

READ THIS FIRST, IF YOU HAVE NEVER PLAYED THE GAME BEFORE!

# World of Arch, First Days of Survival F.A.Q.



**Q: How do I pick up an item?**

**A:** First you go on top of the item you wish to pick and perform a left button mouse-click on your character, who is in the center. Alternatively you can press key O (Own an item and in finnish "OTA" = "TAKE")



**Q: And how do I throw an item away?**

**A:** You can throw items **away** or **at somebody** by performing a right button mouse-click on top of the item you're carrying. After the click you must choose where you're going to throw it. Alternatively you can press key H (tHrow an item, in finnish "HEITÄ" = "THROW") If you wish to drop down some amount of gold, perform left mouse button-click on the yellow number on the top-right corner. Alternatively you can press G on the keyboard.



**Q: I was throwing away an item, but the target square doesn't come further. Is this a bug?**

**A:** No, it's not a bug. It means that you can't throw the item further than that.

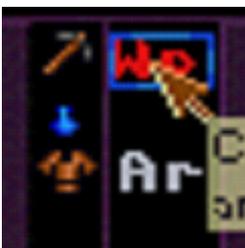


**Q: How do I wear an armour, shield or helmet?**

**A:** Move your pointer on top of the armour, shield or helmet on your carried items and perform a left button mouse-click. Alternatively you can press key "K" and select an item to use by your arrowkeys (Konsume/aKtivate/use an Item. In finnish "KÄYTÄ" = "USE").

**Q: What are the two-letter things on the side of the carried items?**

**A:** The corresponding two-letter abbreviations appear to the right side of the items. "Ar" for Armour, "Sh" for Shield and "Hl" for Helmet. "Wp" is the weapon in use. It can be nearly on any item and that means, that you can hit your enemies with nearly any kind of item. Ranged weapons act differently. Always the best bow is used.



**Q: Does the game choose a best weapon automatically or how do I wield a weapon?**

**A:** The best ranged weapon is used automatically, but the close-combat weapon is not. Also allied units will automatically use the best weapon they have available. To wield or unwield a weapon perform a left button mouse-click on the side of your carried items. The letters "Wp" indicate you're wielding the item. Nearly any item can be wield as a weapon. Alternatively press a key "A" (Arm a weapon, in finnish "ASE" = "WEAPON")

**Q: How do I attack somebody?**

**A:** Simply run at somebody in the **attack mode**. If you run at somebody in the **talk mode**, you try to establish a conversation with that somebody. If he/she/it doesn't speak or is an enemy the conversation won't be long. If you try to chat with a hostile creature, your talk mode changes to attack mode automatically.



**Q: How do I change the mode I'm in?**

**A:** Perform a left mouse button-click on the run over mode box. Alternatively you can press key V (change run oVer mode, in finnish "VAIHDA MOODIA" = "CHANGE MODE")



**Q: It is possible to start a conversation with somebody. How is that done?**

**A:** There are two ways. Either run over somebody when the **talk mode** is on or perform a right mouse button click on somebody who is near to you. Then click on the right side icon or press W. Remeber that this small two-icon-dialog won't open if the creature is not near to you. This means one square distance.



**Q: So it is possible to pick pockets in this game! How do I do that?**

**A:** Yes, you can become a legendary thief. Perform a right mouse button-click on the target near to you or press TAB to open this very same two-icon-dialog. Then press Q or click on the left side icon. Another short-cut to steal items from others is to use arrow keys when the LEFT SHIFT is pressed.

**Q: Does the difficulty change according the thief level?**

**A:** Yes. There are several factors that change the chances. A successful theft from a very dangerous guy will bring your character much more Thief experience.



**Q: I got caught. What should I do now?**

**A:** If the creature from whom you tried to snatch asks items for payment you must make a choice whether you give them or not. If you don't give the items, the creature gets mad at you.

