Mage's
INITIATION

Reign of the Elements

CODEX OF INSTRUCTION

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PRODUCTION

Reign of the Elements

Mage's Initiation

Instruction Manual
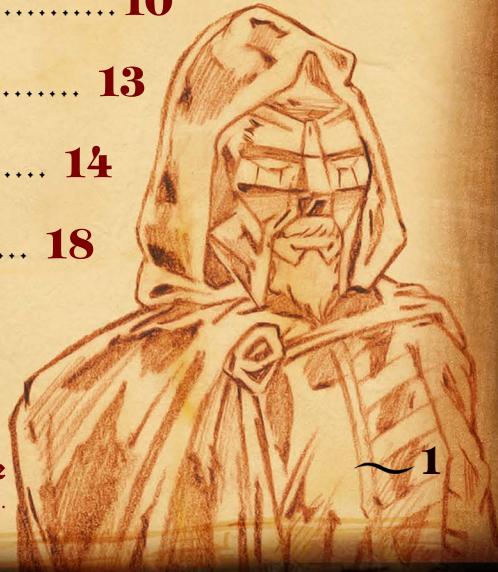
Masked Mage
A mysterious and enigmatic figure.

~ 1

An Introduction

Initiate,

Congratulations on your admittance to the Mages' Tower of Iginor. Also, our best to you as you observe the conclusion of your sixth year. Concern yourself not with those you've left behind. Their thoughts of you will fade, as even the brightest day gives way to dusk.

It is a rare privilege to be Chosen. The Elements have tasked us with carrying out their will, which is to ensure all humanity make not the mistakes of their past and thus prevent a second Reckoning.

Our Tower is truly a structure of many marvels, not least of which is its spatial efficiency. Non-Mages could never hope to understand the methods we employ to allow a potentially infinite use of the same three dimensions. These can be accessed using the dials located near each door.

We know you will have a productive and studious time over the next decade. Once you are of age, you will have the opportunity to confirm your dedication to us and your Element and become a fully-fledged member of our community.

Until then, work hard young one, and let the Elements guide you.

Masters of Iginor's Mages' Tower

Mages' Tower of Iginor

An older tower, situated between mountains, forest, and wasteland.

Preparation

Initiate,

We hope this letter finds you well, and not overly anxious regarding your impending trials. Tomorrow, you will face the commencement of your Initiation. We trust you have put the past ten years to good use, and that you will soon stand before us, ready to face your tasks.

Bort, our most scholarly resident, and keeper of the Reading Hall, can assist you in accessing the Hallowed Hall.

As is custom, you will be asked to acknowledge your true nature, and commit yourself fully to the Element which has Chosen you. Answer honestly: your Element will know.

Once confirmed, your trials will commence. These are unique for each Initiate, so there exists no prior record of accomplishment. For some reason, this is asked often.

Instead, take heed of others' insights. Observe everything. Explore. Seek to gain knowledge, however you may come about it. Even non-Mages (the Gifless) may be of use to you. While we do not endorse pilfering, there is much to be found both in our Tower and throughout the valley at large that may be of use.

We look forward to seeing you in the new day. Elements guide you.

Masters of Iginor's Mages' Tower

Playing the Game

Mage's Initiation is an adventure/role-playing hybrid. There are several mechanics unique to this game. The following section will explain them.

Character Statistics Panel

This panel displays your current statistics, XP, level, venom status, and money. You may hover the mouse pointer over any field and a textual explanation of its function will appear in the panel at the bottom-center of the screen. This applies to all menus in the game.

1. Mage Class

Fire, Earth, Water, or Air. D'arc's Element class is shown here.

2. Level

Your current Level out of 10.

3. Experience and Next Level

Your current number of Experience Points (XP) and the amount of XP needed to reach the next Level.

4. Stats (Strength, Magic, Intelligence, and Constitution)

Each of these four Stats factors into your combat prowess. You'll be given the opportunity to increase them by assigning points earned for leveling up. Each Stat can have a maximum of 10 points assigned to it.

