

 XBOX 360™

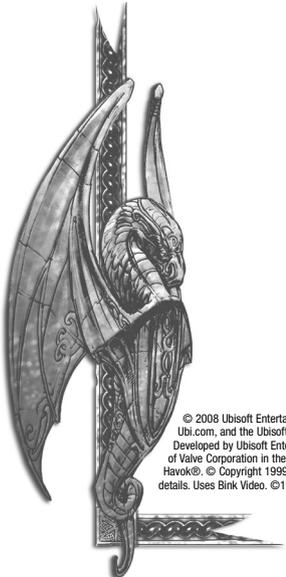
XBOX  
LIVE™



UBISOFT™

## TABLE OF CONTENTS

GAME CONTROLS .....	4
CONNECT TO XBOX LIVE .....	4
INTRODUCTION .....	5
MAIN MENU .....	7
OPTIONS .....	8
GAME CONTROLS .....	9
CHARACTER CLASSES .....	11
IN-GAME INTERFACE .....	12
ITEMS & SKILLS .....	14
MULTIPLAYER .....	22
WARRANTY .....	34
TECHNICAL SUPPORT .....	35



© 2008 Ubisoft Entertainment. All Rights Reserved. Dark Messiah Might and Magic, Might and Magic, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.  
Developed by Ubisoft Entertainment and Arkane Studios. Valve and Source are trademarks or registered trademarks of Valve Corporation in the United States and/or other countries. Dark Messiah Might and Magic Elements uses Havok®. © Copyright 1999–2008 Havok.com Inc. (and its Licensors). All Rights Reserved. See [www.havok.com](http://www.havok.com) for details. Uses Bink Video. ©1997–2008 by RAD Game Tools, Inc.

## GAME CONTROLS

### Single Player Controls



## XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## INTRODUCTION

In Dark Messiah, you are Sareth, apprentice to Phenrig, a powerful wizard. Phenrig, your foster father, has raised you from birth for a single purpose, training you in the arts of magic and war.

At the beginning of the game you are sent to the free city of Stonehelm, home to the mage Menelag, a friend of your master, to help him retrieve the long-lost Skull of Shadows.

### Characters

#### Sareth (You)



A young man, student of the mage Phenrig. Trained in martial arts and the ways of magic by his mentor, Sareth is prepared to leave the only home he has known and venture out into the world of Ashan.

#### Phenrig



Phenrig is Sareth's tutor and mentor. He has raised the orphan boy since his childhood. Sareth owes all he knows of weapon and magic to his master's severe but patient tutelage.

#### Menelag



The wizard Menelag, ruler of the free city of Stonehelm, led a 10-year expedition to locate his lifetime obsession: the Skull of Shadows. He finally discovered it on a savage island, buried within a ruined temple.

#### Xana



A guardian entity who has been magically fused to Sareth's spirit by Phenrig in order to guide and protect him.

#### Leanna



Leanna is a young wizard of Stonehelm, niece to Menelag and part of the expedition to find the Skull of Shadows. She wishes to retrieve the Skull and use it to defend her city, and becomes Sareth's companion on their search for it.

#### The Dark Messiah



Son of the Demon Sovereign, he is prophesied to be the one who will unlock the gate to the demon's prison and allow their legions to rampage across Ashan.

#### Kha Beleth, the Demon Sovereign



Father of the Dark Messiah and ruler of the infernal legions, he waits impatiently for the day when his son will tear down the prison that confines him and his followers in the empty spaces between the worlds.

## The Might & Magic Universe

### Backstory

Nearly a thousand years ago, the Wars of Fire raged across the face of Ashan. Men, Elves, Dwarves and their allies pitted themselves against the hordes of Demons. Great devastation was wrought, but in the end the allied forces were victorious. Their victory was largely due to the heroic sacrifice of the wizard known as Sar-Elam, the Seventh Dragon.

Using his almost god-like powers and supported by his fellow wizards, Sar-Elam cast the Demons out of the world into a limbo of eternal fire. From the essence of his spirit, Sar-Elam wove a prison to contain the Demons forever.