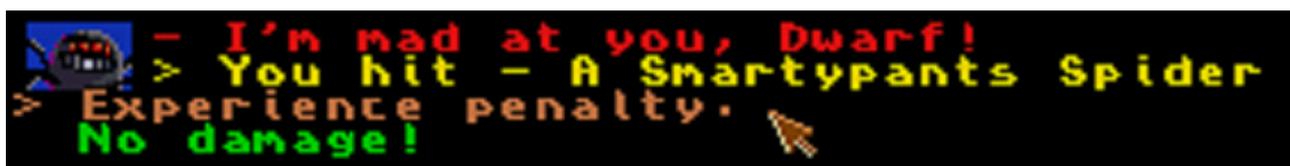


**Q: I tried to snatch, couldn't pay the fine and the creature got mad at me! What now?**

**A:** There are lot of options, but the best one is usually to run away and wait until the creature has calmed down. The creature doesn't want to kill you, but deliver some savage beating.

**Q: Does the mad creatures ever calm down?**

**A:** When some being is mad at you, it means that he/she/it wants to see your hits below 25% of your maximum. It is quite dangerous to let him/her/it do it. You could try to steal again, which might make the creature very mad and then the calming down would take much longer.



**Q: What if I put my ATTACK MODE on and strike back?**

**A:** If somebody is mad at you, in this game, it happens for a morally competent reason. Attacking back will cause EXPERIENCE PENALTY.

**Q: What is this EXPERIENCE PENALTY?**

**A:** It is a penalty for attacking non-hostile creatures or counter-striking creatures who are mad at you. The creatures who are afraid may be attacked without a penalty. If you attack a non-hostile creature out of the blue, you cause yourself an Experience penalty and a change in the targets Alignment. And that is heavy. You kind of mess up somebody's life by doing that.

**Q: How big is this EXPERIENCE PENALTY?**

**A:** Depends on your level. Higher levels your character is, harder the penalties are. You never lose a level though, but it will take a lot of efforts to get back on track.

**Q: I never find good items. Is there any shops I could buy them?**

**A:** It depends on the map you're on. On some campaigns there are no shops at all.



**Q: Does the shops run out of stocks, can I buy them empty?**

**A:** Usually not. On most of the maps, the stocks are unlimited and with fixed prices.

**Q: I don't have any gold. How do I get some?**

**A:** In most of the World of Arch Campaigns there are places for recycling items. This means that you take items, usually melee weapons, there and get a little compensation in gold. Usually Dwarf Smiths do this. They like to melt weapons back to bars.



**Q: I have a short bow and arrows. How do I shoot one?**

**A:** There is your quiver of arrows on the right side of the screen. Just perform a left mouse button-click on top of the desired type of arrow and then choose a target on the field. Alternatively you can press key N, select the chosen arrow by pressing Enter or N again and then choosing the target on the field. (shoot aN arrow, in Finnish "NUOLI" = "ARROW"). Remember, that **you don't wield a bow in order to use it!** The best bow is always used automatically.



**Q: I want to cast a spell. Do I have Magic-points or something?**

**A:** Yes, MANA points are just below your HIT points on the right. Each spell costs one point.

**Q: My character has no Mana-points at all. How to get some?**

**A:** Not all characters know magic in the beginning. You can get Mana points and start casting spells by advancing WIZARD levels or by collecting magic items such as "FINE NECLACE" or "MAGIC WAND". These items will increase your maximum Mana points and give a chance to learn magic.



**Q: How do I choose the spell?**

**A:** Perform a right mouse button-click on the spell-box. This will browse through your known spells. Alternatively press key L (List spells, in Finnish "LOITSULISTA" = "SPELL LIST")

**Q: And how I cast the spell?**

**A:** Perform a left mouse button-click on the spell-box. Depending on the active spell you've casted, you might have to choose a target for it. Alternatively press key T (cast a spell, in Finnish "TEE TAIKA" = "CAST A SPELL")



**Q: How can I learn more spells?**

**A:** Your character learns more spells from the white scrolls called MAGIC SCROLLS. You read the scroll by using it (perform a left mouse button-click on top of it or key K). The scroll has one of the seven spells on it.

