



USER MANUAL

NUMEN

CONTEST OF HEROES

EPILEPSY WARNING

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions. Such people leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves.

If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games. If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, **YOU MUST STOP PLAYING IMMEDIATELY** and consult a doctor.



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INTRODUCTION

Welcome to the world of Ancient Greece in *Numen: Contest of Heroes*. A world where you must watch out for danger from early childhood, be it in the form of wild animals, desperate ruffians, cunning wizards or enigmatic gods and goddesses. The common people living on the islands scattered in the Aegean Sea attend to their everyday duties and don't trouble themselves about what's going on somewhere far away beyond the horizon. Their only concern is to ensure a livelihood for themselves and their relatives, to harvest crops grown on their small patches of land and to catch fish using their shabby old fishnets. But what happens when circumstances force you to step across your own shadow and set out for strange places to fight against the cruelty of fate? If you want to succeed, you'll have to enlist in the service of one of the nine great Greek deities and prove they made no mistake in granting you their favor.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

OPERATING SYSTEM	Windows XP/Vista/7
PROCESSOR	Pentium IV 2.0 GHz
MEMORY	1 GB RAM
FREE DISK SPACE	2 GB
VIDEO CARD	256MB, DirectX 9 compatible
SOUND CARD	DirectX 9 compatible
OTHER	DVD drive, keyboard & mouse

RECOMMENDED SYSTEM CONFIGURATION

PROCESSOR	Core 2 Duo 2.0 GHz
MEMORY	2 GB RAM
VIDEO CARD	512MB, DirectX 9 compatible



GAME INSTALLATION

Insert the *Numen: Contest of Heroes* DVD into your DVD drive and the auto-run menu will appear. Click the button “Install the game” and follow the onscreen instructions.

If autorun is disabled, you can run the installer in following way: double click on the My Computer icon on your Windows Desktop, then on the DVD drive icon and finally on the file setup.exe. Read the license agreement, click “Agree” and follow the onscreen instructions.

The installer automatically creates a folder in the Start Menu. If you so wish, it may also create an icon on the Windows Desktop.

After the installation is complete you may run the game by

- ▶ the Start Menu, where you click on:
Start → Programs → Cinemax → Numen → Start game
- ▶ clicking on the icon *Numen: Contest of Heroes* on the Windows Desktop.

GAME UNINSTALLATION

In the menu *Start → Settings → Control Panels* double-click on “Add or Remove Programs” (or “Programs and Functions” in Windows Vista). Highlight *Numen: Contest of Heroes* and click “Remove/Uninstall”. This deletes the main program and its data files, but retains all files created by players (i.e. saved games). Those files may be manually deleted later.



MAIN MENU

ALTHOUGH THERE AREN'T ANY USUAL BUTTONS IN THE MAIN MENU
IT ALLOWS YOU TO DO EVERYTHING YOU NEED.



START NEW GAME (AS A BOY/AS A GIRL)

OPTIONS

LOAD GAME

CREDITS

EXIT GAME



START NEW GAME (AS A BOY/AS A GIRL)

By clicking on the boy or the girl you select the gender of your character and start a new adventure. Numen doesn't prefer any gender by its given characteristics, so you may decide based on your personal preference. Except for several moments your choice will not have any significant effect on the gaming experience.

OPTIONS

In the Options menu you may change the quality of sound and graphics, but there are also various settings for the Help and Combat subsystems. If you are new to the genre of adventure games or if you just wish that the game introduces you to all of its specifics, turn on the help windows. Those windows will explain every new game element you encounter that could be of interest to you. Another important setting concerns combat difficulty. By default the game is set to easy difficulty. But if you find the game too easy, try selecting medium or hard difficulty and see if you're really as good as you think you are. Because you may change the combat difficulty at any time during the game, we recommend starting with the easy setting.

LOAD GAME

If you have started a game already and wish to continue your adventure, select the desired saved game in this menu.

CREDITS

Shows the list of the authors of Numen.

EXIT GAME

Clicking on the iron-bound gate will quit the game and return you back to your Windows desktop.

GAME MENU

THE GAME MENU, ACCESSIBLE DURING THE GAME BY PRESSING THE ESC KEY,
CONTAINS THE FOLLOWING BUTTONS:



RESUME

Returns you back to the ongoing game.

LOAD GAME

Click this if you want to load a previously saved game.

OPTIONS

Shows the Options menu where you can change sound
and graphics quality and combat difficulty.

MAIN MENU

Use this button to return to the main menu.

QUIT GAME

This button quits the game and returns you
back to the Windows desktop.



USER INTERFACE

EXACT KNOWLEDGE OF THE USER INTERFACE AND GOOD ORIENTATION
IN IT MAY OFTEN SAVE YOUR LIFE IN A COMBAT.

There is a portrait of your hero in the upper left corner of the screen. When someone attacks you, the background of the portrait will turn red. Next to it are three important indicators describing your current state. The largest of them is the health indicator. If from some reason it reaches zero, you will die, so don't forget to watch it carefully. Your health can be most easily replenished by drinking a healing potion, but you may also use several useful abilities, different for each class. Under the health indicator there is a blue energy indicator. You expend energy in casting spells and using your special abilities. In childhood you lose



energy with each spell cast or ability used. But when you reach adulthood, the indicator starts to behave specifically according to the class you have chosen. A Mage has his energy full for most of the time and it gets lower during combat according to what spells he casts. If his energy gets too low during a fight, leaving him unable to cast another spell, then he may use a magic potion. The energy reserve behavior of an Archer is similar. He cannot replenish it using a potion, however, so his only way to gain more energy during combat is to not use his special abilities for some time. The Warrior's energy functions in a different way. He has to gain energy first by using standard attacks, and only then may he use it for some of his special abilities. The last indicator shows the level of your stamina. The greater the indicator the faster you heal when you are not fighting. If it reaches zero you cease to heal and you must rest to get some stamina back. There may be some icons under the portrait as well. These are icons of positive and negative effects that are currently affecting you. If you move the cursor over an icon you will find what effect it indicates and how long it will affect you.

In combat, you can see a portrait of your current enemy including his health indicator in the upper right corner of the screen. In the event that you use a special ability with a lasting effect against him, its icon will show under the portrait. If you have already examined the kind of enemy you're fighting against, you can find the current enemy's level stated in his health indicator.

