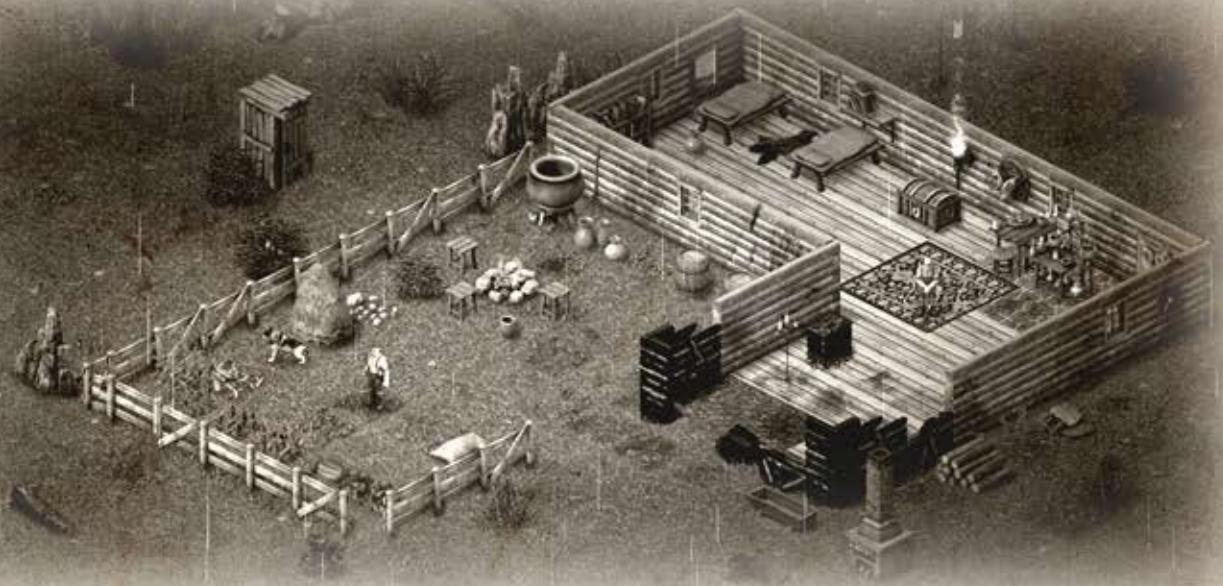


Balrum

Players Guide



(spoiler warning)

It's twenty years after your village fled the kingdom and took refuge in Darkwood. You always knew that these woods hold dark secrets but now you start to feel it's evil on your own skin. Horrible things are happening. You discover fragments of Darkwood's dark history and come to the conclusion that you have to leave the woods. You know in your heart that once you step out of the protection of the place where you grown up, nothing will be the same. You have to face a world that's in chaos. A world without laws.

Nevertheless you feel something else too. You feel freedom. A completely new world awaits you to explore it any way you choose, but the feeling quickly turns into guilt. There are people in Darkwood who are counting on your help. You are their last hope.

Character Stats

Strength:

This governs how strong you are. It affects the melee damage you do in combat. Strength also makes you tougher by giving you additional armour. High strength values will lower your dodge chance penalty caused by high armour ratings. Your block chance is determined by your strength.

Vitality:

Vitality determines your health. High vitality will grant you additional resistances to all non-melee damage types.

Intelligence:

Intelligence determines your mana. It affects the magical damage you do in combat. Intelligence also affects your spell hit chance and critical chance.

Armor:

Armor reduces incoming melee damage. High armour ratings decrease your melee critical chance. Armor also lowers your dodge chance. Your spell hit chance receives a penalty with higher armour values.

Dexterity:

Dexterity determines your melee and ranged hit and critical chance. Dexterity also affects your ranged damage with a bow. Your dodge chance is determined by your dexterity.

Wisdom:

This governs how powerful your spells are. It increases spell damage in combat. Wisdom also affects how much mana you regenerate.

Character Sheet

Tooltips:

Almost everything in your character sheet has a tooltip. Use these tooltips to learn more about the information listed there.