**Q: Why there is only seven spells in the whole game?**

**A:** In order to keep things simple. There are a lot of other magic items that cover up all kinds of effects.

**Q: How do I search items?**

**A:** There are two ways to do that. Click on your character when you're on an empty space or press key E (Examine, Finnish "ETSI" = "SEARCH"). If you need to search large areas, try to get the Spell Search Items.



**Q: What is all this information my mouse pointer gives to me? "Lv12 Amazon (Nearly dying!) Common Neutral Weapon and Armour."?**

**A:** It is important information during the game. You can see what creatures will attack you and how hard they are to defeat. Well-armoured foes are naturally harder to win. The statement in brackets shows how well the creature is doing.



**Q: What does that "Common Evil" mean?**

**A:** It is Mentality and Alignment. Mentality tells does the creature travel a lot from a map to map. Alignment is one of the 7 possible alignments. It defines the natural enemies, for example "Chaotic" vs "Lawful" etc.

**Q: Ok, "Lv" means an average of the creature's toughness. Is it possible to win much harder foes then?**

**A:** Infact, it is. With cautious strategy and luck. Usually it's hard.

**Q: Why an Evil aligned creature doesn't attack against other Evil?**

**A:** Alignments should be considered more like gangs or political parties. They support their own representatives and co-operate the similar tendency.

**Q: Why the Map is not always shown?**

**A:** In some maps the Map is shown only if your character possesses a certain Mapping Item. Find or buy that item and the Map view will open!

**Q: Is this an educational game, because some of the commands originate from Finnish language?**

**A:** No, this is not an educational game, but the game does originate from Finland. The first version of the game back in 1994 was entirely in Finnish.



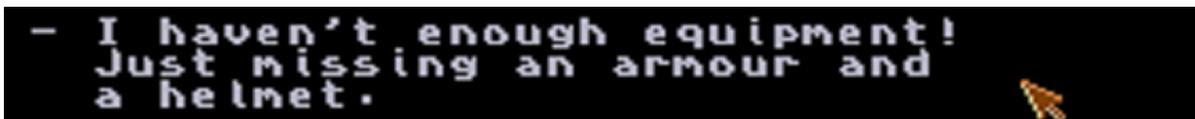
**Q: What possibilities does the conversation give? And how do I start it?**

**A:** You can establish a conversation by running at somebody when the **talk mode** is on, or right mouse click on the target and click balloon icon. The conversation scripts are variable, but there is a default script that is covered in this F.A.Q. You can ask the person to join your party, ask more detailed information, ask to swap places or ask spare items. The reactions depends on the Alignments of both sides.



**Q: I want to host a party. How do I get one?**

**A:** You can recruit NPC's by asking them to join your Party. Usually the guys with same or similar Alignment will join you if they are properly equipped. This means an armour, a helmet and a weapon of some sort.



**Q: How do I give commands to my party members?**

**A:** If you wish to command **all joined characters in the view**, you can directly command all on by using the 8-icons on the right side of the screen. Pick Pocket-command is issued individually.



**Q: Is there any list of all of my party members?**

**A:** Yes. Press F2 or perform a mouse button-click on the UNITS button. From this little view you can monitor your Party Member's condition. In some cases it is possible to ask and give items between you and the members through this view.



**Q: How do I issue an Attack command to a single party member?**

**A:** The light green square appears on top of the character if you can issue commands to him/her/it. Once you've performed left mouse button-click, you can give a target for attacking. Same method is used to issue a **Move** command to a NPC. On the example image, player has brainwashed a Mutant Bee to be his servant. Although the Bee is likely to loose, it is ordered to attack Lv21 Golem nearby.



**Q: What other commands I can give and how do I issue them?**

**A:** Press TAB or perform a right mouse button-click on top of the joined character. This opens a 6-icon dialog. From that you can choose what this very creature should do. You can order **Follow**, **Run away**, **Stay** and **Attack**. In addition there are three different modes which are **Pick Items/Don't Pick Items**, **Throw weapons at Enemies/Don't throw weapons at Enemies** and **Pick Pockets/Don't Pick Pockets**. You can also ask an ally to bring you an item.