However, something went wrong during Sar-Elam's ritual. The magic he summoned failed to create a complete prison; the tiniest of flaws remained in the otherwise impervious barrier, a weakness that allowed Demonic influence to seep into the world during times of a lunar eclipse.

Angry but patient, the Demons remained into their prison to wait... and to plan.

All that remained of the Seventh Dragon was his skull. Now called the Skull of Shadows, it was spirited away by those loyal to the goddess Mother Asha, creator of the world and source of all magic. They hid it in an ancient temple on a deserted island, far from the machinations of Men, Elves or Demons. There the Skull sits, awaiting the day when its powers might be needed again.

### The Prophecy of the Dark Messiah

67 years after Sar-Elam's death, his disciple Sar-Shazzar prophesied that a half-demon, half-human child would one day be born; a walker between worlds who would be known as the "Dark Messiah" and who would use the relics of the Seventh Dragon to shatter the Demons' prison forever.

Only three complete stanzas, fragments of the original prophecy, remain. They could be translated as follows:

*ten centuries shall the fortress stand  
walls of spirit wrapped in walls of fire  
and horned lords shall bow their heads  
to one not yet born, of the darkest sire*

*one century of blood and strife  
the moon shall darken and none know why  
the resting place at last is found  
of the seventh who soared so high*

*last daughter of a forlorn line  
shall guide him into history  
beneath the crypts prophecies clash  
the war of ancient enemies*

## MAIN MENU

Once the game has finished loading, press START to access the Main Menu, which offers you the following options:

### Single Player

Start a new single player game as Sareth. Choose your Class between Warrior, Archer, Mage or Assassin, each with its own unique skills.

Choose a difficulty level of easy, normal or hard. In hard mode, enemies will be stronger, more resistant and more skilful at dodging your attacks.

### Multiplayer

Access a multiplayer game (see page 22 for more details).

**Warning:** You need an Xbox LIVE connection to play multiplayer games.

### Achievements

Check all your achievements.

### Exclusive Content

Through this menu, you can access exclusive content by registering your gamertag on ubi.com, or by entering your exclusivity code.

## SINGLE PLAYER OPTIONS

### Audio/Display

These options allow you to

- Select the global volume for the game
- Select the volume for the music
- Select the volume for the voice
- Select the brightness of the game
- Display enemies' life bar

### Xbox 360 Controller

These options allow you to

- Set the sensitivity of the controller
- Watch the controls

**Note:** Your Y axis may be inverted (moving the right stick up will have you look at your feet) if you have configured your Xbox 360 profile this way. Adjust your Xbox 360 profile to adjust this aspect of the game.

## MULTIPLAYER OPTIONS

### Audio/Display

These options allow you to

- Select the global volume for the game
- Select the volume for the music
- Select the volume for the voice
- Select the brightness of the game
- Display enemies' life bar
- Display damage done
- Activate the Equipment Pack

### Xbox 360 Controller

These options allow you to

- Set the sensitivity of the controller
- Watch the controls
- Change weapon/skill controls

**Note:** Your Y axis may be inverted (moving the right stick up will have you look at your feet) if you have configured your Xbox 360 profile this way. Adjust your Xbox 360 profile to adjust this aspect of the game.

## GAME CONTROLS

### Basic Actions

#### Running

Press the **R** to run. Movement is faster, but you use up your stamina. If your stamina is empty, you can't run.

#### Crouching

Press the **LB** to crouch. Movement is slower.

#### Jumping

Press the **Y** button to jump.

#### Climbing

**Ladder:** To climb a ladder, simply walk towards it, then move up or down.

**Wall:** To climb a low wall, hold the **Y** button in front of it and move toward the wall.

**Rope:** To climb a rope, press the **Y** button to jump toward it, then move up or down.  
Press **Y** again to jump in the direction you are facing.

#### Weapon attack/Spell casting

Pull the **RT** to attack with your weapon or cast the selected spell.

#### Select Item/Spell in Quickbelt

Your quickbelt contains 8 slots that can be filled with an item or a spell. To select an item or a spell from the first 4 slots, simply push the directional pad **↑**, **↓**, **←** or **→**. Press and hold the **RB** to access the 4 extra slots.

#### Defend

Pull and hold the **LT** to defend with your weapon, or with your shield if you are wearing one. The defence will be more efficient with a shield. You can't protect yourself with a bow.

