



Pdf-manual for World of Arch 2.4 released in April 2012.
For more details visit www.archmonsters.com

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Keyboard Commands

A - Arm a weapon. Any possessed item can be wield as weapon. It's more effective to slash an orc with a 2-Handed Sword than with Cheese. If no item is set as a weapon, then all Attacking is done by fists or by biting.

O - Own an item. This picks up An item under your character. The amount of items to be carried has some differences between the races. Note that the moving speed is reduced when the Load increases. There's sometimes a need to leave items behind in order to get away.

H - Hurl or drop an item. You are expected to select the item and then choosing a target within the range. Melee Weapons work out fine as a throwing weapons. Throwing range is 4 blocks. Target-cursor is moved by the Arrow Keys.

V - change the run-oVer mode. Attacking in the game is done by running at the enemy. Also discussing with the other creatures is done in the same way. V-function will activate one or another.

K - Konsume or aKtivate an item. All shields & armours are worn or taken of if this command is used on them. Also every other object can be used. So if you want to eat, quaff a potion or for example read a magic scroll, then this possibility is useful. Note that many items are used automatically, keys for example.

G - Drop Gold. In the version 2.4 and further your character may drop down an amount of gold. Gathering gold to somewhere safe may be useful if a character loses his gold in defeat.

L - List and browse the spell list. If your character doesn't know any Spells nothing will happen. In other case, the active spell is changed to the next one on the list.

X - eXplain. This function lets you to choose a square on the play field and give details about it. This feature became quite obsolete because of the mouse-info.

T - cast a spell. If Character has enough Mana and if he/she knows a spell. There is a full chapter about Spells.

N - shoot aN arrow. Performs an attack with Ranged Weapon. The arrow is thrown if any of the bows is not with the character. Shooting will happen with the best bow equipped and by the selected Arrow.

E - Examine places for hidden objects. Any adventurer may need this.

F9 - Settings screen. This will launch the settings and load & save screen. You can modify Game Speed and loudness of Music or Sound effects.

Left Ctrl + D - Drop All. Sometimes when you're bringing Items to your party it is faster to just drop them all for them. Your equipped items won't drop!

TAB - Select a Party Member. Try this also with Left Shift key. By pressing Tab you can see an command your Party Members.

INS - The list of keyboard commands will be shown in a shorter form.

SPACE - Wait. This does nothing else but lets the time pass. The option is disabled, if the Game Speed is something else than Turn Based.

Arrow keys - Movement. Four directions.

Left Shift + Arrow keys - Directional Stealing. Four directions to steal from.

Left Shift + Q / W / E / R / A / S / D / F - Command All. These are keyboard shortcuts to useful party commands. See Player's Party section for more details.

Numpad keys 1,2,3,5 - Co-player's movement. A joystick is an alternative.

Numpad 0 or Enter - Co-player's trigger. This equals to joystick fire button. Pick up items or shoot them. If Co-player can cast a Fireball, it will be triggered with this. Co-player uses automatically the best Armours and Weapons.








Numpad key - (Minus) - Drop All Co-player's items. This is a special command for the co-player. All of his items will be dropped, so that he can recollect the needed.

Characters

The maximum of available Characters depends of the story and the Starting Map. This is a traditional way to play. In some Campaigns your character is selected totally in random. Basically **Every Creature is playable**. This may result to a dazzling gaming session as a harmless rat or pig or alternatively as a violent bloodlust violet Monster.

The Characters listed here have usually Common Mentality.

Hit Points are usually the average of the highest and lowest value. There is some other statistics and values for each race, but here are the most essential ones. Here is a list of conventional **World of Arch** good guys.

	Table of Characters	Hits	Damage	Mana	Alignment
	Adventurer	6-18	1-2	0	Lawful
	Wizard	4-12	1	4	Neutral/Lawful
	Elf	6-18	1-2	2	Lawful
	Fighter	8-24	1-3	0	Lawful
	Adventuress	6-18	1-2	1	Lawful
	City Guard	6-18	1-3	0	Neutral/Lawpraiser
	Dwarf	6-18	1-2	0	Lawful

Party Commands

You can issue various Commands for a Single Member or All Members in the Party. A member must be within the range, unless a special Distant Feeling Item is used. The possible commands are listed here.

- Move At..
- Attack At..
- Bring Me An Item..

-  **Follow Me.** The Party Creature tries to follow the player as well as it is able. If he/she doesn't see the Player Character then there is a big chance of getting lost. Some Creatures are able to use path-finding algorithms and some are able to use Super-Sense in order to find their way from the distance.

-  **Wait.** If this command is issued, the Party Creature stays there until his/hers Hits run too low. It makes sense to stop all creatures if you wish to reform your group for upcoming battle or so.

-  **Seek and Destroy.** With this command the Party Creatures start wandering around the map and they attack their enemies when ever encountered.

-  **Run Away.** You can issue the Party Creatures to flee all hostile creatures by giving this command.

-  **Pick Pockets ON/OFF** Toggles the Pick Pocket command ON/OFF. You can read more about Stealing.

-  **Pick Items ON/OFF** Some Party Creatures may gather too many items and strain their movement rate. Use this to prevent The Item Gathering Mania.

-  **Throw Weapons At Enemies ON/OFF** All creatures who gather items in World of Arch may use Melee Weapons as Ranged Weapons by throwing them at the target. You can forbid your Party from doing that, because sometimes it is dangerous to give useful weapons to enemies.

Alignment

It is important to know what precautions some Monsters and Creatures have about some other. There is seven different ways to see the world as listed below. There is no definitive rules such as "*every Skeleton Warrior is Evil*". Alignment can be changed via a Power Item.