Food eaten and Potions drunk:

When you eat food or drink potions there is a limit to how many you can consume in a given time period. If the Potions Drunk indicator is full you cannot consume more potions.

Hunger, Thirst, Rested:

When these indicators run out you will get a debuff. These debuffs are harmful so you have to eat, drink, or sleep to remove them.

Learning Points:

When you level up you are granted two Learning Points. These points can be spent on Skills and Attributes. To learn a Skill you have to visit a teacher. To increase your knowledge in a Skill you also have to find a teacher who is capable of teaching you the desired Skill level. Increasing Attributes work the same way.

Basic Game Mechanics

Turn Based Combat:

The combat in Balrum is turn based. Once you have completed your turn your enemies and your allies will take their turns right away at the same time.

Realtime World:

While you are not in combat the world takes turns automatically. This means that you will see villagers carry on their daily lives. When NPCs enter combat with other NPCs they will enter a slow paced combat. So you can carefully watch what's happening and intervene when you please.

Day and Night:

There is a day/night cycle in Balrum. You might find that it's better to skip the night-time, but NPCs are asleep at night, making their valuables an easy target. Also there are certain things in the world that are only visible at night. Your own visibility is greatly reduced at night if you blow out your torch, making exploration much easier as monsters will have a hard time finding you.

Buffs/Debuffs:

Buffs are extremely important in Balrum. While you are in combat with an enemy it might buff itself with extra armour or even extra damage. You have to constantly be aware of what kind of buffs are on you and on your targets so you can make the right decision about what to do in the next turn. Buffs and Debuffs can make the difference between life and death!

Keys and Commands

Walking:

You can use the mouse or the keyboard to walk.

Keyboard: (W,A,S,D)

Mouse: Continued Left Click in the desired direction.

Mouse Right Click: Autowalk to the destination.

Hotkeys:

All keybindings are configurable at the options panel.

[SPACE] Pass/Wait a Turn

[PAGE_UP/PAGE_DOWN] Zoom in/out

[0-9] Quickslot selection or use

[Mouse Wheel Click] Grab the topmost item from a stack.

[I] Inventory

[C] Character Panel

[J] Journal

[U] Select Pet

[P] Spell Book

[B] Building (available when you are at your “safeplace”)

[H] Safeplace Teleport (when you have a safeplace teleport trinket)

[T] Torch on/off

[L] Log Book Panel on/off

[M] Map (when you have a map for the area)

[O] Combine Panel

[ESC] Close actual Panel, if there are no active Panels toggle Pause Menu

[Mouse Wheel] Zoom in/out, scroll scrollable GUI element

[ALT] Toggle friendly NPC names on/off

[X] Always Walk

[E] Take All

[TAB] Next Inventory Tab / Next Building Tab

[Q] Next Quickslot Bar

[F5] Quick Save

[F9] Quick Load

[G] Toggle Tactical Grid

[SHIFT + LEFT CLICK on inventory item] Divide the stacked item

Combat

Target Frame Locking:

You have to lock on a target to attack it. Simply left click an enemy to target it. A locked target panel will appear. Target locking also allows you to check the buffs/debuffs on your target. When a spell is selected, right clicking an enemy will automatically lock it and the spell/ranged ability will be used automatically.

Preparing for Combat:

Melee combat requires you to have a weapon equipped. Simply right click the desired usable weapon in your inventory to equip it.

When you want to use a bow you have to do the same.

You have to equip a usable bow. Also, you have to have arrows for the bow. Arrows need to be equipped too. The arrow slot is not limited to how many arrows it can hold.

It is beneficial to start combat with full health and full mana.

You can eat the food you have cooked or bought to replenish your health and mana. A good amount of sleep will also regenerate you. To quickly regenerate your stats drink a powerful potion or two. Don't forget about your Pet's health and mana, either!

You are faster than a lot of the monsters of Balrum. It is wise to use this against them.

Lookout:

During combat many things can happen. A monster might spit a poisonous cloud near you, in which case you should quickly move out of the poisonous cloud. Monsters might mirror themselves so you need to be able to track which one is the real monster. You will face all kinds of similar things during gameplay so be prepared and don't forget that you need not hurry, combat is turn based.

