

USER GUIDE

Version 1.2 – 22.7.2009

<http://keye2.phk.at>

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STORY

You are an inhabitant of the land of Amris, which extends from the deserts in the north to the snowfields of the south, split by the river Tesilan.

It is a quiet and prosperous country, founded by migrating tribes on the remains of a dying ancient empire.

Much knowledge has been lost, but the centuries of ignorance seem to be over.

The wizards improved their control of magic and with the help of its power brought about the dawn of a new golden age.

Magic helped contain the wrath of storms and weaken the grip of contagion.

Your teacher and mentor Atharus is a powerful wizard himself.

You made his house near the town of Aureyn your new home to learn the workings of magic along with your fellow apprentices.

Under Atharus' guidance you delve deeper and deeper into the arcane secrets of magic.

Life is not easy - you have to study and practice hard to meet your teacher's demands across the wide range of subjects, and the house is starting to feel small and constricting for your growing wanderlust.

But you take pride in your growing abilities and the end of your apprenticeship is drawing closer...

And the world you are so eager to discover has many challenges to offer.

The sensation of ever increasing possibilities that magic seems to grant spurs the lust for power.

New conflicts erupt and old ones resurge...



QUICK INFO

Menu Buttons:



shows map



shows you questlog and talents



Potions recipe book



inventory



game menu - access the following functions: Resume, Options, Help, Save, Load, Exit

Shortcuts:

F2, m

F3, t

F4, p

F5, i

F6, ESC



shows your level



shows your current and maximum health points



shows the amount of gold you have

Action Buttons:



shows you a list of places you know - select one and the compass will show you the right direction

F7



shows the wielded weapon - click to attack (when using short-range weapons or bare hands enemies have to be right next to you)

SPACE



choose target when using long-range weapons or magic spells

TAB



wait/rest

RETURN, 5 num pad



search surroundings or assess strength of a targeted enemy

CONTROL



toggle walk/sneak

SHIFT

Spell Buttons



You can allocate magic scrolls on this 6 slots to memorise them - this allows you to use them. The green dots show the number of charges that are left.

1-6

Environment Buttons



These buttons show items lying on the ground. Click the button or press . to pick up. You can press , to directly wield or wear an item lying on the floor.

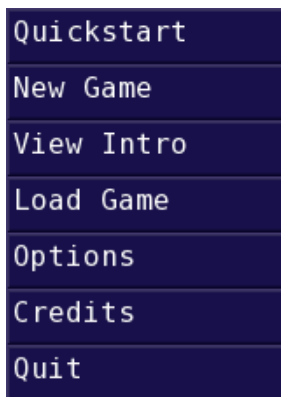
Effect Row



These buttons show effects that work on you or were cast on you, like spells, potions, or regeneration through food.

MANUAL

START SCREEN



Start the game by selecting Kamyran's Eye 2 in your start menu.

On the start screen you will see these buttons.

Quickstart

This button skips choice of difficulty, character and avatar and throws you into the game right away, giving you a paladin, difficulty medium and a random avatar.

New Game

If you choose New Game, you can select a character class (paladin, magician or scout), difficulty (easy, medium, hard) and one out of 18 avatars.

View Intro

Take a look at the intro to find out more about the background story of the game.

Load Game

Load a manually saved game or the autosave game (the game auto-saves on every location change, e.g. dungeon level, entering a building/portal).

Options

Here you can toggle fullscreen (shortcut F11) and windowed mode and turn audio on and off. The Highscore name and Highscore league values are used when you submit your score to our online highscore list at the end of the game (<http://score.phk.at>). The league number is a means to use a more private list with friends by agreeing on a number.

Credits

Click here if you want to take a look at the people behind the game.

Quit

Click here to quit the game.

GAME SCREEN

After starting the game or loading a game, you will enter the game screen, that consists of three parts.



Main Screen (1):

The main screen shows your avatar in its surroundings or supplementary screens like inventory, conversation, map, questlog...

Sidebar (2):

The sidebar consists of an overview map of your surroundings and several buttons that allow you to control your character and his/her actions. (Read full description of the buttons on the sidebar on the next page .)