Tip: You can examine your opponent with special ability that you already learn in your childhood.

Between these two indicators there is a compass making it easier for you to find your way in difficult terrain. You may hide the compass and show it again by clicking on its visible part.

Clicking on the blue button on the left side of the screen shows your journal. On the opposite side of the screen there is a window with your equipment and inventory (see below).

An especially important part of the user interface is the bottom bar. There are several buttons there, but more importantly icons of all of your special abilities.



Blue buttons open the map, the journal, equipment and inventory windows and the game menu. If your special abilities do not fit in one bar, you may use the red button to switch between icon bars. An ability can be used by clicking on its icon or by pressing its hotkey. If you cannot use some of your abilities at a particular moment, there will be small sign on the icon informing you about it. If you try to use the ability just the same, the game will show you the reason why it is not possible. Individual abilities can be placed on the bar by dragging from the journal. If you do not want to use a certain ability anymore, you may simply drag it away and free its space for another one. You can just as easily drag icons onto the bar so as to have all of your most-used abilities at hand. The option to lock the bottom bar may be quite useful too, so that you cannot move some icon by mistake or even delete it.

There is a green indicator above the bar. It shows your progress in gaining experience needed to advance to the next level. When you reach adulthood, a purple indicator will emerge below it showing the favor of your chosen deity. At its sides there are buttons for locking the bottom bar, protecting you from unintentionally moving or deleting an icon.

JOURNAL WINDOW

This window is divided into several independent windows. You can switch between them using the big blue icons in the page header.

CHARACTER INFORMATION

This window contains the basic information about your character, i.e. your character's level, experience gained and experience needed for the next level. Below you can find out how many points your character has allocated to each of the six attributes used in Numen: intellect, dexterity, strength, endurance, focus and quickness. Those attributes gain importance only when you reach adulthood,



when two of them become primary. All the attributes become higher with each new level, but the primary ones grow quicker. Each of those attributes influences your character in a different way. You can find out how by moving the mouse cursor over the name of the attribute. In childhood all the attributes grow automatically at the same rate. But in the event that you're sure from the beginning which path you will later take in adulthood, you may assign one experience point per level to one of the attributes.

Your future specialization will be decided by your behavior in childhood. The way you perform your tasks determines whether you will later walk the way of a warrior, fully develop your magical talents or utilize your extensive knowledge of nature. The third part of this window informs you about your progress and tells you which way of playing you are inclined to. In adulthood that information is replaced by statistical data describing your weapon, spell-casting or archery skills.

ABILITIES

This page of the journal provides you with a summary of all spells and abilities you currently possess. When you move the cursor over a spell/ability, its description shows in the upper part of the window. It tells you how that particular ability or spell affects you and your enemy, when you can use that ability/spell and how long you will have to wait before using it again.

When you reach adulthood two other tabs will appear in this window. There you will find information about spells and abilities that you learned from your priest, and information about spells and abilities that can be given to you by your deity during a ritual.



QUESTS

Here you will find all the quests given to you by the characters you meet during your adventure. On the first tab there is a list of currently active quests including their description that gives you all the information you need to successfully complete the quests. If there is a blue dot next to the quest name, this quest has already been completed, but you have not yet asked for your well-deserved reward. When you receive a reward the respective quest moves onto the second tab which lists finished tasks. The last tab contains the current main storyline quest. Its completion moves you further along in the game's storyline. This tab also contains statistical data that the game gathers, such as how many enemies you've already killed.



EQUIPMENT WINDOW

The equipment window is divided into several slots. You may drag items from your inventory to these slots (provided your character meets the necessary requirements). You start the game only with a short dagger, but as time goes by you will find better and better weapons and equipment, made for adventurers by master craftsmen and mighty wizards.



INVENTORY WINDOW

As a child you start the game *Numen: Contest of Heroes* with the smallest inventory, capable of holding only 32 items. In adulthood you will be able to buy a mid-sized rucksack with 48 free slots or even a large backpack capable of storing up to 64 items. You can be sure that a larger bag will come in handy, because nearly every enemy you kill has some interesting items. Some items (for example healing potions or animal trophies) stack, so they will not needlessly occupy precious space in your inventory.



You may sell most of the items in your inventory to a vendor. If no vendor is near and you urgently need to free up some space, you may simply throw some items away. However, in doing so you lose them irretrievably.

If you want to take several pieces of an item, you may specify the amount required by clicking the item while holding the Shift key. Enter the required number of pieces into the text box which appears.

During the game you will find a great many messages and scrolls of various kinds. You may read them by clicking on them with the right mouse button. In several cases you will need a shovel, used by the right mouse button as well. You may equip an ordinary item by right-clicking on it without the need to drag it into the equipment window.

Items can also be dragged to the bottom bar. There you may place those items you will use most often and need to keep as readily available as possible (the most common examples being potions).

The amount of money you currently have is shown in the bottom right corner of the inventory window. You will earn money most often by selling items to a vendor, but quite nice sums of money will also come in the form of quest rewards. Sometimes you may even find a small sum on a killed enemy or inside an unlocked chest.

Initially at least you will run low on money, but if you don't spend too lavishly and at times ask more money for the work you do, you'll surely have your purse full of coins sooner or later. You'll spend your money mainly for learning new abilities and spells, but also for performing rituals for your deity, paying fees for ferries and so on.

When you move the mouse cursor over an item, its short description is shown. It contains not only the name of the item, but also various other important pieces of information. The color of the name of an item determines its quality. In the early stages of the game you'll find items of low quality without any magical powers. Their name is displayed in a gray color. Later you'll mostly find quality items named in green, and if you're lucky, you'll even find some items with a blue name and one or more magical powers. In rare circumstances you may find an item with a gold name. When this happens, you may be sure that you really are favored by your deity. Some items may have special powers given to them by their creator, in which case a short description of those unusual powers is provided.



The description also tells you which slot in the equipment window the item fits in; how it will increase your armor quality and your resistance to fire magic, ice magic and shadow magic. It also tells you what special requirements you must meet to be able to use the item. Most often your character must be at a certain level, which represents a certain amount of experience gained. A callous warrior would likely lose or damage a first-class sword than strike any fear in the enemy lines with it. But some items may also have other requirements, for example a minimal dexterity or intellect. Sometimes you may find an item made for the opposite gender. You cannot use such an item until you have it remade at a vendor.

