

# ALONE IN THE DARK 2



*Interplay*

OldiesRising.COM

# ALONE IN THE DARK 2™



**INSTRUCTION MANUAL**

INTERPLAY PRODUCTIONS™



2

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## INTRODUCTION

**Y**ou are Detective Edward Carnby, and your reputation as a sleuth drawn to the dark side has made you famous. Your life has become very comfortable and while you could continue to relax in your plush office, you yearn for adventure...

Suddenly you receive a call for help from an old friend, Ted Striker. A little girl, Grace Saunders, was recently kidnapped on her way home from school. This child is the heiress to a vast fortune and her grieving parents are prepared to pay any ransom demanded. It is almost certain that she is being held captive in an old mansion known as Hell's Kitchen, the headquarters of One-Eyed Jack—ruthless leader of underworld crime—and his gang of bootleggers.

Grabbing your coat as you head out the door, you briefly consider the dangers ahead of you—blood-thirsty gangsters, murderous pirates and vicious smugglers. "That little girl needs my help if she's going to get out alive," you remind yourself as you plunge into the night...once again alone and in the dark.







## GETTING STARTED

**T**urn on the 3DO system and insert the Alone in the dark CD. After the 3DO logo vanishes, several credit and logo screens will appear. You may press the A, B, or C buttons to advance immediately to the Title screen. Pressing A, B, or C again will advance you to the Start/Continue Game screen.

## MOVING THE CHARACTER

**Y**ou can make the character in any direction by using the directional pad. You can also make the character run: When the character is walking, release the directional pad, then quickly press it again in the direction of travel or hold down the C button while holding down the direction of travel.

-  To move forward
-  To move backwards
-  To turn left
-  To turn right





## THE OPTIONS SCREEN

**T**o carry out certain specific actions and use any objects you have found during play, you must switch to the Options screen. Press the "B" button. The following screen will then be displayed:

### ACTIONS

*Fight*

*Open/Search*

*Push*

- 1) Window ①, at the top of the screen, contains the items you have found.
- 2) Window ②, at the bottom left of the screen, shows either your character with Life Points, or a selected item and any available reloads or cartridge.
- 3) Window ③, at bottom right, offers a choice of actions available for the character or shows what can be done with the selected item.

The items in your possession or available actions are displayed in green. Your selection appears in white.





If you wish to carry out a specific action or use an item, select the "Actions" option or the item in your possession, using the directional pad. Then press the "A" button to confirm. You will then switch to Window ③. Use the directional pad to scroll up and down to choose an action or function. To confirm your choice, press the "A" button. You will return to the game.

To return to Window ① when the cursor is in Window ③, press Left or Right on the directional pad.





B

## CHARACTER ACTIONS

**Y**ou can perform certain actions whenever you wish: Fight, Open/Search and Push (at certain times only). Other actions are directly linked to items in your possession - (see "Using Items".)

**Fight:** Press the "A" button and keep it pressed: your character is ready to attack. By pressing Left or Right on the directional pad, your character will throw a punch with either his left or right fist. Press down on the directional pad to kick. Pressing up on the directional pad will do a head-butt.

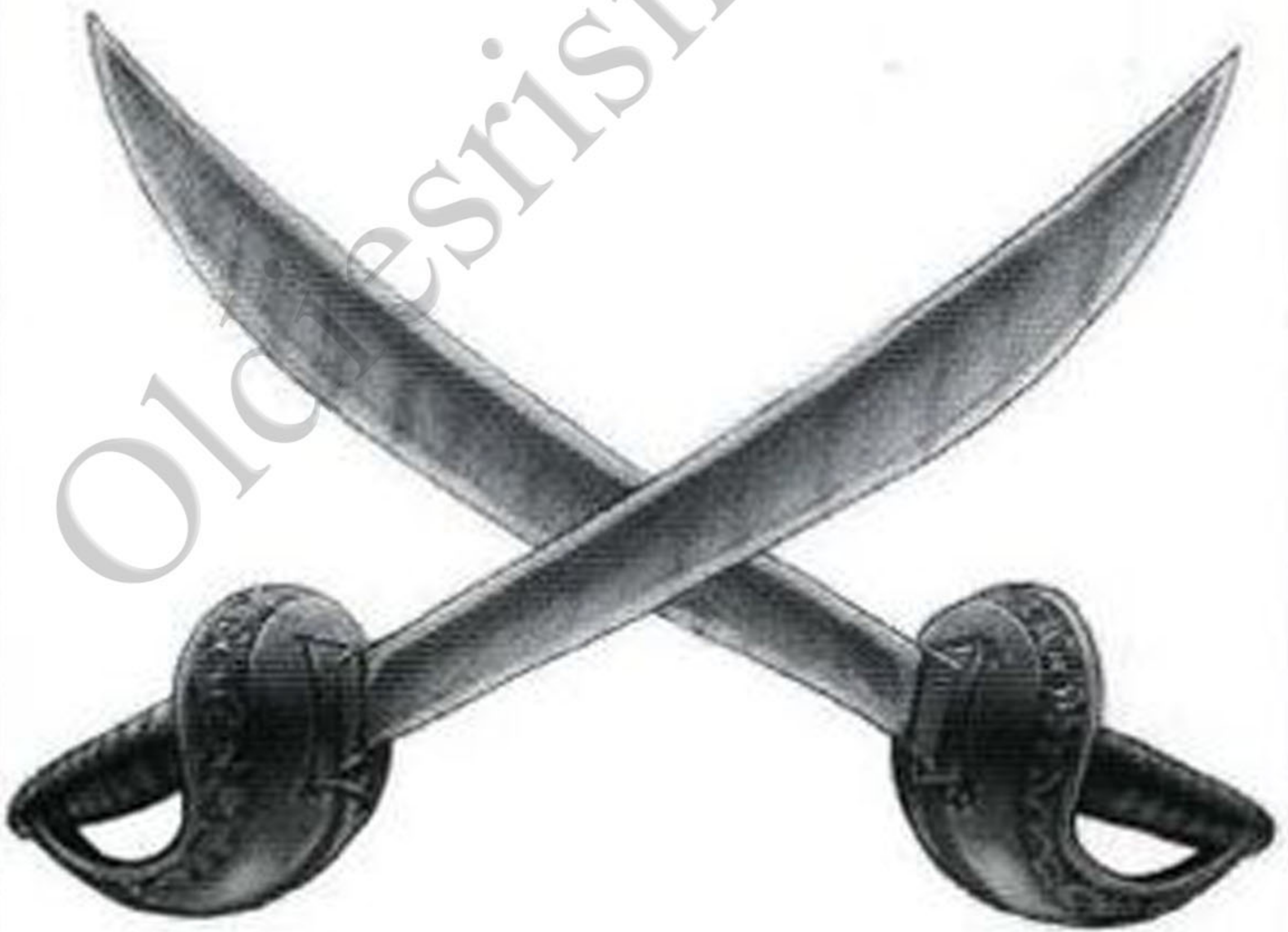
Remember to keep both the SPACE bar and the relevant arrow pressed down as you punch, kick, or head-butt.