Text Row (3):

The text row contains additional game information, like items you picked up, shouts of enemies and and so on.

SIDEBAR

To enter in-game help on the buttons, just press F1.

If you move your mouse over a button, a **tooltip** is displayed on the text row, explaining the button's use and its keyboard shortcuts.

You can also activate all buttons by clicking on them with the left mouse button.

Overview Map

On top of the sidebar you find an overview map of your character and his/her surroundings, also showing cities and villages, dungeon entrances, streets, rivers,...

If you happen to find a place where recipe ingredients grow, this will be shown on the map by a plant symbol, so you can easily find those places again.



overview map with plant symbols

Menu Buttons

The menu buttons let you enter additional screens and show information about your character.

Map



Shows the large map on the main screen.
Shortcuts: m, F2

Talents / Questlog



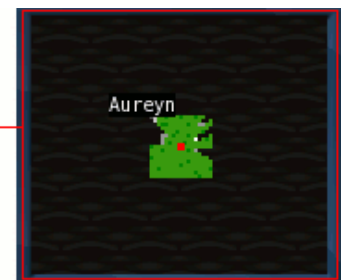
Shows you talents and questlog on the main screen.
Shortcuts: t, F3

Potions / Recipes



Shows your recipe book on the main screen.
Shortcuts: p, F4

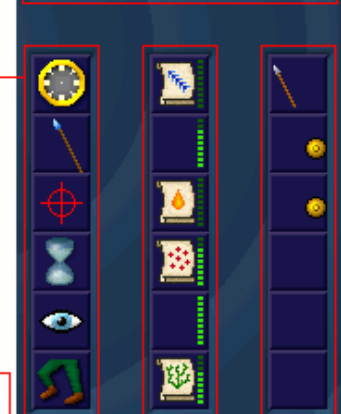
Overview Map



Menu Buttons



Action Buttons



Spell Buttons



Environment Buttons



Effect Row



Inventory



Shows your inventory on the main screen.
Shortcuts: i, F5

Menu



Shows the game menu on the main screen, giving you access to the following functions:
Resume, Options, Help, Save, Load, Exit
Shortcuts: ESC, F6



Shows your character's level.



Shows your current and maximum health points.



Shows the amount of gold you have.

Action Buttons

Compass



Shows you a list of places you know. Select one and the compass will show you the right direction.
Shortcut: F7

Attack



Shows the wielded weapon - click to attack (when using short range weapons or bare hands, the enemy has to be right next to you).
Shortcut: SPACE

Target



Choose target when using long-range weapons or magic spells.
Shortcut: TAB

Wait / Rest



Use this button if you want to wait or rest for a move.
Shortcut: RETURN/5 num pad

Search



Use this button to search your environment for hidden passages or traps or to assess the strength of an enemy.
Shortcut: CONTROL

Walk / Sneak



Use this button to toggle walking and sneaking.
Shortcut: SHIFT

Spell Buttons



You can allocate magic scrolls on this 6 slots to memorise them - this allows you to use them. The green dots show the number of charges that are left.
Shortcuts: 1-6

Environment Buttons



These buttons show items lying on the ground. Click the button or press . to pick up. You can press , to directly wield or wear an item lying on the floor.
Shortcuts: , .

Effect Row



These buttons show effects that work on you or were cast on you, like spells, potions or regeneration through food.

Screenshots

To make screenshots while playing, press F12. They will be stored in the „keye2“ subdirectory of your user directory.

PLAYING

Moving

To move your character via keyboard use either w, a, x, d the arrow keys or number pad. Alternatively you can also click with the mouse on the game screen.

