These are the default settings for common hotkeys. To view a complete list of hotkeys or to customize the settings, click the Options button on the Main menu (or click the Menu button within the game, and then click Options), click Input, and then click Hotkeys.

DUNGEON SIEGE
LEGENDS of ARANNA

General Controls

SPACEBAR or PAUSE	Pause game.
F9	Quick save game.
CTRL+S	Save game.
F11	Quick load game.
CTRL+L	Load game.
Z	Collect items on the ground.
ALT	View/Hide labels for items on the ground.
W	Minimize/Maximize Weapons Panels.
TAB	Open/Close Megamap.
F	View/Hide Field Commands.

ESC	Skip cinematics; close any open screen.
X	View/Hide Health Level and Mana Level indicators.
\	View/Hide multiplayer stats.
J	Open/Close Journal.
ENTER	Chat in multiplayer.
SHIFT+ENTER	Chat with team in multiplayer.
CTRL+ENTER	Chat globally in multiplayer.
SHIFT+LEFT CLICK	Attack nearest monster.
F10	Open Game Options.

Character/Party Controls

I	Open/Close Inventory.
B	Open/Close Spell Book.
Q	Cycle through equipped weapons and active spells.
H	Drink health potion.
M	Drink mana potion.

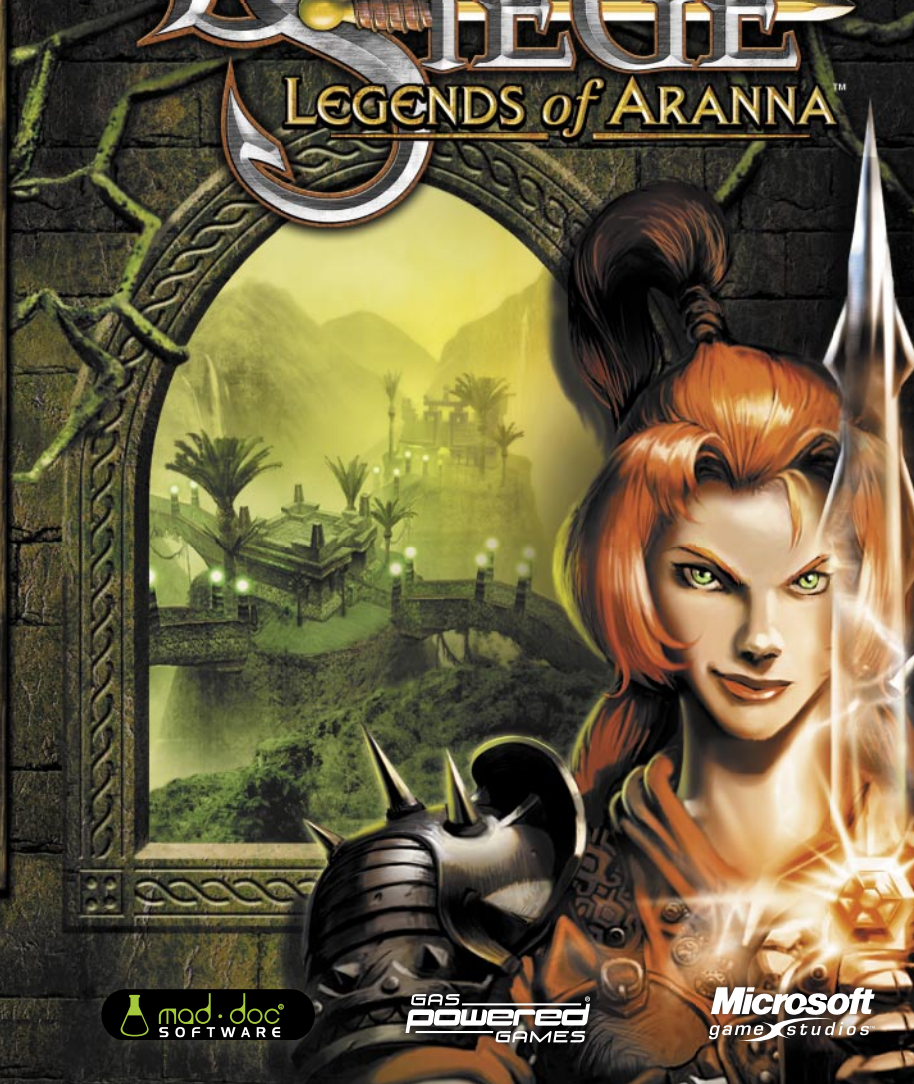|	
L	View/Hide character labels.
CTRL+A	Select all party members.
G	Guard the selected character.
S	Stop current action.
R	Redistribute potions.

Camera Controls

− or mouse wheel forward	Zoom camera out.
= or mouse wheel back	Zoom camera in.
Left screen edge or LEFT ARROW	Rotate camera to left.
Right screen edge or RIGHT ARROW	Rotate camera to right.
Top screen edge or UP ARROW	Tilt camera down.
Bottom screen edge or DOWN ARROW	Tilt camera up.
Hold down middle mouse button	Rotate/tilt camera.

Formation Controls

Hold down right mouse button, then left-click	Cycle through formations.
Hold down right mouse button, then move mouse left and right	Change formation orientation.
Hold down right mouse button, then rotate mouse wheel	Change formation spacing.

http://www.dungeonsiege.com

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Safety Warning

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

TABLE OF CONTENTS

The story continues...

You've heard stories of great adventures in years gone by, of the heroes who crusaded across the Kingdom of Ehb, battling the stubborn Krug, poisonous mucosae, and horrifying zombies. You've longed for adventures yourself, while spending your youth sharpening your skills in the quiet little garrison town of Arhok.

Now you've pieced together a strange story, discovering from an old tattered journal that your mother and father were also heroes, known for adventures throughout the continent of Aranna. The journal sends you on a journey to a mysterious island brimming with thousands of years of history. Here you'll encounter strange primordial creatures, some that have long been at war with one another.

An Island in Conflict

The Utraeans

The Utraeans are an ancient race of powerful beings responsible for much of the magic in Aranna. To the early Utraean elders, comfort and security were paramount to everything else. But after millennia of supremacy, the Utraeans unwittingly engineered their own decline by falsely believing that their magic and machines made them omnipotent and by denying the destructive effect their power was having on the other island races. Like many great civilizations before them, the Utraeans ignored the dangers that arose from their suppression of the Zaurask and Hassat. This led to years of war among the island's inhabitants.

The devastation unleashed through this conflict consumed the island, transforming once lush areas of forest and jungle into blasted, broken wastelands. The Utraean cities fell into disrepair as the leaders could no longer provide the level of comfort their citizens once enjoyed. Infighting and rebellion ensued.

Today's Utraeans no longer dominate Aranna, or even their current island home, though they still control many powerful and magical inventions. They remain a proud, if remorseful, people.

The Zaurask

A race of saurians, the Zaurask were coaxed out of the jungles and swamps by the Utraeans thousands of years ago and subjected to Utraean magic and devices. The Zaurask were at first obedient and docile, agreeing out of innocence or ignorance to work for the Utraeans. But eventually they rose up against their masters, and many managed to free themselves from Utraean rule. Those that tried but failed to escape were quickly rounded up and enslaved in the mines and factories of the Utraean cities. Understandably, the Zaurask now possess a deep-rooted hatred for the Utraeans and, as a result, have plundered and defiled many ancient Utraean structures.

Zaurask society is tribal, and their shamans are adept at using the natural forces around them to attack their enemies. Their power and strength comes through physical combat, and most of their warrior caste bear scars obtained from skirmishes with Utraean or Hassat forces or from ritualistic combat training. Hardened fighters, the Zaurask are not to be trifled with.

The Hassat

The Hassat are an indigenous race of felines. The Utraean wizards bred the Hassat as a source of cheap labor during the period of the Zaurask captivity. The Hassat gained their independence during the Race Wars, and are now trying to build a culture and society of their own.

Other Races

Droc

The Droc are a primitive crocodilian race that has gone largely unnoticed by the other groups on the island. They spend much of their time trying to appease their god, who requires frequent live sacrifices. These aggressive cave-dwelling reptiles feed on pond algae and plankton, but love to adorn themselves in bones, especially human skulls.

