http://www.replacementdocs.com

Hotkeys

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**.

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.
N	View/Hide Field Commands.
ESC	Skip cinematics; close any open screen.
X	View/Hide Health Level and Mana Level indicators on characters.
\	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.
F10	Open Game Options.

Character/Party controls

I	Open/Close Inventory.	M	Drink mana potion.
B	Open/Close Spell Book.	L	View/Hide character labels.
Q	Cycle through equipped weapons and active spells.	CTRL+A	Select all party members.
		G	Guard the selected character.
H	Drink health potion.	S	Stop current action.

Camera controls

- or mouse wheel back	Zoom camera out.
= or mouse wheel forward	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.
Bottom screen edge or DOWN ARROW	Tilt camera.
Hold down middle mouse button	Rotate/tilt camera.

Formation controls

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

0202 Part No. X08-25502

TEEN T CONTENT RATED BY ESRB

Microsoft

Dungeon Siege

A Role-Playing Game From Chris Taylor

Safety Warning

Photosensitive Seizure Warning

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.

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Map of the Kingdom of Ehb

History of the Kingdom of Ehb

Only three hundred years old, the Kingdom of Ehb is one of the youngest states bordering the Plain of Tears. First settled as a trading outpost on the fringes of the Empire of Stars, Ehb later achieved temporary status as a military protectorate and province when the 10th Legion migrated westward. After the catastrophic War of Legions led to the collapse of the Empire, the stunned province of Ehb was set on an irrevocable course toward independence and kingship. Protected by a ring of superb fortifications and heir to the 10th Legion—arguably one of the best trained armies in the world—the Kingdom of Ehb has, so far, been shielded from the raids and invasions that have devastated many of its neighboring states on the Plain.

Within Ehb's borders, there is an astonishing diversity in geography and cultures. Most inhabitants worship Azunai, an ancient god of the pre-Imperial Agallan Peaks. Dwarves and humans live together in harmony and bow to the same king. Sorcerers are also more accepted than in other countries, thanks in large part to the efforts of Merik, Grand Mage and Warden of Shadows of the 10th Legion. And in the heart of the kingdom, a strange and often contrary race called the Droog is allowed a degree of autonomy, despite its sometimes troublesome alliances.

It is a country in search of an identity, caught between the glories of a fallen past and the potential for an even greater future. Despite several crises, Ehb has never fallen to an enemy. But at any time the course of events could turn down a bleaker path.

Installing

Insert Dungeon Siege™ CD 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, then follow the instructions on the screen.

Starting

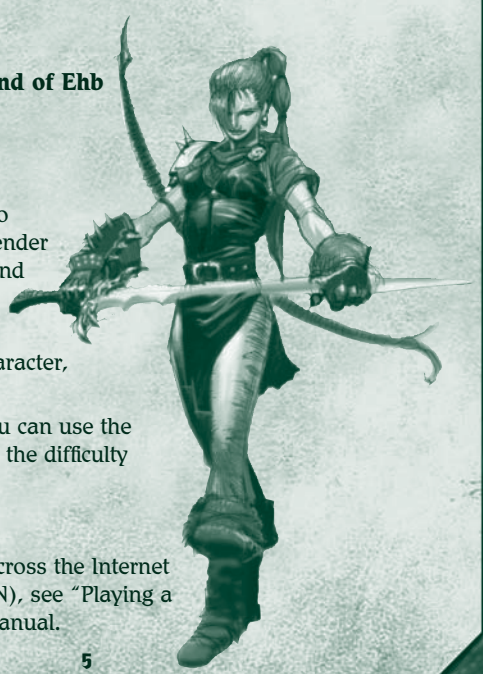
To start Dungeon Siege

✦ Click **Start**, point to **Programs**, point to **Dungeon Siege**, and then click **Dungeon Siege**.

Single Player

To venture through the land of Ehb 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. Set the difficulty level. You can use the **Options** menu to change the difficulty level later.