#### Interact

Press the **A** button to interact with your environment. This includes picking up items, pulling levers, and opening doors and chests, etc.

## Advanced Actions

### Power Strike

Pull and hold the **RT** to adopt an offensive stance. Releasing the button will make Sareth deliver a powerful strike, inflicting 150% of your weapon's damage.

### Adrenaline

Each strike will increase your adrenaline bar. When it is full, press the **X** button and deliver a power strike to inflict a lot of damage. You also have a chance to make a finishing move that will slay your enemy.

Note: The move will differ depending on what you are aiming at (e.g., aim at the head to behead your enemy).

When your adrenaline bar is full, the effects of spells will also be highly increased. Press the **X** button and use your spell to release your rage. For example, with Telekinesis, you will be able to grab and throw your enemies.

### Counter

Parrying right before an enemy strike will destabilise your enemy and create an opening to counter-attack.

### Interaction with Environment

You will often have to fight a number of adversaries at the same time. In this situation, try to make use of the environment to gain an advantage over them: destroy wood pillars to drop boxes and barrels on them, kick your enemies when they are near spiked walls to impale them, set fire to oil-filled jars or barrels to burn them. There are numerous possibilities, so feel free to try out different actions.

### Xana's Power

Hold the **X** button to trigger Xana's power. When you use her power, you are unable to use any weapon, and you will lose health at a regular rate. Press the **X** button again to turn off Xana's power.

Note: This action is not available at the beginning of your adventure.



## CHARACTER CLASSES

### Warrior

A man of great strength, the Warrior believes only in the power of the sword. He can use special abilities to kill his enemies in one strike, and can wear great protection.

**Words:** Power, Contact, Charge, Man-To-Man Combat.

**Equipment:** Swords, Shields, Strong Armour.

### Archer

The Archer is not a hand-to-hand fighter. He prefers his bow to take out his enemies from a distance before they can approach him.

**Words:** Precision, Anticipation, Reflexes.

**Equipment:** Bows, Scraping-knives, Leather Armour.

### Mage

The elements hold no secrets for the Mage. He often uses combinations of powers, knowing full well that fire is not necessarily more harmful than ice.

**Words:** Magic Power, Knowledge, Low Armour.

**Equipment:** Sticks, Magic Clothes.

### Assassin

Why fight an adversary head on when he can be attacked from behind? Proficient with a dagger, this master of shadow is an expert in tact, silence and subtlety.

**Words:** Stealth, Backstab, Analysis.

**Equipment:** Scraping-knives, Leather Armour.

## IN-GAME INTERFACE



- 1. Life:** This is your life bar. It diminishes when you are hit, but can be replenished by drinking life potions or using healing spells.
- 2. Mana:** This is your mana bar (note: it doesn't appear if you choose the Warrior or Assassin class). It diminishes each time you use a spell, but can be replenished by drinking mana potions. The number displayed next to the icon of the selected spell tells you how many times you can use your spell with your current mana level.
- 3. Adrenaline:** This is your adrenaline bar. The more enemies you kill, the more it fills up. It is used up entirely when you release your rage.
- 4. Selected Weapon/Spell:** Displays your current weapon or spell. If the weapon has a special power (spell), you will need to wait a while before you can use this special power again.
- 5. Quickbelt:** Used to quickly equip the spells or items from your inventory. You can also drink potions using the quickbelt. Press and hold **RB** to see the four extra slots.
- 6. Stealth Gauge:** When you play as the Assassin, this gauge will appear once you find yourself in darkness.
- 7. XP:** Your experience bar, identical to the one in the Skills page (see below).
- 8. Stamina:** When you run, fight or kick, your stamina goes down. You will also lose stamina when you are underwater, and if it is empty, you will start losing life, so make sure you go back up to the surface to breathe again.
- 9. Boss Life:** This bar appears when you face a boss.
- 10. Exit:** This icon indicates you are nearing the end of the level.

## Inventory



During the game, you will be able to gain various items to help you during your quest. Press the **B** button during the game to access your inventory.