The lowermost value in the description expresses the damage rate of the item. An item becomes increasingly damaged with each use in combat. If you do not pay attention to your equipment and have it repaired regularly, you may damage some important item so much that it will be unusable until a vendor repairs it for you for a large sum of money.

RESTING AND SAVING THE GAME

You can save your progress in the game *Numen: Contest of Heroes* only at special resting places. You will recognize them by a blazing fire. Such a system of saving the game ensures that you won't rush headlong into battle against superior enemies. Instead, you must first study your surroundings and your enemies from a safe distance and only then attack them. To rush headlong against enemies will not make you a real hero. But even with all due caution it may happen that some enemies surprise you, whether it's by their endurance or by calling for reinforcements you didn't count with. In that case you may succumb to them. But you needn't worry; your deity will take care of you and return you to the place of your last rest without any sanctions on your attributes or belongings.

There are two kinds of rest. If you only want to save the game and replenish your health and stamina, a short rest will suffice. In the event that you wish to switch between the day and the night or for any reason wait for enemies in the area to respawn, you will have to stay by the fire for longer time.

The transitions between the day and the night do not take place only for your amusement. Some enemies, important characters and items may be present only when nature is resting, so you can complete certain quests only at night.



LOCAL MAP AND WORLD MAP

At almost any moment of your adventure you can have your character look into maps, whether a local map or the map of the whole game world.



The local map shows a detailed representation of the island or other location where you are currently situated (for example a cave). With its help you can find out where you are standing, where you may rest and replenish your health and stamina, where an important character is waiting for you with interesting information or a new quest, and a great deal of other information. If you encounter an unknown cave or crypt during your travels on an island, a mark will appear on the map for you to easily find the location in the future. Not all underground places in the game contain something necessary to complete your main quest, but they may hide valuable treasure that could make your life easier.



Sometimes you will want to look at where the winds of destiny have blown you. For that you have a world map at hand where all places you have visited so far are marked. The map is not meant only to enable you to look back on your travels, however; it also tells you the strength of enemies at some locations. You simply have to look around and as soon as you find out the level of the nearest enemy, the world map will tell you about the situation in the place as a whole. Thus if the level of the nearest enemy is lower than the general difficulty of the entire place, it stands to reason that enemies will get stronger after you walk some distance.

Tip: Keep your eyes open for the Isle of Amazons, full of danger and intrigues, and for the bonus island with the darkened temple of the slumber god.

VENDOR



During your travels in *Numen: Contest of Heroes* you will gather a considerable number of items dropped by dead enemies. Because even heroes must count each drachma, it's likely that you'll soon make the acquaintance of all vendors near and far. However, many items cannot be sold. These may be, for example, special quest items or items obtained from your deity or thanks to your special abilities.

But you have other options when doing business with vendors. If you have sufficient cash you may also buy something. The three icons on the left side of the vendor window select the desired category of items: weapons, armor and other useful items. The fourth icon on the left allows you to purchase from the vendor a weapon or armor that you sold him earlier but now wish to buy back. However, because no vendor is a philanthropist, he will sell you your item for a higher price. Therefore, always think carefully about what you really want to sell and what not.

At the right side of the vendor window there are another three icons. If you like playing dice, and if you're on good terms with Fortune, you may try to play for a longed-for item. If you succeed, you will get the item for free. If not, you'll have to give the due amount of money to the vendor without receiving anything for it. The middle icon is used to repair items damaged in combat. The greater the damage the more money the vendor will ask for its repair. The last icon will help you with adjusting an item for your hero's gender. Sometimes you will find an armor that you would like to use but cannot because it is designed for the opposite gender. In these cases you simply have to tell a vendor and he will adjust the item for your needs for a consideration.



Besides vendors which you will find in any village and town there are also wandering tradesmen that you can meet in even the most dangerous of places. Those tradesmen will on the one hand save you the long trek back to civilization, but on the other hand they will offer you lower prices for your items and ask you egregious sums for their wares. It's up to you to decide what's better for your hero at any particular moment.

PLAY OF DICE

If you want to buy some particularly interesting item from a vendor, but don't want to drop your hard-earned money and you like to take chances, you may try your luck and win the item at craps. All vendors in Numen love this pastime – mostly because they're really good at it and seldom lose.

If you want to play craps for an item, first click on the dice icon at the right side of the vendor window and then on the item you wish to win. You must have enough money to buy the item, or else the vendor won't play with you. In the event that you win, you receive the item for free. But if Fortune favors the vendor, you'll lose your money. Well, such is the nature of gambling...



In the game of craps you use one six-sided dice with different symbols on each of its sides. Two of them are red, two are green and the remaining two are blue. In the beginning you get five tokens from the vendor. You bet them in each of a maximum of five rounds on the symbol of your choice. If you succeed in guessing the symbol that falls on the dice in the respective round, you will get your token back and moreover receive one more token as a reward. If you guess only the color, you get your token back and nothing more. And in the event that you bet on the wrong symbol and wrong color, you lose your token. Whoever has more tokens at the end of the game wins. In the event of a draw it is necessary to play again to decide who wins.

NPC ICONS

You will meet many non-playable characters in Numen. Most of them will probably greet you or say something towards you, but because your quest will not wait, you cannot speak at length with all of them. You may talk only with specially designated characters, whose role in the game world is evident from the icon displayed over their head.



Characters with this icon have important information for you and may offer you a quest that you can perform for them.



If you accept a quest the laurel wreath icon over the respective character's head will change its color to silver. The character will not talk to you until you complete the quest.



When you complete a quest the silver laurel wreath icon of the character that gave you the quest will change its color to gold. With the help of this you may easily see whose quest you've already carried out and who you should ask for a reward.



This icon marks all vendors, as well as also animal traders.



The icon with blue waves marks a boatman who will transport you wherever you wish, or perhaps only where he knows about and where he regularly sails. The ferry will cost you some money.



This icon marks a rival hero who is also searching for the thief who stole the Sickle of Kronos.



FIGHTING ENEMIES

Although *Numen: Contest of Heroes* isn't exactly an action RPG game, you'll face your fair share of combat in it. But to have the best game experience you'll have to remember one thing: if you rush headlong into a band of enemies in the world of this game, you'll very probably die. *Numen* isn't about crazy clicking and waiting for your enemy to fall over dead. Quite the opposite: if you want to live long enough to recount your adventures to friends by the fire during long winter evenings, then you'll have to be careful.

