

TECHNICAL DESCRIPTION

ON PC

The configuration your computer needs

- IBM PC AT or 100% compatible
- 386 processor or better. 486 processor recommended.
- 4MB RAM (the game operates in protected mode and uses the whole of your computer's memory)
- VGA graphics card
- Hard disk essential
- Mouse
- Sound Blaster sound card optional

Starting the game from the diskettes

- 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

- Open your CD-ROM drive directory (e.g. D:)
- Enter : INSTALL <source reader> <target reader> (e.g., INSTALL E: C:)
- Choose the game which you want to install; a directory will be created on your hard disk in order to save the games.
- In order to launch a game, enter START from the directory of your CD ROM, and then choose the game to start up.
- It should be noted that the total memory available is displayed at the bottom right of the configuration page of the «Ishar III» game.

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 key when the program tells you to.

Below is a configuration example which makes it possible to operate your computer with basic, or conventional, memory greater than 600 Ko :

CONFIG.SYS program :

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

BUFFERS=15.0

FILES=8

DOS=HIGH,UMB

LASTDRIVE=E

FCBS=4.0

COUNTRY=033,850;C:\DOS\COUNTRY.SYS

AUTOEXEC.BAT program :

@ECHO OFF

PATH C:\DOS;C:\MOUSE

LH C:\DOS\KEYB FR,,C:\DOS\KEYBOARD.SYS

LH C:\DOS\MOUSE

These files are examples; they must be modified according to the specific requirements of your computer (for example, name of the sub-directory for MOUSE) and various command lines to be added (CD ROM driver essential).

If you do not wish to change the configuration of your computer, there is always the possibility of creating a bootable floppy disk which includes these two programs, and to initialise your computer with this floppy disk. If you use a version of DOS which is 6.0 or more recent, you can launch MEMMAKER in order to optimise the system.

IN CASE OF TECHNICAL PROBLEMS

You can contact us by telephone on 0171 372 7544 from Monday to Friday between 1pm and 5pm.

ISHAR 1

AZALHGORMS TALE

Azalgorm took a deep breath and began his tale.

"This land was once called Arborea. Morgoth, Lord of Evil and Chaos, decided to make Arborea his own. His dark powers soon subdued the land. But Jarel, Prince of the Elves fought against this evil-successful in his quest for the magic crystals of Harmony, he and his faithful companions finally destroyed Morgoth in an unforgettable battle ().*

Jarels companions are still alive and their names are engraved in everyones memory...Akeer, Olbar, Zach, Irvan, Thorm and Jon the Alchemist.

After his victory Jarel became ruler of the whole land, which he renamed Kendoria. Under the leadership of Jarel and a wise Elven government the many peoples of Kendoria lived health and wealth.

Sadly Jarel was killed in a hunting accident, and as his sucesors struggled violently for power anarchy spread through the whole land. Taking advantage of the troubled situation people of many different races crossed into Kendoria from nearby, poorer lands. Many were traders or farmers...but some were adventurers and mercenaries. Such a one was Krogh...a shady and powerful figure..."

Azalgorm paused. He was troubled by these memories of the past...he coughed slightly and his deep, low voice echoed once again...

"Krogh has grown rich and powerful and built a temple on the Kingdoms borders. The temple is called "Ishar" which means Unknown in the Elven tongue. Krogh is evil and like Morgoth in the past, threatens Kendoria. his powers are great...he seeks the return of darkness. Leave now for Ishar and regain the throne of Jarel."

It was already dark. I could barely see Azalgorms face as, feeling puzzled, I bid him farewell and began my long journey to the mysterious land of Kendoria.

USER INTERFACE :

- **MOUSE:** The game can be completely controlled with the mouse. Use the left mouse button to select an item, and the right mouse button to cancel the selected action or close the current menus.

- **JOYSTICK :** You can move the arrow on the screen with the joystick. The fire button acts like the left mouse button. The <ALT> key works like the right mouse button.

- **KEYBOARD:** The numeric pad keys (1 to 9) are similar to the mouse controls. The SHIFT key (used to write in upper case) works like the left mouse button, the ALT key like the right mouse button. The F1 to F10 keys activate the ACTION and ATTACK options for the 5 characters.