**Open/Search:** Place the character near the item you wish to open or search. Press the "A" button; the character will then either search or attempt to open the item (door, container, etc).

Keep the 'A' button pressed down long enough for your character to do the job!



**Push:** To move a large object or a piece of furniture, keep the "A" pressed and use the appropriate direction on the directional pad.





## USING ITEMS

### TAKING AN ITEM

**T**here are two ways to take an item. If it is visible and your character is beside it, then a window will be displayed, asking whether or not you wish to take the item. On the other hand, if the item is invisible or hidden, then you will need to use the Open/Search option.

### USING AN ITEM IN YOUR POSSESSION

**T**o use such an item, select it from the list [see the chapter concerning the Options screen]. Then select the desired function (Reload, Eat, Drop, Throw...) and confirm in Window ③. When you return to the game, a message will confirm the requested action.



## COMBAT

**Y**our character can either use a weapon or fight with both hands, feet, or his head.

### HAND-TO-HAND FIGHTING

**S**elect the Fight option in the "Actions" command. Keep the "A" button pressed down and use one of the following on the directional pad:

- ▲ **LEFT:** Punch with the left hand.
- ▲ **RIGHT:** Punch with the right hand.
- ▲ **DOWN:** Kick.
- ▲ **UP:** Head butt.

Keep both the "A" button and the directional pad pressed long enough for the blow to be delivered correctly.



## FIGHTING WITH A CUTTING OR THRUSTING WEAPON

**C**hoose the weapon your character will fight with, then select the "Use" option. Keep the "A" button pressed down and use one of the following directions on the directional pad:

- ▲ **LEFT:** Thrust from left to right.
- ▲ **RIGHT:** Thrust from right to left.
- ▲ **DOWN:** Thrust from low to high.
- ▲ **UP:** Defense, parry.

## FIGHTING WITH FIRE-ARMS

**I**n the Options screen, choose the gun your character will fire, then select the "Use" option. Keep the "A" button pressed down and use one of the following directions on the directional pad:

- ▲ **LEFT:** Direct the gun to the left.
- ▲ **RIGHT:** Direct the gun to the right.
- ▲ **UP:** Fire.



## SAVING, LOADING AND OPTIONS

**P**ress the left or right buttons to access the Options screen; use the directional pad to choose an option. The selected option will appear in white.

***Return to Game:*** Press the "A" button to return to the game.

***Save Game:*** Press the "A" button to save your game. You will then access a table of saved files. Use the up and down directions on the directional pad to select a file, then press the "A" button to confirm your choice. Your game will be saved and you will be returned to play.

***Load a Saved Game:*** Press the "A" button. You will then access a table of saved files. Use the up and down directions on the directional pad to select a file, then press the "A" button to confirm your choice.

***Music ON/OFF:*** Use this option to switch the music on or off.

***Sound Effects ON/OFF:*** Use this option to switch the sound effects on or off.



**Detail Level - Low/High:** The 3DO version only operates at High detail level.

**Quit:** To quit the game you are currently playing, press the "A" button. You will be returned to the main menu.







## HOW TO START PLAYING

(Excerpt from Carnby's notebook)

I entered Hell's Kitchen with quite a bang! I had to use a small but powerful bomb to blast through a back door. Going along a corridor, I got as far as a bench when two gangsters (alerted by the explosion) appeared on the scene. The formalities didn't last long. After a quick succession of rapid fire, I was the only one left standing. I leaned on the bench to rest, and found that by pushing on it, a secret passage between the surrounding hedges opened. As I entered the passageway, there was no way I could have known what lay before me. This adventure was just beginning...



## TROUBLE- SHOOTING GUIDE

**P**roblem: The game doesn't load properly.

Did you place the disk in the machine?

Did you turn the power on?





## TUTORIAL

### 5 MINUTE WALK-THROUGH

#### STEP 1

When the game first begins you will arrive by taxi cab and blow open the front gates to the estate. (This will happen automatically- all you need to do is watch.) After this scene is played out you will be just inside the estate standing over an unconscious man with a **Tommy Gun**. You should now press the "B" button on your control pad to enter the **Inventory** screen. While in the inventory screen you will need to either choose **Actions** or **Revolver**. Try choosing **Action**; this will highlight the **Fight** option. Choose **Fight** by pressing the "A" button so that you can engage the unconscious man. After you select **Fight** the screen will switch back to the action screen where you will see the Gatehouse and the unconscious man.

