



*stonekeep*<sup>TM</sup>



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## Introduction

Of all the tales and legends, there stands one above all – The Legend of Stonekeep, mightiest of the human citadels and home to the hero Drake. For it was Drake who defeated the Shadowking and raised Stonekeep back from the depths of the earth itself. Unless you help, this happy ending may not come to pass. Stonekeep is the second part of this legend. Thera's Awakening, the novella included in this package, is the first part and you should read it for background. Reading Thera's Awakening is not necessary to help Drake in his quest, but Stonekeep will be more enjoyable if you do.

Thank you for purchasing Stonekeep! It's been a long road and we hope that you enjoy playing it as much as we enjoyed bringing it to you.

Team Stonekeep & Interplay Productions

## Game Mechanics

Play Stonekeep using the mouse and the keyboard.



### Movement

Walking through Stonekeep is controlled by the arrow keys as shown above. Unlocked doors open when you move into them. Locked doors open other ways. Climb stairs and ladders by walking into them.

Your mouse controls the cursor. The cursor icon changes to show you what action you can take with your hands. The left and right mouse buttons represent your left and right hands. This is important when you equip an items in each hand, and may affect other actions as well.

### Inventory

You can pick up items you find by moving the cursor until it turns into a grab hand over the item. When you left click once, the cursor changes into the active item. You can throw an active item by moving it towards the top of the screen and clicking a mouse button. The higher up the item when you click, the harder Drake throws the item. Low to the ground, Drake will place the active item on the floor instead.

Drake has a Magick Scroll that holds your inventory items. To open the scroll, move the mouse cursor to the right side of the screen. When the cursor changes to a scroll, click once with either button to reveal your inventory. Place the item on the scroll and click again to add it to your inventory. You can stack identical items on top of each other if you want. The number of items in that pile will appear next to the cursor when you do so.

You can remove items from the scroll by using the grab hand. As you add more items to the inventory scroll, it changes length to accommodate the new items. At some point, you will need to scroll the scroll to see all the items. To move to the top or bottom of your inventory, use the top or bottom of the scroll. The inventory will scroll as long as you hold the mouse button down or until you run out of items. The right mouse button scrolls faster than the left mouse button.

When you grab items, the right mouse button will automatically add the active item to your inventory. It will try to add the item to an appropriate container (like an arrow to a quiver, or a rock to a bag of rocks); if it cannot do that, it will search for identical items, and if that fails, it will drop the new item at the top of your inventory. The left mouse button will just open your inventory for you. The middle mouse button (or the left and right buttons at the same time) will make the item active.

## Mystic Mirror

The mystic mirror allows you to see Drake and his party of adventuring friends. Use the mirror to equip and wield items, like armor and weapons, or to use items on your characters, such as heal roots and scrolls. To toggle the mirror display, move the cursor to the upper right side of the screen. When the cursor changes to a mirror, click once. Open the mirror by clicking on the Direction Gem. The mirror will also open when you open the inventory scroll.

Move an active item to the character portrait in the mirror and click once to equip or use the item. If the item needs to be placed into a character's hand, like a sword, move the cursor over the desired hand and click.

The small bars under your characters are their vitality meters. Click on the meter to show the number of Vitality points remaining. When Vitality reaches 0, then that character is unconscious. If Drake loses all his Vitality, the game is over!

## Journal

**F**inding the journal quickly is essential. It records useful information along your journey through Stonekeep. When you have the journal, open it by clicking on the upper left edge of your screen (when the cursor changes to a little journal). Close the Journal by clicking outside it's pages. The Journal is divided into six sections.

### Character Information

The first section shows your character's statistics and skills. Refer to these pages to track your character's improvement and to check his status. When others join your party, information about them will be recorded here as well. The combat page shows what armor and weapons you have equipped. It also shows how much damage your armor absorbs when you are hit and it shows how accurate your weapon is and the average damage it delivers.