Strength: Determines how much damage your offensive spells inflict upon foes.

Magic: Improves your maximum Mana capacity, allowing you to cast more spells.

Intelligence: Improves your accuracy, ensuring you hit your target more often.

Constitution: Improves your max Health capacity, allowing you to sustain more hits.

When Pool Points are available, they can be added to (or removed from) a Base statistic by clicking the + and - buttons, respectively, situated next to each stat.

The **Base** column shows your current natural stat levels.

The **Boost** column shows your enhanced stat levels (if any) after being altered by equipped items. Boosted stats are displayed in green (or red in the case of debuffed stats.) If there are no enhancements, the Base and Boost fields remain identical.

5. Points to Allocate
Upon leveling up, you'll receive 4 Pool Points to assign to any stats of your choice. Unallocated Pool Points will be displayed in this field.

6. Money
Displays how many gold coins you have in your money pouch.

7. Armor
If you have any special artifacts equipped that provide armor protection, the value of that protection will be displayed here as a percentage.

8. Venom
This field will notify you if your Mage is suffering from the effects of venom.

9. Health
Displays your current Health Points and your maximum Health capacity.

10. Mana
Displays your current Mana Points and your maximum Mana capacity.

Bonus Points

It is possible to earn Bonus Points in a Stat that your Mage class specializes in.

Fire Mages specialize in Strength
Water Mages specialize in Intelligence
Earth Mages specialize in Constitution
Air Mages specialize in Magic

There are five Bonus Points per class to find throughout the game. You may earn them by performing honorable deeds.

A Mage who earns all five Bonus Points is able to increase their base specialty Stat to a maximum of 15.

Inventory

The inventory screen displays all the items you are carrying and allows you to select one.

Hand

 Manipulates or uses an inventory item.

Arrow

Selects an inventory item for use in the game world.

OK

Once an item has been selected, clicking this button closes the inventory menu and allows the item to be used in the game world.

Some inventory items can be combined by clicking one on the other while in this menu. Hovering the mouse over any inventory item will show a description of the item in the text panel at the bottom-center of the screen.

Equipment

The equipment screen displays all the gems and artifacts you're carrying that can be added to your conductor. The conductor is a magical item worn on the hand. Its function is to channel a Mage's passive spells into combat variants. Up to two artifacts/gems may be added to the conductor's sockets. Click a gem on a socket to equip it or replace an existing one. Click the arrow pointer on a socketed gem to remove it.

Equipped gems and artifacts that offer a boost or debuff will temporarily enhance your Mage's stats. You can see these enhancements by looking at the **Boost** field next to each stat.

Gem Durability

Not even the highest quality gems last forever. The more you use a gem in combat, the faster it will deteriorate. When it is approaching the end of its durability, an icon depicting a broken gem shard appears in the top-right corner of the screen. This indicates that your gem is about to shatter and requires immediate repair by the town blacksmith.

Gem Identification and Scrolls of Identify

Occasionally, you may come across unidentified gems. They can be identified once your Base Intelligence level is at least 4 (provided you have a Scroll of Identify in your possession.) To identify an item, simply use the arrow pointer to select the unidentified gem and then click it on the Scroll of Identify icon.

Spellcasting

This menu displays all the spells your Mage has learned. Regular spells are shown on the left-hand page, while combat spells are shown on the right Use the mouse to hover over any spell icon on either side and it will show a description of that spell beneath the icons on the relevant page. Additional information, such as Mana cost, spell duration, etc. can be seen on the text pane at the bottom-center of the screen.

Regular Spells

To select a regular spell, click the arrow pointer on the spell's icon and the menu will close. If the spell you selected can be targeted at something, your mouse will turn into a cross-hair pointer, allowing you to manually cast it in the game world. Certain spells that do not need to be targeted usually have an instant effect, and will automatically be cast as soon as the menu closes.