Half Giants

Along with the Utraeans, Zaurask, Hassat, and Droc, a fifth group lives on the island: the Half Giants. They call themselves "The Children of the Mountain," and are actually strangers to the island. How they got here and why is shrouded in mystery.
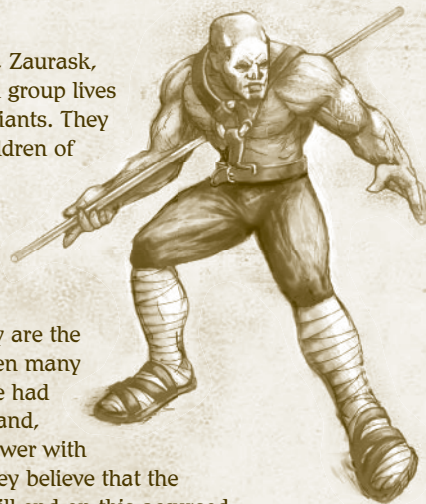
The Half Giants fear they are the last of their kind. It's been many generations since they've had contact with their homeland, and the Children grow fewer with each passing season. They believe that the history of their people will end on this accursed isle of mad wizards and wretched experiments.

The Island Today

After generations of war and conflict, the Hassat and Utraeans are all but extinct, and the Zaurask are proliferating, with their numbers far exceeding those of their enemies. It's only a matter of time before the saurian race overwhelms the island. With their powers and machines almost completely exhausted, the Utraeans have turned to the day-to-day business of mere survival. Having never been a fertile people, and after the heavy losses sustained during the Race Wars, the Utraeans are slowly dying out. And with them dies the knowledge of, and access to, their great machines.

WHAT'S NEW?

New! In *Dungeon Siege®: Legends of Aranna™*, you'll discover new places, unique spells, and powerful potions, and you'll gain new types of weapons and armor.

New Places

The continent of Aranna includes more than just the Kingdom of Ehb. Your adventure starts in the garrison town of Arhok in Ehb. Surrounded by walls and guard towers, the village is comprised of shops, a tavern, a few homes, and a barn. The people are friendly and will be happy to provide information or trade equipment with you.

After exploring Arhok, your adventure continues when you transport to an intriguing island. Just off the coast of Ehb, this island is purported to be the lost kingdom of the Utraeans and is filled with things that you've never seen before: new weapons, new armor, new spells, and, of course, new monsters to battle!

New Weapons and Armor

Utraean weapons reflect the magic and brilliance of their inventors, and now in *Dungeon Siege: Legends of Aranna*, you can combine pieces of armor (treasure sets) to earn magical enhancements. Find out more in "Equipping Weapons and Armor" (page 22) in this manual.

New Spells

You begin your journey acquiring many of the same magic spells that were found in the Kingdom of Ehb, but there are other spells as yet unheard of! Some of these new spells are described in "Equipping Spells" (page 26) in this manual.

New Monsters

Some of the monsters in Aranna will look familiar to you, but there are also entirely new creatures to conquer.

Monster	Description
Chitterskrag	Enormous, imposing cross between a hermit crab and a cockroach.
Automatons	Relentless, sharp-edged, clockwork figures.
Rune Guardian	Furry creatures with bleached-white cow-skull heads.
Droc	Crocodilian cave dwellers.
Fleshrender	Ghoulish flesh eaters and servants to the undead.
Skitterclaws	Colorful, flightless, and deadly ostrich-sized birds.
Scorpiot	Giant robot scorpions with magical stingers.

A New Way to Fly

On your journey, you will rediscover "displacers." Invented by the Utraean wizards, these magical transporters once formed the backbone of a trade network all across the lands of Aranna.

To work, the displacers require active devices at both ends of each link; however, in the ages since these wonders were built, many displacers have deteriorated. You may find some displacers that don't work until you trigger a second pad, and others that don't work at all. Glowing orbs around each pad let you know if the device is active, and nearby obelisks show the pad's destination.

New Features

Along with great new items and places in *Dungeon Siege: Legends of Aranna*, you'll also experience the following gameplay improvements.

❖ **Improved Control Groups**

Increase the effectiveness of your party (mages in particular) by using the improved control groups. In addition to switching among ten different slot combinations for your party, you can now use the control groups to switch instantly among ten different spells, even if the spells aren't active.

To record and use control groups

1. Press the **CTRL** key and a number key to record the currently active slot for each party member. (The four slots are located to the right of each Character Portrait.) This "records" a set of active weapons and spells.

2. Press that number key at any time to activate the set of weapon slots and spells that you recorded in Step 1.

Now, in *Dungeon Siege: Legends of Aranna*, you are no longer confined to the currently active spells. You can record any spell in the Spell Book and switch to it instantly at any time. Use this feature to switch rapidly between spells in and out of combat.

❖ **Improved Tooltips**

Compare the deadliness of fast- and slow-attack weapons through improved tooltips. Every weapon's tooltip now shows you the average damage inflicted over 10 seconds of use. This will save you the trouble of calculating the advantages of speed versus damage rating. Tooltips also show the price of an item, so you can make value choices without going to a shop.

❖ **Redistributable Potions**

Click the **Redistribute Potions** button at the bottom left of the screen, or press the **R** key, to give all party members their fair share of the party's potions. Mages get all of the mana potions and melee warriors get more health potions.

❖ **Transformation Spells**

Change your magic users into powerful melee combatants with new Transformation spells. Experience the earth-shaking power of playing as a Rock Beast, or try playing with the deadly sting of a scorpion.

❖ **Orb Spells**

Cast new Orb spells, which create powerful magical orbs that revolve around you and automatically target nearby enemies, leaving your hands free for melee combat, ranged combat, or additional spell casting.

❖ **Imbued Items**

Keep an eye open for "imbued" items, armor, and weapons. These special objects significantly increase your prowess in battle. Imbued items appear with a purple background in your Inventory.

❖ **Treasure Sets**

Discover pieces of rare "treasure sets." Composed of three to five pieces of weapons, armor, or other equipment, these treasure sets appear with an aqua background in your Inventory. Each of these related magical items is powerful in its own right, but when combined, they are endowed with additional bonuses.

❖ **Off-Screen Attack Warnings**

Remain alert to the status of fellow party members through the new off-screen attack warning. If a party member is under attack out of your view, their Character Portrait will flash orange, alerting you to rally to their aid.

❖ **Localized Attacks**

Avoid accidentally running into the clutches of a horrid beast by holding down the **SHIFT** key when you attack. This causes your characters to target the monster closest to the area where you click (a localized attack). When no monsters are around, holding down the **SHIFT** key and clicking will order your characters to break open the nearest treasure container.

❖ **Unsummon Creature and Untransform Buttons**
Cancel Combat spells for better control. If you are about to head into battle and your Summon or Transformation spell is getting close to expiring, use the **Unsummon Creature** or **Untransform** buttons, located in the Field Commands, to negate the spell. Recast the spell and enter battle at full strength.

❖ **Glyph Traps**
Experience the satisfaction of killing monsters with the new Glyph spells. Place Glyphs on the ground to create a lethal trap, and then lure monsters to their doom.

❖ **Group Awareness**
Watch properly equipped party members rush to each other's aid. Characters you have not ordered to hold their ground will run to help if their fellow party members come under attack.

❖ **Backpacks**
Increase the load each character can carry by using new backpacks. Each character is limited to one backpack. Right-click your backpack to open it. You can also drop an item directly onto a closed backpack to stash the item away. If your main Inventory has no room, items you pick up off the ground will automatically go into the backpack, if there is room.

❖ **Sell All**
Quickly convert all unequipped loot to gold with the new **Sell All** button (which appears near a shopkeeper's portrait). With the pull down menu by the **Sell All** button, you can: sell all but potions, scrolls, and unique spells (the default setting); sell all but scrolls and potions; sell all but unique spells; or just sell all. If you accidentally sell something in your Inventory that you wanted to keep, the shopkeeper will allow you to buy it back for the same price he or she paid you.

