, you need a magic flask (there's only one in the game!), to use as a container. Prepare your mixtures by dragging the different potions to the flask and validating. You can use it again once its contents have been absorbed. Refer to the magic recipes below, as certain mixtures can have rather strange consequences...

To empty a full flask without drinking its contents, drag it to the "Trash Can" icon.

MAGIC RECIPES

"Bulkal" or Anti-Paralysis:
>   -one dose of salamander oil
>   -one dose of gargoyle claws

"Schloumz" or Physical Regeneration:
>   -one dose of salamander oil
>   -one dose of dried mistletoe
>   -two doses of gargoyle claws

"Ghoslam" or Psychic Regeneration:
>   -one dose of salamander oil
>   -one dose of dried mistletoe
>   -one dose of rat brain

"Clopatos" or Invulnerability:
>   -one dose of salamander oil
>   -one dose of dried mistletoe
>   -one dose of rat brain
>   -one dose of gargoyle claws

SPELLS

There are about thirty spells corresponding to different levels of experience. Only four classes can cast spells: clerics, wizards, paladins and priests. Spells are specific to each of these classes. By increasing experience level, the character acquires higher level spells. The effectiveness of a spell (impact, duration) depends on the experience level of the spell caster. The higher the level, the more powerful the spell will be. Casting spells requires a degree of psychic energy. If the character does not have enough, the spell will have no effect. The more powerful the spell, the more energy it will consume.

Description of Spells

*Defense spells (in order of level from lowest to highest):

- Healing (cleric/priest/paladin): increases the life points of injured players.
- Protection: physical (cleric/wizard/paladin) limits injury caused in fights, and spells which protect the whole team.
  They are higher level spells.
- Specific care (cleric/priest/paladin): against poisoning and blindness.
- Protection against fire (priest).
- Resurrection of a player (cleric/paladin).
  Metamorphosis to change form (wizard).

*Attack spells

- Strikes in order of levels: the fireball (wizard), powerless against characters impervious to fire (dragons), the spiritual hammer (cleric/paladin), the flaming hand (wizard), the ice cloud (wizard) recommended against fire creatures, and the spirit of flame (wizard) which is the most powerful spell.
- strikes against all enemies present: lightning (wizard) and fire storm (wizard), powerless against fire creatures.
- Specific actions against enemies: sleep (wizard), blinding (cleric/paladin), paralysis (cleric/wizard/paladin).

Inversions: traditional inversion (cleric/wizard/paladin) which changes a character's natural inclinations (friend/enemy), and the "turn undead" special (wizard) which drives only the living dead mad.

*Specific spells

- The paranormal: "Paranormal" detection (wizard) indicates that you are in an accursed place. Exorcism (cleric/paladin) enable the curse to be lifted from the place.

- Telepathic reconnaissance (cleric/paladin) indicated the characteristics of the character encountered.

- The magic key (wizard) opens all doors.

- The change of timescale (wizard) allows you to change your temporal plane in the middle of a fight for a certain time. You can thus raise your life points and prepare your strategy.

- Teleportation (wizard) is used with "memo-telep" (wizard) which records in advance the teleportation arrival point.

DEFENSE SPELLS

Figure 1: healing	Figure 2: global physical protection
Figure 3: anti poison	Figure 4: restore vision
Figure 5: resurrection	Figure 6: invulnerability
Figure 7: psychic protection	Figure 8: metamorphosis
Figure 9: regeneration	Figure 10: global psychic protection
Figure 11: fireproofing	Figure 12: anti-paralysis
Figure 13: physical protection	
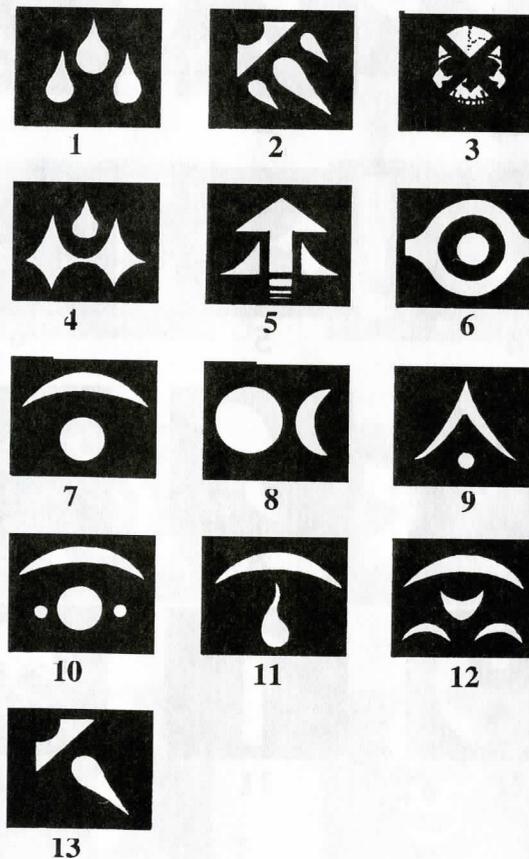
Figure 1: fire-ball
Figure 2: lightning
Figure 3: paralysis
Figure 4: fire-storm
Figure 5: blinding
Figure 6: ice-cloud
Figure 7: flaming hand
Figure 8: spirit of flame
Figure 9: sleep
Figure 10: inversion
Figure 11: spiritual hammer
Figure 12: turn undead

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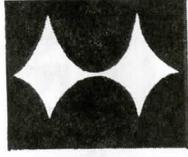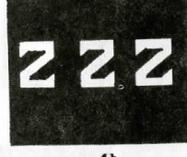
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Figure 1: memo-telep
Figure 2: magic-key
Figure 3: teleport
Figure 4: paranormal detection
Figure 5: change of timescale
Figure 6: exorcism
Figure 7: telepathic reconnaissance
Figure 8: poisoning
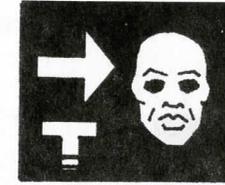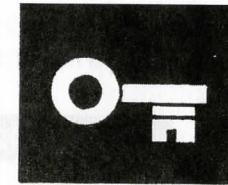
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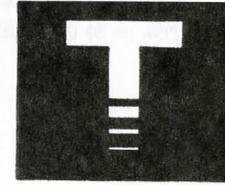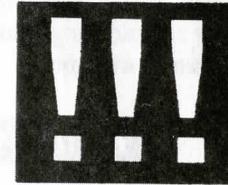
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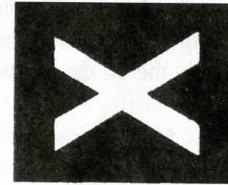
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COMPUTER PIRACY

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