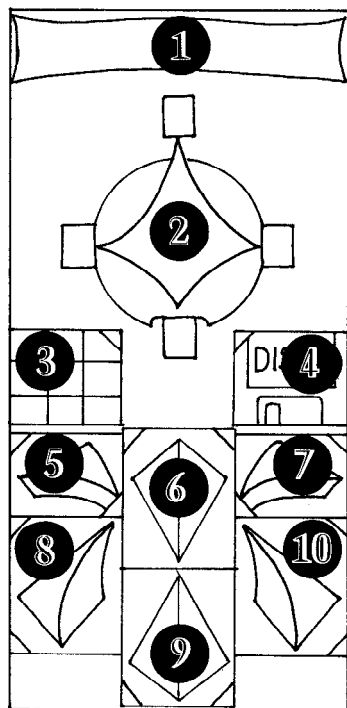
The CONTROL key used with the numeric pad keys allows you activate the following options:

- * Open the Tactical Panel with the 7 key.
- * Open the Save Menu with the 9 key.
- * Move on the 3D screen with the keys 1 to 6, just like the six directions on the control panel.

GAME SCREEN ACTIONS :

- To pick up a visible item, just click on it. The mouse pointer will then take the form of the item. You can place it directly within a character's inventory by clicking on the character's face, or by clicking on his name (displays the character sheet).

- To use an item on another object (a key on a door, for example), select the item on the character sheet and move it to the place you want to use it, then confirm by clicking on the left mouse button.



TO QUIT THE GAME : Press <CONTROL> X.

PAUSE KEY : Press on the <ESC> key.

CONTROL PANEL

MOVES :

A character is moved using the directional arrows (5 to 10). You can move forward (6), move to the right (7) and to the left (5), turn 45° right (10) and left (8), or move backwards (9).

The compass (2) displays the current picture orientation. Some type of terrain is impassable, like water, high bushes and dense forest.

The name of the area your party is currently exploring is displayed on the scroll (1)

TACTICS :

You can alter the tactical disposition of your party. To do this, click on the small box (3). You will then see a 5 X 5 board with small symbols representing each character in the party (See 14 on next page). Select the character's symbol and place it on the board. The characters standing on the top squares of the board will be to the front of the team. They will also be first during battles. The characters at the back will have better protection (if no one attacks you from behind!), but they will not be able to fight in close combat, unless they are equipped with throwing weapons (see "COMBATS").

To move in single file, you must place the character's symbols on the board along a vertical line. The character at the front of the team will be attacked first in battles, and he is the only character able to fight in close combat.

SAVING A GAME :

To load or save a game, click on the disk icon (4). Follow the instructions displayed on the screen. You will have to insert a formatted disk. You can save as many games as you want.

AMIGA users will have to wait a few seconds after inserting a disk, while the drive reads the data.

HARD DISK users saved games will be directly saved in the same directory or sub-directory as the game.

PANEL

A team may include a maximum of five characters. You begin the game with only one.

The name of each character is displayed at the bottom of the screen (16). His face appears in the medallion (13). If there is no character, the medallion displays a rock face (21). Note the small symbol (14) displayed at the left bottom of the screen, representing the character in the tactical panel (see "TACTICS").

The bar (15) shows hit points level. Watch this carefully, because the character dies when this bar reaches zero. In that case, a skull appears in the box (22). You can pick up the items carried by the dead character using his character sheet, as long as you stay in the same place. As soon as you move, the dead character and his possessions will be lost forever. If all characters are killed, the game is over.

When you click on the medallion, you can open two other windows. The first one displays the following information:

- Physiology: The boxes (17) show the player's condition after a spell has been cast on him (see "SPELLS SYMBOLS").



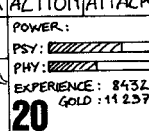

- Spells: When a spell has been prepared - or written in runes (See "CAST A SPELL" in the "ACTIONS" section), the spell symbol is displayed in the left box (18). To cast this spell, just click on it.

- Items held in the hand (box 19). You can trade or place items directly with these icons (See "CHARACTER SHEET").

The second window (20) displays vital information: physical and mental condition, experience and money.

Physical condition affects combat performances. This level goes down as you move. When it reaches zero, the hit points start to go down. To raise the level, you must sleep, eat, or drink special potions.

Mental condition affects effectivity and length of spells. You can regain points when you sleep, or by drinking special potions.

| ACTION/ATTACK | | ACTION/ATTACK | | ACTION/ATTACK | | ACTION/ATTACK | |
|---|----|---|----|---|----|---|----|
| 11 | 12 | 13 | 17 | 18 | 19 | 20 | 22 |
|  | |  | |  | |  | |
| LIFE 15 | | LIFE 16 | | LIFE 20 | | LIFE 22 | |
| GORMONK | | MANA | | TAR | | MYNH | |

COMBAT

All battles are played in real time. To hit your opponent(s) click on the "ATTACK" box (12). The colour of the box changes during the attack. When the colour returns to the original colour, your character may hit the opponent again.