❖ **Auto-Arrange Improvements**
Your party members' Inventory items will now be arranged automatically when they pick up new items. You no longer have to manually rearrange their Inventory to make more room.

❖ **Multiplayer Save**
Experience improved group gameplay. Now, each time you exit a multiplayer game, the Journal state of your character will be saved. Play through with friends and complete all the quests together!

❖ **World Map**
The World Map in *Dungeon Siege: Legends of Aranna* allows you to truly appreciate the epic scale of your journey and measure your progress through the game. Click the **World Map** button (or press **SHIFT+TAB**) to view the map. Each time you enter a new region of the world, another section of the map will be revealed to you. A label identifies your current location in the world.

❖ **Distinct Party Members**
Enjoy the distinct personalities of party members. As you add members to your party, they will speak to you. You can turn these "voice-over acknowledgements" on or off by going to the **Options** menu, selecting the **Audio** tab, clicking the **More** button, and then clicking the **Voice Overs** button.

❖ **Tragg**
Use the tragg, a new pack animal that delivers powerful attacks and can carry almost as much loot as a packmule. However, unlike packmules, traggs rapidly become attached to their owners and will rush into battle to gore any monster that threatens the party. You can also order traggs to attack enemies.

GETTING STARTED

Installing

Insert *Dungeon Siege: Legends of Aranna* Disk 1 into the CD-ROM drive, and then follow the instructions on the screen. If Setup does not begin automatically, follow these steps:

1. Click **Start**, point to **Settings**, and then click **Control Panel**.

2. Double-click **Add or Remove Programs**.

3. In the **Add or Remove Programs** dialog box, select **Add New Programs**, click the **CD or Floppy** button, and then follow the instructions on the screen.

Starting the Game

To start *Dungeon Siege: Legends of Aranna*

- Click **Start**, point to **Programs**, point to **Dungeon Siege: Legends of Aranna**, and then click **Dungeon Siege: Legends of Aranna**.

Setting Out on Your Journey

To venture through Aranna by yourself

1. Click **Single Player**.

2. Click **Start New Game**.

3. Click the arrow buttons to select your character's gender and appearance. Males and females are equally strong and skilled.

4. Type a name for your character, and then click **Next**.

5. Select **Legends of Aranna** from the list of maps and then click **Next**.

6. Set the difficulty level. You can use the **Options** menu to change the difficulty level later.

To play with other players across the Internet or a local area network (LAN), see "Playing a Multiplayer Game" (page 39) in this manual.

Health Level indicator

Character Portrait

Mana Level indicator

Melee Weapon

Ranged Weapon

Active Spells

Follow Party Leader button

View/Hide Engagement and Formation Standing Orders button

Minimize Compass

Compass

Weapons panel

View/Hide Inventory button

Camera Follow Mode Off

Disband Party Member button

Select Party button

Unsummon Creature button

Untransform button

HOLD GROUND

ATTACK FREELY

TARGET STRONGEST

Collect Items button

Description Text

View/Hide Item Labels button

Status Bar

Open/Close World Map button

Redistribute Potions button

Open/Close Megamap button

Drink Mana Potion button

Open/Close Journal button

Drink Healing Potion button

Open/Close Game Menu button

Pause/Resume Dungeon Siege button

View/Hide Field Commands button

Survival Tips

With your world thrust into turmoil, you embark upon a harrowing journey through the island, hoping to defeat whatever evil has befallen the land and, along the way, become a heroic fighter, archer, or mage.

Here's a quick overview of what you need to keep in mind as you set off on your adventure. For a list of hotkeys, see the back cover.

❖ **Watch your health level** (red bar beside the Character Portrait). If you're wounded and your health level drops to zero, you'll lose consciousness and may die. Your health level slowly recovers over time.

❖ **Watch your mana level** (blue bar beside the Character Portrait). When you cast a spell, your mana level drops. If you run out of mana, you can't cast spells. Your mana level slowly recovers over time.

❖ **Save the game periodically.** If you've just survived a big battle or are about to enter an area that looks dangerous, save the game. If you die, you can load the saved game so you don't have to start over from the beginning. To quick-save a game, press **F9**.

❖ **Pause the game.** To avoid surprise attacks, pause the game while you're managing your Inventory or Spell Book. To pause the game, press **SPACEBAR** or **PAUSE**.

❖ **Keep your bearings.** Use the Compass and Megamap, pay attention to natural landmarks, and follow the beaten path.

❖ **Avoid ambushes.** You may be able to see creatures before they notice you and attack. If you see a large group, be sure you're prepared for battle before you engage them. Alternatively, use your ranged characters to lure more-powerful group members to where they can be fought apart from their comrades.

❖ **If you flee, remember to retreat.** Don't run into unexplored territory or you may be attacked by even more creatures.

❖ **Exploit your enemy's weakness.** If you're battling a creature that must get close to strike you, use a bow or spell to attack it from a distance. On the other hand, if a creature attacks you with a bow and is not well armored, you might want to charge it with a melee weapon.

❖ **Use the best weapon for the situation.** Melee weapons, such as axes and swords, are effective in hand-to-hand combat. Ranged weapons, such as bows, are effective from a distance. Press **Q** to cycle through equipped weapons.

❖ **Use formations to protect weak party members.** Keep packmules and weak characters at the back of your party or in the center of a formation.

Customizing Game Options, Hotkeys, and the Status Bar

You can set the video, audio, mouse, and hotkey options according to your preference.

To customize the game options
- Click **Options** on the **Main** menu. Or click the **Game Menu** button on the status bar, and then click **Options**.

For information about an option, point to it. Help text appears on the screen.

The default hotkeys are listed on the back of this manual.

The status bar is an area where messages appear when you point to certain items on the screen. The status bar is on the bottom of the screen by default.

To move the status bar
- Drag it to the top of the screen.

NAVIGATING

Moving Your Character

Left-click a location on the screen to move your character to that location.

> **NOTE:** *The instructions in this manual assume you're using left-click (the default mouse setting) to issue commands.*

Controlling the Camera

The Compass indicates which direction the camera is facing.

To rotate the camera
- Move the pointer to the left or right edge of the screen or use the arrow keys.

To tilt the camera
- Move the pointer to the top or bottom edge of the screen. (You can also hold down the mouse wheel or the middle mouse button, and then move the mouse to rotate or tilt the camera.)

To zoom the camera view in or out
- Rotate the mouse wheel or press the **MINUS** (−) or **EQUALS** (=) key.

To turn the Camera Follow mode off
- Press **T**.

Using the Megamap

The Megamap lets you get your bearings from a long-range, top-down view. Areas you haven't explored are not visible. Various icons represent nearby characters and treasure, so you can continue to play using the Megamap. Enemies appear in a red circle when you point to them. Containers, doors, and secret areas are not visible.

To open or close the Megamap
- Click the **Megamap** button on the status bar or press **TAB**.

ADVENTURING

Selecting a Weapon or Spell

The weapons and spells you have equipped are shown in the Weapons panel beside the Character Portrait, so you can easily select which one to use. For more information about which weapons and spells are displayed, see "Equipping Weapons and Armor" (page 22) and "Equipping Spells" (page 26) in this manual.

Ranged Weapon · Melee Weapon · Active Spells · Health Level indicator · Weapons panel · Character Portrait · View/Hide Inventory button · Mana Level indicator
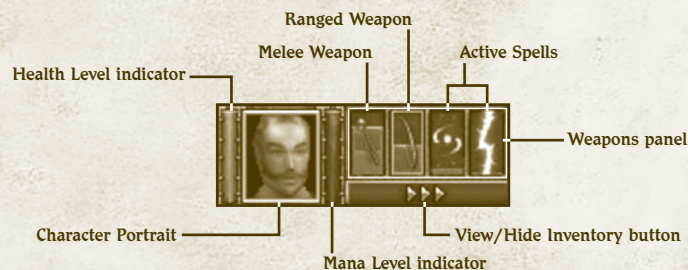
To select a weapon or spell
- In the Weapons panel, click the weapon or spell you wish to use.