Buffs/Debuffs:

Buffs can make you stronger or even modify how one of your spells works. They might even trigger something when a certain spell is used. Debuffs, on the other hand, are sometimes extremely dangerous. You have to know from turn to turn what kind of debuffs are on your Character and Pet.

Cooldowns:

A lot of your abilities and spells have cooldowns. Timing your attacks when you are aware of cooldowns can be a smart choice. Starting combat while you have something on cooldown is usually not a good idea.

During Combat:

You can do a lot of things while in combat. You can use various abilities or spells against your target. You can even use traps and the environment to harm or disable your foes. During combat you will most certainly see enemies buff themselves. These buffs are sometimes extremely important. The buff might give your enemy immense power, so you might want to avoid getting damaged while that buff is active. Your Pet has an important role in combat. Basic pets are good for extra damage or even a little bit of tanking but there are special Pets. These special Pets can heal you or disable enemies for a couple of turns so they could be very important during combat. Your enemy will attack whoever has dealt the most damage or whoever has threatened it the most. This means that you can use your Pet cleverly to divert your enemy from attacking you. If your Pet has a greater threat against the monster that you are both attacking, then that monster will start attacking your Pet instead of you. You can use this to your advantage.

Spellbook

Your Spellbook:

New spells and abilities that you learn will appear in your spellbook. Your Pet's abilities are also in your spellbook. There are spells in the world which are only usable once. These spells will disappear from your Spellbook after you have used them.

Using Your Spellbook:

Simply left click on a spell or ability in your spellbook to pick its icon up. Then place its icon into one of your available quickslots. After a spell or ability has been placed into a quickslot it is usable. Some spells are usable from your spellbook with a simple right click.

Skills

Skills and You:

There are multiple skills in the game. To learn a new skill you have to find someone in the world who teaches that skill. To level up a skill you are going to need to spend Learning Points (LPs) and some money.

Every time you get a new level of a certain skill, the new level of the Skill will grant you something new to use or upgrade something you already have. You can check the Skill descriptions in your Character Panel by hovering over the Skill name.

Skill Example: Hunting

At higher skill levels you will be able to harvest more parts of the animals you hunt.

At level 1 you are able to tame a Rat or a Wolf.

At level 2 you are able to tame a Bear or a Deer.

At level 3 you are able to tame a Mantis or a Spider.

Quickslot Bars and Main Bars

Quickslots with Abilities/Spells:

You can place abilities and spells in your quickslots from your Spell Book. Right Clicking or pressing the appropriate 0-9 Key will select the ability/spell in your quickslot. After selecting a Spell or Ability a Red or Blue selection indicator will appear. Blue means it is a ranged ability, Red means it is a melee ability. When you have selected abilities you can use them against monsters or world objects. To use a melee (Red selection) ability left click on the desired target. The first click will only lock on the target, the second click will use the selected melee ability. To use a ranged (Blue selection) ability right click on the desired target. Target locking is automatic when using ranged abilities or spells but you can lock on the target with a left click beforehand to be able to check out the buffs/debuffs on the target.

Items in Quickslots:

You can place items for quick access into your Quickslots.

Multiple Quickslot Bars:

You have two Quickslot Bars at your disposal. Pressing [Q] will toggle the next Quickslot Bar. You can also toggle your Quickslot Bars with the arrows next to them.

Interacting with the world

Interactable Objects:

A large number of objects are interactive in the world of Balrum. When an object is interactive your cursor will turn Green. To interact with the given object you have to be next to it. There are special objects that are interactive and attackable at the same time. With these objects your cursor will turn half Green and half Red. To interact with these special objects simply Left Click the object. To attack these objects, use Shift + Left Click. (Left Click if a melee ability is selected)

Distant Interaction:

You are able to interact with some objects from afar. For example: you can shoot an arrow at a distant switch on the wall to activate it. Also there are abilities that interact only with objects in the world. For example: the Water Arrow ability will only be useful on torches.