#### STEP 2

After a few seconds the man will regain consciousness and try to shoot you with his **Tommy Gun**. To fight the man press the "A" button and move the cursor in any of four (4) directions. All four directions have a unique attack: pressing



"Up" on the control pad will cause your character to attempt a **Head Butt**, pressing "Down" on the control pad will cause your character to attempt a **High Kick**, pressing "Left" on the control pad will cause your character to attempt a **Left Jab**, and pressing "Right" on the control pad will cause your character to attempt a **Right Hook**. In order for your attack to be successful you need to be close enough and aiming in the right direction. Experiment with different fighting techniques on this first opponent. After (or if) you defeat this opponent he will drop his **Tommy Gun**, a **Loading-Clip** for the **Tommy Gun**, and a **Flask**. To pick up an item walk over that item and a screen should appear with the options **Leave & Take**. Choose **Take**. You will definitely need these items. The **Flask** you find will heal ten points of health. To use the **Flask** enter the inventory screen and choose **Eat\Drink**.

### STEP 3

Press "B" to enter the **Inventory Screen**. Move down with the cursor until you come across the **Loading-Clip**. Press the "A" button and then select **Use** by pressing the "A" button again. This will reload your **Tommy Gun**. Now press "B" again and select either the **Tommy Gun** or the **Revolver** and choose **Use**. Move up the walk to



the right towards the house but **BEWARE**, there are two more armed men waiting for you. If you wish, you may run by pressing the "C" button and directing your character with the control pad.

#### STEP 4

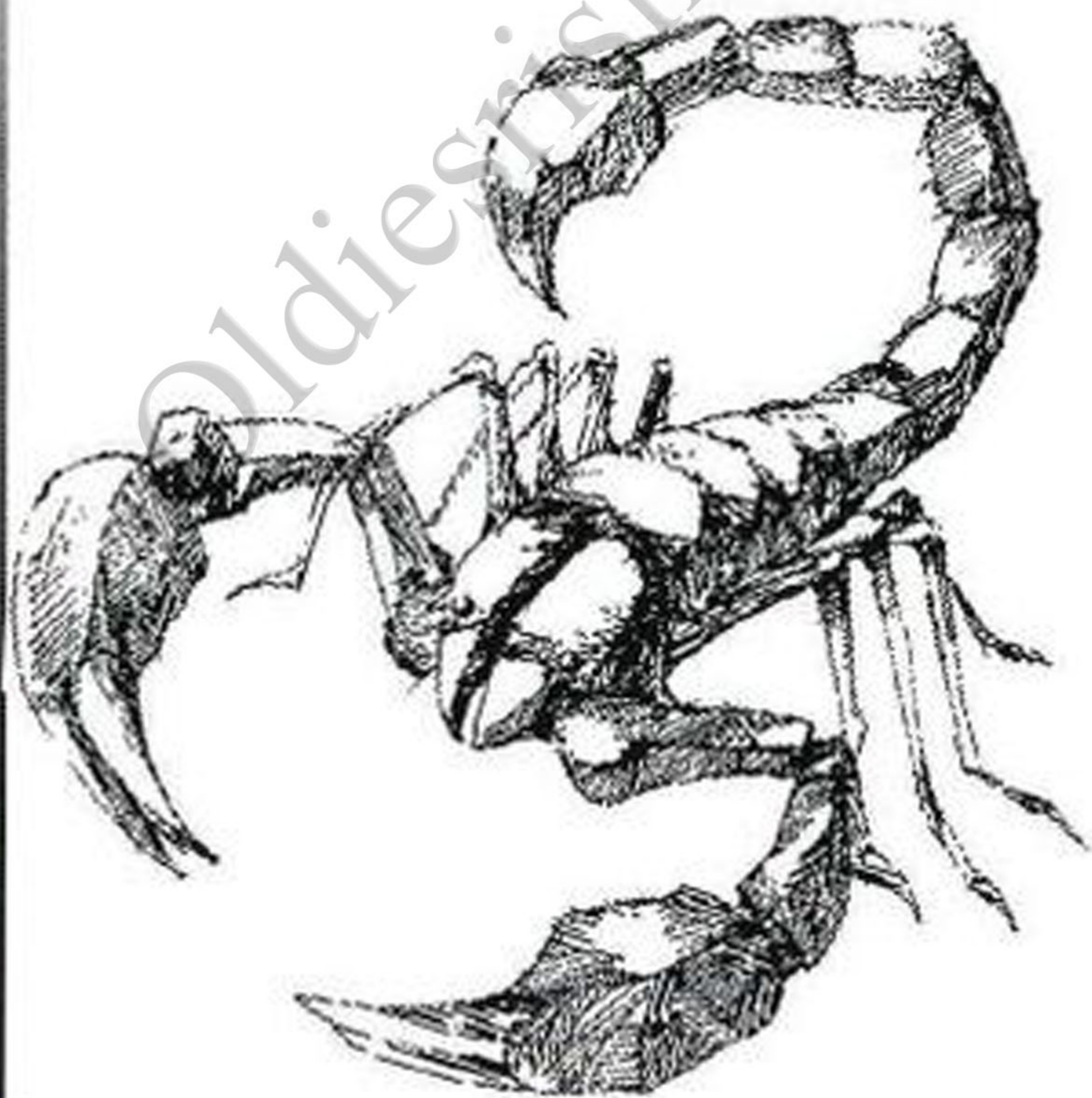
By now you should be armed with either the **Revolver** or the **Tommy Gun** (if not, refer to step 3 now). Keep walking and you will see the first of two armed men who will fire at you upon sight. To fire your weapon press "A" and "Up" on the control pad. The key to victory here is **AIM**. You will need to learn how to aim and when to judge if your shot will hit the enemy before your weapons run out of ammunition. This may be difficult but you will eventually learn how to tell when an enemy is in your sights.