> **NOTE:** *If you select an empty melee weapon slot, you fight with your fists. Press Q to cycle through equipped weapons.*

To display the spells in your Spell Book
- In the Weapons panel, click one of the spell slots, hold down the mouse button, and then select a spell from the drop-down list.

To minimize or maximize the Weapons panel
- Press **W**. When the Weapons panel is minimized, only the active weapon or spell is shown. You can still press **Q** to cycle through the weapons and spells.

Attacking

You automatically fight back if a creature attacks you. If you're using a bow or ranged spell, you automatically attack when a hostile creature enters the range of your weapon. To change your character's attack behavior, see "Setting Movement, Attack, and Targeting Orders" (page 36) in this manual.

You cannot directly attack NPCs or other characters in your party.

To attack
- Left-click a creature (or press **SHIFT** and click near the creature). You only need to click once.

Opening Containers and Doors

Barrels, chests, and other containers sometimes contain treasure when you break or open them. When you point to a breakable object, the pointer changes to a hammer. When you point to a container or door that can be opened, the pointer changes to a hand.

To open a container or door
- Left-click the object (or press **SHIFT** and click near the object). To close an open door, left-click the door again.

Picking Up Treasure

When you kill a creature or open a container, treasure such as weapons, armor, spells, or gold may fall to the ground.

To view an item's name
- Point to the item. Its name appears on the status bar. To display or hide on-screen labels for all nearby items, click the **View/Hide Item Labels** button on the status bar.

To pick up an item and add it to your Inventory
- Left-click the item. You can also right-click to attach the item to your pointer, and then drop the item on the character to which you want to give the item.

To pick up multiple items
- Click and drag the pointer around the items, and then left-click one of the items (or press the **Z** key, or click the **Collect Items** button on the status bar).

Drinking Potions

When you drink a health or mana potion, you sip only as much as you need to fully restore your health or mana. The rest of the potion remains in the bottle and can be used later.

To consolidate the contents of partial bottles
- In your **Inventory** panel, drag one partial bottle to another.

> **Note:** *When you drag a potion to the Character Portrait, it is placed in that character's Inventory; the character does not drink it.*

To drink a health or mana potion
- Click the **Drink Health Potion** button or the **Drink Mana Potion** button on the status bar.

  All party members that are selected and have an appropriate potion in their inventories drink the potion. In combat, only members below 50% health or mana will drink.

New! **To redistribute potions**
- Click the **Redistribute Potions** button on the status bar (or press **R**).

Potions will be redistributed among the entire party. Party members will receive potions appropriate to their skills; for example, mages will tend to get more mana potions and swordsmen will get more health potions.

Managing Inventories

When a character picks up an item from the ground, it is added to their Inventory and they carry it with them until they use it, sell it, give it to another character, or drop it on the ground. Each item they pick up occupies space in their Inventory. When the Inventory is full, the character cannot carry any more items. For information about buying pack animals to carry excess items, see "Adding a Character or Pack Animal to Your Party" (page 32) in this manual.

To open a character's Inventory

- Click the **View/Hide Inventory** button beside the Character Portrait. Or, just click the portrait again after it is selected.

To open multiple Inventories

- Hold down **CTRL**, select the party members, and then press **I**. When you've selected four or more characters, each character's Inventory opens in reduced size.

To open all Inventories

- Click the **Select Party** button to select your whole party, and then press **I**.

When you point to an item in an Inventory, the item's name and description appear. The description shows the minimum and maximum damage a weapon can inflict (depending on how well the enemy creature is armored) and, if it is a ranged weapon, how far it fires. These tooltips also show a weapon's average damage over 10 seconds.

The amount of gold your party has is shown at the top of each Inventory. All members of your party use gold from the same account.

To automatically arrange an Inventory

- Click the **Auto-arrange Inventory** button at the top of the Inventory.

Total Party Gold

Auto-Arrange Inventory button

Backpack

Character Attributes

Skills

Character panel

Inventory panel

Backpack panel
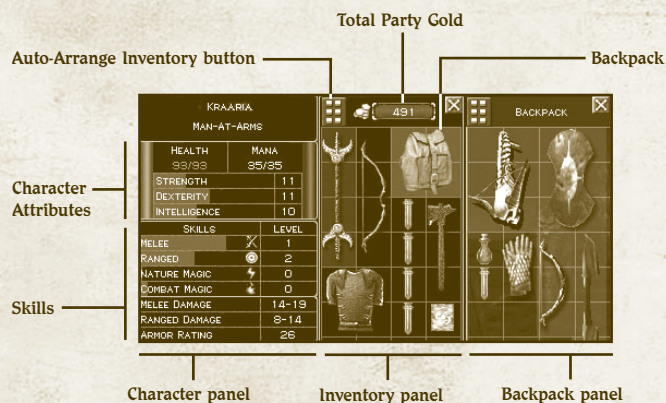
To drop an item or give it away

- Click the item in the Inventory and then click the ground or click another character's Character Portrait (or drag and drop the item to the ground or to another character's Character Portrait).

To drop an item directly to the ground

- Hold down **CTRL** and then click an Inventory item. If more than one Inventory is open, the item moves to the next Inventory.

> **NOTE:** *When you drag a potion to the Character Portrait, it is placed in that character's Inventory; the character does not drink it.*

New! **To use a backpack**

- Right-click the backpack in an Inventory to open the Backpack panel and view the contents of the backpack. Once that panel is open, you can drag and drop items with your mouse in or out of the backpack, just like you can with multiple inventories.

To close the Backpack panel, right-click the backpack again.

Equipping Weapons and Armor

There are two types of weapons: melee weapons and ranged weapons.

❖ **Melee weapons** are used in hand-to-hand combat to stab, slash, or bash the enemy. You hold a melee weapon in your hand while attacking. Common melee weapons include axes, clubs, swords, daggers, hammers, maces, scepters, scythes, and staffs.
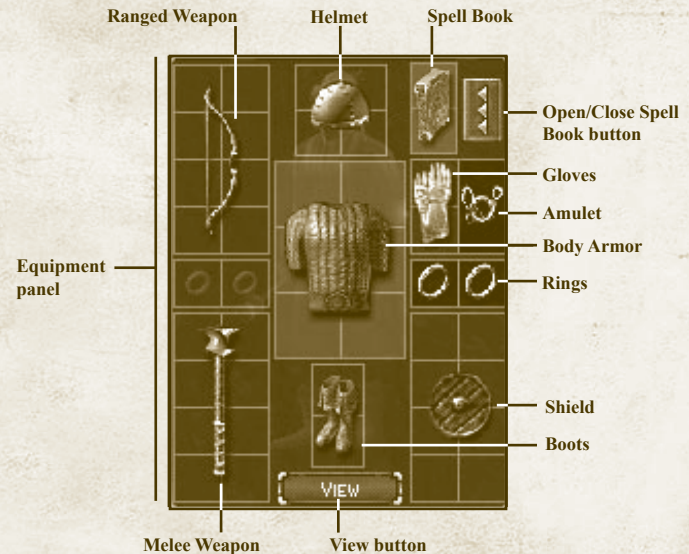
❖ **Ranged weapons** are used to attack from a distance by firing a projectile. Common ranged weapons include bows, crossbows, and firearms. Bows never run out of arrows.

❖ **Armor** reduces the amount of damage you suffer during battle. There are various types of armor, including body armor, shields, helmets, boots, and gloves, all of which are made from a variety of materials. Some items are imbued with magical properties that offer additional protection. You cannot wield shields simultaneously with two-handed weapons; however, equipped shields will still provide magical bonuses when you are using two-handed weapons.

Before you can use weapons, spells, armor, and other items, you must equip your character by placing the items in the Equipment panel (to the lower-left of your Inventory). If you pick up a melee weapon, ranged weapon, or armor and don't already have that type of item equipped, it automatically equips so you can use it immediately. However, spells do not auto-equip when you pick them up. For more about this, see "Equipping Spells" (page 26) in this manual.