First look around thoroughly, taking note what routes enemies are walking by and if some of them sometimes stand far from their companions. Then lie in for them in such a place and attack



them at the right time. Even combat is more sophisticated in *Numen*. It's not enough to click on an enemy and wait for your hero to take care of the rest. Indeed, your hero has enough brains to attack on his own, but you will have to decide what special ability to use and at what moment. Observe your enemy, note the attacks he's most vulnerable to and watch out for him trying to use an ability that would decide the fight in his favor.

At the same time don't forget to occasionally look at your health indicator, lest you be taken by surprise by your sudden death. You will surely gain enough healing potions from dead enemies to be able to use them in case of need. Remember however that you cannot drink a potion immediately after you've drank a previous one; you must wait a while. Therefore, consider well which potion and at what moment will be the best choice for you.

Tip: An archer has to keep his enemies at a distance. If an enemy gets too close to him, the hero will do him much less damage. In such a case you'll be warned by a red mark displayed under the enemy's portrait.

When you get to a new unexplored area, you should first find out the level of the local enemies. Based on the color of the level number which appears over an enemy you can easily decide if you're a worthy match for him or not. You have only a small chance against exceedingly strong enemies marked by a red level number. When fighting with an "orange" enemy you must be very careful at all times and you should always have a healing potion ready. Enemies at the "green" level are the best choice for you and will guarantee you the most well-balanced fight. The weakest enemies show their level number gray. They pose no challenge to you and you gain less experience for killing them, because you have nothing to learn from them. If the level difference between you and them is especially large, such enemies will rather try to ignore you until you will run into them and basically drive them into a suicidal attack.

When you kill an enemy he usually drops some loot. This may be anything from a potion to a piece of armor and all kinds of weapons. You may look at what the enemy has dropped by left-clicking on the loot. If you don't want to search through the loot in the middle of the battlefield you may move it all into your inventory by holding the Shift key and clicking on the left mouse button.

Remember that some actions cannot be taken during combat. You cannot, for example, take items, talk to characters or rest by the fire.

ARENA

On the sister isle Machatar there is the famous Arena, sought by heroes from all over the world to fight with each other before the eyes of spectators and gods. Fights in the arena, of course only those you win, are the fastest way to win your deity's favor so that you may perform a ritual and ask your deity for a special item or ability.

Tip: You may win a lesser amount of your deity's favor also by killing certain enemies or by making certain decisions that especially please your deity.



But before you rush headlong into combat with the first foreign hero you meet on your journeys, you should know the rules of the Arena fight. The best way to learn them is to take a practice duel with a training partner. Depending on how much you believe in your skills you may even choose between fighting a single enemy and battling three warriors simultaneously.

An Arena fight is quite specific. It doesn't matter what great weapons and armor you have – the chances of all participants in the Arena are the same. This is not only because the effects of weapons and armor on the damage inflicted and taken are suppressed and you cannot use any of your items, but also because all have to make do with the basic spells and abilities. Only in this way, when all start from the same point, is it possible to determine who is really the best. Only he who gets the best grasp of its principles and learns to use them will become champion in the Arena.



- Sometimes the gods send an ice or fire storm to the Arena. To overcome the effect of such spells you may use special abilities that you'll learn before stepping onto the hot sands of the Arena.
- Erebus, who watches the Arena from his shadowy realm, sometimes creates a strange field there which does curious things to anyone who enters it. The person is cursed and his life will start to slowly diminish, but on the other hand he will get a special blessing through which his next attack will do massive damage to the enemy.
- Sometimes the spectators throw an amphora into the Arena. Its contents may vary – it may be a poison, a healing potion or a strange mixture which temporarily evokes a state where all attacks from your human enemies turn against them. It's up to each hero to decide if he wants to take his chances and drink from the amphora.
- And there are other things you may use in the Arena – but it's up to the hero to find them out...

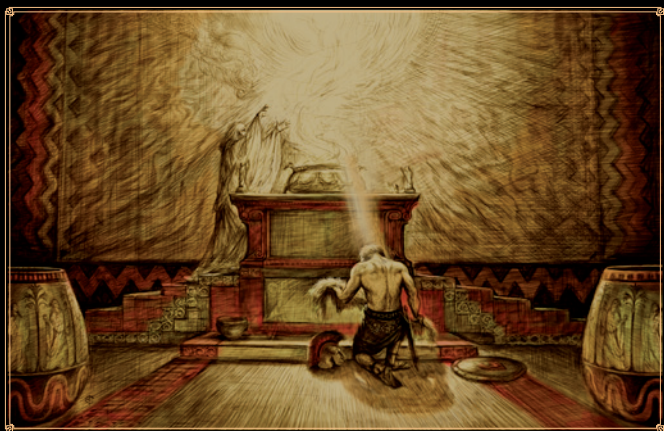
The more enemies you defeat in a single combat the more divine favor you get. Of course you also gain some experience for each enemy knocked down.

In the course of the game it may happen several times that you'll have to sail to the Arena Island because a hero is waiting for you there, either because he has challenged you to a duel or because you have challenged him. In that case both of you will play dice first to decide who will set the rules of the upcoming fight. If you win, you may choose if the fight is just between you two or if one or two more companions join you. If you lose the dice game, it will be up to your opponent to decide that. In the event that you defeat the rival hero in the Arena, your deity will literally shower favors on you, because nothing pleases a god more than another god being humiliated.

On rare occasions an Arena tournament is announced for all heroes to participate in. If you decide to ignore such a tournament, prepare to stir up the wrath of your deity. It will take a long time to get his favor back.

ANIMAL VENDOR

If you decide to make a sacrifice to your deity, you first have to visit an animal vendor. With him you shall arrange what animal you want to sacrifice, and then he along with your priest will prepare the offertory. At first it will suffice to sacrifice a simple chicken, but later a more suitable offertory will be a sheep and the greatest heroes should sacrifice a sturdy bull to their deity. If you are too stingy you may stir up the anger of your deity and lose their favor. If on the contrary you spare nothing to please your deity, you'll naturally win their favor.



YOUR PRIEST

Your priest will play important role in your life. He will tell you important pieces of information that will point you in the right direction. For a small fee he will teach you new abilities and along with the animal vendor he will prepare offerings for your deity.