#### STEP 5

Hopefully you have defeated the two armed men and can now explore the outside of the house. You cannot enter the house because the doors are sealed shut. Practice moving around by walking and running. While you're moving around, you will undoubtedly notice two large statues on the left and right of a **pathway** into the hedges. The pathway is blocked by a stone bench of an **Anchor**. Walk to either the right or left side of



this and press "B" to enter the Inventory Screen, select Actions, and then select Push. Now hold down the "A" button and push the stone Anchor out of the pathway's entrance. You may now enter the pathway which is actually the start of a maze. While you move into the maze, a screen will come up which shows the arm of a sinister figure watching from the house from a shattered window...good luck.





## CREDITS

### ORIGINAL VERSION CREDITS

Produced by: BRUNO BONNELL  
Directed by: CHRISTIANE SGORLON  
First Assistant: VINCENT TERRAILLON  
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AND CHRISTIAN NABAIS  
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Settings: JEAN-CHRISTOPHE BLANC,  
AND CHRISTOPHE ANTON  
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Publishing: OLIVIER ROBIN  
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Translations: BEATE REITER-VIALLE  
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ERIC MOTTET,  
OLIVIER GOULAY AND  
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AARON OLAIZ, AND  
DEREK GIBBS  
Tutorial Text: LARRY SMITH  
Graphic Design: SALMA ASADI  
Illustrations: VANCE KOVACS

X'MAS  
ISSUE

THE

# MYSTERY

5c

## EXAMINER

22 Thursday  
December  
1934

# CALIFORNIA KIDNAPPING

## AN UNSPEAKABLE ACT

William J. Herbert  
*Chief Editor*

// I implore the kidnapers to demand a ransom...they can name their price! I am prepared to give my life many times over in exchange for my daughter's freedom," revealed an anxiety-wracked George Saunders to our reporter. The noted producer of such hits as "The Sign of Death" and "The 40 Companeros" is a broken husk, a whimpering dog. His eyes glued to a pool-shaped golden telephone rumored to be a gift from glittering ex-wife screen star Josette Jaguar (do I hear wedding bells getting tuned up for the remake?), Saunders waits, gripping a case full of unmarked \$20 bills, as the minutes and hours drag by. Will the kidnapers call? Where are they? Who can they be? The forces

## COPS CONFUSED



of law and order are at a loss. Tight-jawed Hollywood Police Chief Francis X. O'Bannon is desperate for a drink...and some clues.

Here are the facts as they happened. At 11:30 yesterday morning, as eight-year-old Grace Saunders left Pacific College in the company of her chaperone Hilda Pennicoat, a light brown limousine with Californian plates screeched to a halt beside them. A male individual, described

by onlookers as "a man wearing a dark coat and hat," jumped from the car and swooped upon the child heiress. Pennicoat, a spinster, attempted to place herself between the attacker and his innocent victim of tender years. Eyewitnesses claim, however, that a mystery woman seated in the back of the car and dressed in black stared "in a mysterious way" at the chaperone, who promptly fell into a serious coma. This left the defenseless child at the mercy of



# DERCETO STRIKES AGAIN!

*This report from  
on-the-spot  
newshound*

*Harry Mc Grudder*

Three years ago the nation stood aghast at the news: deep in the heart of Florida, the old house of Derceto was the scene of a macabre series of events. Suicide, murders, horrible noises...the place was a den of an evil almost too awful to imagine. Only private eye Edward "Ghost Hunter" Carnby was

able to quash the rumors. Well, it looks like things are heating up again down in Wacko Manor! The place was recently bought by celebrity architect Frank Stride, who now lives with his father, long assumed to be dead...mistakenly, as it turns out!

The architect's latest project, a cathedral dedicated to ancient cult god "the Great Pan," has been angrily rejected by the Senate. Added to that embarrassment comes tragic news of the disappearance three days ago of a local woman, one

Jezebel Ebenzer, somewhere in the swamps surrounding the isolated Derceto mansion.

Despite an intensive search of the area, Webb County Sheriff Mitch Mitchell hasn't uncovered any clues to Ebenzer's whereabouts.

"She keeps herself to herself, if you see what I mean," revealed a stubble-chinned Mitchell to our reporter. "Some folks reckon she has powers of an occult variety, although I discount that as speculation myself. I say she's in the big Derceto house. I

even phoned Mr. Carnby but he warned me against going in there! No big city boy tells me how to do my duty, you hear me! I'm going into that house!" stormed the indignant law-officer.



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# STOP PRESS

**L**APD has finally put the cuffs on the mad killer of Griffith Park. The deranged criminal, one Gilbert Trenton, was arrested for shooting a Salvation Army singing quartet. "They were pointing knives at my wife and me," explained the homicidal maniac in a moment of demented hysteria. Mrs. Trenton was not to be found. Further investigations have since led to her discovery, in 24 cardboard boxes close to the lion cage.

Still no news of Jack Turnbull, the oil magnate. His recent marriage to shapelessly starlet Dorothy Malone, 55 years his junior, sparked off some comment in the press. The last person to see Mr. Turnbull seems to have been Phil Stark, an Olympic athlete and student at UCLA.

Experts concur that seven days underwater without oxygen may very well prove fatal (if not worse) to a man of Mr. Turnbull's age. Only his air-tube has so far been found.

"Phil has been a great comfort to me in my distress," revealed a devastated Mrs. Turnbull in Charleston's exclusive Copacabana Club last night.