### Notes

If you ever need to record information about your game, use this section. The quill cursor shows where you can write – click to start typing and press when you are done typing.

### Runes

This is where Drake records any runes he finds and where spells are prepared. You can write your own notes next to the runes. (*Refer to Magick for more information.*)

### Clues

Many important clues are automatically recorded here for you. Refer here when you need help.

### Items

When you find a new item, a record of the item is added to this section. You can write your own notes here as well.

### Maps

Everywhere you step will be recorded in this section. Use the quill to write notes in squares you have visited. A red mark on the map will show the location of a note. Click on the mark to see the note. Click on the number next to the note to jump back to the map. Erase all the text of a note to remove the red mark from the map. Use the "TAB" or "6" key to bring up the current map.

## Magick

**T**he world of Stonekeep is filled with magick, but you must find the necessary items before you can use magick to cast spells. There are two basic items you need: runecasters and runes. You must also have the journal. Runecasters are magick staves and runes are written symbols of spells. You will find runes on scrolls as you explore. When you read a scroll with a new rune, that rune is automatically recorded in your journal. You can record notes and observations next to the rune in the journal.

Runes must be inscribed onto a runecaster before you can cast spells. With a runecaster equipped in either hand, open the journal to the runes section and click on the rune you wish to inscribe. You will need to click with the right mouse button for the right hand or the left mouse button for the left hand.

Move the cursor to one of the blank slots on the runecaster and click again to write the rune.

There is a limited number of slots; the number varies and depends on the quality of the runecaster. If you want to replace an old rune with a new rune, simply write the new rune over the old.

There are different types of runes: Mannish, Throggish, Faerie, and Meta runes. The first three are called basic runes, however, Meta runes can modify basic runes. Meta runes must be written on top of basic runes, but they will not erase the basic rune.

To cast a spell, click with the appropriate mouse button and then select the proper spell by clicking on it. A final click may be necessary if the spell requires a target. The runecaster will remember the last spell you cast, so if you wish to cast the same spell, you will not need to select it again.

Spells require a power, called mana. When you cast a spell, the mana to power the spell comes from the runecaster. Spells use different amounts of mana: the more powerful the spell, the more mana it costs. Runecasters can only hold a limited amount of mana. When you use all the mana, you will need to find a magick source to recharge your runecaster.

## Shortcuts

 Step Forward


 Turn Left


 Turn Right


 Step Back


## Journal

 First page


 Notes (*most recent*)


 Runes (*first page*)


 Clues (*most recent*)

 Items (*most recent*)

  Map (*current map*)

 First page, current selection

 Last page, current selection

 Page back in Journal


 Page forward in Journal

## Game controls

 Save Game

 Subtitling (*On/Off*)

 Load Game


 Lower Music Volume

 Raise Music Volume

 Lower Sound Volume

 Raise Sound Volume

 Brightness control

 Mouse sensitivity

 Options Screen/Cancel

 Game Options Screen

 Inventory scroll

 Mystic mirror

 Journal

Voices *(On/Off)*Pause *(speech)*

Quit



Cancel

### Inventory



Top of inventory



Up five items



Bottom of inventory



Down five items

### Cursors



Write



Inspect



Attack



Turn Page



Grab

## Character

At the beginning of Stonekeep, Drake is capable but not very experienced. As progress is made through gameplay, and skills practiced, Drake will improve his abilities. It's important to improve your characters!

### Statistics

Strength, Agility and Health are statistics that define your characters. There are no intelligence or perception statistics. You'll have to provide those yourself!

Strength is raw might. It adds to the damage you do in combat and other physical tasks you may have to perform. Strength improves by using heavy weapons.

Agility measures quickness and dexterity. With skills and other factors, it determines how accurate you are in combat. It also reduces your chance of being hit. Use lighter weapons to increase Agility.

As Health improves, the more likely you can shrug off the effects of poison or bad magick. It also determines your Vitality. When your Health increases, your Vitality also increases. Health increases when Strength and Agility do.

