

Manual for Shadows over Evergreen

Controlling the game

The game can be controlled both with a joystick or a keypad. The game makes no difference between them so through the rest of this manual we will use the notation up, down, left and right to mean either press the joystick up, down, and right respectively, or to press the keys 2, 8, 4 and 6 respectively. We will also use the term fire to mean "perform action" and that can be performed either by pressing the joystick or pressing the key 5.

In battles you can click 7 on the keypad to cancel the current action at certain times. This is clearly shown when it can be done.

At any time in the game you can click 3 on the gamepad to bring up the roster of your current party. This shows the stats and skills of your party members and is very useful to check the exact amount of health or mana the character has, or how much more experience is needed to reach the next level, for example. Pressing 3 again hides the roster.

Starting the game

Navigate through the menu with up and down to select the item of your choice, and press fire to perform it. In the "Settings"-part of the menu toggle options with left, right or fire and the volumes can be adjusted with left and right.

To start the game select "New game" and then enter the name of your adventurer and select a head for your character. You are now on your way to your adventure in Evergreen. Select "Start game" and after a brief loading period the story behind the game is shown, right or fire to navigate to the next page and left to read a previous page. When you get to the last page, click fire to start the game.

Walking around in the world of Evergreen

When a new game starts you see your character outside your house.



A cursor in the form of an arrow can be moved around using up, down, left and right. Pressing fire calculates and shows the best path for your character to move to that position. If the cursor has a red cross over it, the area cannot be reached, or it has not been explored yet. The black "fog of war" hides the part of the world not yet known to you. When a path is shown press fire again to make your character move there. If the path contains red arrows, that part of the path lies too far away to be reached that turn and the character will stop when it reaches the first red arrow. The turn counter is updated and you can move again.

The status bar at the bottom shows the amount of gold you have and the current turn. Pressing the softkey under "Menu" brings up the game menu.

Fighting

All is not well in the world of Evergreen. As you explore it you will undoubtedly come into contact

with hostile beings either hidden or shown on the map. If that happens the battle screen is shown and you are told to deploy your party, one character at a time. Do that by selecting their starting positions for the battle with up, down, left and right, and click fire to deploy that character.

Note that you can only deploy near the left edge of the battlefield.

When you have deployed the battle starts. A character's initiative determines when he/she/it gets to act on each turn. Each turn a character can do one of a number of different actions.

- He/she/it can move to another position. Note that if a character moves less than its maximum move range it gets to do another action so it is possible to both move and attack in one turn for example. This is with the exception of the action shoot which requires all the character's attention.
- He/she/it can attack if an enemy is in an adjacent square.
- He/she/it can shoot, which means shoot a bow if the character has learned that, or shoot a fireball if the character has learned magic.
- He/she/it can choose to defend which means the character forfeits the rest of the turn
- He/she/it can cast a spell, requiring that the character has learned a spell and has the required amount of mana.

A battle is over when one team has annihilated the other, or the main character has died.

If your party wins a battle you often find gold in the corpses of your defeated enemies and experience is awarded to the party members.

If however the battle is lost the game is over. Remember to save your game once in a while.

Ghost of Good Gameplaying

If the "Tutorial"-option in the "Settings"-menu is turned on, from time to time the Ghost of Good Gameplaying, or Gogg as he likes to be called, shows up with interesting information. Listen closely to him as his advice is often very useful.

Conversations

In cities and here and there out in the world you can find people that want to talk to you. They usually have interesting information for you and/or want to join your party.

Cities

There are a number of cities in the world that you can visit where you can heal your troops, resurrect dead party members, talk to people or hire mercenaries. Note though that mercenaries require a certain amount of gold up front to join your party and then they require a certain salary each turn. If you run out of gold they will leave the party directly. They will also not gain any experience and skills so while they may be good at a start, they never get better. A mercenary's required one-time-fee and salary is shown next to their names as fee/salary.