Ranged Weapon • Helmet • Spell Book • Open/Close Spell Book button • Gloves • Amulet • Body Armor • Rings • Shield • Boots • Equipment panel • Melee Weapon • View button

To equip or unequip items

● Click the **View/Hide Inventory** button beside the Character Portrait and then drag an item from your Inventory to the Equipment panel (to the lower-left of the Inventory). The item equips in the correct place regardless of where you drop it on the Equipment panel.

One melee and one ranged weapon can be equipped at the same time so you can quickly switch between them. To cast magic spells, you must have a Spell Book equipped. For more about spells, see "Equipping Spells" (page 26) in this manual.

To view your character with equipped items

● Click the **View** button (at the bottom of the Equipment panel), hold down the mouse button, and then move the mouse to the left or right to rotate the image.

New Weapons

There are many new weapons in *Dungeon Siege: Legends of Aranna* that have never been seen before in the Kingdom of Ehb. Here are just a few:

Weapon	Description
Sai	Triple-bladed dagger used in punch-like attacks.
Claws	Long claws worn on the hand for melee combat.
Jade Staff	Staff made from island jade and imbued with magical spells.
Open Mace	Zaurask weapon with a head that is a series of concentric rings.
Hassat Scimitar	Hassat weapon comprised of a polearm with a lethal, curved blade on the end.
Scythe of Angk	Staff that sometimes draws a bolt of lighting from the sky when it strikes an enemy.
Gas Gun	Tube gun that sprays clouds of deadly gas.
Napalm Gun	Goblin weapon that fires clouds of flame.
Zaurask Snakebite	Large sword shaped like a snake's body.

New Armor Types

The isolated Utraeans created armor from locally available sources. You will discover brand new types of armor during your adventures. Here is a small sample:

Armor	Description
Zaurask Hide	Made from the hides of the lizard-men, Hassat warriors wear Zaurask Hide armor to symbolize disdain for their ancient foes.
Spidersilk	Woven from the silk of giant spiders, Spidersilk armor is extremely lightweight, yet incredibly strong.
Shell	Comprised of shells held together with rope or twine, lower-quality Shell armor leaves gaps that enemies can penetrate, but the higher-quality armor fits together tightly and is lighter than plate armor. High Dexterity is required to move well in Shell armor.
Beaded	Combining complex weaving with intricate and detailed beadwork, Beaded armor is a strong and effective armor.
Cured Leaf	Made from the cured leaves of jungle trees, Cured Leaf armor is tougher than leather armor and contains additional healing properties. The tight fit of Cured Leaf armor requires high Dexterity.
Alloy	Alloy armor is loosely referred to by its general colors: cyan, ochre, and copper. The more elaborate Alloy armors are covered with glyphs and symbols.
Flywing	Assembled from the wings of insects and stitched with spidersilk, Flywing armor is almost transparent and nearly indestructible. A favorite of ranged combatants due to its knack for turning projectiles, the complicated joints of Flywing armor require high Dexterity from its owner.
Ceramic	Composed of ceramic plates, fragments, and beads affixed to woven bases, Ceramic armor makes the warrior who wears it practically invulnerable. Like all woven armor, the complex knots and high maintenance of Ceramic armor mean only characters with the highest Intelligence can use it.

Equipping Spells

When you pick up or buy a spell, it is placed in your Inventory. Before you can cast the spell, you must equip a Spell Book, and then you must add the spell to the Spell Book.

You can carry multiple Spell Books in your Inventory, but only one can be equipped at a time. Each Spell Book can contain up to 12 spells. Spells in the first two spell slots are equipped and appear in the spell slots beside the Character Portrait. You cannot add multiple copies of the same spell to the same Spell Book. Some spells require that you reach a certain Skill Level in either Nature or Combat magic before you can cast them.

To equip a Spell Book
- Drag a Spell Book from your Inventory to the Equipment panel (to the lower-left of the Inventory).

To add a spell to your Spell Book
- Right-click the spell or drag it to your Spell Book.

To remove a spell from your Spell Book
- Drag the spell from your Spell Book panel back to your Inventory.

There are two types of spells: Nature and Combat. When you cast each type of spell, your Nature magic or Combat magic skills increase. As you become more skilled at using magic, the spells you've learned become more powerful.

You cannot directly attack other party members with offensive spells. However, you can cast beneficial spells, such as Healing Hands and Resurrect, upon other party members.

Active Spells ──

SPELL BOOK	✕
ACTIVE SPELL 1	
ACID CLOUD	
ACTIVE SPELL 2	
FIRESKULL	
LEECH LIFE	
HOLD CREATURE	
ICESHARD	
SHOCK	
SUMMON CAVE GIANT	

Spell Book panel ──

Nature Magic

Nature mages dole out damage with pinpoint accuracy, which minimizes danger to bystanders and the nearby terrain. They are masters of spells that support and enhance the members of your party, and they are invaluable where brute force alone cannot prevail.

Combat Magic

Combat mages are masters of destruction, who can wreak havoc on wide areas. They are also capable of wielding powerful spells that enhance the party.

New! ⚔ **New Spells**
Here is just a fraction of the new spells you'll find in *Dungeon Siege: Legends of Aranna*:

Nature Magic

Diminution. Reduces enemies to 1/3 of their normal size. The victim's attack and damage are likewise reduced to 1/3.

Light of Chadek. Temporarily blinds a victim, causing a swirling patch of light to surround the victim's head. For the duration of the effect, the victim will miss almost every melee attack (victim's hit percentage is 5% of normal), and the victim will be highly inaccurate when using ranged attacks.

Orb of Frost. Creates a glowing blue orb that circles the caster's body, sending out powerful blasts of frost at nearby enemies.

Mindflare. Causes a multi-colored flaming ball to shoot out of the caster's hands and dance along the ground; the ball will eventually stop moving. All nearby enemies have a chance to chase the ball as if it were their enemy and swarm upon it when it lands. The mesmerizing sphere will explode shortly after landing, causing area damage.

Summon Barkrunner. Summons a treelike creature to fight for the party.

Combat Magic

Slow Crowd. Freezes/slows down enemy monsters, causing damage.

Taduza's Trance. Freezes all enemies within range for a short duration. This spell is particularly useful if you are being swarmed by enemies.

Summon Ursae. Summons large bear zombie to attack your enemies.

Clone. Summons a copy (twin) of the caster, which will attack enemies and act as a damage sponge. The twin will be equipped with whatever was in the caster's four weapon slots when the spell was cast.

Zorkon's Bonecrusher. Hurls a ranged magic attack, which can shatter any and all standard skeletal enemies, and will cause substantial damage to any higher-level (boss) skeletal creatures. Against non-skeletal enemies, this spell will only cause minimal damage.

SKILLS

Increasing Your Skills

Your character develops into a fighter, archer, Nature mage, or Combat mage, depending on the weapons or spells you use. Each time you kill a creature, your skill with a particular weapon or magic type increases. You can develop skills in more than one area. For example, if you use both a sword and a bow, your character will develop both melee skills and ranged skills and will become either a fighter or archer, depending on the highest Skill Level.

❖ **Melee Skill.** Using melee weapons, such as swords, axes, or maces, develops your melee skill and you become a fighter.

❖ **Ranged Skill.** Using projectile weapons, such as bows, develops your ranged skill and you become an archer.

❖ **Nature Magic Skill.** Casting Nature magic spells develops your Nature magic skill and you become a Nature mage.

❖ **Combat Magic Skill.** Casting Combat magic spells increases your Combat magic skill and you become a Combat mage.

To view your skills

● Click the **View/Hide Inventory** button beside the Character Portrait.

The Inventory panel opens, displaying the Character panel. The gray progress bars in each skill indicate how far you've advanced toward the next Skill Level. When you achieve a new Skill Level, a message appears on the screen and the Level column of the Skills panel is updated.

KRAADA	
MAN-AT-ARMS	
HEALTH	MANA
93/93	35/35
STRENGTH	11
DEXTERITY	11
INTELLIGENCE	10

SKILLS		LEVEL
MELEE	⚔	1
RANGED	◎	2
NATURE MAGIC	⚡	0
COMBAT MAGIC	🔥	0
MELEE DAMAGE		14-19
RANGED DAMAGE		5-11
ARMOR RATING		28

Character Attributes

The skills you develop determine your character's attributes. Magic weapons, armor, or other items you've equipped can also affect (positively or negatively) your character's attributes. Attributes are shown in blue if they are increased (due to a magic item) or red if they are decreased.