- **Animal**

Animals have survived through the times due to their fast reaction, will to flee instead of fight and sharp senses. Animals fight back only when their life is in danger and there is no possibility to run. Any other Alignments should indeed be avoided.

- **Lawful**

Usually the adventurers try to stick together because they know that good and sustaining group dynamics will pay off in the short and long run. Even some other creatures than human-kind had found this out. Lawful creatures try to help others as much as they can, but they do not try to convert you to Lawful. Lawful creatures fight against Killers, Evil ones and Chaotic forces.

- **Neutral**

When some creatures wish to be just observers in the world with no long term opinions, they end up being rather Neutral. This is rather Buddhistic way, if I may say. Neutral characters often think that they don't have enemies. It is just their nature that may piss somebody off. Not everybody understands "The Beauty of Neutral Thinking". These are alignments are Evil and Lawpraiser. Killers do attack Neutral beings only because of their killing nature.

- **Chaotic**

There is a slight difference between the Chaotic forces and Evil Forces. They do accept each others, but mainly because of their inexplicable symbiosis. Chaos thinking ends up to a powerstruggle among the "friends". Chaotic beings adore maximum power above all. They form groups, but they skip helping others. Chaos attacks against Animal, Lawful, Lawpraiser and Killer alignments. The Neutral creatures are not interesting for them.

- **Evil**

Evil races are usually among The Undead kind. If you wish to know about the background of their "romantic evilism", H.P. Lovencraft has some good books for displaying the picture. These stories are often about inexplicable evil, which just endures and roams from town to town. Nobody knows the reason why somebody is Evil. It just happens. Evil creatures are not interested in powerstruggle, they probably just love the concept of malice. Evil ones have a lot of enemies: Lawfuls, Neutrals, Lawpraisers and Killers. They attack all other groups except other Evil ones and those who have chosen The Chaos Forces.

- **Killer**

For an Alignment, the Killer philosophy is simple. Kill all others except Killers. This is a terrible thought, but it still seems to be a common way to deal with the world. Usually a low intelligence beast or Monster has often become a Killer. The reason why they hunt over their needs is unknown. They simply can't tolerate any other beings.

Some of the representatives of the Killer-alignment can subside even further into hate. This is a killer subclass called **Racist Killer** who doesn't trust even on normal Killers. The noble idea of world domination of one race is at it's peak. Not even the other killer aligned freaks can't be trusted. If you have become a Racist Killer, your tendency is very clear.

- **Lawpraiser**

Probably some traumatic experiences in the past have brought up the group of Lawpraisers. They accept Lawful characters, but they prefer more organised and more secure world. This means that if somebody claims for Neutral thinking, he should be banished. Evil and Chaotic philosophy is totally out of the question and the Killers should be killed before they kill another living being.

Experience Points

Experience Points are probably one of the most typical thing to distinguish a RPG. In **World of Arch** there is four different types Experience Levels. The Special Custom Experience Points are gained from completed Missions and well hosted Party.

- Fighter Experience
- Ninja Experience
- Wizard Experience
- Thief Experience

Custom Experience Points



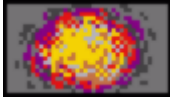
Grail of Custom Experience is a Special type of experience, which has not yet been distributed to any of your Character's Experience points. Once enough of Custom Experience is gained it will grant a free advance to **ANY** of the four Experience Levels. It's good to know that you earn 10% of Custom Experience each time when any of your Party Members gains any experience. After every custom Experience Level advance the limit gets higher and bigger deeds are again required.

Please, keep in mind that Custom Experience level gain will work upto level 7.

Spells

World of Arch has typed it's Mana Magic to seven forms of spells. These spells could have variation in power and effect. Some of the spells can be aimed freely at any surrounding target. A beginner spell caster has a chance to fail the spell. Only Learned Spells can be casted. Other reason why a spell doesn't work is the lack of Mana Points.

- **Fireball**



A Fireball is a commonly appearing non-physical yet solid fire-sphere. It delivers damage on where it hits, but rarely starts any forest or chimney fires. A Fireball causes a little explosion when it hits it's target and powerful fireballs may destroy Walls and Items.

- **Telekinesia**



This spell enables you to move an Item within you viewing range to any other location nearby. Monsters don't use this spell, so it is your speciality. There must be a linear access to the item, but you can cast it on an item over Water, Lava etc.

- **Build Obstacle**



The spell creates a Wooden Fence to the spot where it hits. You can use it in order to slow down the walking creatures on that area. You gain some Wizard Experience by casting this spell.

- **Summoning**



The Summoning spell used to cover animals only, but now the spell can call upon nearly any kind of creatures. The Summoning spell is a bit risky business for the low levels magic-users. Usually the creature is quite harmless, but it can be an aggressive Blimey Spider or Hellhound. The summoned animals have higher probability to be under your control on high Wizard Levels. This affects also how mighty your familiars will be. According to the Campaign design, the spell may call variable creatures according to the caster's Alignment. By default the Summoning Spell calls animals.

- **Detect Items**



This spell is incredibly useful for the search of Hidden Items. After casting this, all hidden items at the area will become visible. Unfortunately also for your enemies!

- **Drive Crazy**



This spell alters the target's mentality so that it might attack any creature nearby. In the World of Arch Classic this spell had permanent effect. In 2.4 you can't change target's Alignment so easily, but make them Angry in the lower Levels. In the higher Wizard Levels the effects are more permanent.

- **Rapid Move**



The moving speed can be easily increased by casting this spell. It can be casted on any creature nearby and for several times if necessary. It doesn't speed up a Walking creature on a ferry/boat. Many magic user Monsters know this spell. Too many Rapid Move boosts will overheat the creature and the effect disappears.