YOUR PRIEST MAY TEACH YOU DIFFERENT ABILITIES DEPENDING
ON THE CLASS OF YOUR CHARACTER.



WARRIOR



FINAL BLOW

Finishing move. Uses hero's energy accumulated during attacks to grant one mighty blow. The effect grows with the amount of energy available.



RESONANT STRIKE I - II

This strike will hit enemy sending a powerful resonance through him which will cause a certain damage based on hero's level some time after the hit. The second rank will also stun the target for three seconds.



BANDAGE WOUNDS

Warrior will bandage his wounds, restoring a certain amount of HP based on his level. Cannot be used during combat.



CURSED SWING

Finishing move. Uses hero's energy accumulated during attacks to make an open deadly wound that hurts massively over the next few seconds. As it is a dark shadow strike, physical armor doesn't help against it. The effect grows with the amount of energy available.



PRECISE STRIKE II

Warrior performs precisely timed and executed strike, causing a certain damage based on his level. There is a small chance that target will be stunned by such damage. You will learn the first level of this ability already as a child.



DEEPEN WOUNDS

If the target has Open Wounds, this attack will make them even deeper, thus dealing another damage.



WHIRLWIND I - III

During his attack, the hero will hit several enemies near him, causing a certain damage based on his level to each.



EXTERMINATION I - II

Deadly swing that deals more damage if the target is wounded. It should kill the enemy if he is below 1/4 of HP. For the second rank of this ability it is enough if HP of the target is below 1/3.



STONE SKIN

Warrior's skin will become harder to penetrate but his hits will cause less damage for the next few seconds.



INSPIRATION

Uses energy accumulated during attacks to heal the hero significantly. The effect grows with the amount of energy available.



REOPEN WOUNDS

If used on recently healed enemy it will remove all HP gained by the healing spell.



BREAK CONCENTRATION

If this attack is performed against a spellcasting enemy, he will become shaken and unable to cast for the next few seconds.



BERSERK

Finishing move. Uses hero's energy accumulated during attacks to strike all enemies around him and increase strength slightly for a short period of time. The effect grows with the amount of energy available.



MAIM II - III

Hero maims the target for a short period of time. The enemy will lose a certain amount of HP based on hero's level over the next few seconds. When using the third rank of this ability the enemy's strength is also lowered slightly during that time. You will learn the first level of this ability already as a child.



SHIELD MISSILES

This ability increases hero's chances to parry a missile attack for the next few seconds. Hero has to have a shield equipped for this ability to be effective.

ARCHER



CREATE ARROWS I – III

For a special song the Gods will give the hero a set of arrows. At higher ranks hero will get more arrows.



HERB LORE I – V

Hero will search his surroundings for healing herbs. Herb is placed into the bag and can be used at any time to heal wounds. At higher ranks hero will be able to find stronger herbs.



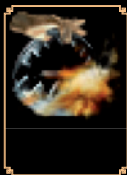
ARROW SPRAY I – III

By using this ability hero can hit two targets at once in front of him for a certain damage each based on his level.



HEAD BLOW

Archer will try to hit approaching enemy by a mighty hand-blow. If successful, enemy is stopped for a short period of time so the hero may take advantage from spacing again.



CREATE EXPLODING TRAP I – V

Archer creates a trap that is placed on the ground. First enemy who roams too close will trigger it. Explosion that comes from that hurts all enemies around for a certain damage based on hero's level. Traps created with the knowledge of higher ranks of this ability also hit all nearby enemies. One or more hunting tools are needed for this.





STUDY ENEMY I – III

Hero watches his target and learns its moves and habits. That creature then becomes Predictable. Fighting a Predictable enemy brings significant bonuses. Only one target can be Predictable at a time.



BACKSTAB SHOT

Deals a certain damage to an enemy based on hero's level when he is hit in the back.



CREATE BURNING TRAP I – V

Archer creates a trap that burns the first enemy that touches it for a certain damage based on hero's level. One or more hunting tools are needed for this.



SILENCE TARGET I – III

Hero will try to hit the target in such way that it cannot make sounds or cast spells for the next few seconds based on hero's level.



CREATE STUNNING TRAP I – III

Archer creates a trap that stuns the first enemy that approaches it. Hero needs hunting tools for this ability and traps of higher levels stun the enemy for a longer period of time.



TALE OF ZEPHYRUS

Hymn to the god of winds protects hero from cold-based magic and melee attacks. Lasts for five minutes. Only one song may be active at any time.



TOUCH OF THANATOS I - II

Very special blessed shot that deals more damage when the enemy is severely wounded. Should kill anyone under 1/4 of HP. When using the second rank of this ability it is enough if HP of the target is below 1/3.



EXPLOIT WEAKNESS

If used once the weakness is revealed this deals a certain amount of damage based on hero's level.



MOON WREATH BALLAD

This tune calls upon Selene to create a Moon Wreath that protects hero's mind. Hero is less vulnerable to shadow damage and missiles. Lasts for five minutes. Only one song may be active at any time.



SLASH VEIN II - III

Hero will try to hit target's main artery. If successful, target will bleed for the next few seconds suffering a certain damage based on hero's level. For the third rank of this ability there is a chance each second that creature will start to panic and run in fear for a short period of time. You will learn the first level of this ability already as a child.





SHADOW FIGURE

Creates a shadow figure container. Once this container is set to the ground it can be triggered by a missile hit. This causes a shadow figure to appear and lure all nearby enemies to its position.



AIMED SHOT II - III

Hero fires an aimed shot that causes a certain damage to its target based on hero's level and can also slow its movement for a short period of time. When using the third rank of this ability the target can even be stopped. You will learn the first level of this ability already as a child.



DISAPPEAR

Hero's ties with nature allow him to quickly hide and „disappear“ when chased by enemies.



PHILOCTETE'S BANE

When this tune is active, your missiles are blessed by your ancestors so they hit harder. Lasts for five minutes. Only one song may be active at any time.



MAGE



BLESSING OF AETHER

By calling upon Aether, hero's spell damage is raised by 25% for a certain period of time. Can be cast only when severely wounded.



FROST STRIKE I - III

Power of ice shatters the enemy, causing a certain amount of cold damage to him based on hero's level. If there is an enemy nearby, he will be hit as well. Higher ranks of this spell will hit more enemies and at the third rank there is also a chance of freezing the targets for a short period of time.