❖ **Strength** determines your physical power. Strength increases with melee skill. It lets you use larger weapons and wear heavier armor, and it provides a damage bonus during melee combat. Some armor and weapons require that you have a certain level of Strength before you can use the item.

❖ **Dexterity** determines your agility and aiming accuracy. Dexterity increases with ranged skill. It lets you aim weapons more accurately and provides an armor bonus.

❖ **Intelligence** determines your mental aptitude. Intelligence increases when you use Nature and Combat magic spells and, the higher your Intelligence, the more mana you have. Some items require that you have high Intelligence to use them.

Weapon and Armor Strength

Your weapons each have a range of damage they can do to enemies, and your armor has a range of defense against the potential damage you might suffer.

❖ **Melee Damage** shows the minimum/maximum damage inflicted when you attack with the currently equipped melee weapon. This value is based on your Strength and the equipped weapon's damage rating.

❖ **Ranged Damage** shows the minimum/maximum damage inflicted when you attack with the currently equipped ranged weapon. This value is based on the ranged weapon's damage rating.

❖ **Armor Rating** shows your resistance to damage in battle before health declines. The higher this value, the more damage you can absorb.

Unconsciousness and Death

Your health level decreases when you're wounded in battle; however, you'll slowly heal when you're no longer sustaining injuries. Your health is instantly restored when your skill increases or when you drink a health potion or use a healing spell. The color of the Character Portrait indicates the state of your health.

❖ **Wounded**. When your health is reduced to one-third of maximum, your Character Portrait flashes yellow. If you're engaged in battle, you should immediately heal yourself or flee, or you may become unconscious and possibly die.

❖ **Unconscious**. When your health drops to zero, your character becomes unconscious and the Character Portrait turns red. If you're the only character in your party, the game ends and you must restart or load a saved game. If there are other conscious humanoid characters in your party when you become unconscious, you fall to the ground but the game continues. You retain all of your possessions but cannot open your Inventory or drink health potions. You can either wait for your health to gradually regenerate or another character can heal you with a healing spell.

❖ **Dead**. When your character dies, the contents of your Inventory scatter on the ground so the other members of your party can pick them up. If you die, another character can resurrect you with a resurrection spell.

OTHER CHARACTERS

Talking to Other Characters

You will meet a variety of characters as you travel through Aranna. Some may provide you with information or assign you a quest, some may offer to join your party, and some may offer to sell you weapons, armor, and other items.

To talk to a character

- Point to a character. If you can talk to the character, the pointer changes to a bubble with an exclamation mark (!) in it. When you see the exclamation point, click on it to speak with the character.

Pursuing Quests

Some of the characters you meet assign you quests, such as escorting them to a town or finding a person or item. When you receive a new quest (or complete an existing quest), your Journal is updated.

To display the Journal

- Click the **Journal** button on the status bar.

  The Journal lists your current and completed quests in the order you received them, with a brief description of the quest and the name of the character who gave it to you. To replay spoken dialog to refresh your memory of a quest, click the **Show Dialog** button in the Journal.

Adding a Character or Pack Animal to Your Party

Some characters that you meet may offer to join your party and may even offer to do so for a certain amount of gold. Characters that demand gold for their services are typically skilled fighters, archers, or mages who are useful in battle and may be worth the money. You can also add packmules and traggs to your party to carry excess supplies. Packmules have large inventories and can carry much more than human characters. Traggs can carry less than packmules, but are better in battle or dangerous situations. You can buy pack animals from traders in some towns.

To add a character to your party

- Talk to a character. If he or she offers to join your party, click **Accept** or **Decline**. (You can also review the potential party member's traits by clicking the **View** button.)

  If you don't have enough gold to hire a character, collect more by adventuring or selling excess items from your Inventory. When you have the required amount of gold, talk to the character again.

To add a pack animal to your party

- Talk to a mule trader or tragg trader and then click **Buy**.

Dismissing a Character from Your Party

Your party can include up to eight characters. If there are already eight characters in your party, you must dismiss one of the existing members before a new character can join. You might also dismiss a party member who is not contributing adequately in battle. Before dismissing a party member, you may want to distribute the character's Inventory to the other members of your party.

There must be at least one human or humanoid character in your party; for example, you cannot have a party consisting only of packmules. If your character dies, you can disband all but one of the human or humanoid characters remaining in your party.

To dismiss a character from your party

- Click the character to dismiss and then click the **Disband Party Member** button.

  The Character Portrait of the dismissed party member is removed from the screen and the character no longer travels with your party. If you want the character to rejoin your party later, talk to the character again.

Buying and Selling Items

There are various shops throughout the land where you can sell items you've found during your adventure. You can also buy weapons, armor, potions, spells, and other items. A store may have new items in stock if you haven't shopped there for a while.

To browse a shop's wares

- Left-click a shopkeeper, click **Shop**, click the category of items you want to view (armor, weapons, etc.), and then point to an item to display its description and cost.

    Some items can only be used by characters that have particular Strength, Dexterity, Intelligence, or Skill Levels. For example, an item that requires "Strength 12" can only be used by a character whose Strength is 12 or higher. This requirement is shown in red if a character lacks the skill to use the item.

Sell All

To buy or sell an item

- Drag the item from the store to your Inventory, or vice versa. Gold is deducted from or added to your Total Party Gold.

    If you don't have enough gold to buy an item, you cannot select it. Items are the same price regardless of whether you're buying or selling. For example, if you buy a sword for 10 pieces of gold and then change your mind, you can sell it for 10 pieces gold. This is true as long as you are shopping. Once you close the Shop panel, the value of your weapons can depreciate.

New! Sell All

Quickly convert all unequipped loot to gold with the new **Sell All** button (which appears near a shopkeeper's portrait).

To retain potions, unique spells, or resurrection scrolls

- Click the arrow next to the **Sell All** button and then select **Sell all but potions, scrolls and unique spells** from the drop-down list.

If you choose to retain unique spells, you will keep one copy of each spell in either your Inventory or Spell Book and will sell any extra copies.

Managing Your Party

Your party can include up to eight characters. All characters in the party move together at the same speed, regardless of their race or class. For example, human characters and packmules move at the same speed.

To select a single character

- Click the Character Portrait or the character.

To select (or deselect) multiple characters

- Hold down **CTRL** and then click each character or Character Portrait, or drag the pointer around a group of characters. When you select multiple party members and initiate an action (such as opening a door, breaking a barrel, or talking to someone), the party member with the circle beneath them (the leader) performs the action. The leader is the party member that you selected first when selecting multiple characters.

To select your entire party

- Click the **Select Party** button.

Setting Movement, Attack, and Targeting Orders

The Field Commands let you control how a character moves, attacks, and targets enemies during battle. The settings you select determine the character's default behavior. If you directly order a character to attack, you override the default settings and the character attacks. You can set different orders for each character in your party.

To select a character's attack behavior

- Select one or more characters, click the **View/Hide Field Commands** button, and then select the movement, attack, and targeting orders.

To untransform party members

- Select the party members you have transformed with a spell and click the **Untransform** button on the Field Commands panel, or press the **Y** key.

To unsummon creatures

- To unsummon creatures you have summoned with magic spells, click the **Unsummon Creature** button on the Field Commands panel, or press the **U** key.

Movement Orders

Movement orders control how characters engage the enemy.

❖ **Move Freely**. Characters are free to move anywhere to engage the enemy, even if the enemy flees across the world.

❖ **Engage**. Default setting. Characters engage in battle, but remain in the vicinity of where they were last ordered to move.

❖ **Hold Ground**. Characters remain in position and cannot initiate an attack, but they can fight back. If you order an attack, the character then remains in the new location.

Only characters that can Engage or Move Freely will come to the aid of other party members when they are attacked.