Combat Spells

Combat spells cannot be selected and used directly from this spells menu. They can only be cast during active battle, directly from the combat interface. You can, however, use the mouse to hover over the combat spell icons to read a description of how each spell functions. You can also look at the bottom-center text pane to see the spell's Mana cost, Duration and some other details.

Combat

Combat is a central part of Mage's Initiation and your Statistics (Strength, Mana, Intelligence, and Constitution) determine how adept your Mage is at fighting. Mages are not trained in hand-to-hand melee tactics, therefore, they must rely on their six offensive and defensive spells to mete out punishment. These differ, based on the caster's Elemental class. The use of a Conductor (a magical weapon worn on the hand) converts non-combative spells into battle variants for the duration that the Conductor is equipped. Gems and Artifacts may be added to the Conductor's two sockets. These will enhance the natural skills of the Mage.

With that in mind, combat is almost completely avoidable for the non-confrontational Mage, and nearly every battle (with the exception of boss encounters) can be skipped by simply running away from attackers.

1. Enemy Avatars
Shows all enemy combatants. A red border surrounding an avatar indicates that this enemy is being targeted and that it is in the current screen. A single blue dot means the enemy has fled into an adjacent screen. On the right side are (red) enemy Health Bars. When these fully deplete, the enemy dies.

2. Combat Interface
Clicking any of the six spell buttons selects it for casting.

3. Health and Mana Potions
Click these to replenish your Health and Mana Points. If D'arc is affected by venom, his Health Bar will turn bright green and a Venom Cure Elixir icon will temporarily replace the Mana Potion one on the lower button.

4. D'arc's Avatar
This area displays D'arc's current Health (red bar) and Mana (blue bar) levels. If suffering from the effects of venom, D'arc's Health Bar will turn bright green.

5. Target Circle
This locks onto the enemy being targeted, ensuring that your spells will hit it, even if your mouse isn't hovering over it (only with auto-targeting mode on).

Game Options & Settings

Interface

Icon Bar
A horizontal bar appears when the mouse is moved to the top of the screen. The interface features various icon buttons which can be clicked to select and perform in-game actions.

Verb Coin
A circular dial interface appears at the current mouse position when the screen is clicked. It features various buttons which can be used to perform in-game actions. If the "**Requires a Click to Close**" box is checked then interacting with (and closing) the interface will always require an additional click. Long-holding the left mouse button or short-clicking the right mouse button will both invoke the Verb Coin.

If unchecked, only long-holding the left mouse button will invoke the Verb Coin. The player must click, hold, and drag the mouse over the appropriate button, then release (in one smooth motion.)

Compact Interface
A condensed interface appears at the current mouse position when the screen is right-clicked. It occupies less screen space than the verb coin. The interface features various buttons which can be clicked to perform in-game actions.

Music/Speech/Sound Volume Sliders
These three sliders determine the volume levels of in-game music, character speech, and sound effects. Moving a slider bar all the way to the left will mute the relevant sound. Moving a bar all the way to the right will maximize its volume.

There is a special use for the Speech Volume slider when set all the way to the left. This enables "text only" mode and changes the "**Speech Text**" button to a "**Text Times Out**" one. The former button toggles whether text will appear alongside audibly speaking character portraits. The latter button toggles whether speech text-boxes will time out and disappear automatically, in the absence of speech audio.
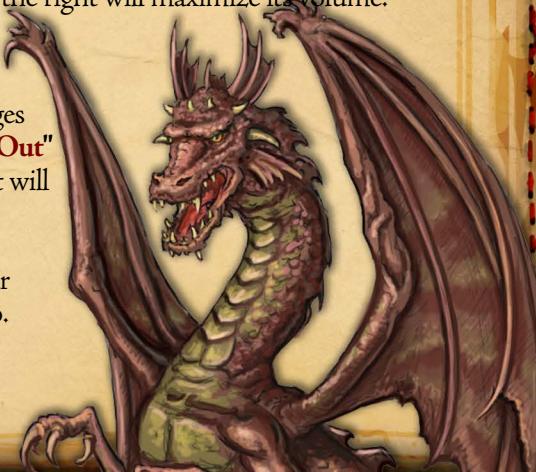
Tooltip Bar
Hide/Show the hotspot name bar when the mouse hovers over things.