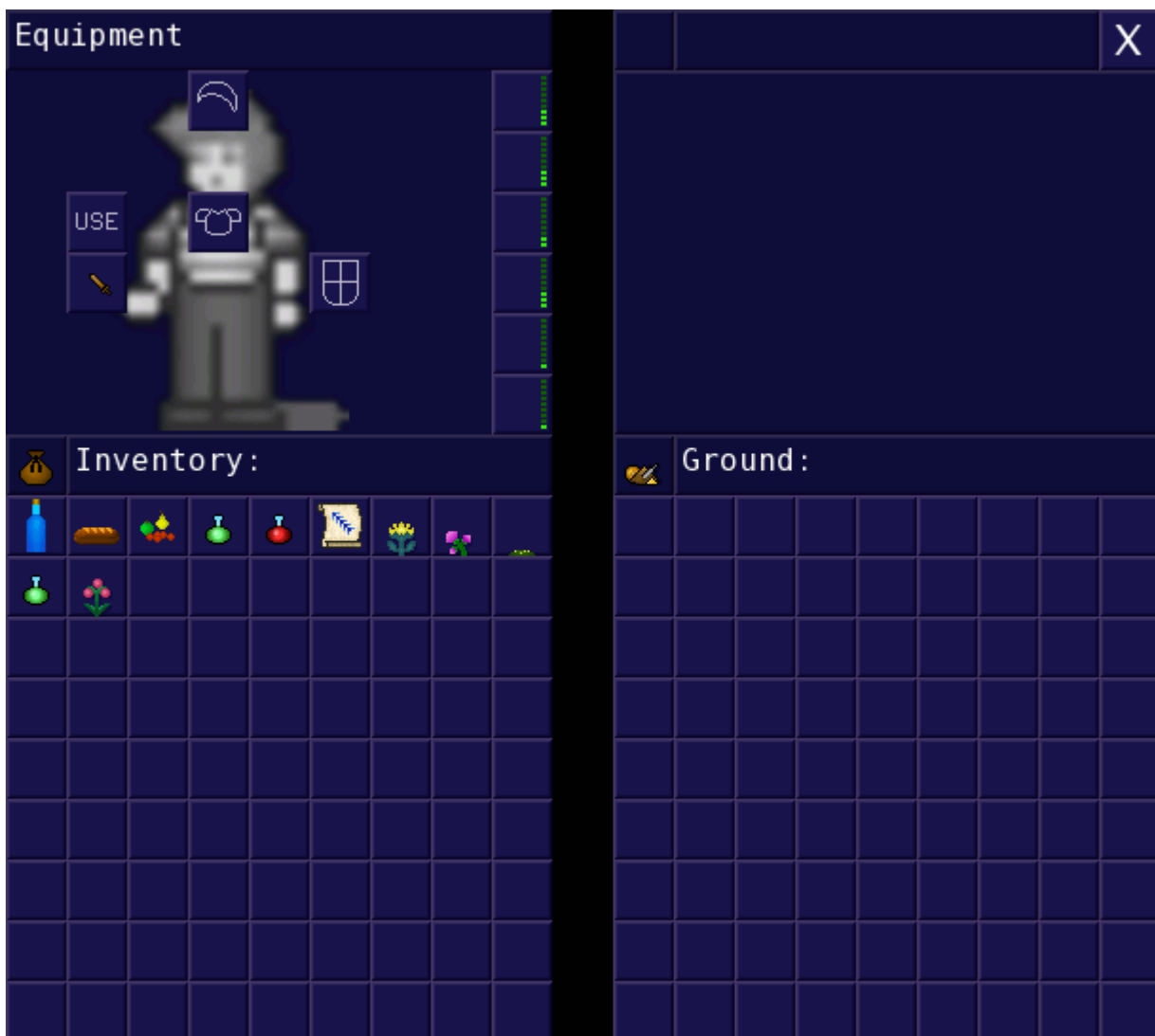
To enter a portal or cave, walk right onto it.

To toggle sneaking, click the sneak button or press shift. As long as you sneak, you will see the sneak symbol on the effect row.

Inventory

To enter your inventory, click the inventory button or press i.

The left part of the screen shows your equipment and inventory, the right part shows the ground or, when talking to merchants, their inventory.