Attack Orders

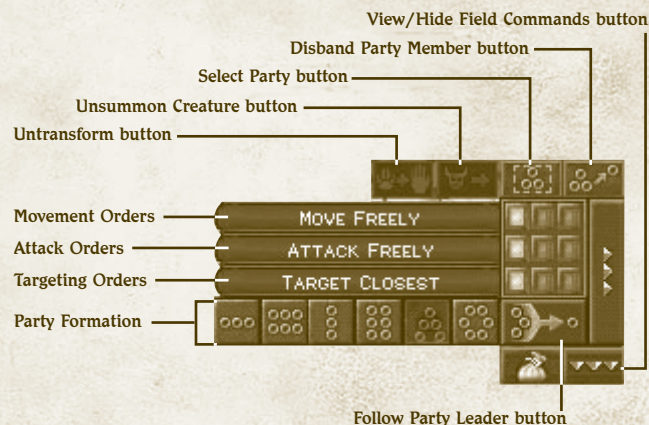Attack orders control how characters attack during battle.

❖ **Attack Freely**. Characters are free to attack enemy creatures.

❖ **Defend**. Default setting. Characters cannot initiate an attack but can fight back. This setting is useful when you don't want to provoke enemy attack.

❖ **Hold Fire**. The character does not fight back, even if attacked. This setting is useful when you want to just run through an area, or when you want complete manual control over a character.

Only characters that can Attack Freely will come to the aid of other party members when they are attacked.

Targeting Orders

Targeting orders control how characters target enemies during battle.

❖ **Target Closest**. Default setting. The character targets the closest enemy in view.

❖ **Target Weakest**. The character targets the weakest enemy in view.

❖ **Target Strongest**. The character targets the strongest enemy in view.

View/Hide Field Commands button
Disband Party Member button
Select Party button
Unsummon Creature button
Untransform button
Movement Orders — MOVE FREELY
Attack Orders — ATTACK FREELY
Targeting Orders — TARGET CLOSEST
Party Formation
Follow Party Leader button

Moving Your Party in Formation

When there are several characters in your party, you can use formations to control how they arrange themselves in battle. For example, you might want all party members to follow your strongest fighter.

When the party engages in battle, each character's behavior is determined by the Field Command settings. For more information, see "Setting Movement, Attack, and Targeting Orders" (page 36) in this manual.

To select a formation
- Select the characters you want to include in the formation, then click one of the formation pattern buttons.

   The characters move into formation based on the order of their Character Portraits. The formation leader's Character Portrait is at the top of the screen, and the other party members fall into position to the left and right of the leader. The circle with the arrow inside it indicates the leader's position.

To change the order of party members
- Click and drag the Character Portraits into a different order. (A Character Portrait will turn green when you click it and hold the mouse button down, indicating that you can drag it to a different position.)

To change the formation spacing
- Select your party, hold down the right mouse button, and then rotate the mouse wheel.

To rotate a formation
- Select your party, hold down the right mouse button, and then move the mouse left or right.

MULTIPLAYER GAMES

Playing a Multiplayer Game

You can import players from *Dungeon Siege* single player or multiplayer games, as well as characters from *Dungeon Siege: Legends of Aranna* single player games, into *Dungeon Siege: Legends of Aranna* multiplayer games.

Dungeon Siege provides multiplayer gaming for up to eight players. You can connect across the Internet, on a network (local area network), or through ZoneMatch™.

In a multiplayer game, non-player characters (NPCs) from the single player game cannot join your party, and creatures and treasure reappear if you leave the game and later return to an area you've already explored. Teams or individuals can compete against each other for the largest number of kills (monsters, players, or a combination of both).

NOTE: *If "Allow Players to Pause the Game" is selected in the Game Settings, the game pauses for all players when one player pauses a multiplayer game.*

Joining or Hosting a Multiplayer Game

To create a multiplayer game that others can join, you need a host. The host creates a multiplayer game and selects the game settings. The host's computer acts as the server for the game; therefore, if you're playing with friends, the person with the fastest computer should host the game. If the host exits the game, the game ends. The host can also eject players from the game.

Players running the original *Dungeon Siege* game will not be able to join games that are hosted using *Dungeon Siege: Legends of Aranna*. Games you cannot join appear in red on the Games list.

To join a multiplayer game

1. Click **Multiplayer** on the **Main** menu.

2. Select the appropriate type of connection:

   ❖ **ZoneMatch** lets you connect to an Internet server where *Dungeon Siege* players meet to chat and play. To join a ZoneMatch game, click the **Games List** button, click a game in the list, and then click **Join Game**.

   ❖ **Internet** lets you connect across the Internet directly to a host computer through an IP address. To join an Internet game, enter the IP address of the player hosting the game, and then click **Connect**. The host IP address is displayed at the bottom of the host's Multiplayer Internet screen.

   ❖ **Network** lets you connect across a local area network using the TCP/IP protocol. To join a Network game, click a game in the list, and then click **Join Game**.

3. Select a character, create a new character, or import an existing character from a saved single-player game. In a multiplayer game, you can choose to play a human, dwarf, skeleton, Utraean, or Half Giant. All players must select a character.

4. Click **I'm Ready to Begin**. A check mark appears beside the names of players who are ready. All players must click the **I'm Ready to Begin** button before the game can start.

To host a multiplayer game

1. Click **Multiplayer** on the **Main** menu.

2. Select the appropriate type of connection:

   ❖ **ZoneMatch** lets you connect to an Internet server where *Dungeon Siege* players meet to chat and play.

   ❖ **Internet** lets you host a game (across the Internet) directly on your computer through your computer's IP address. Your IP address is displayed at the bottom of the Multiplayer Internet screen.

   ❖ **Network** lets you host a game across a local area network using the TCP/IP protocol.

3. Click the **Host Game** button.

4. Select a character, create a new character, or import an existing character from a saved single player game. In a multiplayer game, you can choose to play a human, dwarf, skeleton, Utraean, or Half Giant. All players must select a character.

5. Once all the players are ready, click **Start Game**.
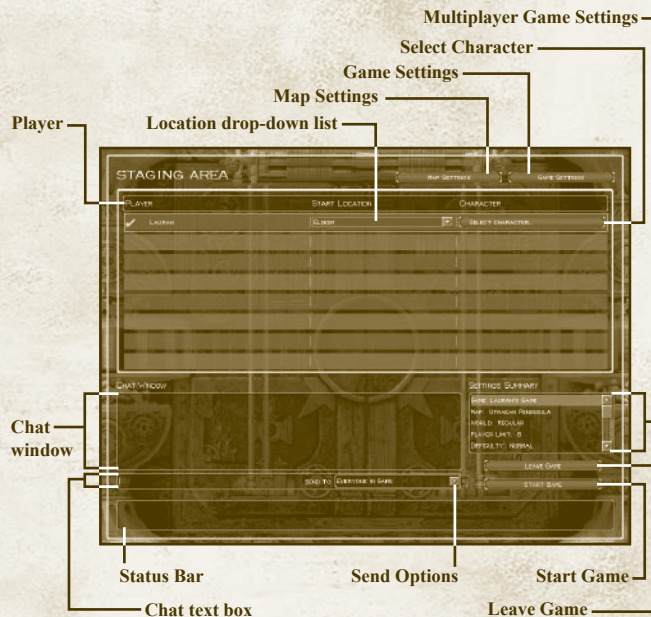
Dying

If your character dies, you can continue to play as a ghost and seek a shrine or object to restore your life. (You also return to life from ghost form after the 60 second timer on your portrait expires.) If the host exits, the game ends. If you or the host exits, characters' attributes, skills, and Inventory items are saved. If the "Drop on Death" option in Game Settings is set to "Nothing," your Inventory items are also saved. However, if this option is set to "Make Inventory Items Drop When Characters Die," you'll have to stay in the game and recover the items if you want them saved on exit.

Saving Multiplayer Games

When you save a multiplayer game, your Journal, Skill Levels, and Inventory are all saved.

Your exact location in the world will not be saved. You will, however, start your next game at a place you choose from the menu on your current level.

Chatting

To chat with other players

- Press **ENTER** to display the chat screen, type your message, and then press **ENTER** to send it.

Trading Items with Other Players

You can give gold or items to other players. You can also trade items for gold or other items.