**Q: The Allied characters block my way! What do I do?**

**A:** And you probably open up the conversation options over and over again. Press key "V" or change the mode from **talk mode** to **attack mode**. In the **attack mode** the allied characters swap places with you instead of chatting.

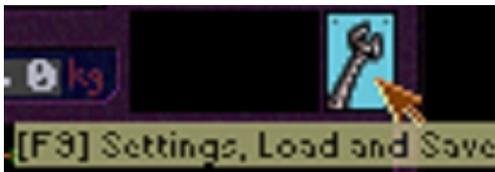
**Q: How do I give an items to my allies?**

**A:** It is similar to throwing an item. Use the tHrow-command by pressing a key "H" or select the item from the list with a right mouse-button. You can't give an item directly if the ally is not in an adjacent square. Do not throw at them, because that is considered as an Attack.



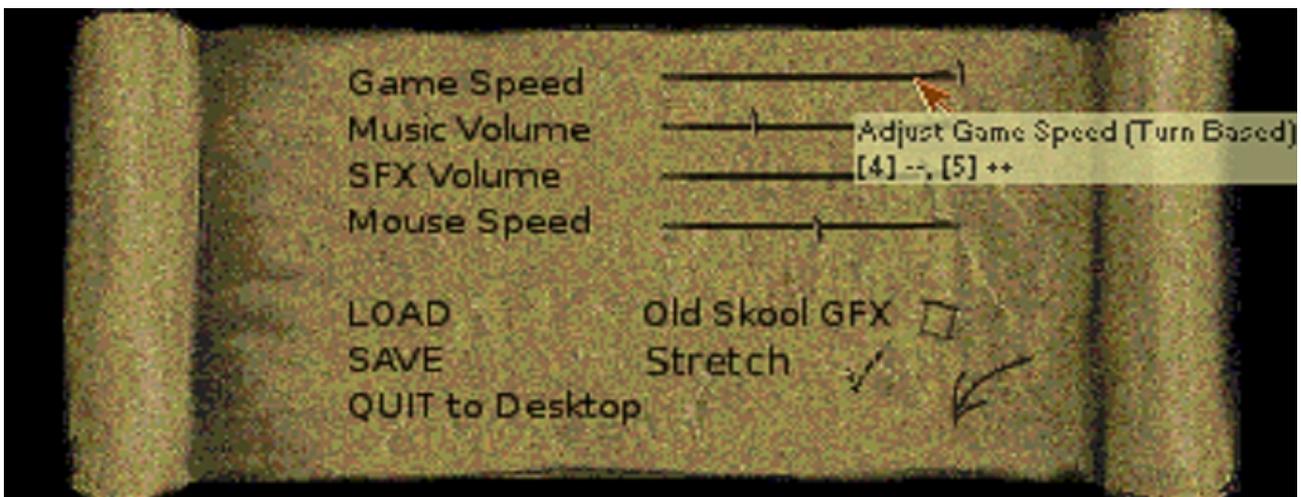
**Q: What do I profit from hosting a Party?**

**A:** The players character gets Custom Experience Points from every kill that the Party performs. This is a special type of Experience Points which grants you free level-ups every time the Grail is fulfilled. Other advantage of a Party is that you can transport a lot more items that one character alone.



**Q: How to Load or Save a game?**

**A:** Click on the Monkey Wrench or press key "F9" to open Settings screen. You can close the screen by pressing "F9" again or clicking on the turn-arrow.



**Q: The game runs very fast or very slow and I don't have enough time to react!**

**A:** You have probably set the Game Speed to Real-time setting. Open up the Settings Screen and adjust the Game Speed by mouse or by pressing keys "4" and "5".



**Q: What is this Old Skool GFX, a demo scene effect?**

**A:** No. It changes the way how the graphics are drawn. In the old game there was no transparent graphics, only map blocks. You can change this setting by the Old Skool GFX setting.