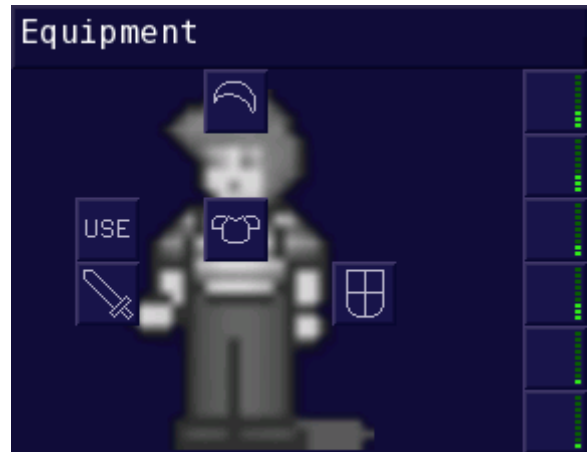


Equipment

You have 4 slots to equip your character with armour and a weapon, 6 slots for magic scrolls and one slot which triggers using an item.

Equip

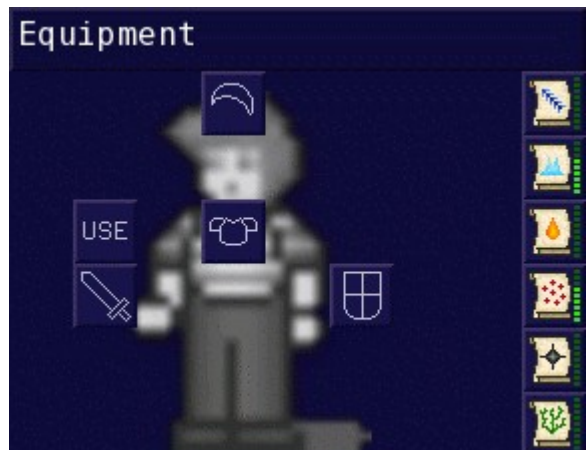
To wear or wield an item from your inventory, click onto it and then on the corresponding equipment slot or just doubleclick - if you use keyboard only, choose and select the item or slot with the arrow keys and press return.



Scrolls

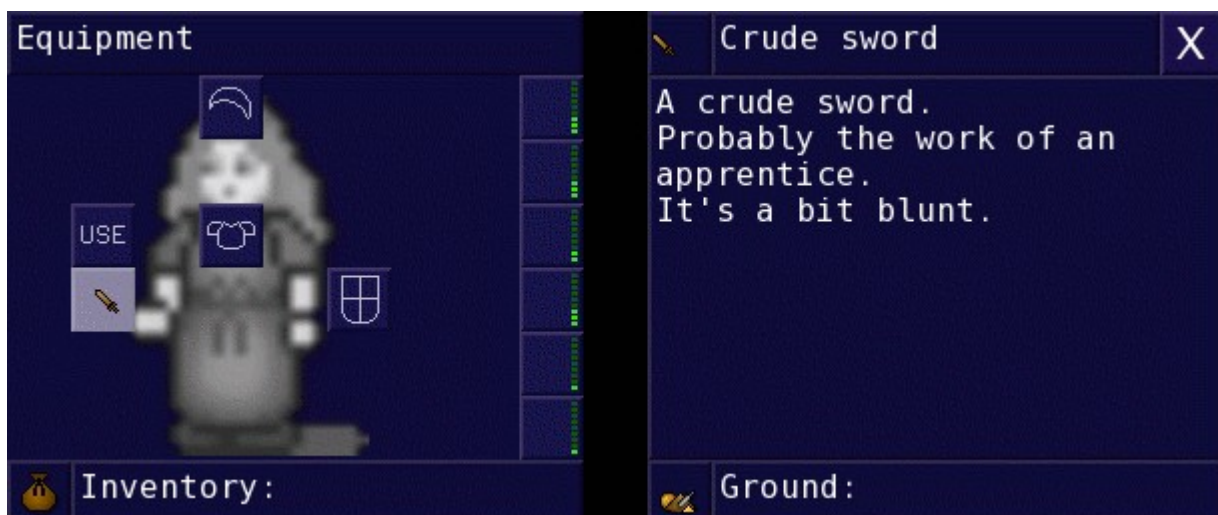
To equip a scroll from your inventory, click onto it and then on the corresponding scroll slot or doubleclick it - if you use keyboard only, select the scroll with arrow keys and return, then the slot with arrow keys and return.