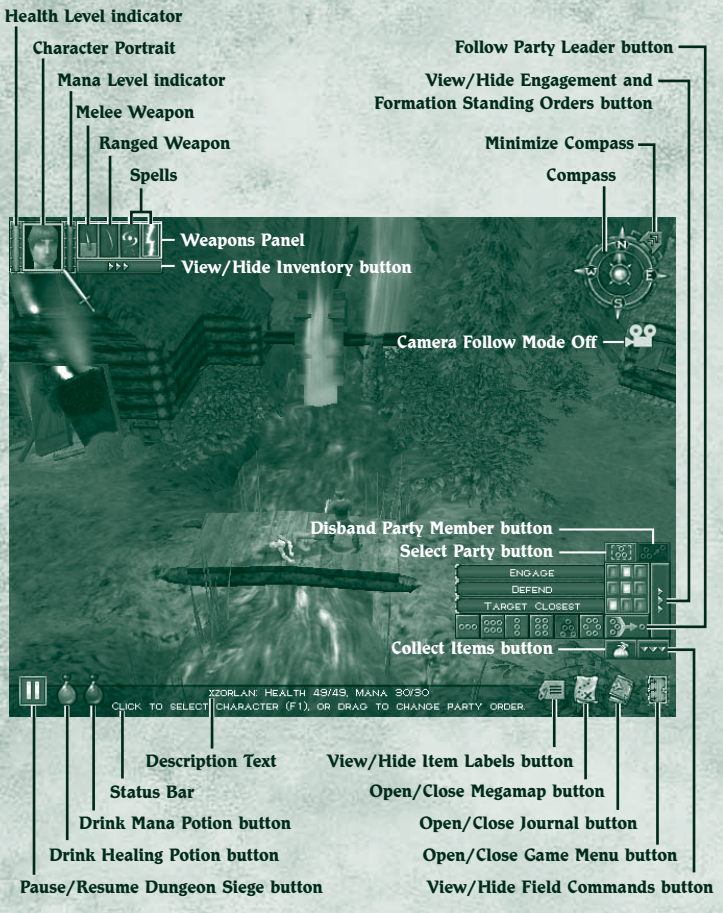


Multiplayer

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

Setting out on your journey

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



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

- To move your character, left-click a location on the screen.
- To rotate the camera, move the pointer to the edge of the screen.
- To zoom the view in or out, rotate the mouse wheel, or press the minus (−) or equals (=) key.
- To attack a creature, left-click it. You only need to click once. You automatically fight back if a creature attacks you.
- To use a weapon or spell, click one of the weapon or spell slots in the Weapons Panel, beside the Character Portrait. The weapons you use determine whether you develop your skills as a fighter, archer, or mage.
- To equip a spell, click the **View/Hide Inventory** button beside the Character Portrait to open your Inventory, and then right-click the spell to equip it in your Spell Book.
- To drink a health potion from your Inventory, click the **Drink Health Potion** button. To drink a mana potion from your Inventory, click the **Drink Mana Potion** button. You drink only as much potion as you need, so none is wasted.
- To open a container or door, left-click it.
- To view an item's name, point to it and its name appears on the status bar. To display on-screen labels for all nearby items, click the **View/Hide Item Labels** button on the status bar or press ALT. To hide the labels, click the button again or press ALT again.
- To add an item to your Inventory, left-click it.
- To open your Inventory, click the **View/Hide Inventory** button below the Character Portrait.

Survival tips

- **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.
- **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, 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 or use keys 1-4 as shortcuts for selecting your weapon of choice.
- **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.

Krug

For as long as anyone can remember, there have been Krug. They peer from the darkness, gaping at our mastery of fire, terrified by our magic—their minds too dim to grasp what is common sense to a child. Their culture is a mosaic of traditions from other civilizations, and they communicate primarily with grunts and gestures. The Krug consider themselves inferior to the mysterious and often feuding gods who stride the earth, directing their destinies. If not for the forbearance and mercy of other races, the Krug might long ago have become extinct. Although not inherently evil, the Krug all too often are used as tools of darkness. In exchange for their unquestioning obedience, malevolent races sometimes give them basic instruction in sorcery and tradecrafts—skills the Krug are incapable of developing on their own.

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.

Crypt of the Sacred Blood

Just southwest of Stonebridge lies the Crypt of the Sacred Blood—site of one of the bloodiest battles of the Liberation, and the most honored burial place in all of Ehb.

Interred there alongside the kings and queens of Ehb are the martyrs of Azunai and the heroes, commanders, and grand mages of the 10th Legion, many of whom fell during the last days of the War of Legions.

The site was consecrated with the blood of the 10th Legion soldiers who sacrificed their lives to free Ehb during the Seck Rebellion. In a single day of battle, nearly a quarter of the Legion's forces died fighting a hardened corps of Seck warriors. Surveying the corpses strewn over the battlefield, Legion Commander Karese Noanni ordered the site cleared and excavated for a crypt. "By my oath, they shall be remembered and revered, or nothing we do hath a spark of honor in it."

There is no greater honor than to be laid to rest in this sacred ground, and no greater duty than making a pilgrimage to pay respect to the heroes lying within.

> "From this day forth, all that is achieved shall be purchased with the blood of these valiant hearts."
>
> —Karese Noanni, 10th Legion Commander

Moving your character

To move 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.