1. Indicates your current life and mana, and the maximum amounts available.
2. Displays your armour class (the damages your equipment can absorb), damage (the amount of damage your current weapon deals to the enemies) and critics (probability of performing a critical strike). Critical strikes double inflicted damages.
3. Object categories (see below).
4. Your quickbelt. Press the **X** button to assign the current item or spell to your quickbelt. Move your **○** toward a slot and press the **A** button to undertake the assignment. Press and hold the **RB** to switch between your first and second quickbelt.

You can collect objects that your class is otherwise unable to equip. These objects will automatically be moved to your collection. Press the **Y** button during the game to consult your collection.

## Objectives

Press the **BACK** button to access a list of all your objectives in a level. You can have primary (compulsory) objectives and secondary (optional) ones. The objectives page also reminds you of all the relics you have found, both in the current map and throughout the entire game. By collecting them all, you will earn or receive achievements.

## Skills

Completing an objective, finding a secret area or killing an enemy will increase your experience bar. Once it is full, you will gain a level and a new skill. From your inventory, press the **Y** button to access the skill page.



1. The list of skills obtained when you gain a level. Browse through them for a description of each skill.
2. Your experience bar and your current level.

## ITEMS & SKILLS

### Items

You will find many different items to help you progress through your journey. They fall into the categories below.

### Weapons

There are three types of weapons:



#### Swords

Swords are powerful weapons, and very effective in melee combat.



#### Daggers & Staffs

Daggers are perfect for sneaking up on an enemy and dealing him deadly blows. Staffs are not as deadly as swords and daggers, but are highly effective against large groups of enemies, as they can more easily stun and knock them down.



#### Bows

A bow inflicts considerable damage from a distance. Power strikes do not inflict more damages than quick attacks, but holding the **RT** button once you reach level 2 archery allows you to Zoom.



## Armour and Shields:

These improve your overall defence, thus reducing damage received.



## Accessories

Accessories are items with magical properties, such as rings and potions.

## Spells

Spells are obtained when you gain new levels. You will also find scrolls with special powers. All spells fall into two categories:



**Esoteric spells:** these are mainly used to assist you.



**Elemental spells:** these are mainly used to inflict damage.

## Skills, by Class

### Warrior



#### Dark Vision

Allows you to see in the dark.



#### Melee Combat 1

Allows you to deliver your Fast strikes even faster.

Downward Blow (Jump + Power Strike): Pushes the enemy backward and doubles the damage. Uses up stamina.



#### Strength 1

Increases damage inflicted with a weapon by 10.



#### Melee Combat 2

Creates a 5% chance of disarming your enemy with a Power Strike.

Charge (Sprint + Power Strike): Stuns the enemy and doubles the damage. Uses up stamina.



#### Stamina

Increases your Stamina. The more stamina you have, the faster you can sprint, and the longer you can dive without oxygen.

**Endurance 1**

Allows you to store up to 600 Health Points.

**Melee Combat 3**

Creates a 5% chance of breaking an enemy parry using a Power Strike, and a 2% chance using fast strikes.

**Whirlwind Attack (Crouch + Power Strike):** Keeps the enemy within range, and doubles your damage inflicted. Uses up stamina.

**Strength 2**

Increases damage inflicted with a weapon by 15.

**Endurance 2**

Allows you to store up to 700 Health Points.

**Strength 3**

Increases damage inflicted with a weapon by 25.

**Endurance 3**

Allows you to store up to 800 Health Points.

**Adrenaline**

Makes Adrenaline last longer, and allows you to inflict two Fatalities in a row.

**Vitality**

Regenerates 10 life points every 5 seconds.

**Critical Hit 1**

Gives you a 2% chance of performing a Critical Strike (double damage).

**Critical Hit 2**

Gives you a 4% chance of performing a Critical Strike (double damage).

## Archer



### Dark Vision

Allows you to see in the dark.



### Archery 1

Shots are more accurate (stable sight). Damage caused by a headshot will be twice as powerful.



### Archery 2

Allows you to zoom in when using a bow.

Zoom: Hold the  button. Damage caused by a headshot is 3 times more powerful.



### Fire Trap

Cost: 120 energy. Damage: 250 (fire).

Effect: Sets an invisible, magic trap that explodes when an enemy comes near.