*Continued on Page 6*

**1 WEEK OF HUBERTUS LOTION  
WILL CHANGE YOUR LIFE!**

## HUBERTUS LOTION



Hey, baldy! Tired of being a loser? Tired of neighbors pretending they're laughing at a joke they suddenly remembered? Tired of girls instinctively avoiding you because they hate the living dead?

This lotion will give you back your hair, resulting in many job prospects.

Deep within the darkest corners of the ancient European crypts of TOROELLA, I uncovered the long-lost secret of Hubertus the Bald. Your head will once more stand proud atop its neck, noble locks flapping in the breeze!

Please don't tell anyone else about my lotion, there just isn't enough for all the millions of embarrassed bald men and women. Even with modern scientific methods, production cannot keep up with demand!

Write now to me, Doctor Bloomer, for a free chance to swap baseball caps with the guys at the barber shop, while your shapely wife is making herself as desirable as she can for when her handsome hunk of hairy-headed no-man husband comes home! And as you step out of your ambulance, you won't see a pack of infernal insects! No, it was a buddy—phew, this stuff is just awful!

Yes, here's my \$10. I want to discover Hubertus Lotion. Thanks to Dr. Bloomer, I'll soon have my hair back. My signature on this coupon guarantees that I will not hold Dr. Bloomer in any way responsible for anything whatever.

# FRIGATE TO PORT *Part 6*

The ball smashed into the *Vulture's* quarterdeck, and the deadly splinters flew through the air. One buried itself in little Barnes' throat. Jordan paled. "By the devil's beard, show him..." The rest of his cries went unheard in the hellish din of roaring cannon and screaming sea-dogs. The *Vulture* shuddered and groaned as the *Shark* rammed her. A motley crew of yelling demons leaped aboard the crippled ship. Hope had changed sides and all seemed lost for Captain Jordan. Death's wing fluttered in the faces of these souls already lost to decadence and shameful pleasures.

"Goat's breath!" bellowed Pregzt, waving his saber, "Thy time be come, Jordan! Come thee 'ere 'til I rips the gizzard from thy stinkin' carcase!"

"Take that, wharf rat!", sneered Jordan, and his dagger whistled through the air. Pregzt whipped his head aside almost too late, then drew the back of his hand across the thread of blood that the flying knife had traced upon his cheek. "Pray that thy death be quick, cur!" hissed Pregzt as his saber flickered toward his victim's snarling features.

Captain Trevis

*To Be Continued*



## NEWS FROM WILLOGHBY THE JAMES W. CALWELL REPORT

Pandemonium hit the well-known Sunset Inn of Santa Monica Avenue (transformed for this occasion into an auction room) as Colonel Steel's collection of ancient weapons went on sale. Hollywood's most glittering stars and wealthiest financiers were all there. The weapons, mostly dating back from the 16th century and in perfect condition, sold for many thousands of dollars. A pair of Dutch wheel-lock pistols fetched a record price; screen idol Douglas Fairshore put up a spirited fight, but the guns went to an unknown choreographer called Mister Eye. Most of the pieces forming the collection were purchased by Mr. Jack and his friends. He stated to this reporter, "We're a group of weapons collectors and we intend for these unique pieces to remain forever in the United States."



## STOP PRESS

*Continued from Page 3*

Senator Beauregard Blower's trial seems no nearer a conclusion, yet Assistant D.A. Bob Himmel isn't giving up yet. "Blower's going to have to explain those 16 wives in eight different states of the Union," Himmel pointed out to our reporter in a moment of press conference.

As for the senator, locked up in Setton Prison, he still claims he's pure as driven snow. "I am a victim of amnesia," he revealed. "I think my name is Marty." Psychiatrists are still tossing coins on that one, while the police are continuing to search for 15 of the senator's alleged spouses.



# WARHZAWCKIEWITCZC *OUT*

Inspector Hollwood's arrival at 4th District was an eagerly awaited event. Last Monday, before the entire department, Jack Warhzawckiewitczc, known affectionately to his men as "Uh, Boss," handed over the badges of office.

The tear-jerking ceremony, marking 30 years of loyal service, ended with a speech from the retiring Boss. "I wish the next guy lots of uh, wae'days call it," he announced in a rare moment of almost-coherent discourse. The "next guy" then said a few words of thanks and finished by assuring the mayor and all present that "I'm the law around here now, and these bad guys are going to wish they hadn't entered a life of wrongdoing."

*Continued on Page 8*

**THE BURMAN THEATER**

*presents*

**RUDY VALENTE**

**ANNY HILLERMAN**



## Son Of The Bedouin



*When the king of the box-office becomes the prince of the desert!*

*In its second blackbusting week!*

**Hill Century**

*Directed by*  
**JAMES EGLANTINE**

# WARHZAWCKIEWITCZC **OUT**

*Continued from Page 7*

His deeds were to prove as good as his words. Twenty-four hours and a complete set of evaluation tests for all the department (including saluting the flag, target practice and reading tests) later, a quarter of the department was fired. Hollywood then went into action. Leading a law enforcement hit team into Culver City, he witnessed a hold-up. Sirens were immediately sounded and the chase was on!

Hollywood aimed his tommy-gun straight at a bunch of hoodlums. The weapon spat a vicious hail of white-hot death...but the Devil looks after his own. The spray of dangerous bullets was intercepted by a passing gasoline truck! However, the 4th District's new Boss is no quitter. Stopping only to give orders for the dozens of roasted cadavers to be dealt with in a suitable manner and for the fire brigade to do something about the fire-storms now raging through several sections of the city, Hollywood commandeered a long black car. Could a hearse possibly catch up with speeding hoods' big red car? Yes.