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 about which weapons and spells are displayed, see "Equipping weapons and armor" and "Equipping spells" in this manual.

To select a weapon or spell

- In the Weapons Panel, click the weapon or spell you wish to use.

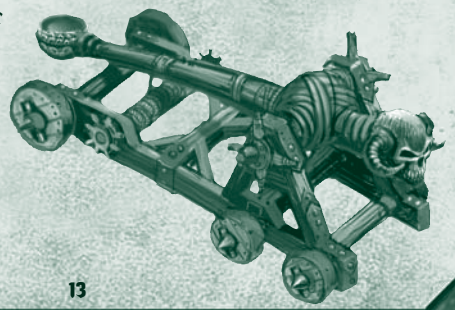
Note: If you select an empty melee weapon slot, you fight with your fists. Press Q to cycle through equipped weapons or use keys 1-4 as shortcuts for selecting your weapon of choice.

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 or use keys 1-4 as shortcuts for selecting your weapon of choice.



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" in this manual.

You cannot directly attack other characters in your party.

To attack

- Left-click a creature. You only need to click once.

If you exhaust your mana while casting spells during battle, you automatically switch to your melee weapon and attack (if one is equipped and the movement orders allow it). For more about this, see "Setting movement, attack, and targeting orders" in this manual.

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. To close an open door, left-click it again.

Picking up treasure

When you kill a creature or open a container, treasure such as weapons, armor, spells, gold, or other items 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 Items 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

- Drag the pointer around the items, and then left-click. Or, hold down CTRL and then left-click each item. 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 the Inventory; the character does not drink it.

To drink a health potion

- Click the **Drink Health Potion** button on the status bar. All party members that are selected and have a health potion in their inventories drink the potion. In combat, only members below 50% health will drink.

To drink a mana potion

- Click the **Drink Mana Potion** button on the status bar. All party members that are selected and have a mana potion in their inventories drink potion. In combat, only members below 50% mana will drink.

Stonebridge

When Imperial trader Etan Stonebridge founded his town, it was little more than a rough patch in the road south of Wesrin Cross. To most, it didn't look like much. But it was close to a shallow bay and an Azunite Shrine of Passion that had recently been erected by Dwarven traders hailing from the Agallan Peaks. The shrine was already a popular stopping place for traders heading farther south, and it would likely attract settlers if Etan could ensure the public peace. So, hiring passing craftsmen, he began the laborious process of erecting a protective village wall, while sending ridiculous sums of gold to influence and support his old friends in the 2nd Legion.

Two years later, the village population of 20 marveled as two ancient catapults, pulled by large teams of mules wearing the colors of the 2nd Legion, creaked through the city gates. The catapults, Gravemaker and Godhammer, had played critical roles in the history of the Empire of Stars, and Stonebridge knew they would lend his fledgling community physical and psychic protection. Furthermore, the mules that pulled the catapults were among the toughest bred in the 2nd Legion, and pack animals were in short supply in the mountainous west. The village soared to prominence in the region and Etan Stonebridge's great gamble began to pay off; unfortunately, he never lived to see its ultimate success.

Managing your Inventory

When you pick up an item from the ground, it is added to your Inventory and you carry it with you until you use it, sell it, give it to another character, or drop it on the ground. Each item you pick up occupies space in your Inventory. When your Inventory is full, you cannot carry any more items; however, you can still right-click an item to pick it up. For information about buying packmules to carry your excess items, see "Adding a packmule to your party" in this manual.

To open your Inventory

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

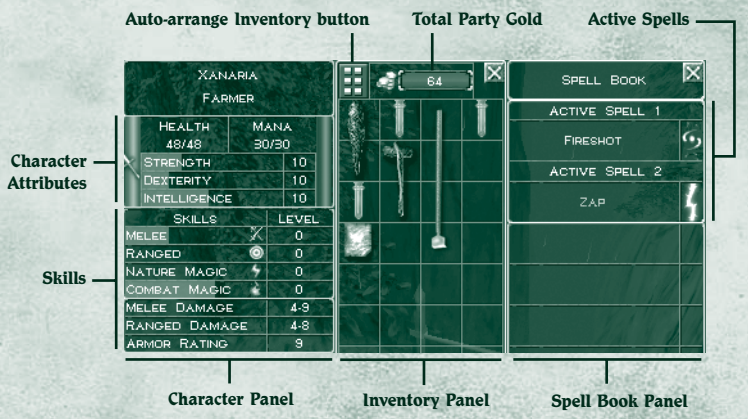
To open multiple Inventories

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

To open all Inventories

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

When you point to an item in your 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.