Each scroll can be equipped to only one special scroll slot, but as there exist more scrolls than slots, you might have to decide on what scroll you want to choose, depending on your game strategy. Of course you can unequip a scroll and choose another one, but it will take some time, until the new spell will tap its full potential.



Items

To find out more about an item, just click on it or choose it with the arrow keys and press enter. You will then see a description of the item on the right part of the screen.



Items like food, potions, recipes or gems can be used by clicking on them and then clicking on the USE button or by double-clicking - or if using keyboard choose and select the item with arrow keys and return and then choose and select the USE button with arrow keys and return.



scroll



bread



potion



recipe



ingredient



gem



armour

While food helps you to regenerate, potions can have different kinds of effects, like healing, protection, strength, alertness...

Recipes can be added to your recipe book, which allows you to produce potions, if you have the necessary ingredients.

Gems can be used to recharge your magic spells.

Taking / Dropping Items

If you want to drop an item, select it in your inventory by mouseclick or arrow keys/return, then select a free slot on the ground, on the right part of the inventory screen.

If you want to pick up an item from the floor, you can just walk onto it. The item will appear in the environment button. You can pick it up by clicking the button with the mouse or by pressing . If you want to wield or wear the item, press , or right-click it on the environment button.



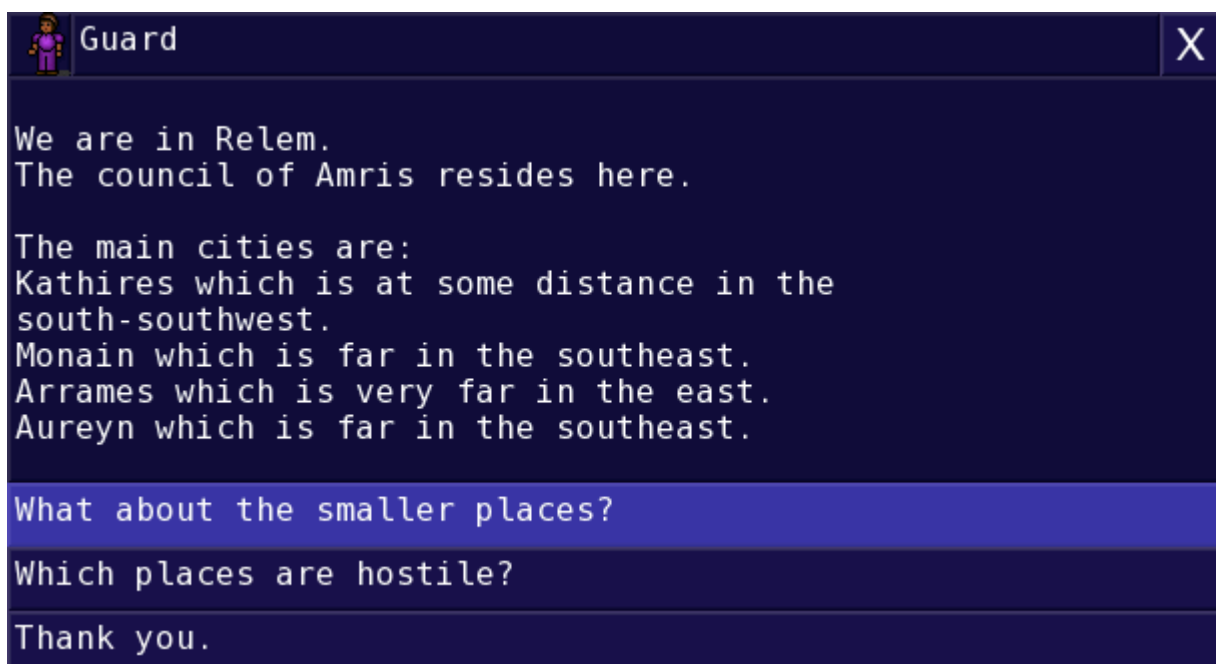
item on ground

Communication

To talk to people, move towards them. A dialogue screen will appear on the main screen.