### Archery 3

Allows you to reload more quickly. Damage caused by a headshot is 4 times more powerful.



### Burglar

Allows you to lockpick doors. Also lets you automatically detect traps and hidden objects.



### Endurance 1

Allows you to store up to 600 Health Points.



### Critical Hit 1

Gives you a 2% chance of performing a Critical Strike (double damage).



### Poison Resistance

Decreases the poison's effect by half.



### Heal

Cost: 80 energy. Heals: 150. Use it to heal yourself.

**Magic Affinity 1**

Allows you to store up to 450 Mana Points.

**Endurance 2**

Allows you to store up to 700 Health Points.

**Critical Hit 2**

Gives you a 4% chance of performing a Critical Strike (double damage).

**Adrenaline**

Makes Adrenaline last longer, and allows you to inflict two Fatalities in a row.

**Dagger Mastery**

Adds 20 damage points when you hit using daggers.

## Mage

**Dark Vision**

Allows you to see in the dark.

**Flame Arrow**

Cost: 30 energy. Damage: 40 (fire).

Effect: Casts a magic projectile. Use  to guide its trajectory.

Adrenaline: Casts 3 projectiles at the same time.

**Freeze**

Cost: 120 energy. Damage: 0.

Effect: Freezes an enemy for 12 seconds.

Adrenaline: freezes the enemy permanently.

**Magic Affinity 1**

Allows you to store up to 450 Mana Points.



### Fireball

Cost: 70 energy. Damage: 75 (fire) + explosion.

Effect: Casts a magic projectile that explodes on contact. Use  to guide its trajectory.

Adrenaline: Kills the target instantly.



### Telekinesis

Cost: Depends on the object's mass.

Effect: Grab, move, and throw objects from a distance. Press the  to hurl an object held in telekinesis.

Adrenaline: Lift living creatures and massive objects.



### Magic Affinity 2

Allows you to store up to 600 Mana Points.

Increases the power of your spells and magic effects by 30%.



### Lightning Bolt

Cost: 100 energy. Damage: 100 (lightning bolt).

Effect: Casts an electric projectile. Bounces off walls. Damage is increased if the enemy is standing in water.

Adrenaline: Chain lightning that can hit up to 3 targets.



### Sanctuary

Cost: 120 energy.

Effect: Generates a magic shield that protects you from physical attacks and magic projectiles for 8 seconds.



### Fire Trap

Cost: 120 energy. Damage: 250 (fire).

Effect: Sets an invisible magic trap that explodes when an enemy comes near.



### Magic Affinity 3

Allows you to store up to 900 Mana Points.

Increases your spells and magic effects by 60%.



### Regeneration

Regenerates 10 Mana Points every 5 seconds.

**Inferno**

Cost: 80 per second. Damage: 20 per second (fire).

Effect: Used to throw flames in front of you to burn your enemies.

Adrenaline: Increases the amount of damage inflicted.

**Magic Power**

Increases your spells and magic effects by 100%.

**Endurance 1**

Allows you to store up to 600 Health Points.

**Assassin****Dark Vision**

Allows you to see in the dark.

**Stealth 1**

Decreases the sound of your footsteps when moving in a crouched position.

Allows you to Backstab enemies by attacking them from behind using daggers with a Power Strike.

**Stealth 2**

Allows you to become invisible when not moving in the shadows.

Adds a 2% chance of inflicting a Critical Strike with daggers.

**Burglar**

Allows you to lockpick doors. Also lets you automatically detect traps and hidden objects.

**Melee Combat 1**

Allows you to deliver your Fast strikes more quickly. Downward blow (Jump + Power Strike): Pushes the enemy backwards and doubles the damage. Uses up stamina.

**Stealth 3**

Allows you to move in the shadows while remaining invisible.

Adds a 4% chance of inflicting a Critical Strike with daggers.



### **Melee Combat 2**

Gives you a 5% chance of disarming your enemy with a Power Strike. Charge (Sprint + Power Strike): Stuns the enemy and doubles the damage. Uses up stamina.



### **Dagger Mastery**

Adds 20 damage points when you hit using daggers.