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

To arrange your Inventory

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

To drop an item or give it away

- Click the item in your 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.

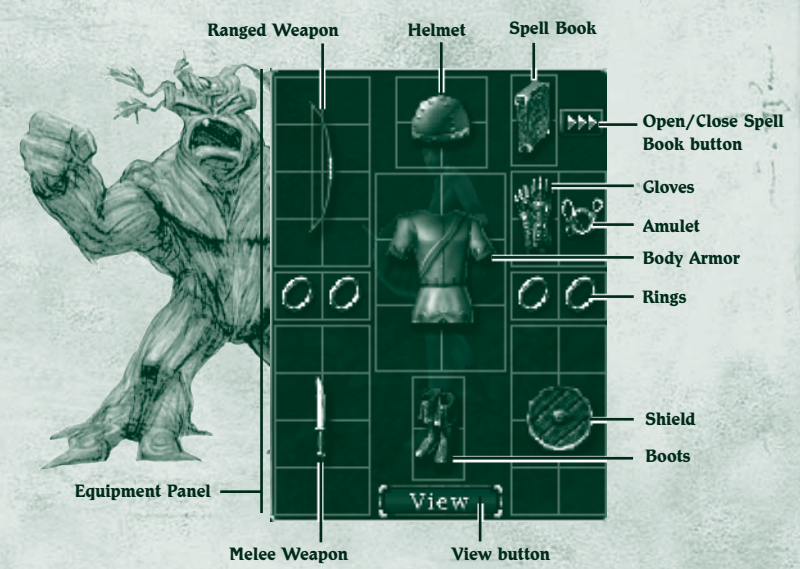
Note: When you drag a potion to the Character Portrait, it is placed in that character's Inventory; the character does not drink it.

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. In general, the harder the armor, the more protection it offers. 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" in this manual.



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" 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.

Wesrin Cross

The lonely ruins of Wesrin Cross bear silent witness to some of the darkest hours of Ehb's turbulent history.

Originally constructed as an inn by Fiola Wesrin, the building was heavily fortified when the 10th Legion came from the east. At the same time, the path through the Green Ridge hillside was moved to an underground tunnel to restrict the passage of people and goods. During the War of Legions, the Seck briefly occupied the fortress, where they housed droves of Guild spiders. Although the subterranean confinement pens were torn out after the 10th Legion's reoccupation, a magical homing taint remains to this day and continues to attract the descendants of the Seck-controlled Arakun spiders. Despite the best efforts of successive mages throughout Ehb's history, no one has been able to break the spell that attracts the spiders.

Equipping spells

When you pick up or buy a spell, it is placed in your Inventory. Before you can cast the spell, you must have a Spell Book equipped, 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 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. You can cast beneficial spells, such as Healing Hands and Resurrect, upon other party members.

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. A few of the spells that beginning Nature mages can use are:

Zap
Arcs a small bolt of electricity from the spell caster to injure an enemy creature.

Healing Hands
Heals the injuries of a single character. The amount of healing is based on the spell caster's Skill Level.

Magic Armor
Creates a shell of magical energy that increases a single character's armor rating for protection against all types of attack.

Spark
Sends forth two small, high-speed globes of electricity that track and injure an enemy creature.

Resurrect
Restores the life of a dead character. The higher the dead character's Skill Level, the greater the amount of mana required to perform the resurrection.

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. A few of the spells that beginning Combat mages can use are:

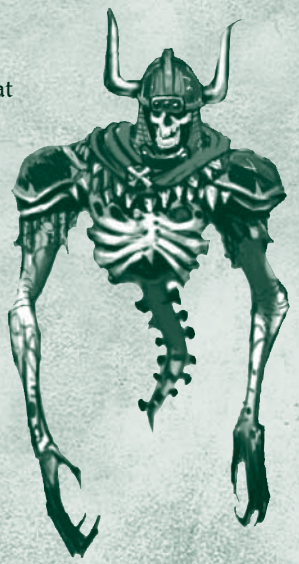
Fireshot
Hurls a small globe of fire at an enemy creature.

Leech Life
Heals light wounds by drawing life from an enemy creature.

Firespray
A more powerful version of Fireshot, in which several globes of fire fan out from the spell caster's hand.

Summon Gargoyle
Summons a gargoyle of living rock that guards the caster.

Weaken
Instantly causes an enemy creature to age and atrophy, thus reducing the amount of damage it can inflict in battle.