Firmly gripping his 38 Special, Hollywood fired twice at the gangsters' tires. Bad luck again struck, as two residents of the "Golden Sunsets Home for Elderly Citizens" bit the dust. The hurtling hearse swerved to avoid a mother and infant. Who says baby carriages don't fly? Babies certainly bounce. Well, sort of. Nurses just fall down and bleed.

The law continued its course. The bad guys hung a left, then another left. Were they heading back to the crime scene? Bulging many muscles, Hollywood decided to lay his career on the line. His powerful jaws ripped the pins from a triple layer of grenades hooked to a shoulder belt. The multiple explosion was memorable. Screeching through the smoking wrecks of cars and not hesitating to run over dozens of so-called "injured bystanders," Hollywood soon caught up with the desperadoes.

The local citizens screamed their support for the new lawman, throwing vitamin-packed fruit and vegetables at the speeding hearse. Many clambered onto the vehicle and even beneath the tires in an effort to encourage America's favorite inspector. The chase finally ended as the hoodlums' red vehicle slithered to a halt at the foot of a blazing apartment block. Hollywood then proceeded to arrest Fire Chief Michael O'Malley.

"He's a man with death on his hands," growled an incensed Hollywood as he pushed the evil O'Malley into the back seat of the hearse. "He may think he's a smart cookie but I'll make him crumble!" the steel-jawed inspector in a moment of heart-warming justice this reporter quipped is not about to forget.



# INTERPLAY'S WORLD WIDE WEB SITE

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place to where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome!

Brian Fargo

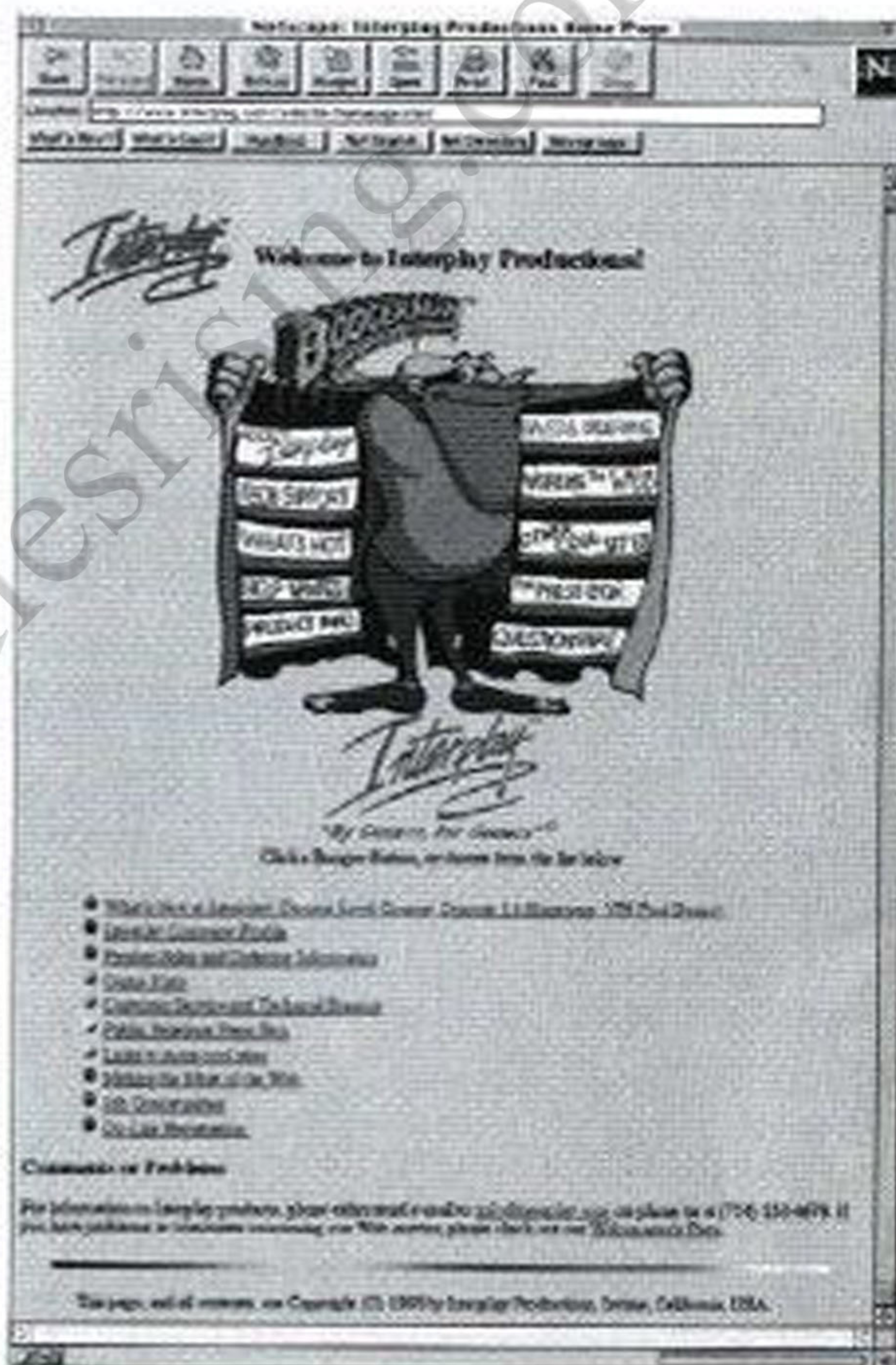
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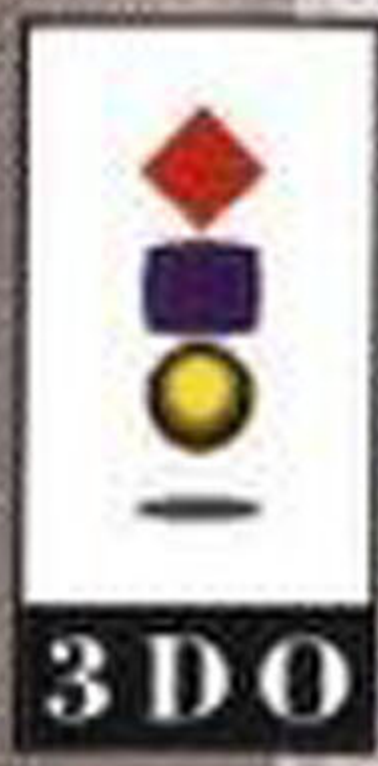
The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