### **Melee Combat 3**

Gives you a 5% chance of breaking an enemy parry using a Power Strike, or a 2% chance using fast strikes. Whirlwind Attack (Crouch + Power Strike): Keeps the enemy within range, and doubles the damage. Uses up stamina.



### **Poison Resistance**

Reduces the effects of poison by half.



### **Endurance 1**

Allows you to store up to 600 Health Points.



### **Critical Hit 1**

Gives you a 2% chance of performing a Critical Strike (double damage).



### **Adrenaline**

Makes Adrenaline last longer, and allows you to inflict two Fatalities in a row.



### **Critical Hit 2**

Gives you a 4% chance of performing a Critical Strike (double damage).



### **Endurance 2**

Allows you to store up to 700 Health Points.

# MULTIPLAYER

## Game Modes

The game is based on five different modes: four of them oppose two teams of up to five players each. In the last one, you have to fend for yourself.

### Training

Training mode will help you learn the basic concepts of the game as each player only has one skill per class to master.

Capture the opposing team's control point to win.

### Blitz

This is a team game. The maps for this mode are symmetric, and respawning is not possible. Capture your enemy's control point or eliminate the other team to win.

### Crusade

A single, unified game mode in which two teams must battle to achieve various objectives on a map. The victorious team proceeds to the next map. The game consists of five maps split between HUMAN and UNDEAD, where each faction's stronghold is the target at both ends. Ultimate victory in the campaign is brought about by destroying the opponent's stronghold.

Play begins in the middle map, and the teams then fight it out to see who can hold the balance of power within that level at various points on the map. By holding control points, a team will reduce the other's respawn tickets to zero. Holding more points will reduce the enemies' tickets faster.

Winning a map will move play to the next-closest map to the enemy stronghold.

The central map of the five will be almost entirely symmetrical in terms of gameplay (although the graphics will be varied). Each team's Stronghold map will be entirely asymmetrical, with strong attack-defend mechanics. The "medium" maps 2 and 4 will have an offensive/defensive skew, but less extreme than the end cap maps. They will also be slightly larger and more like a skirmish.

### Team Deathmatch

A team melee game with the objective of minimising your team's deaths while maximising those of your opponent.

Join forces to inflict as much damage as possible on the enemy team.

## Deathmatch

A melee game with the objective of minimising your deaths while maximising those of your opponent within a certain time limit.

All other players are your enemies. You must kill and inflict damage to increase your score.

Deathmatch is the only game mode where you can pick up certain objects lying around that will help you beat your opponents. Four different pick-ups exist: extra life, extra energy, life & mana regeneration, and double damage.



## Ranked and Player Matches

### Player Match

There is no leaderboard for this type of match, and you can play any of the five game modes.

### Ranked Match

Ranked matches will impact your statistics and rankings. You can only play in Blitz and Deathmatch game modes.

There are four different leaderboards:

- **Weekly Blitz:** Each week, this leaderboard is reset for Blitz games.
- **All Time Blitz:** This leaderboard is never reset for Blitz games.
- **Weekly Deathmatch:** Each week, this leaderboard is reset for Deathmatch games.
- **All Time Deathmatch:** This leaderboard is never reset for Deathmatch games.

## Multiplayer Controls



**Note:** Selecting a skill from the quickbelt can be done using the directional pad as in single player mode. But you can also press **LB** to select the skill immediately following the one currently selected.

**Note:** the wizard and the priestess class, being an intensive spell casting class, may be more comfortable to play by inverting **Y/RT** buttons with **LB** / **RB** buttons. You can specify the way these buttons are configured for each class in the “Change controls” option menu.

After loading your game session, you will have to choose your team (human or undead), your class, your skills, and, in Crusade Game mode, your control point. Note that you can only spawn on a point your team controls.

You can change your selection at any time by opening this menu again (press the **B** button in-game). This will lead to immediate suicide, however.



Human Team



Undead Team

## In-Game User Interface



- 1. Skill:** Shows the current skill selected
- 2. Life & Energy:** These indicate your life and energy amounts.
- 3. Score:** In Crusade mode, this indicates the number of tickets and the control points of each team.  
Dying costs 1 ticket, and holding less capture points than the opposing teams make your tickets slowly decrease.  
In Deathmatch mode, the score will be displayed in the lower right part of the screen. It indicates your score and the score of the player ranked before and after you.
- 4. Quickbelt:** The spells chosen in the Skills page are displayed and can be selected here.