Choose your questions or answers by clicking onto them or by choosing and selecting them with arrow keys and pressing return.

Be aware that your questions and answers may have effects on the game progress.



Merchants

If you talk to a merchant, you will automatically enter your inventory and see the merchant's inventory on the right part of the screen.



To sell an item, click onto it and click then on an empty slot in the merchants inventory - you can also sell via keyboard by choosing and selecting an item with arrow keys and return and then selecting an empty slot in the merchants inventory.

Buying an item works just the other way around: select the item in the merchants inventory and then select an empty slot in your inventory.

Fighting

To attack enemies with a short range weapon, move towards them.

If you have a long-range weapon or want to cast a spell on them, select the enemy with right-click. To cycle through enemies click the target button or press tab. If you want to assess your enemy's strength, target him or her and click search. The assess information will appear in the text row. Don't hesitate to use potions to improve your combat effectiveness.



short-range weapon



long-range weapon



magic spell

Magic

You cast spells by assigning scrolls to slots, recharging the slots with gems and activating the spell by targeting an enemy and then pressing the spell button or the corresponding shortcut (1-6). Scrolls only work on a specific slot and most gems only recharge a specific slot. There is some chance for fumbling when your skill is too low for a spell.

If you right-click on a spell button, you will automatically recharge the spell with the matching gem from your inventory, if you have one.

Hidden Passages

Some areas contain hidden passages that act like walls unless detected.

You can find them by using the "look/search" button.

Your chances to detect them depend on line of sight/distance and skill. Potions might improve those chances.

Traps

You will encounter hidden traps that can hurt or kill you if you step on them.

Whether you are able to see them depends on distance and your stealth skill.

If you stand next to them you can target them by right-clicking or using the cycle-target button. You can then disarm them by attacking (via SPACE or the attack button).



trap in dungeon

Recipes

There are many powerful magical potions available.













Besides buying or finding them you can also create them yourself. To do that you need the recipe and various ingredients.

You can add a recipe from your inventory to the recipe book.

If you have all the necessary ingredients the button for the potion will be green - red if you lack some ingredient.

You can mix the potion simply by clicking the respective line. Plant symbols on the overview map help you keep track of sites where you found herbs.



Potion recipes		Potions 1		Potions 2	
		Potion of Healing			
			Heaven's Bud, Shardberry		
		Potion of Regeneration			
			Shardberry, Sunthorn		
		Potion of Strength			
			Fairystar, Mushroom		

Questlog

The Questlog shows you tasks and hints given to you. It will also show you finished tasks.