Placing Items in the World:

You can pick up an item (Click on it) from your inventory and drag it onto an object in the world. You have to be standing next to the object that you want to use. If the object can hold the item, its icon will shrink and the text “put in” will appear. If you wish to throw away an item, you can simply drag its icon into the world and click. The item will be placed in a bag for you and you will be able to find the bag with the item in it later.

Seeds and Traps:

You can plant Seeds in the same way that you put objects from your inventory into a barrel. You drag the Seed’s icon from your inventory into a Field. You have to be standing next to the Field to be able to plant it. Traps work the same way but they don’t need a special place. You only need an open space for a trap. A hoe is required to plant a seed.

Journal

Quests:

Most quests that you agree to participate in will have a small description in your Journal [J].

Main quests have a purple text. When a quest is ready for completion, it will have a small check mark next to it. Not all quests have these check marks. There is no limit to how many quests you can have at once. Beware that once you accept a quest you cannot magically abandon it!

Documents:

You will find a lot of old documents and letters throughout the game. Some of these letters are really old and dirty. To clear the dirt off, simply drag your mouse onto the canvas and start to clear the dirt.

Map

Map usages:

There are a number of maps in the world. Once you have found a map you can look at it by using it in your inventory or pressing [M]. Special places are marked on your map. The unexplored parts of a map are dimmed.

When you walk around a map you will slowly explore it and the areas you have already visited will become bright.

You can place markers on the map by simply Left Clicking inside the map. To remove a marker simply Right Click near the mark.

There are a few situations when NPCs will mark your map automatically.

Minimaps:

When you discover a new dungeon it will have a blank minimap.

While exploring the dungeon you gradually draw its layout on your minimap. As with big maps you can add notes to your minimaps too.

Inventory

Smart Inventory:

Every time you pick up objects, your Inventory will automatically place the item under its proper Tab. You can quickly scroll through the Tabs by pressing the [TAB] key.

While you are crafting, your Inventory will highlight the items you are able to use with the given crafting facility. New items will also be highlighted.

Items that are the same will be highlighted with white indicators.

Items that have durability have a small indicator next to their icon showing the actual durability of the item. If the item's durability reaches zero, you need to find someone to repair it. Hovering on an equippable item in your inventory will highlight the slot that it can be placed in.

Inventory Stats:

You can check the current day and time in your Inventory. You can also see how many thalers you have and which chapter of the game you are currently in.

Tooltips:

Every item in the game has a Tooltip. Simply hover on the item to reveal its tooltip. These tooltips tell you various things about the item. These things can be really important so be sure to check every new item you find.

Your Pet

Combat:

It's really important to use your Pet in combat as much as possible. Cleverly using the threat meter to force your enemy to attack your Pet instead of you and vice versa is a good tactic against many monsters.

Commands:

To issue commands use the Pet button located on the Right Main Bar, or simply Right Click your Pet. Selecting your pet will allow you to issue "attack" and "go there" commands. To issue an "attack" command, simply select your Pet and click on an enemy. The enemy must be in range and cannot be in an unexplored area. To issue a "go there" command select your pet and click on an empty space in the world. The destination must be close enough for your pet. **Assist Master:** The pet will automatically attack whoever attacks his master. **Self Protect:** The pet will automatically attack whoever attacks him.

Pet Spells/Abilities:

You are able to select Pet Spells/Abilities for your Pet to use during the next combat turn. Pet Spells/Abilities can be found in your Spellbook. Simply place these Spells/Abilities in one of your Quickslots and right click on them. A Green selection will appear on the Ability/Spell icon and your pet will use it during the next combat turn. After your Pet has used it the selection will reset.

My Pet is in my way:

When your Pet is blocking your way, simply push it by walking towards your Pet. Your Pet will try to move out of your way.

Scouting:

When exploring dungeons it is wise to send your pet ahead to peek at what awaits you. Your Pet won't be attacked since monsters consider it friendly.

Building

Where can you Build:

Early on in the game you will receive something for Grandpa that will allow you to travel to a place where you can safely build. You are only able to build at these kind of “safeplaces”.

Building Schematics:

During your adventures you will find special Building Schematics. Reading these Schematics will allow you to build them.