SPIRIT TRANSFORMATION I - II

Hero sacrifices 50% of his current life to gain significant amount of magical energy from gods. Double amount of energy is gained at the second rank of this spell.



WINGS OF HYGEIA I - II

Calls upon spirit of Hygeia to heal a certain amount of HP based on hero's level. When using the second rank of this spell small additional healing stays with hero and heals him over the next five seconds.



FIREBALL II - III

The caster hurls a fireball at the target, exploding upon impact and dealing a certain amount of fire damage based on hero's level. Small portion of heat stays with target and deals another damage over the next few seconds. When the rank III fireball runs out, a great explosion will hit the target and all enemies nearby for 1/3 of stated damage. You will learn the first level of this ability already as a child.



CONE OF COLD I – III

Creates freezing cone that deals a certain amount of cold damage based on hero's level to those within the area of effect. It also stops enemy movement for a very short period of time.



INCINERATE I – II

Powerful spell that is able to deal more damage when the enemy is severely wounded. Should kill anyone below 1/4 of HP. When using the second rank of this ability it is enough if HP of the target is below 1/3.



HELIOS GAZE I – II

Creates a zone of enormous heat that deals a certain amount of damage to all creatures inside for the next few seconds. When using the second rank of this spell some of their lifeforce is transferred to hero.



SHADOW CURSE II

Shadow curse causes the enemy to suffer striking pain for several seconds based on hero's level. There is a chance every second that this curse will spread to another, still unaffected enemy nearby. You will learn the first level of this ability already as a child.



CIRCLE OF SILENCE I – II

Creates cylinder inside which spells cannot be casted and all magic flying through it is removed. When using the second rank of this spell enemy magic can be reverted back to caster.



FEAR I – III

If successful, targeted enemy will flee in fear. At the second rank the enemy fleeing sustains significant damage and if the fear ends or enemy dies after being hit by the third rank of this spell, the damage done is returned back to hero in form of healing spell.



HORRIFIC VISION

If cast on feared enemy, it will cause massive damage based on hero's level to enemy's mind while removing the fear state at the same time.



FIREPATH I – III

Caster releases fire from his fingertips. The fire moves over the ground, strikes the target and continues on to up to three enemies, dealing a certain amount of damage based on hero's level to each.



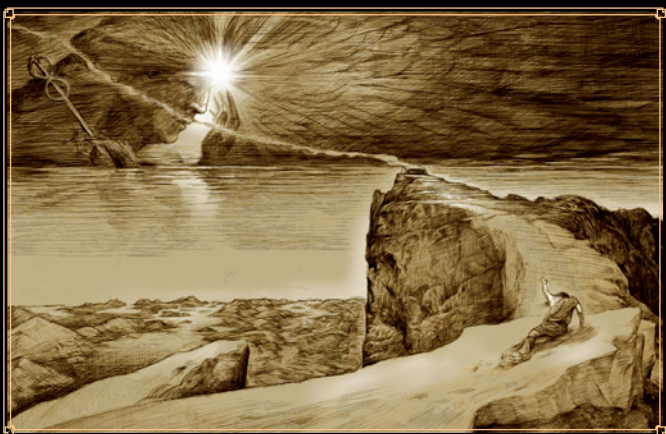
COMBAT SENSES

Warrior, archer and mage also master the ability of Combat Senses in their childhood that allows them to scrutinize nearby enemies and determine their level.



DEITIES

In *Numen: Contest of Heroes* you may choose from three quite different specializations – WARRIOR, ARCHER and MAGE. Each of those classes is dear to some deities, and each deity grants different special abilities to his or her chosen one. The following information will help you decide which path your hero should take.



WARRIOR

WARRIORS, NEVER ABANDONING THEIR WEAPONS AND SHIELD,
ARE FAVORITES OF THE FOLLOWING DEITIES:



HEPHAESTUS

Hephaestus is the god of fire and smithcraft. Although he is physically handicapped he is a very skilled craftsman who made armor for the greatest of Greek heroes, Achilles and Diomedes. Moreover, he has built exquisite palaces on Mount Olympus and molded Pandora out of the earth.

HEPHAESTUS OFFERS THE FOLLOWING SPECIAL ABILITIES:



CALL OF IRON

All damage to enemies that hold or wear large iron objects is raised by 10% for the next five minutes.



ARMOR EXPERTISE

Every piece of armor hero wears has +10% armor rating and doesn't get damaged.



BODY KNOWLEDGE

As long as this spell is active hero gets +10% critical rating when fighting against humanoid creatures.





ARES

Ares is the god of savage war who likes to get carried away by the turmoil of bloody fights and the fury of battle. He likes warriors for their bravery and valor. On the other hand, he doesn't hesitate to aid the side of the conflict he likes here and now, and then runs away from the fight without second thoughts if it goes wrong.

ARES OFFERS THE FOLLOWING SPECIAL ABILITIES:



GROWL

While active, lesser enemies may become fearful or even stunned by hero's presence and vendors offer goods cheaper.



RAGE

After casting this spell hero does +15% damage to selected target, but damage coming from other targets is increased by 20%.



LAST STAND

This spell can be activated when hero is in critical state. His HP is raised by 10 - 20% of maximum.



HADES

Hades is the obnoxious god of the underworld realm of the dead which fell to him to reign when the world was divided up. He's the oldest son of the titan Kronos. His father ate him after he was born because he feared Hades would dethrone him, but later he threw him up along with all of his brothers and sisters.

HADES OFFERS THE FOLLOWING SPECIAL ABILITIES:



WHISPER OF DEATH

For next five minutes hero will have +30% chance to make a critical hit against any undead enemy.



REANIMATE

If hero dies in next five minutes he will be resurrected with 1/3 of his maximum HP and energy.



POWER OF DECAY

When this spell is active, hero's health is regenerated +10% faster for every dead enemy that lies within five meters of hero.

EACH OF THESE THREE GODS MAY ALSO
TEACH YOU ONE OTHER ABILITY:



BLOODLUST

Every defeated enemy refills a certain amount of maximum energy. Lasts several minutes.

ARCHER

IF YOU'VE DECIDED TO RELY UPON THE BOW AND THE HARP,
YOU'LL PLEASE SOME OF FOLLOWING DEITIES:



HERMES

Hermes is not only the messenger of the gods but also a protector of roads and travelers, a great thief and the god of trickery and cheating who has no match in cunningness, subtlety and stealing. He performs the most difficult tasks for his father Zeus and his duties include accompanying the souls of the dead into the underworld.