- 5. Reticle:** This indicates where you are aiming. Take a close look at your reticle, as it provides valuable information.
- 6. Minimap:** The minimap indicates the whereabouts of your team-mates, the archangels, energy spheres, the status of each control point, and, for the Priestess only, her team-mates' corpses. Press **Tab** to enlarge the minimap.
- 7. Effects:** This area displays all the effects that you are under, both beneficial and harmful. A circular white timer indicates the remaining time.
- 8. Game Message:** This is the message area. You can learn who has been killed and by whom (the class icon of the two players will also be displayed), and who has joined or left the game.

Press the Back button in-game for an explanation of the selected skill, and the names of all effects currently on you.

Note that throughout the entire user interface, the red and green colours are used in the following manner: Red always refers to your enemies (whichever team you are on, human or undead); green refers to your team-mates.

## Character Classes



### The Warrior

The Warrior is a bully who fears nobody in close combat, and rules as a master on the battlefield.

Well protected against physical attacks by his shield and helmet, he is also equally effective defensively as he is offensively. He uses stunning attacks or incapacitating blows to eliminate his enemies.

### The Archer

The Archer is a precious ally in a well assembled team. The Archer is a master in the art of eliminating targets with great accuracy at long range.

However, he is more than just a sniper, and his various abilities (life regeneration, flashbang arrow, thorny shield, etc.) make him hard to kill.





## The Mage

While the Mage is an expert in area damage, he also embraces a whole range of spells, admittedly less striking, but just as powerful, such as ally energy regeneration, freezing enemies, or preventing them from using their abilities for several seconds.

## The Priestess

The Priestess is an opponent who should not be underestimated. Seemingly frail and not particularly aggressive at first sight, her healing abilities with energy drain or battlefield pacification (incapacitating spell) make her a tough character.

In addition to eliminating opponents, the Priestess also offers efficient protection to her allies.



## Skills



For each class, you can choose four out of nine different skills. You can also choose one preset out of three, which will let the game choose the skills for you. Choose the Custom preset to make your own selection.

Some skills are passive, and will help you at any time, but most of the skills have to be activated while playing.

It's important to understand that each skill takes some time to become effective (the casting time), and then requires some more time to be reusable (the cooldown time). Finally, the effects of some skills only last a certain amount of time (the effect time).

You automatically gain access to a Heroic skill, a very powerful form of magic but with a long cooldown time. You activate it by pressing **X** from the in-game menu.

You will have an automatic access to the regeneration ring if you complete some achievements in the solo campaign.

## Warrior



### **Berserk (Heroic)**

For 10 seconds, the warrior deals much more damage with each blow and cannot be slowed down or stopped. In return, it's impossible for him to defend.



### **Provoke**

Forces the targeted opponent to look at you for 3 seconds.



### **Divine Shield**

Generates a magical shield in front of the Warrior, capable of stopping enemy arrows and spells as long as it has sufficient energy.

15% of damage blocked is converted into energy consumption.



### **Enhanced Armour (passive)**

Reduces the impact of physical and magical damage inflicted on you by an extra 20%.



### **Knight's Aura**

A banner is created for a duration of 20 seconds. It increases your physical and magic armour by 10%, and gives a bonus of 20 life and energy points to all allies within a radius of 5 metres.



### **Mend**

The Warrior heals himself for 40 life points.



### **Stun Attack**

Stuns the enemy for 3 seconds in addition to normal damage.

Can be blocked.

**Charge**

The Warrior charges straight ahead with a speed bonus of 40% for 2 seconds. Any contact with the player stops the charge and generates 26 points of damage.

**Damage Upgrade (passive)**

All warrior damage is increased by 20%.

**Archer****Flood Arrow (Heroic)**

For 10 seconds, the Archer is capable of continuously shooting 3 arrows per second.

**Thorny Shield**

A defensive spell. With this, you or any ally will be covered in thorns that will send back 8 damage points to any hand-to-hand attack.