<http://www.interplay.com>



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## DESCRIPTION

All friendly entities within the range of the spell add 1/Rank to their Armour value.

One elemental within range can be controlled. Its allegiance changes so that it will fight other monsters instead of the party.

Target loses 2 PS value for each Rank of the spell.

Inflicts 2 Damage. The target(s) of this spell are attacked by wicked dragon flames emanating from the caster.

Inflicts 4 Damage. The target of this spell is struck by a large chunk of earth and crushed. The enemy must be human-sized or smaller.

Inflicts 1 Damage. A fireball is fired from the fingertips of the caster.

Inflicts 1 Damage. Fires a burst of flame at the target, who catches fire and takes 1d5 per round thereafter until the spell expires.

Inflicts 1 Damage. Target of the spell is attacked by lightning.

Neutralises the effects of poison. Chance of success increases with Rank of the spell.

Target gains 2 PS value for each Rank of the spell.

Inflicts 2 Damage. The caster creates a magic wind which will dispel any fog in the combat area and damage one target.

Any single elemental in Range is banished back to the Spirit plane and effectively destroyed.

Target gains 2 IN per Rank of the spell.

Target of this spell switches sides in combat and now views his friends as his enemies and vice versa. The target must have a true name.

One Marquar within range can be controlled. Its allegiance changes so that it will fight other monsters instead of the party.

Target gains 2 EN value for each Rank of the spell.

The target of this spell reveals its current statistics. The amount of information revealed depends on the Rank.

Target loses 2 IN per Rank of the spell.

Caster teleports to a chosen point on the battlefield within range. This spell is restricted to the caster only.

Target loses 2 EN value for each Rank of the spell.

Fires a spurt of acid at the target, who continues to be burned by acid for 1d5 per round thereafter until the spell expires.

Reduces the morale of Solar-aspected enemies, often causing them to retreat. The target must have a Solar aspect.

If, after having this spell cast on them, the target receives a wound that would render him/her unconscious, this spell restores them to life with a few EN points (depending on the Rank of the spell) and then the spell expires. The target must have a true name.

NAME (SCHOOL)	MIN. RANK	COMPONENT	ST. COST	ASPECT
Control Zombies (Necromancy)	3	Herb	10	Lunar
Crushing Death (Necromancy)	7	Spice	15	Neutral
Darkness (Necromancy)	2	Gemstone	6	Lunar
Exhaustion (Necromancy)	2	Gemstone	6	Solar
Haste (Necromancy)	4	Spice	5	Neutral
Spirit Shield (Necromancy)	3	Herb	6	Lunar
Stamina (Necromancy)	2	Gemstone	6	Lunar
Tap Stamina (Necromancy)	3	Spice	5	Lunar
Wall of Bones (Necromancy)	5	Herb	15	Lunar
Wrath Touch (Necromancy)	8	Gemstone	2	Lunar
Dispel Elemental Magic (Neutral)	1	Herb	7	Neutral
Dispel Naming (Neutral)	2	Spice	6	Neutral
Dispel Necromancy (Neutral)	2	Gemstone	6	Neutral
Dispel Star (Neutral)	2	Herb	6	Neutral
Mirror (Neutral)	6	Gemstone	10	Neutral
vs Elemental (Neutral)	1	Gemstone	5	Neutral
vs Naming (Neutral)	1	Spice	5	Neutral
vs Necromancy (Neutral)	1	Herb	3	Neutral
vs Star (Neutral)	1	Gemstone	5	Neutral
Aura of Solar Wrath (Star)	4	Gemstone	5	Solar
Clumsiness (Star)	2	Spice	6	Lunar
Dexterity (Star)	2	Herb	7	Neutral
Frozen Doom (Star)	6	Herb	10	Lunar
Light (Star)	2	Spice	5	Solar
Photosynthesis (Star)	3	Herb	8	Solar
Shield of Starlight (Star)	3	Gemstone	8	Solar
Stellar Gravity (Star)	2	Spice	6	Lunar
Web of Starlight (Star)	3	Gemstone	10	Lunar
Whitefire (Star)	6	Spice	15	Solar

## DESCRIPTION

One Zombie within range can be controlled. Its allegiance changes so that it will fight other monsters instead of the party.

Inflicts 7 Damage. A ghostly hand appears and crushes the target's heart. The target must be human-sized or smaller.

This spell lowers the level of light in a combat arena to night time. (Note that this changes the aspect of the arena.)

Target loses 2 ST value for each Rank of the spell.

All targets within range of this spell have their movement rate increased by 2/Rank.

All friendly entities within the range of the spell add 1/Rank to their Armour value.

Target gains 2 ST value for each Rank of the spell.

Drains 2 ST points per Rank of the spell from the target, and adds them to the caster's total for the duration of the combat.

Any single target within range is surrounded by a wall of bleached bones. The entity is completely encased inside the wall, and as long as the spell lasts, cannot attack, cast spells, or move. The targets must have a true name.