Glitterdelve

The area now known as the Glitterdelve Mine was first recorded in the journals of famed Agallan cartographers Fedwyrr and Klars, who noted a network of cramped caverns winding through miles of mineral-bearing rock. The caverns provided the only means of traversing the Green Range and passing between the eastern and western halves of the kingdom.

Exploratory shafts dug in the eighth century revealed the presence of iron, which drove Imperial traders to push harder for Droog trading concessions. Later, the discovery of gold and coal fueled the expansion of the early kingdom, and mine shafts shored up the unpredictable interior of Mount Frostspire.

Almost daily, miraculous discoveries are unearthed with each cartload of gold ore, some of which shatter long-held notions about the lands and people of Aranna. In a section known as the Wyrm's Hole, miners excavated the spine of a creature three-quarters of a mile long that terminated in a skull the size of three hay wagons. Elsewhere, the sound of an underground waterfall thunders through the lower chambers, though no one has ever found its source.

In addition to the natural wonders of the Glitterdelve, elevators and conveyors move miners and materials between levels with astonishing rapidity. Sluices running with ice-melt from Glacern provide fresh drinking water and a means for separating gold from the rocky silts. Even the circulation of air is maintained by a series of magically powered fans engineered to prevent the build up of explosive vapors like those that triggered the Great Blast of 943.

Increasing your skills

Your character develops into a fighter, archer, Nature mage, or Combat mage, depending on the weapons you use. Each time you kill a creature, your skill with a particular weapon 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.

Character attributes

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

- **Strength** determines a character's 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 the character can use the item.
- **Dexterity** determines a character's agility and aiming accuracy. Dexterity increases with ranged skill. It lets you aim weapons more accurately and provides an armor bonus.
- **Intelligence** determines a character's mental aptitude. Intelligence increases when you use Nature magic and Combat magic spells and lets you draw mental energy from a larger pool of mana when you cast spells. Some items require that you have higher Intelligence to use them.
- **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 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 turns 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 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.

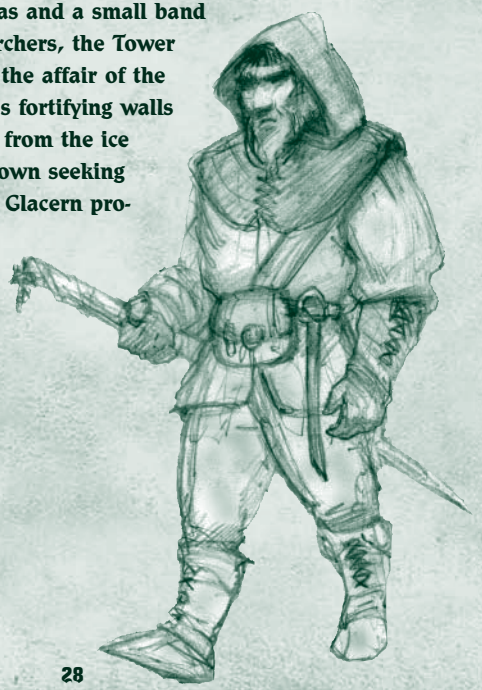
Goblins

Since the founding of this kingdom, what creature hath plagued us more than that foul nemesis we name Goblin?! Goblins have long warred against the good folk of Ehb. From their stronghold in the fetid swamps of Gonsiir, Goblins have plotted unceasingly to drive humanity from Western Aranna. Ingenious artificers of magic, Goblins have created many mechanisms of death and mayhem, and it is said they gleefully provided their services to hasten the fall of the ancient Empire of Stars. Thankfully for Ehb, their enmity for each other is nearly as legendary as their hatred for humanity. Constant blood feuds within their confederacy have thus far prevented them from posing any serious risk to the welfare of the kingdom.

Glacern

The first Imperial visitors to this snow-swept northern town reported finding a lone statue of a human warrior, bearing a nameplate that read only 'Glacern.' The statue emanated magical warding. Because neither Droog nor Krug would venture near the statue, the natural protection it offered made early settlement easier in the otherwise harsh surroundings. Although the statue has been subjected to much magical scrutiny, its origins remain a mystery and are a source of continuing curiosity to mages across Ehb.

With the establishment of mining and trade in the region, Glacern's Stone Tower was erected as a way station for messengers and couriers. Defended by Ibsen Yamas and a small band of traders and 10th Legion archers, the Tower played a pivotal role during the affair of the Goblin Pretender. The town's fortifying walls were erected to prevent Yeti from the ice caves from wandering into town seeking food. The other buildings in Glacern provide shelter, goods, and supplies for travelers moving between the eastern and western halves of the kingdom.