To give another player gold

- Open your Inventory, click the gold amount, select how much gold to give the other player, and then click the other player's Character Portrait.

To trade items

- Open your Inventory, click the item you want to give to another player, and then click the other player's Character Portrait.

> **NOTE:** *To complete the trade, both players must click* **Accept***. To cancel the trade, either player can click* **Cancel***. If the trade is cancelled, the item you've offered returns to your Inventory.*

Viewing Team Information

In multiplayer games, players can identify other players and their alliances quickly by viewing the Character Name labels and shields displayed above the player's character. The label color differs based on the Game Settings.

❖ "Team Play" disabled, "Player vs. Player" disabled: Other players' labels are *green*, no Team Shields overhead.

❖ "Team Play" enabled, "Player vs. Player" disabled: Teammates' labels are *green*; other team's labels are *blue*. All characters have Team Shield overhead.

❖ "Team Play" disabled, "Player vs. Player" enabled: Other players' labels *red*, no Team Shields overhead.

❖ "Team Play" enabled, "Player vs. Player" enabled: Teammates' labels are *green*, other team's labels are *red*. All players show Team Shield overhead.

To hide or display label or shield identifiers

- Press the **APOSTROPHE** (') key.

To display Health and Mana indicators for all team members.

- Press **X**.

To view multiplayer stats

- Press the **BACKSLASH** (\) key. This displays a list of players, teams, and statistics relevant to the goal of the game.

MORE INFORMATION

For more information about *Dungeon Siege: Legends of Aranna* and the original *Dungeon Siege*, see:

- **http://www.dungeonsiege.com**
- The original Dungeon Siege manual on Disc 1 at \Manuals\DSMANUAL.PDF.

CREDITS

Mad Doc Software

Core Team: Peter Calabria, Edmon Carreon, John P. Cataldo, Mathew Corthell, Dr. Ian Lane Davis, Scott Downey, Jason Craig Dunlop, David J. Fielding, Nick Greco, Brian Mysliwy, Tom Murray, Matthew Nordhaus, Paolo Piselli, Ron Rosenberg, Tara Teich, Mike Tuohy, Pat Williams, and Chris Wyman.

Additional Work: Diane Capen, Michael A. Furstoss, Tim Jones, Anu Kirk, Dan McClure, Jackson Hale Mysliwy, Jennifer Lee Mysliwy, Cynthia D. Pape, Matthew Persing, Frederick Rice, Jennifer Robb, Jerry Robbins, A.J. Sullivan, Christopher Wisner, and Joe Wyman.

Business & Legal: Shaun McDermott, Melinda Gavin, and Nathan Raymond.

Mad Doc Special Thanks: Sandy Davis, Jaime Lane and Duke, Grace Miriam Karr, Erin "No Guns in Class" Maguire, Christine and Max, Melina Murray, Jennifer and Jackers Mysliwy, Lee Rosenberg, Sarah "VV" Vivenzio, Joyce and Art Wyman, and Beaujomoe.

Gas Powered Games: LOA Team

Executive Producer: Chris Taylor.

Art: Steven Thompson (Art Director), Kevin Pun (Lead), Dave Dunniway, John Gronquist, Scott Kikuta, Joe Kresoja, Darren Lamb, Carlos Naranjo, and Jason Robertson.

Design: Jacob McMahon (Lead) and Daniel Achterman.

Engineering: Mike Biddlecombe, James Loe, Chad Queen, and Eric Tams.

Level Design: Sarah Boulian (Lead), Christopher Burns, Morien Thomas, Dave Tomandl, and Ruth Tomandl.

Network Administrator: Marshall Macy II.

Production: Bert Bingham, Jeremy Snook, and Steve Wartofsky.

Testing: Paul Dahlke (Lead) and Matthew A. Gillikin.

Administration: Michelle Lloyd and Greg Stackhouse.

Special Thanks: Dave Timoney.

Gas Powered Games: Original Team

Designer & Project Leader: Chris Taylor.

Producer & Designer: Jacob McMahon.

Tech Lead: Bartosz Kijanka.

Art Directors: Steven Thompson and Mark Peasley.

Engineering: Mike Biddlecombe, Scott Bilas, Bartosz Kijanka, James Loe, Chad Queen, Rick Saenz, and Adam Swensen.

Assistant Producer & Network Administrator: Marsh Macy.

Concept Artists: Joe Kresoja, Kevin Pun, Darren Lamb, and Dave Dunniway.

Terrain & World Modeling: Dave Dunniway, Kevin Pun, and Brett Johnson.

Animation, Modeling, & Texturing: David "Lee" Phemister, Joe Kresoja, John Gronquist, and Carlos Naranjo.

Textures & Foliage: Darren Lamb.

World Designers: Sarah Boulian, Jason "Ernsie" Ernsdorff , and Brett Johnson.

Scripting Engineer: Jason "Ernsie" Ernsdorff.

Special Effects & Content Engineering: Eric Tams.

Office Administrator: Michelle Lloyd.

Production Assistants: Carlos Naranjo and Michelle Lloyd.

Level Designers: David Tomandl, Greg Romaszka, Christopher Burns, Erik Johnson, and Ruth Tomandl.

Production Coordinator: Bert "Sleepy" Bingham.

Story & Dialog: Neal Hallford, Sarah Boulian, Bert "Sleepy" Bingham, and Evan Pongress.

In-Game Story Sequences: Evan Pongress.

Technical Documentation: Jeremy "Snooker" Snook.

Community Coordinator: Darren "Guttyr" Baker.

Additional Engineering: Jessica Tams.

Original Music Composition: Jeremy Soule, Julian Soule, and Steve Smith (Scoring Engineer) www.jeremysoule.com.

Sound Design: Frank Bry.

Earthgate Team: Richard Smith, Steve Parrott, Pasha Smith, Beau Brennen, Kalev Tait, Travis Gray, and Laureen Hart.

Test Team: Jeremy "Snooker" Snook (Lead), Jason "Freeze" Moerbe (Test Lab Lead), Jonathan Burns, Jason Clark, Jim "Corpse" Clark, Steve "BK" Crawford, Paul Dahlke, Joshua Drollman, Doug Jacobs, Jason Kies, Brian Moore, Buddy Phillips, Ted Snook, Eric "Guideon" Snyder, Matt Szuch, and TJ Wright.

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Program Management: Bartosz Gulik.

Product Planning: Jon Grande and Brett Schnepf.

Marketing: Christopher Lye.

Testing Leads: Daland "Strider" Davis, Chris "Duckman" Liu II, and Jennifer Boespflug.

Testers: Larry Bridges (Volt), Michael Brisset, Benjamin "Bone Crusher" Brodsky (Volt), Sean Epperson (Volt), Jeremiah Foco (Volt), Greg "Porkfry" Hjertager (Volt), Mark Medlock (Volt), Stephen Musch (Excell Data Corporation), Brant Schweigert, Michael L. Tom (Volt), and Eric Vaughn (Volt), and Gayle Wiler (Volt).

Recon Testers: Jeff Cloud (Volt), James M. Costello (Volt), Blake Dodson (Volt), Chris Green (Volt), David Green (Volt), Dotstry Jackson (Volt), Chris Killian (Volt), Nick Klein (Volt), Karl LeDoux (Volt), Vicente Lujan (Volt), Mori Marchany (Volt), Travis Needham (Volt), Christian Novembrino (Volt), and Dustin Worrell (Volt).

Manual: Laura Hamilton, John Sutherland, and Tyler Mays.

Manual Print Design: Todd Lubsen and Doug Startzel (ArtSource).

Print & Packaging Operations: Liz Corcoran, Ernst Janson, and Darin Stumme (ArtSource).

User Testing: Ramon Romero, Jun Kim, and Elizabeth Fitterer (Siemens).

Localization: Declan MacHugh, Kazuyuki Kumai, Lana Peng, and David Serra (S&T Onsite).

Customer Support: Greg Frankovic.

Legal: Jama Cantrell, Hubert Cheng, Sue Stickney, and Judy Weston.

Geopolitical Strategy: Tom Edwards.

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