Livestock:

For your farm animals you will have to build a trough. Each type of animal requires a different trough. When a trough is built, a barrel will be next to it. Some animals produce goods. These goods will be automatically placed inside the barrel next to the animal’s trough. You are only able to release an animal next to its appropriate trough.

Doors:

Doors require a supporting wall so you are only able to place a door next to a wall.

Remove Objects:

You can remove objects that you have built by simply right clicking on them while the Building panel is active.

Crafting

Alchemy:

You are able to create truly powerful potions. You can make your steps fiery or make a potion that reflects all damage against you. You can even create potions that will have multiple effects and start special events.

You will find an 'Event' and 'Buff' system while crafting potions.

Events will play out in the order you place ingredients with event effects in your alchemy bottle. After these events have stopped any buff effect that your potion has will be added to your character.

Cooking:

Select the main material of your recipe. The main material will heavily influence what your food is capable of holding. Food bonuses are very different from alchemy bonuses. With alchemy you are able to create potions that instantly regenerate your health or mana but with special foods you regenerate a certain amount of health and mana every turn. If you create really special recipes your food might give you stat boosts for x amount of turns.

Weapon/Armor crafting:

You are able to create truly custom items. You have almost complete freedom while creating weapons and armours. You are able to select what your custom armour will look like and can use countless ingredients while creating your custom items. This allows you to create truly unique ones.

Combining: [O]

Some items don't require crafting tables. These items are craftable at any time in the game. When you discover a new combinable item its recipe will be automatically added to your Know Recipes panel under the Combinable tab so you will always know how to create combinable items you have already discovered. Combinable items include: Torches, Arrows

Farming

Create your Farm:

You are able to build a certain amount of Fields at your “safeplace”. You can access these Fields in the Building Menu. Your Farming Skill determines the number of Fields you can put down.

Planting Seeds:

To plant Seeds you need to be next to an empty field. You have to stand right next to the field. Pick up a Seed from your Inventory and drag its icon into the field. You have to have a hoe to be able to plant seeds.

Tending your Farm:

You should water and fertilize your crops. Simply click on one of your plants to bring up the plant’s menu.

Lockpicking

Finding the right combination:

When trying to open a locked chest or door you have to find the proper combination. The combination is made up from left or right turns. Simply click the left or right button on the lockpicking panel and listen carefully. The sound of the lock after a turn will aid you in finding the proper combination.

Committing a crime:

You are able to steal almost anything, but if you get caught while trying to steal something from an NPC, that NPC will hate you.

There are special cases when multiple NPCs will hate you for stealing their valuables. You can make them forget your crimes using various scrolls or spells.

Trading

Tricky Traders:

All traders will buy your items at a certain percentage of their actual value, so be sure to discover who has the best offer for your items.

Traders Wallets:

Traders have a certain amount of money they can spend. If you empty the wallet of a trader visit them the next day, they might have more money.

Item Types:

Traders will only buy items they are interested in. Most traders will only buy a few types of items. Items that are not interesting for a trader will be faded.

Hints and Tips

My Character dies a lot:

Be aware of enemy buffs and debuffs. Starvation and dehydration will add debuffs which will periodically damage your health.

My Pet dies a lot:

When your Pet's health is low, command your pet to move out of harm's way. Don't forget to check your Pet's health before entering combat.

The game is stuttering:

Try to enable the second type of synchronization. You can find the "Smoother Framerate" checkbox under the "Video" options tab.

The game crashes on startup:

Balrum needs OpenGL to run. Some videocard drivers are not equipped with OpenGL support. Please install the latest drivers for your card.

Try to use the legacy renderer. In the game's root directory you will find the "config.xml". Find the "modernOpenGL" attribute and type "false" into it. For example: `modernOpenGL n="false"`

Try to use the legacy engine. In the game's root directory you will find the "config.xml". Find the "legacyEngine" attribute and type "true" into it. For example: `legacyEngine n="false"`

There are a number of switches located in the config.xml file. In the `<optional>` section you can find switches that might help you in fine tuning the game to your system.