Top/Bottom
Whether the hotspot name bar is displayed at the top or bottom of the screen.

Page Turning
Disable page-turning animations when changing between tabs (pictured) via the left side of the settings Spellbook menu. This can help speed-up menu transition times and prevent slowdown issues on older systems.

Footstop Sounds
Enable/Disable footstep surface sounds.

Mouse Cursor Spell Sparkles
Enable/Disable mouse cursor sparkles appearing when hovering over locations where valid spells can be cast.

Combat Options

Combat Difficulty
This slider adjusts the difficulty of combat encounters:

Easy
Enemies are weak. They have less Health and show up in fewer numbers.

Intermediate
Enemies are a challenge. They appear in moderate numbers and work together, using flanking tactics.

Hard
Enemies are brutal. They appear in large groups, use advanced flanking tactics, have high Health, deal more damage, and give no quarter. (Hopefully, you're fully stocked on healing potions and Mage's Water.)

Key Bindings
Use this page to set custom hokeys for combat actions when playing with the keyboard. **Invert Mouse Buttons** switches the functionality of the left/right mouse buttons. **Auto Targeting (Mouse)** toggles whether your target auto-locks onto the closest enemy or if manual mouse targeting is required. **Pause During Spell Select** toggles whether real-time combat pauses when the mouse hovers over the combat spell selection menu. The **GUI Opacity** slider sets the transparency level of the combat spell selection menu.

Saving and Restoring

This menu is used to save and restore the state of your game progress.

1. Save / Load Button
Click this green bookmark to access the Save/Load menu

2. Quit Game Button
Click this red bookmark button to quit the game.

3. Savegame Text Field
Type the name or description of the game you wish to save here.

4. List of Saved Games
A list of your previously saved games. The most recent is at the top.

5. Load/Delete/Save Buttons
Allows you to Load, Delete, and Save the highlighted savegame on the list.

6. Autosave Checkbox
Toggles whether your game will be autosaved when entering dangerous areas where death is possible. There is only one autosave file.

7. Load Autosave Button
Loads the autosave file. A screenshot and timestamp are visible beneath the button to indicate when the autosave file was created and in which scene.

Hot Keys

Esc	Passes cutscenes and makes D'arc instantly skip to his final destination while walking/running.
f1	Displays game help and information.
f2	View Achievements Menu.
f5	Quick Save
f7	Quick Restore
f9	Restart the game
Tab	Access Inventory
Ctrl+S	View Character Statistics Panel
Ctrl+E	Access Equipment
Ctrl+L	Access Spells
Ctrl+P	View Wastelands Map
Ctrl+O	Open Settings Menu
Ctrl+K	Open Combat Key-Binding Menu
Ctrl+Q	Quit the game

Note: On Mac OSX, the **Fn** key must also be held while pressing the F-keys.

Left Mouse Button Icon Bar: Performs the function of the currently selected icon mode. For example, clicking this button in Walk mode will make D'arc walk to that location. Double-clicking makes him run there instead.

Verb Coin/Compact Menu: Click the menu buttons directly to perform actions. Walking/running is handled by left-clicking when the interface isn't visible.

Right Mouse Button Icon Bar: Cycles through the available cursors.

Verb Coin/Compact Menu: Opens the Interface.

Mouse Wheel Icon Bar: When an inventory item is selected, quickly cycles through all items you're carrying.