Talents

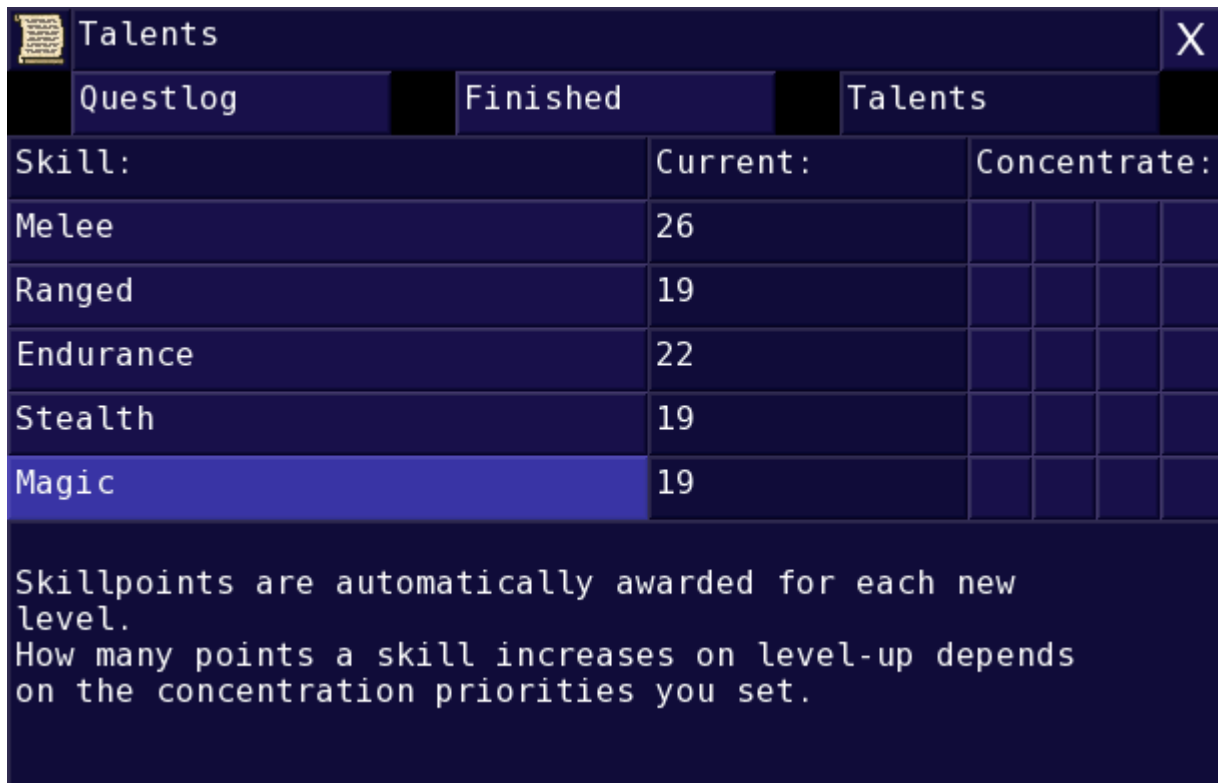
Your character's progress is measured in levels. Your starting level depends on the difficulty level chosen. The maximum level is 50.

You can gain levels by exploring, defeating enemies, finding traps, mixing potions,...

There is a limited number of levels to be gained from a certain type of obstacle however.

For example you can not gain more than a couple of levels from defeating goblins over and over.

To advance him or herself your character has to face a broad range of challenges. Every level grants you a certain number of skillpoints. Per default those are distributed randomly across the skills.



Skill:	Current:	Concentrate:
Melee	26	
Ranged	19	
Endurance	22	
Stealth	19	
Magic	19	

Skillpoints are automatically awarded for each new level.
How many points a skill increases on level-up depends on the concentration priorities you set.

You can however set three concentration priorities - future levels will favour those skills.

The skills are as follows:

Melee: This measures your skill in close combat.

Ranged: This measures your skill in ranged combat.

Endurance: Learn to deal with pain, wounds and exhaustion. Every point increases your maximum health points by 8.

Stealth: Measures your skill in sneaking past enemies, discovering traps,...

Magic: Increases the efficiency of your spells.

Highscore:

If you die you have the option to view your score.

The main factors are level, difficulty and number of survivors. If you have an active internet connection that allows http access to our highscore server at <http://score.phk.at/>, you can also submit to our online highscore list. You can enter a nickname and an optional league number.

The league number is just a means to use a more private list with friends by just agreeing on a random number.

There is also a internet neighbourhood list which shows scores of people with an internet address somewhat close to yours. That can result in a nice secondary area of competition.

CREDITS

Created by:

Isabella Grabner
Philipp Krammer
Raphael Weber
Charles Remarque

Thanks to:

Jessicatz
antil
Brian Jeffears
t3h
dan-b
L-Spiro
joshcryer
maels
piman
garron b.

Also thanks to the creators and contributors of:

SDL, SDL_image, SDL_ttf, SDL_mixer, physfs, ogg vorbis, libcurl, Mersenne Twister,
GNU, Linux, Fedora, GIMP, Audacity, vim, scons, virtualbox, wine, mingw

Dedicated to A. K.

For updates or further information visit
<http://keye2.phk.at>