HERMES OFFERS THE FOLLOWING SPECIAL ABILITIES:



SOFT STEPS

When this ability is active, hero can get near to enemy much easier.



SNEAKY COMBAT

Non-magical damage is reduced by 10% when fighting at night or inside a dungeon.



TOUCHED BY HERMES

For the next ten seconds hero will absorb all magical damage done to him.



ARTEMIS

Artemis is the goddess of hunting and the Moon and she's often depicted with bow and arrows. Furthermore, she's a protector of woodlands and wild animals. Just like her brother Apollo she may bring sudden death or diseases to mortals, but she may also heal the ill.

ARTEMIS OFFERS THE FOLLOWING SPECIAL ABILITIES:



MASTER HERBALIST

Knowledge of herbs allows hero to maximize their effect.



CALL UPON WIND

A strong wind will blow for the next few seconds. Enemy spells become harder to cast and missile/thrown weapons to throw resulting in higher chance of misses and resists.



BLESSED QUIVER

Every time hero shoots a basic arrow, there is a slight chance that two arrows at the same time are released.



APOLLO

Apollo has, among other things, control over light, the arts, archery, oracles and prophecies. He is also the protector of herds and may spread plague with his arrows in case of need. He is the patron of the Pythian Games held every four years in his honor.

APOLLO OFFERS THE FOLLOWING SPECIAL ABILITIES:



SPIRIT OF BOW

For the next few seconds all arrow-based attacks will deal 10% more damage, but hero is more vulnerable to melee damage.



FOCUS BURST

If this spell is active next attack you make has a higher chance of causing a critical damage.



APOLLO'S BLESSING

This permanent blessing raises hero's chance of performing a critical hit by 3%.

EACH OF THESE THREE DEITIES MAY ALSO
TEACH YOU ONE OTHER ABILITY:



KEEN EYE

Maximum attack range for ranged weapons is raised by five meters for next twenty minutes.

MAGE

THOSE WHO DECIDE TO WIELD MAGICAL ABILITIES MAY ASK
FOR THE FAVOR OF ONE OF THE FOLLOWING DEITIES:



POSEIDON

Poseidon is the god of seas and waters and the middle of the sons of Kronos. He received a trident from the Cyclops with which he may unleash storms and earthquakes. He's often carried away by his surliness and greed.

POSEIDON OFFERS THE FOLLOWING SPECIAL ABILITIES:



NAIAD'S TOUCH

Hero's health is fully restored. He has to stand in the water to use this ability.



WATER AFFINITY

Every offensive or healing spell that hero casts while standing in water is 15% stronger.



SOOTHING RAIN

A rain cloud appears above hero. All damage he receives is reduced by 10%, all fire damage by 40%.



ATHENA

Athena is the goddess of wisdom and victorious battles and master of tactics and strategy. She is the defender of bravery, law, justice and arts. Athena is one of the most powerful goddesses and the favorite daughter of Zeus.

ATHENA OFFERS THE FOLLOWING SPECIAL ABILITIES:



MIND TRICK

If successful, enemy will not notice hero for the next few seconds. Can only be used while out of combat.



CONFUSION

For next ten seconds the affected enemy has 15% chance to become confused and to cast an offensive spell on himself.



BRILLIANCY

Casting this spell will refill 25 - 50% of maximum energy. The amount depends on how much light is available around hero.



ZEUS

Zeus is the greatest of the Greek gods and the youngest son of the titan Kronos. When the world was divided up he became the ruler of the land and the sky. As the highest of the gods he oversees the world order, which means he ensures alteration of night and day and the changing of the seasons.

ZEUS OFFERS THE FOLLOWING SPECIAL ABILITIES:



MIGHTY FLASH

Powerful flash that will hurt enemies' eyes for a certain damage. Effective outside at night, to lesser extent in dungeons lit with torches.



LIGHTNING BOLT

Hero throws a lightning bolt that will hurt all enemies in its path for a certain amount of HP.



EARTHQUAKE

The ground will tremble and every enemy in vicinity has 20% chance to become stunned for a short time.

EACH OF THESE THREE DEITIES MAY ALSO
TEACH YOU ONE OTHER ABILITY:



DIVINE FOCUS

For several seconds, the spell critical chance is greatly increased. Can be cast only when magical energy pool is close to empty.

MOREOVER, YOU MAY ASK EACH OF THE NINE DEITIES PRESENT
IN *NUMEN: CONTEST OF HEROES* FOR THE FOLLOWING:



SCROLL OF DIVINE ARMOR

The hero gets a scroll of divine armor. It will increase his endurance and armor strength for one hour.



SCROLL OF DIVINE HEALTH

The hero gets a scroll of divine health. It greatly increases his health for one hour.



LUCK OF THE BRAVE

For the next few minutes hero will have to fight with only half of his maximum hitpoints. Every enemy stronger than him that he kills in that state increases the chance of finding an extra magical weapon or armor.



DIVINE INTERVENTION

In the very near future your God will help you in some way...



HYMN OF THE TEMPLE

A scroll with magical words that will bring the hero right back to the temple of his God. It might not work everywhere.



MACHATAR - THE CITY OF TEMPLES

EVEN THE STRONGEST HERO CANNOT DO
WITHOUT COLLABORATION WITH HIS PRIEST.

YOUR FIRST MOMENTS IN THE GAME

After the initial dialogue with your uncle Tarrius you receive a dagger in your inventory. You certainly wouldn't be making a mistake by equipping it at once, for there is danger waiting for you everywhere on the island these days. So, open the inventory (hotkey "I") and the equipment window ("O"). You may equip the dagger, for example, by dragging it with the left mouse button to the equipment window. Another way is to click on the dagger in the inventory with the right mouse button. After the initial dialogue you also learn the first main quest of the story – "Gain experience and learn the basics". That's more easily said than done, right? But what shall you do, exactly? It would be best to ask your uncle, who will give you the quest "Neverending fight". If you wish to complete this quest you must find and kill five wolves that roam about Leros and do harm. Using the compass near the upper edge of the screen turn to the west (W) and set out for the village.