Verb Coin/Compact Menu: Quickly cycles through all inventory items or spells in your possession when hovering over the active item or active spell menu buttons.
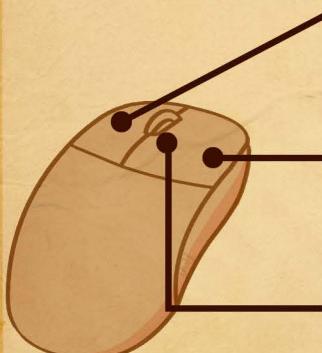
Hey D'Arc,

Thought I'd write up a few things you should keep in mind for when you receive your tasks and head out into the great, wide world. Well, just Iginor, but it beats hanging out in the Mages' Tower for another ten years. I know you've been getting itchy feet for at least nine of them. I'll list these steps as points, because you know I can't resist.

- Don't be late! They'll only give you a day to do everything.

- Come see me to get the combination to the Hallowed Hall.

- Once you've visited the Masters, you'll want to go to the Training Hall. Varner will have a ton to impart, but I promise it's ninety percent useful — which is more than I can say for Jonis.

- You'll get your first spells from the Sphere of Knowledge in that Hall. Woohoo! It'll give you a riddle to solve. Just find want it wants from whichever Hall (Reading, Training, Fountain, or... urgh... Observation) happens to match your outfit. Then show the Sphere what you've found. Simple!

- Don't forget your money pouch and an empty flask before you head out. They're in your Private Hall somewhere.

- You may want to consider filling your newly-acquired empty flask with Mage's Water from the Fountain Hall. It's always useful to carry some.

Lastly, a big "good luck" from me. Try to get some sleep before tomorrow. No offense, but you do daydream a lot when you're tired.

Your friend,

Bort

Getting Started

If you've never played an adventure game before, here are a few tips and pointers to get you started on your three tasks.

As a general guide, try the following:

✦ "Talk" to every character. you come across Ask about every available topic on their dialog trees. Exhaust what they have to say. Check back with them in each task; they may have new things to tell you.

✦ Don't assume that once you've been everywhere once, things will be the same when you return. **Mage's Initiation** is event-driven. Circumstances can change between tasks or even during the same task.

✦ "Look" at everything and pay attention to the descriptions. Occasionally, you'll come across a helpful clue.

✦ If you're stuck, try casting your spells. You'd be surprised at just how often some well-cast magic can solve the puzzles and problems life throws at you.

✦ If you can see an item and it's obtainable, pick it up. You never know when it might come in handy to solve some puzzle or another.

Still stuck?

All right, here's a little nudge to get you going...

The game starts outside the Mage's Tower, after Bort awakens D'arc from his daydream, warning him not to be late for his meeting with the Masters in the Hallowed Hall. D'arc will stand up and wait for you to guide him. Click the **Hand** on the door to the Mage's Tower. Luckily, Bort left the door ajar and the combination code to the Reading Hall is still active. Looks like that's your destination!

Talk to **Bort**, the Earth Mage in green attire, sitting at the table. Exhaust all the topics on his dialog tree. Among other things, you'll learn the **combination code** to the Hallowed Hall.

Click "**See you later**" to close Bort's dialog tree.

Head over to any of the four magical doors in this Hall and click **Hand** on it. A combination dial close-up will appear.

Enter the code that Bort just told you, by clicking the corresponding buttons on the dial If you've forgotten the code,

no problem - just ask Bort again. After entering the combination, click on the gem in the center of the dial to activate it. D'arc will leave the Reading Hall and enter the Hallowed Hall where the four Mage Masters await him.

Answer the questions that the Masters ask you. Your replies will determine which of the four Elements your Mage will specialize in. For the sake of this tutorial, disagree with the assessment of your Masters and select to become a **Fire Mage**.

Leave the Hallowed Hall by walking down (south The dial close-up will appear again, but this time there will be a few extra buttons on the left-hand side, permitting you to easily return to any Hall you've already visited, without needing to re-enter the code.

Return to the Reading Hall and Bort will give you a handwritten note, listing your three tasks. He will also tell you the combination code for the **Training Hall**.

Talk to Kray, the Water Mage in blue attire, as well. He will offer you a hint pertaining to the **Fountain Hall** combination code.