Talking to other characters

You will meet a variety of characters as you travel through the Kingdom of Ehb. 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 packmule to your party

Some characters that you meet may offer to join your party and some may offer to do so for a certain amount of gold. Characters who 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 to your party to carry excess inventory. Packmules have large inventories and can carry much more than human characters. You can buy packmules from mule 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**.

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 packmule to your party

✦ Talk to a mule trader and then click **Buy Packmule**.

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.

Droog

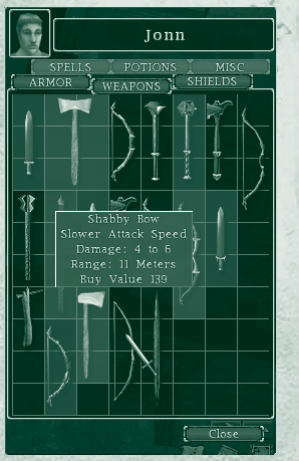
The original inhabitants of the land of Ehb, the Droog believe they are descended from the heavens and were banished to the earth to atone for the misdeeds of their forefathers. A reclusive race, the Droog live in homes dug into the Cliffs of Fire. Annoyed by an influx of Imperial, Goblin, and Seck traders making unreasonable demands for their goods, the Droog Circle of the First devised a scheme to set the other races against each other. The Droog promised to trade goods to multiple buyers and then claimed that they could not recall to whom the goods actually belonged. As planned, instead of turning on the Droog, the Imperials, Seck, and Goblins fought violently among themselves, sparking a war that raged across the Green Range for years.

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 awhile.

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.

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

Fortress Kroth

Built by the Seck to repel Droog aggression following the Great Relocation, Fortress Kroth is the only remnant of Seck architecture in the kingdom.

During the Seck Rebellion, the 10th Legion surrounded the fortress, in which the surviving Seck leaders had taken refuge. Legion commander Noanni offered generous terms for peace, only to have the severed heads of slain Legionnaires rain down from Kroth's walls. The 10th destroyed the fortress and seized the surviving leadership. After a swift trial, they were found guilty of 20 counts of treason and formally executed at a promontory of judgment known as Dragon's Rathe.

Although the fortress has been intermittently occupied by Legion detachments for centuries, it is still very much haunted by its original occupants. Strange lights are rumored to be seen in the western guard towers, and human screams are said to come from the Hall of Skulls—a terrifying echo of the horrors committed during the brief rebellion.

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 multiple party members are selected and an action such as opening a door, breaking a barrel, or talking to someone is initiated, the party member with the circle beneath them will be the one to perform the action. This will be the member that was 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.

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.

Attack orders

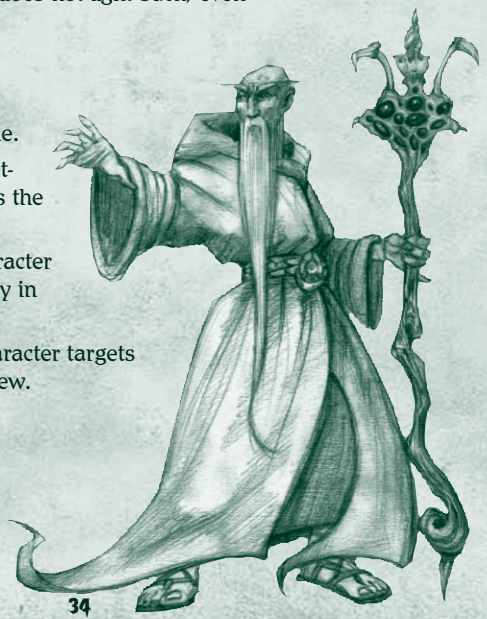
Attack orders control how characters attack during battle.

- **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.

Targeting orders

Targeting orders control how characters target 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.



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" 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 on 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, then move the mouse left or right.

Dragon's Rathe

Just beyond the walls of Castle Ehb is a great blackened crevice where the worst criminals in the kingdom are sentenced to death. This tradition goes back to the ancient Droog practice of sacrificing lawbreakers in hope that their gods would reduce the Droogs' sentence of exile and call them back to the heavens.

Later, the kings and queens of Ehb adopted the Rathe as their favorite method of execution, as it allowed prisoners a slim chance of escape if their guilt was in doubt. Given a sword, a bag of gold, and sometimes a shield, a criminal was escorted to the Rathe to face old Scorch, the five-hundred-year-old dragon. If the criminal slew the dragon, he was free to leave the Kingdom with all that he could carry from the dragon's lair. Otherwise ...