Spell drains 2D6 points from one randomly chosen characteristic of the target.

Spell has a chance of dispelling any Elemental spell currently active in the area of effect.

This spell has a chance of dispelling any Naming spell currently active in the area of effect.

This spell has a chance of dispelling any Necromancy spell currently active in the area of effect.

This spell has a chance of dispelling any Star spell currently active in the area of effect.

Effectively reflects the next few spells cast on the target.

Increases the magic resistance to any Elemental spell by 6% per Rank.

Increases the magic resistance to any Naming spell by 6% per Rank.

Increases the magic resistance to any Necromancy spell by 6% per Rank.

Increases the magic resistance to any Star spell by 6% per Rank.

Reduces the morale of Lunar-aspected enemies, often causing them to retreat. The target must have a Lunar aspect.

Target loses 2 DX value for each Rank of the spell.

Target gains 2 DX value for each Rank of the spell.

Inflicts 3 Damage. The target of this spell is frozen solid for the duration of the spell. The target must be human-sized or smaller.

This spell raises the level of light in a combat arena to daylight. (Note that this changes the aspect of the arena.)

Affected targets regenerate some ST every round for the duration of the spell. It must be daytime for Photosynthesis to work.

All friendly entities within the range of the spell add 1/Rank to their Armour value.

Target of this spell has his Movement Rate reduced by 2 per Rank. If the target's Movement Rate is reduced to zero, then he cannot move.

Inflicts 2 Damage. Target is enclosed in a glowing web and will take damage from the web every round in which they are stuck. They cannot move, attack or cast spells until they break free. The target's chance of breaking free depends on its Strength. The target must be human-sized or smaller.

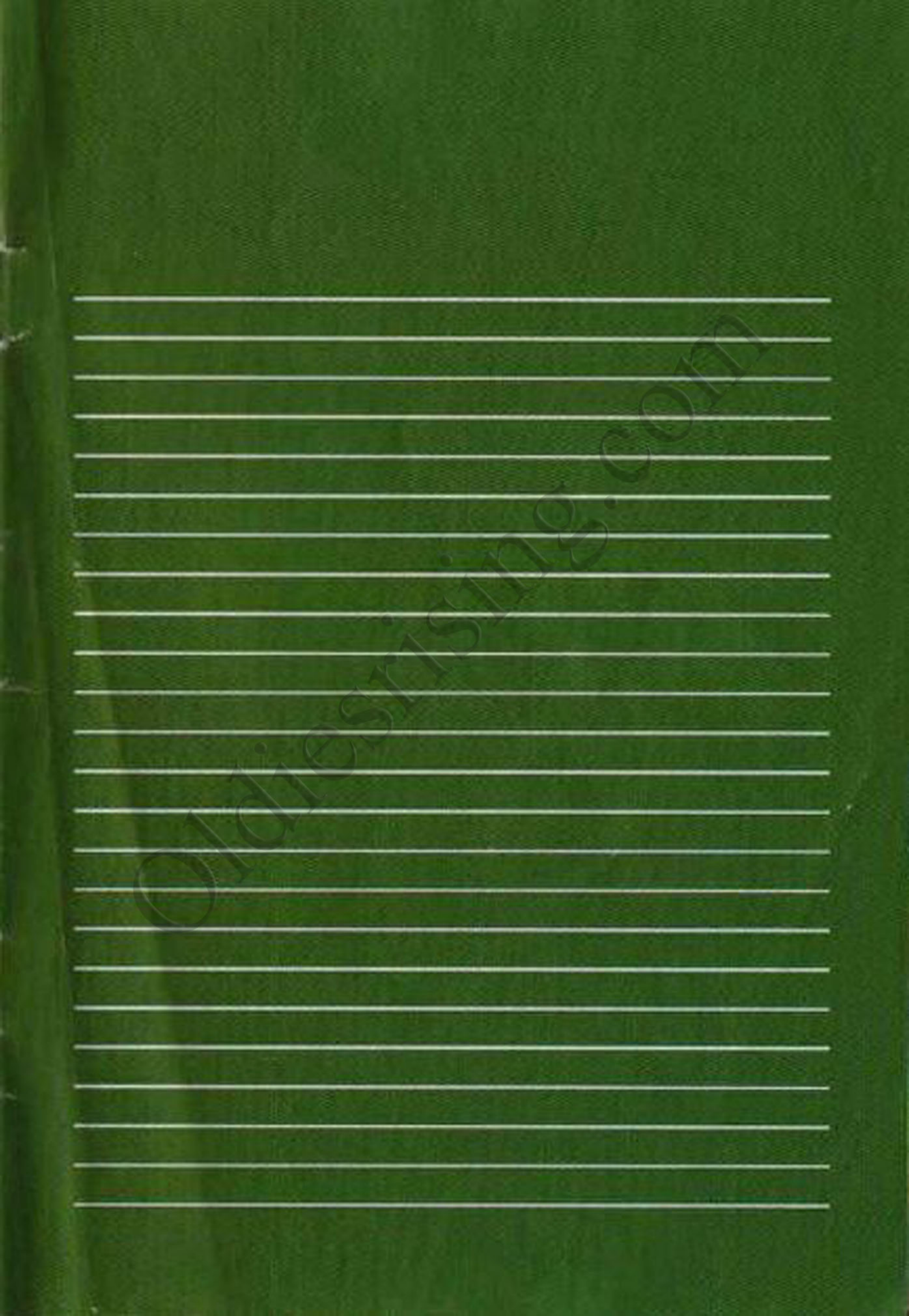
Inflicts 4 Damage. Any single target within range is flash-fried by white fire. The target must be human-sized or smaller.



# Notes

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