Click **Hand** on the door again and visit **D'arc's Private Hall**. Here, you'll see a money pouch, an empty flask, and a healing potion. Use the **Hand** to take all three items.

Walk down (south to leave D'arc's Private Hall. Use the **Training Hall** code. When D'arc enters, he will see the **Sphere of Knowledge** glowing mysteriously in the center of the Training Hall.

Click the **Hand** on the **Sphere of Knowledge**. The Sphere will tell you a riddle, pertaining to an item you must find and show it The item relates to your Mage's Element and can be found in the Hall most relevant to your Element.

Since you became a **Fire Mage**, you are already in the correct fire-themed location - the Training Hall. Click the **Hand** on the brazier to take a **lump of coal**.

Click the **Hand** on the **Sphere of Knowledge**. The Sphere will tell you a riddle, pertaining to an item you must find and show to it The item relates to your Mage's Element and can be found in the Hall relevant to your Element.

Since you became a **Fire Mage**, you are already in the correct fire-themed location - the Training Hall. Click the **Hand** on the brazier to take a **lump of coal**. Then **Use** the lump of coal on the **Sphere of Knowledge**.

Congratulations! You've just learned your first set of spells.

At this point, **Varner**, the Fire Mage mentor will enter the Training Hall and guide you further in the ways of combat. Listen and follow his instructions carefully, as he has much useful knowledge to impart.

This is where **you** take over.

Good Luck!

Credits

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Michael Rittenhouse

Mac & Linux Ports

Tiny Red Studio

Mortuai's Serpent Spell Concept

David Melanson

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D'arc - Kenny K
Bort - Kurtis Clay
Varner - Adam McLaughlin
Shareen - Sara Blane
Jonis - Jacob McCrary
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Air Master Aranea - Vijayalakshmi Anandan
Water Master Estreem - Diana Gardiner
Fire Master Pyraze - Sam A. Mowry
Masked Mage - Adam McLaughlin
Priestess Amun-Cul - Kira Buckland
Kray - Joey Martin
Si Long (Trinket Merchant) - Edwyn Tiong
Rolam the Baker - Isaac Lundgren
Taben the Butcher - Danny McArthur
Cerys (Fruit Seller) - Melissa Sternenberg
Blacksmith - Chris Warren
Fend - Stewart Crowcombe
Pug - Malcolm Ryker
Boyd the Bartender - Edwyn Tiong
Eagle - Brian Doe
Eagle - Isaac Lundgren
Chief Hawkain - John Bell
Falc - Edwyn Tiong
Parlah - Melissa Sternenberg
Condur - Adam McLaughlin
Sparron - Diana Gardiner
Four-Fanged Fistfish - Brian Doe
Sir Hamfed - John Bell
Molt - Brian Doe
The Moss Man - Adam McLaughlin

Ruffian - Edwyn Tiong
Lord McGyle - John Bell
Brashem - Bob Noble
Strof (Redcap Leader) - Danny McArthur
Sniveler - Chris Warren
Marlosh (Greencap Leader) - Sara Blane
Slagg (Demon) - Danny McArthur
Screaming Sap Tree - Edwyn Tiong
Frog - Brian Doe
Rabbit - Brian Doe
Squirrel - Brian Doe
Woodpecker - Isaac Lundgren
Cave Wraiths - Chris Warren
Marcel - Isaac Lundgren
Fire Wraith - Isaac Lundgren
Sphere of Knowledge - Melissa Sternenberg

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Christania
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Ido Gordin
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Jonah Hardenbergh
Luke Jensen-Cross
Matt "Matolis" Daubenspeck
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Particle System Manager - Miguel García Díaz
Pixel-Perfect Collision - Andrew MacCormack
Smooth Scroll Inv - Andrew MacCormack
Smooth Scrolling & Parallax - Alasdair Beckett
Tween - Edmundo Ruiz and Tzach Shabtay

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