The character strikes the opponent(s) with the weapon he is currently holding. Depending on the weapon, the character can hit faster or slower. A two handed weapon is slower than a single hand weapon, but it is also more effective, causing more damage to the enemy. If the character holds a different weapon in each hand, he will hit twice as fast as if he only had one weapon in hand. If the character holds no weapon, he will attack with his fists.

To strike an opponent, the character must beat the front of the party (See "TACTICS"). The characters behind the leader can use throwing weapons. You can easily recognize these by the small lines drawn on them. They symbolize speed. To throw a weapon, click on "ATTACK". The mouse pointer changes. You must then select the opponent you want to strike. The enemy chosen can be quite far away.

Hits are shown on the screen by a small blood "puddle", in which the damage points are displayed. Damage varies according to many factors :the weapon's power, strength and agility level (especially for thrown weapons), the character's weapons skills, opponent's constitution...

ACTIONS

To perform a specific action, click on the "ACTION" icon (11) for the selected character. A window opens and displays the following options:

- GIVE ITEM: The character sheet is displayed. Choose the item and click on the character receiving the item.

- GIVE MONEY: This option is similar to the Give Item option, but you must indicate the amount of money to give with the "+" and "-" signs, then click on the "COIN" icon.

- KILL: Select the character you want to kill. WARNING: The character's psychology is important when you perform this action: if one of your characters is a good friend of the victim (See "ALIGNMENT"), he may himself kill the murderer, and so on! You could end up with most of your characters being murdered by each other!

- DISMISS: The other characters in the team vote if you want to dismiss a character. This vote depends on the level of friendship with the character you want to dismiss (See : ALIGNMENT). A dismissed character is taken out of the game, and you will not be able to recruit him again.

Dismissing a character is less risky than killing him. But sometimes you will be in a situation where you can not dismiss a character, and you cannot pick up the items he is carrying. Still, you may often have to dismiss characters during the game.

- **RECRUIT** : It is impossible to recruit all the characters you meet in this game. Just as when you want to dismiss a character, the other members of your team will vote. Be careful, because even traitors could join your team. Their usual behaviour is to disappear suddenly with some of your possessions.

- **CAST SPELL**: This action may only be performed by specific character classes (clerics, wizards...). Choose a spell: some of them are automatic (radar), but most of them require you to spot the opponent on the screen (combat spells) or the character within the party (protection spells). The mouse pointer then changes to a torch. You can also prepare a spell using runes, with the option "RUNES". It will then be available in the spell icon (18).

To cast a spell, a character must have enough psychic energy. If his psychic energy level is too low, the spell will have no effect. The efficiency and length of the spell also depends on intelligence level (wizards) and wisdom level (clerics).

There are about thirty available spells, available for different levels (See "SPELLS DESCRIPTION"). You can learn these spells during magical training courses (See "TRAINING").

- **LOCKPICK**: the mouse pointer turns into a lockpick. You must click on the lock you wish to open.

- **ORIENTATION** : the character will give you information about the area you are exploring.

- **FIRST AID**: Select the character to be healed. A character cannot be healed twice with this option, unless he has been injured since the last healing.

The efficiency of the "LOCKPICK", "ORIENTATION" and "FIRST AID" options depend on the character's skill level in each specific field.

ALIGNMENT :

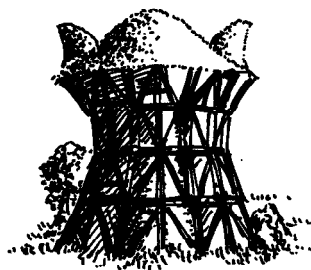
The relationship between the characters is very important in the game: they vote to dismiss or recruit other characters, they can kill each other, and sometimes even refuse to fight against members of their own races. This relationship is based on the traditional RPG (Role Playing Games) alignment tables (good and bad). The alignment of a character depends on his race and his class (for example, dwarfs are not very friendly with elves).

You can gather information about your character's alignments by visiting "psycho analysts".

INSIDE BUILDINGS

TRADERS :

Click on the "Buy" icon. A list of the available products is displayed, with their cost. Select the item you want to buy, and click on the character box (the character who is buying), or click on the character name to open his character sheet. If the character does not have enough money, the operation is automatically canceled.