Only once in the history of the Kingdom has anyone survived—and that was on a technicality. Hurggis Bogg limped from the hole with singed hair, a fistful of gold, and a missing left eye. But he had slain a dragon ... a lame, four-day-old hatchling that would not have survived to adulthood. To this day, "the luck of Hurggis" refers to someone who's been very lucky but at high cost.

Playing a multiplayer game

Dungeon Siege provides multiplayer gaming for up to eight players. You can connect across the Internet, on a network (local area network or LAN), 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 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 ends. The host can also eject players from the game.

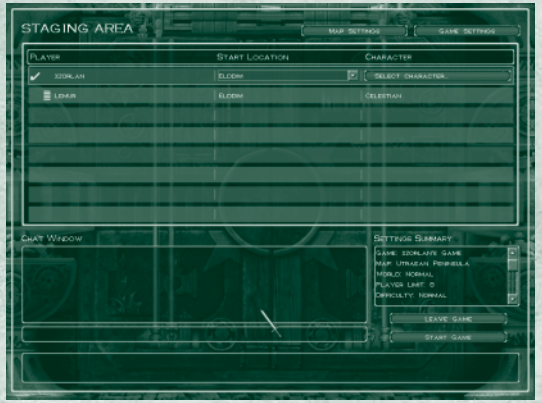
To join a multiplayer game

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, or skeleton. 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 host's 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, or skeleton. All players must select a character.
5. Once all the players are ready, click **Start Game**.



Multiplayer Staging Area

Limiting a multiplayer game to specific players

When hosting a multiplayer game, you can limit the game to certain players by setting a password.

To create a password

1. Click the **Host Game** button.
2. In the **Host Game** dialog box, select the **Password** button and then enter a password for the game.
3. Give the password to all the players you want to allow into your game. An easy way to provide other players with the game password or a host IP address is to use a chat program.

To disable password protection on a multiplayer game

- ✦ Click the **Change Game Password** button (in **Game Settings**), remove your game password from the **Change Game Password** box (leaving it blank), click **OK** to confirm the change, then click **Accept** to exit **Game Settings.**

Map Settings

The host selects the map and world difficulty settings in the Staging Area. The maps are the locations in which the session is played. The world difficulty selected by the host varies the strength, experience, and inventory of monsters. It also increases the interactive content, such as containers, shops, and quest items.

- ✦ **Regular**–No minimum level requirement. This is multiplayer at the normal level. The monsters are of the same strength and skill as in single player mode.
- ✦ **Veteran**–Requires a minimum skill level of 54. The monsters' skill and strength are increased above Regular level.
- ✦ **Elite**–Requires a minimum skill level of 83. The monsters' skill and strength are even higher than Veteran level.

Once the host launches the game, the world difficulty cannot be adjusted. However, the **Game Settings** difficulty still applies, so the host can adjust that as needed.

Game Settings

The host selects the game settings in the Staging Area. For information about the options in **Game Settings**, point to any item and read the text that appears on the screen.

Join in Progress

If you select **Join in Progress**, guest players can join your game after you've already begun. If you want players to join the game near your current location, send them a message telling them where you are using a chat program or e-mail. You must select **Allow Players to Choose Start Locations** to enable players to choose their location.

Teams

If you select **Enable Team Play** in **Game Settings**, you can form a team to fight monsters. If you select **Enable Team Play** and **Enable Player vs. Player**, you can form teams to fight against other teams of players.

Dying

If your character dies, you can continue to play as a ghost and seek a shrine or object to restore your life. If the host exits, the game ends. If you or the host exits, character's 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.

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 quickly identify other players and their alliances 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 player's labels are **green**, no Team Shields overhead.
- **Team Play** enabled, **Player vs. Player** disabled: Teammate's labels are **green**; other team's labels are **blue**. All characters have Team Shield overhead.
- **Team Play** disabled, **Player vs. Player** enabled: Other player's labels **red**, no Team Shields overhead.
- **Team Play** enabled, **Player vs. Player** enabled: Teammate's 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.

Castle Ehb

Not far from the Droog Cliffs of Fire stands Castle Ehb, deemed the only impenetrable castle other than the legendary Palace of Night in the Empire of the Stars. Designed by 10th Legion engineers, Castle Ehb is built on a hill of solid granite and commands a view for miles in all directions.

Originally occupied by the soldiers of the 10th Legion, the castle is now the principal residence of the crowned ruler of the Kingdom of Ehb. The Legion command staff is quartered below the palace levels of the royal family, and in the deepest levels of the castle, prisoners of various stripes serve their sentences in the bleak, lightless dungeons.