There are also Skills, which represent specialized training. Skills also improve by use.

Archery, Axe, Brawl, Dagger, Hammer, Polearm, and Sword are all combat skills. Each weapon you use falls under a particular combat skill. Combat skill is used to determine your weapon accuracy and speed.

Defense is how good you are with a shield, and how often that shield blocks attacks in combat.

Stealth is a measure of how quiet you are when walking slowly and carefully. The better your Stealth, the more likely you can surprise monsters from behind.

Magick governs your rune magick skill. The more skilled rune-magickians can use runecasters more efficiently, using less mana to cast more spells.

## Options

Pressing the “O” key during normal play will display the options screen. The game will pause when you do this.

From the Options screen, you may:

- Save the current game
- Load a previously saved game
- Start a new game from the very beginning
- Select Game Options
- Quit the game

Save game displays your save game slots. Click on the up/down arrows to scroll through the list. Click on a slot, and type a name to save your game under. Press “F2” when you are done to save your game, or press “SPACE” at any time to cancel the operation. You have 20 save game slots.

Load game displays the save games, along with the names of the games and a picture of where you saved them. Click on a save game slot to load that saved game. Use the up and down arrows to scroll through the list.

Start a new game does exactly that.

Quit game exits Stonekeep. Save your game first!

Game Options allows you to change the volume of the music, the volume of the sound effects and speech, the sensitivity of the mouse and the brightness of the display. Click on the left and right arrows of an option to change it. (See *Keyboard for shortcuts*.)

Return to game will unpause the game and return you to the action.

## Getting Started

After Thera brings you to the Ruins of Stonekeep, your quest begins. Here are some pointers to help you start out....

Press the spacebar or a movement key to close the mirror and the scroll.

Move the mouse cursor over the pile of bones and click once with either button to search the bones.

Move the cursor over the skull; when the cursor changes to a hand, click once with the right mouse button - the skull should disappear.

Press the up arrow to walk forward, press the right arrow to turn right. Search the rubble by punching it.

When the cursor changes to the grab hand, right click.

Now move the cursor to the right-hand side of the screen until it turns into a scroll, and click.

You should have a rock and skull in your inventory.

Grab the rock out of your inventory with your mouse. The rock is now “active.”

Click to close the scroll.

Move the rock cursor over the sparkling thing and click again to throw the rock. The higher the rock, the farther it flies.

Walk forward to the door.

After Thera speaks, (and thank goodness She isn’t mad at you), pick up the rock using the middle mouse button (or both the left and right buttons at the same time).

Open the door by walking forward.

Walk through the door, and follow Thera.

When you see the ant, throw the rock at it.

If the ant lives after you hit it with a rock, punch it a couple of times. The attack cursor shows when you can attack, when it’s full size, and where exactly you want to attack.

Walk up to the sign of the wall. Move the cursor over the sign and read it with the Inspect cursor.

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From the sign, turn right, walk forward once, and turn to the left.

Walk up to the door and open it. Walk into the room.

Walk up to the chest, and open it with your hands. Grab all the items out of the chest!

Equip Drake with the dagger by: opening your inventory, grabbing the dagger, and then moving the dagger up to Drake's image in the mirror. Move the dagger over Drake's right hand and click once when he reaches to take the dagger. Remember, this is a mirror.

Read the scroll by dragging the scroll to any part of Drake and clicking once.

When you are done listening to Drake, and you can bypass speech with the space bar, drop the scroll.

Turn to the right and search the bed with your newly found dagger.

Walk forward and turn to the right. Examine the ruined table with your cursor. You found something when the cursor changes into the grab hand.

There is leather chest armor hidden in the ruins of the table. Pick it up and equip it in the same way as you equipped the dagger.

Exit the room and follow the corridor around to the left.

**Congratulations! You're on your way to becoming a hero!**