TAVERNS :

In the taverns, you have a choice of 4 different actions:

- LISTEN: This option allows you to gather useful information.
- RECRUIT: The tavern is the one of the best places to recruit characters. Select the character you want to recruit. The members of your team then vote. The result depends on this vote. If your team agrees, the character will join them.
- EAT: You must buy a meal for the whole party. If there is not enough money, then the team will not eat. If so, the food will be shared between the characters. If a character has not enough money, his share will be paid by the other members of the party, starting with the first character on the team panel.
- SLEEP: This option is similar to the Eat option. You must rent a room for the whole party.

HOUSES :

You can meet various characters in the houses. Most of the time, they will give you precious information (though often you will have to pay for it!). Sometimes you will find useful items you can pick up. Just click on the item you want to take, and give it to one of your characters.

The "Psycho analysts" will give you their advice for a regular fee. The payment system is similar to the tavern options.

TRAINING :

Training is essential to reach higher skill levels. There are five different training courses: strength, agility, intelligence, wisdom and spells.

Select the character you wish to train. If he doesn't have enough money to pay for the training, or doesn't have the necessary skills, the training is automatically canceled.

For spells training, you must choose the spell you want to learn after selecting the character. This type of training is only available to certain classes (see "CAST SPELL").

CHARACTER SHEET

Each character in your party has his own character sheet. To open the character sheet, simply click on the character's name (16).

CHARACTER DESCRIPTION (box 23) :

The character description is displayed on three sheets. To browse through the pages, click on the "BOOKS" icon (27). The complete character description includes:

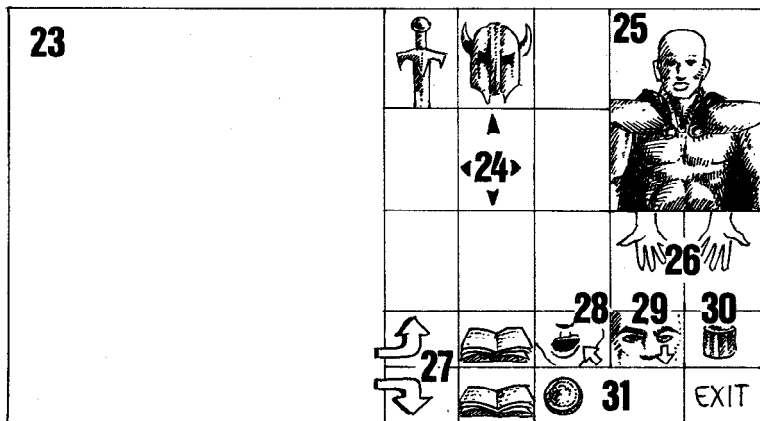
- the character's identity: his name, race and class
- the character's current level and experience level
- the character's health: physical & mental energy and vitality.
- the character's attributes and skills. The skill level determines the effectiveness of a character (Ex: a strong character will cause more damage to the opponent during combat, a robust character will be more resistant).

These parameters change during the game, depending on combat, and your successes and failures. There are eight skills available in the game: lockpick, orientation, first aid, foreign languages (read/spoken), shooting (bows/crossbows) and weapons skills (one handed/two handed/weapons). The three first skills are used through the "ACTION" menu (11).

MONEY (17) :

The "MONEY" icon (31) displays the amount of money owned by the characters in the party. When you click on this icon, you open a "money management" menu.

With the 3-arrows icon, you can easily share your money between the characters in your party. You can also give a specific amount of money to one of the characters. Use the "+" and "-" signs to enter the correct amount, then click on the "COIN" icon. The mouse pointer will turn into a coin. Click with this coin on the character receiving the money.



ITEMS (box 24) :

A character often has some items when he first joins the party. When you find a new item, you can place it in one of the nine boxes. Some items can be regrouped in a single box: food (5 maximum), potions (10 maximum) and arrows (20 maximum). In this case, the number of items is displayed at the bottom right of the box.

To select an item, click on it, or, if you hold regrouped items, select the number of items you want to use. You will then be able to:

- drop (destruction) the item by putting it in the "TRASH" icon (30).
- see a description of an item by holding the mouse button down, and moving the item onto "VIEW" icon (29).

- eat and drink by placing any food item or potion on the "ABSORB" icon (28).
Note: this icon can also be used for blowing. When a character eats, he regains vitality points.