**Regrowth**

Casts a life regeneration spell on the targeted ally, who is healed 30 Health points in 10 seconds.

If you have not targeted anyone, you yourself will be healed. The healing also dispels any harmful effects.

**Poisoned Arrow**

The arrow causes half the damage of a normal arrow on impact, but injects a poison that will take away 15 life and energy points from the enemy in 10 seconds.

**Tangle Arrow**

On impact, the arrow generates an area of 7 metres in radius that will slow down movement of those within it by 60%. It only causes half the damage of a normal arrow on impact.

**Swiftiness**

The archer's running speed is increased by 40% for 5 seconds.



### **True Shot (passive)**

At maximum power, the trajectory of an arrow becomes totally straight. You can also charge your arrow, which will then inflict 60 damage points.



### **Magic Arrow**

Arrows that generate magic damage instead of physical damage.



### **Flashbang Arrow**

Blinds anyone watching it on impact.



### **Fast Quiver (passive)**

Increases the arrow shooting rate and damage on impact by 30%.

## Mage



### **Meteor Storm (Heroic)**

A black cloud appears over the targeted area, and after 4 seconds, it starts raining fireballs for 10 seconds, causing 60 points of magic damage per second within a radius of 7 metres.



### **Burning Finger**

Generates fire projectiles that inflict 7 points of magic damage on impact (4 damage points at 2.2 metres). You can guide them toward the point targeted.



### **Fireball**

Generates a fireball that causes 45 points of magic damage on impact (10 damage points at 6 metres).



### **Turret**

Creates an immobile turret with 50 life points, shooting ice projectiles at the nearest enemy, thus reducing his speed by 30% for 4 seconds.

There is only one turret per Mage, and it disappears if the Mage dies.



### **Frozen Finger**

Freezes the targeted enemy in a block of ice for 5 seconds.

**Silence**

Prevents anyone within a radius of 2.2 metres from using a skill or casting a spell for 7 seconds.

**Energy Sphere**

Creates an immobile sphere with 100 life points which regenerates 5 energy points per second for any ally within a radius of 7 metres.

There is only one sphere per Mage, and it disappears if the Mage dies.

**Lightning**

A lightning bolt of pure energy, causing 40 points of magic damage when it hits the spot targeted, and spreads to a maximum of 2 enemies within a radius of 10 metres.

**Energy Shield**

Generates an energy shield with a 4-metre radius surrounding the spot targeted. It blocks spells and projectiles for 20 seconds.

**Energy Burn**

A wave of energy centred on the Mage, it will burn any enemy for 20 magic damage points and 20 energy points within a radius of 5 metres.

**Priestess****Divine Intervention (Heroic)**

Heals all allies completely, and resuscitates the dead within a radius of 15 metres around the priestess with 30 life and energy points.

**Heal or Pain**

Heals 15 life points per second on friends, or drains 15 life points from enemies. Cures any harmful effects. Heals yourself if you do not target anyone.

**Resurrection**

Aim for an ally's soul to resuscitate him with 30 life and energy points, or use it to destroy an enemy's soul with an explosion causing 30 points of magic damage (or 15 points beyond 6 metres).



### **Complete Heal**

The targeted ally is completely healed and cured of any harmful effects.



### **Stone Skin**

The targeted ally's armour is reinforced (+20% physical and magical absorption) for a duration of 20 seconds.

In the absence of a valid target, the spell will be cast on yourself.



### **Energy Drain**

Drains 10 energy points per second from an enemy, or transfers 10 energy points from the Priestess to an ally.



### **Archangel Life**

Creates an Archangel (100 life points), which will heal 10 damage points per second for all allies found within a radius of 7 metres.

Only one Archangel per Priestess is allowed, and it disappears if the Priestess dies.



### **Smite**

A lightning bolt hits the targeted enemy, for 25 points of magic damage.



### **Sermon**

Deals out 15 damage points and blocks all enemy movement for 10 seconds, without preventing them from attacking or casting spells.

Any damage suffered or healing received by the victims breaks the sermon.



### **Malediction**

Curses the targeted foe for 20 seconds, blocking his energy regeneration, and increasing the magic damage inflicted on him by 50%.