Go south (S) from the village square and notice old Theophon standing on the left in front of the bridge. Your uncle warned you of him, but if you wish to study the mysteries of magic do not hesitate to talk to Theophon. With his help you may learn your first spells and find out about several interesting quests. In the event that you wish to try fighting with the bow and arrows you should visit the hunter Leodokles. You will easily find him on the seashore, to the right of a big rock, and he too will give you several quests and reward you handsomely for completing them. If you are not sure which class you would like to play in Numen, it's best to talk to both Theophon and Leodokles and learn both the basics of magic and archery. In this way you'll gain access to more special abilities and you will be able to try them in combat. If you refuse to talk with Theophon and Leodokles several times, you'll close the path to magic and archery forever.



If you go around the above-mentioned rock, do not overlook the small fire. You may rest by it, save your game or wait for nightfall or for daybreak. Then return back to the bridge and go over it. On the other side you have to start exercising caution because you may run into a wolf at any moment. This is the best time to use the first of your special abilities, the Combat Senses, which helps you to determine the level of nearby enemies. You use a special ability either by left clicking its icon on the bottom bar or by pressing its hotkey. So, use the Combat Senses and find out the level of the nearest wolves. Their level will show on the enemy's health indicator. If a wolf within your sight doesn't have its level displayed above it it's because the animal is too far away from you. To find out its level you must first get closer to it. If you're curious and want to know the average level of all enemies on Leros, you may determine it very easily. You simply have to find out the level of the first enemy, then show the local map ("M") and switch to the world map using the button on the right side. There you will see the average enemy level displayed on the island of Leros.



When playing *Numen: Contest of Heroes* it's important to remember that you should carefully decide against how many enemies at once you want to fight. If you rush headlong against a pack of wild wolves, you'll be lucky to manage to run away to safety. Look around, select a lone wolf that has strayed away from its pack, and attack it at the right moment with some of your special abilities. No hero would do without them in Numen. Now you have up to three special abilities – your uncle Tarrius taught you the Precise Strike. If you have visited Theophon you know how to cast a fireball. From Leodokles you may have learned how to shoot an Aimed Shot. Every newly learned special ability and spell is added to the bottom bar where you may move the spell/abilities icons at your discretion or delete them by dragging them outside the bar when you don't need them. All spells and abilities learned can also be found in your journal. From there you may drag them back to the bar to start using them again.

So, how did your first combat go? Did you succeed? If you did, don't forget to collect the loot dropped by the dead enemy. You do it by left-clicking on it, which will display all the contents of the loot. Then move all of the things you wish to take into your inventory by right-clicking on their icons. Another possibility is to first press and hold the Shift key and then left-click on the loot. In this way you take all the loot with you without the need to search through it.

When fighting, don't forget to watch the indicators next to your portrait in the top left corner of the screen, especially the health indicator. If it gets too low and you don't have a healing potion ready, then do not hesitate to run away from the fight. If you fail to escape you will respawn by the nearest resting fire. Also watch the smallest indicator showing your stamina. It gets lower as your fatigue increases. The less stamina you have the slower you heal after combat. When your stamina reaches zero you stop healing entirely. In that case it's advisable to get some rest.

So, now let's kill all five wolves one after the other as your uncle asked you to. The number of killed enemies is written in the lower part of the screen after each combat, and the same information can be found in the journal. A blue dot next to the name of a quest means you've completed that quest and may go for your reward to the person who gave it to you. After you've killed at least five wolves



return to old uncle Tarrius, tell him that you've completed his quest and immediately ask him for another. It seems that some dangerous pirates have landed on Leros and it's necessary to seek them out and get rid of them. This quest is a great example of your actions affecting future events in the game. It's not necessary to solve every problem by brute force, is it? On the other hand, sometimes even a well-meant deed may have negative consequences...

This time you will go the opposite direction from your uncle's house, to the east. At a crossroads – beware of omnipresent spiders – turn right, and let's see who's waiting for us there – your sibling who's also looking around the island and gaining new experience. Talk with your sibling every time you don't know where to go. On the local map you will easily recognize your sibling by a green laurel wreath icon, marking all characters that you may speak with. If you can't find your sibling anywhere on the map, go and rest. Much like you, your sibling likes walking the island at night and you'll get another opportunity to meet up.

Now you know all you need to immerse yourself in the story told by the game *Numen: Contest of Heroes*. You know how to obtain a quest, how to use special abilities and spells, how to rest, what you should be careful of and many other bits and pieces you won't get along without. So, good luck. Your destiny awaits you.



DEFAULT HOTKEYS

Key.....	Action
Esc.....	Pause Game / Game Menu
J.....	Journal Window
O.....	Equipment Window
I.....	Inventory Window
M.....	Map
W.....	Run Forward
S.....	Walk Backward
A.....	Look Left
D.....	Look Right
Q.....	Strafe Left
E.....	Strafe Right
Up Arrow.....	Run Forward
Down Arrow.....	Walk Backward
Left Arrow.....	Look Left
Right Arrow.....	Look Right
1 - =.....	Use Ability / Spell
Tab.....	Switch Between Enemies
Left Alt.....	Switch between Bottom Bars
Shift + Left Button.....	Select Item Amount in the Inventory
.....	Pick up the whole of loot
Left Mouse Button.....	Execute an Action
Right Mouse Button.....	Mark an Enemy Without Attacking
.....	Equip an item
Hold Right Button.....	Mouselook
Wheel Up.....	Zoom In
Wheel Down.....	Zoom Out
F12.....	Save Screenshot

CREDITS

Aleš Ulm LEAD DESIGNER SCRIPTING	Martin Linda AI PROGRAMMING MUSIC AND SOUNDS	Filip Chlevišťan TESTING
Karel Šamonil LEAD ARTIST DESIGNER	Viktor Bocan ADDITIONAL GAME RULES	Pavel 'freeDOOM' Tůma TESTING
Lukáš Macura GAME RULES PRODUCER	Jaroslav Kulič ART	Matěj Syxra DTP
Marek Nepožitek ART PRODUCER WEB DESIGN	Erik Codd ART	Michal Pecka DTP
Martin Vocet CHARACTER DESIGN ANIMATION	Tomáš Roth ART	Martin Kovář TESTING MANUAL
	Karel Matějka ART	Ctibor Dolejší PROOFREADING
	Jan Jinda ART	Christopher Culver PROOFREADING

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WWW.CPAL3D.NET

WWW.CENTAURIPRODUCTION.COM

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