- equip the character with some items. You must place the clothes, armours and helmets on the character's body (25).

- place the item in your hands. Place it on the "HANDS" icon (26) and click. If the item is cumbersome (two handed swords), the second hand is shaded and cannot be used.

- give the item to another character (on his character sheet). Click on the name of the character receiving the item, then place it in the character's inventory.

- put the item directly in another character's hands. Place the item on the character's "HANDS" icon (19) and click on the mouse.

If you click on an item when you are already holding one, the exchange is automatic.

MAKING POTIONS :

To create a potion, you must have the magic transparent flask (there is only one in the game!), to use as a container. Mix the ingredients by clicking the different potions you own on the magic flask. This flask is reusable after drinking its contents. Read the magical recipes book at the end of this manual carefully, because some mixtures may have very strange results...

SPELLS DESCRIPTION

Spells will last a certain length of time, depending on the character's magical powers (See "CAST SPELL"). There are ten different levels for spell casters (1 to 10). Some spells are only available to certain classes. You can learn new spells by training.

CLERIC SPELLS (also available for rangers and paladins) :

- Healing (Level 1, 3 and 4) : this spell will raise the number of hit points of the selected character.
- Protection (Level 1, 3 and 5) : This spell gives protection during combat. Another spell allows you to protect the whole party (Level 6).
- Sleep (Level 1) : Your opponent will fall asleep.
- Cure poison (Level 2) : This spell cures if the character has been infected by a potion or bitten by an enemy.
- Repulse (Level 8): This spell will send all your opponents to hell.
- Dissolve (Level 6) : turns one of your team into a gas cloud.
- He can pass through opponents without any injury.
- Attack spells: Flame Wall (Level 8) and Psychic Hammer (Level 6).
- Inversion (Level 4) : the alignment of the character is reversed. A friend becomes an opponent, the enemy turns into a companion.
- Confusion (Level 3) : The enemy loses all control. He does not remember who's side he is on, and hits randomly at friends and enemies.
- Invisible Party (Level 5).
- Radar (Level 3).
- Resurrection (Level 10): With this spell, a dead character can be brought back to life.

WIZARD SPELLS (also available to Monks and Priests) :

- Attack Spells: Burning Hands (Level 1), Magic Missile (Level 1), Fireball (Level 3), Flame Spirit (Level 10), Psychic Hand (Level 9), Blindness (Level 9) and Binding (Level 5).
- Lightning: This combat spell hits all the enemy.
- Charm (Level 1) : this spell is useful to gain some information without having to pay for it.
- Invisibility (Level 4) : A character can still be wounded, even if he is invisible.
- Mental Shield (Level 6) : This spell gives protection against magic spells cast by your opponents.
- Regeneration (Level 7) : This spell raises the number of hit points for a certain amount of time.
- Invisibility Detection (Level 4): This spell allows you to see any invisible enemies.
- Invulnerability (Level 6).

MAGIC RECIPES BOOK FOR THE NOVICE WIZARDS

Given :

A = toad eye

C = trapdoor spider web

E = rat brain

G = turtle slobber

B = salamander oil

D = dried mistletoe

F = gargoyle claws

H = powdered dragon bones

Main recipes (you can mix the ingredients in any order)

- "Schlounz" : 1 dose B + 1 dose D + 2 doses F
- "Olmag" : 2 doses D + 2 doses E
- "Clopato" : 1 dose B + 1 dose D + 1 dose E + 1 dose F
- "Exqiz" : 2 doses B + 1 dose D + 1 dose E
- "Foklim" : 1 dose A + 1 dose B + 1 dose D
- "Drouli" : 1 dose B + 1 dose C + 2 doses D + 1 dose E
- "Izdolia" : 1 dose B + 1 dose C + 1 dose E + 1 dose H
- "Trillix" : 2 doses B + 1 dose D + 1 dose E + 1 dose F
- "Worgaz" : 2 doses B + 1 dose D + 1 dose F + 1 dose H
- "Zarklug" : 2 doses B + 1 dose D + 1 dose E + 1 dose G
- "Krakos" : 2 doses E + 1 dose F + 1 dose H
- "Bymph" : 2 doses B + 1 dose D
- "Ghoslam" : 1 dose B + 1 dose D + 1 dose E
- "Lhwyxz" : 1 dose B + 1 dose D + 1 dose G
- "Arbool" : 1 dose A + 1 dose B + 1 dose D + 1 dose H