Like most castles, Ehb has its share of secrets. It is riddled with hidden passages and bandit holes—and few know where all of the corridors lead. Stories abound of lost chambers that, once located, can never be found again. Some believe these are ghost rooms, left over from renovations to the castle over the centuries. Others, mostly sorcerers, believe the lost chambers bear the hallmarks of complex confusion spells.

Hidden deep in the castle is the Chamber of Stars. Under penalty of death, only the king, queen, or grand mage of the 10th Legion may enter this mysterious chamber, which is rumored to house exotic magical artifacts brought back from the War of Legions—some of which are said to be more powerful than even the greatest sorcerers can fathom.

Credits — Gas Powered Games

Designer and Project Leader
Chris Taylor

Producer and Designer
Jacob McMahon

Tech Lead
Bartosz Kijanka

Art Directors
Steven Thompson, Mark Peasley

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

Network Admin. and Assistant Producer
Marsh Macy

Concept Artists
Joe Kresoja, Kevin Pun, Darren Lamb, Dave Dunniway

Terrain and World Modeling
Dave Dunniway, Kevin Pun, Brett Johnson

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

Textures and Foliage
Darren Lamb

World Designers
Sarah Boulian, Jason "Ernsie" Ernsdorff, Brett Johnson

Scripting Engineer
Jason "Ernsie" Ernsdorff

Special Effects and Content Engineering
Eric Tams

Office Administrator
Michelle Lloyd

Production Assistants
Carlos Naranjo, Michelle Lloyd

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

Production Coordinator
Bert "Sleepy" Bingham

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

In-Game Story Sequences
Evan Pongress

Technical Documentation
Jeremy "Snooker" Snook

Community Coordinator
Darren "Guttyr" Baker

Original Music Composition
Jeremy Soule, Julian Soule

Sound Design
Frank Bry

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

GPG 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, TJ Wright

Special Thanks in Alphabetical Order
Amy Baker, Staci Cearns, Stephanie Dunniway, Jennifer Kijanka, Eddie Lloyd, Collin Martin, Tami McMahon, Deb Meyer Snook, Donna Morina, Carolyn Prentice, Sophie Pun, Lindsay Saenz, Misty Silver, Jessy Tams, Kimberly Taylor

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Cheryl Askeland, Don "Argyle" Jacques, Microsoft Hardware Division, Casey Muratori, Brett "Bam Bam" Parsons, Steve Rabin, Steve Snow, Paul Tozour

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All voices recorded at Bad Animals in Seattle.

Microsoft

Project Leads

Bartosz Gulik
- Program Manager
Christopher Liu II
- Test Lead
Jon Grande
- Lead Product Planner

Testing

Andrew Aleshire, Larry Bridges, Daland Davis, Sean Epperson, Sharon Evans, Mark Grimm, Greg Hertager, Bryce Jones, Mark Medlock, Slava Mikhailiouk, Scott Murray, Darryl Shannon, Jeff Waibel, Brian Warris, Jason York

ZoneMatch and Strike Team Development

Andy Glaister (Dev Mgr), John Smith (Lead), Richard Tsao (Lead), Denise Mak, Leon Pryor, Curt Carpenter, Brian Chapman, Chris Haddan, Michael Moore, Randy Shedden, Michael Warning, Shaun Cooper, Mike Truty (Lead) Rich Bonny, Michael DuPas, Eric Lee

Recon Testing

Jason Mangold (Lead), Brandon Anthony, Brandon Baker, Yancy Burns, Jason Collins, Stephen Davies, Jeremiah Foco, Craig Marshall, Joshua Ockman, Michael Osgood-Graver, Josh Priggs, Mike Puzio, Charles Roberts, Aaron Schmitt, Benjamin Steenbrock, Michael Sworgger

Multiplayer Testing

Brian Lemon (Lead), Jaime Pirnie (Multiplayer Lab Lead), Scott Bell, Brad Catlin, TJ Duez, Bret Fenton, Shawn Johnson, John Laughlin, Bryan Wood

Configuration Testing

Paul Gradwohl (Lead), Brady Burns, Kevin Connolly, Jeff Felker, Dan Hitchcock, Tysan James, Mario Vera, Eric Johnson, Yaqub Bandry

Art

Corey Dangel (Art Director), Kevin Loza, Ryan Wilkerson

User Education

Marty Blaker (Lead), Laura Hamilton, Brian Hunt, Chris Lassen, Pat Rytkonen, Jeannie Voirin

Localization Development

Victoria Olson (Lead), Jim Reichart, Kazuyuki Shibuya

User Testing

Michael Medlock (Lead), Ben Babcock, Lance Davis, Kyle Drexel, Jerome Hagen

Marketing

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