



Player's Manual

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Technical Information

Minimum System Requirements	
Operating System	Windows 95/98/2000/XP
Memory	256 MB RAM
Hard Drive	80 MB
DirectX	8.0 or higher

FAQ & Support Information

Website: <http://www.exodus-studio.com>

Contact us: support@exodus-studio.com

Credits

Producer: Rebecca Long

Manual design & cover: Rebecca Long

Engine: RPG Maker 2003

Graphics: Andrew Lee, REFMAP (First Seed Material), Sammygamer

Music: Flashkit.com, Nelson Whitaker

Testers: Shoji Ramuro, Mads Lundbak Severinsen, Ross Benjamin LeLand

Features

- Classic, console-style role-playing game for the PC
- In-depth storyline with nostalgic gameplay
- Various puzzles and side-quests which provide hours of entertainment
- Raise a dragon
- Over 200 different areas to explore

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Story of Myth Xaran

The world of Exodus is a place of mystery and intrigue. Similarly, the will of the gods hold no limits beyond a mortal's understanding. Within a darkened sect of the world filled with malice, a new light shines over a small kingdom led by Emperor Lazaimus, ruler and servant to the dark god Tydus. As the curtain of shadows which continuously shroud the kingdom is briefly parted by this Divine presence, the spirit takes form and travels these desolate lands in search of one hope for restoration of a broken past -- the beginnings of a legacy and many more to come...



Characters

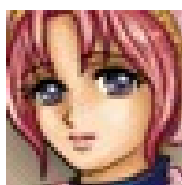


Kili

Kili has been granted one of the highest honors among the Fiends of Emperor Lazaimus's kingdom as an officer for his royal army. Highly loyal and strong under the guise of his emperor and god, Kili regularly seeks out those who have betrayed and fallen from the ways of Tydus and brings them to justice.

Kili is a Rakshasa, which are creatures of the Under Realm that are known for their strength, loyalty and prowess.

Element: Wind



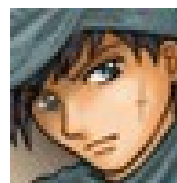
Nadiya Lu'Doman

Nadiya is an only child who lives with her parents on a small farm in the Gauromaund kingdom. The Lu'Doman family has been working hard through the famine in hopes of yielding an ample amount crops for the season.

Nadiya is a young girl with determination and dreams like any

other child. She enjoys listening to stories of her father's adventures, who was a woodsman in his younger years.

Element: Frost

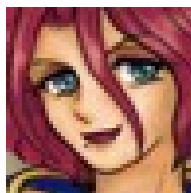


Kenneth

Little is known of Kenneth's parents, as they were both killed during a bandit raid of a small village when he was very young. Since then, Kenneth has been living on his own, learning to survive the best way he can, despite the consequences it might bring. He strives to be rich and live the easy life one day.

Kenneth is mischievous, but street smart having experienced the way the world works at an early age. His quick wits tend to get him out of most situations, though he doesn't care if his problems end up falling on others' shoulders.

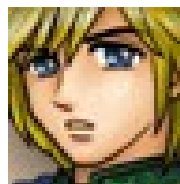
Element: Thunder

**Sofia Glace**

Sofia grew up in the mountain town of Firth where she developed an affinity for magic at a young age. She was no sooner accepted into the Magic School in Gauromaund where she continued her studies in the Arcane arts.

Sofia is a determined woman who strives to be a powerful arcanist someday, and thus she is continuously looking for new ways to improve her abilities.

Element: Flame

**Adonis Stormblade**

Adonis is a man with a troubled past. Having been orphaned at a young age, he spent much of his childhood at a Celestran orphanage where he learned of the Goddess's ways. When he had become of age, he devoted his life to the Goddess and trained to become a paladin for her clergy. He has since traveled throughout Exodus helping others and fighting for justice.

Adonis is strong-willed with a kind heart and is intolerable to those who prey on the weak. Most of his time is generally spent in the Auroriums of Celestra, where he aids the priests in providing healing services of sorts.

Element: Divine

Controls

Directional Arrow Keys ↑ ↓ ← →	Move character/Move cursor (in Menu Screen)
ESC	Open/close Menu Screen/Cancel selection
Enter Key/Spacebar	Confirm selection/talk/search
F4	Toggle fullscreen/windowed mode
F12	End game without saving ** USE AT YOUR OWN RISK! **



Game Setup

On the Title Screen, you will be given three options: NEW GAME, LOAD and QUIT. Select an option using the Directional Arrow Keys and confirm your selection using the Enter Key.

NEW GAME - Begins a new game

LOAD GAME - Loads a previously saved game (this option will be unavailable if there are no saved games available)

QUIT - Exit the program



Starting a new game

Select NEW GAME to start the game.

Starting a saved game

When a saved game is available, you can choose to restart it. Select the saved game you want to play and press the Enter key.

Note: You have 15 available save slots.

Ending the game

Before ending a game, it is always good to save your current game to preserve your progress. The Save Game screen will be made accessible to you in one of four ways:

- **World Map** - You can access the save menu anytime you are on the World Map screen.
- **Statue of Celestra** - Talk to the statue and you will be given the option to save the game. Choosing YES will enter the Save Game screen.
- **Inns** - After resting at an inn, you will be given the option to save the game. Choosing YES will enter the Save Game screen.
- **Journals** - Sometimes you are given the opportunity to record your progress in journals. Press ENTER when you are in front of a journal and you will be given the option to save the game. Choosing YES will enter the Save Game screen.

Exploration

As you travel to different places, you will discover unusual things along the way. You might even acquire a companion or two. Use your curiosity and be sure to talk to everyone you meet. Information is one of your most important tools.

Towns

Towns are inhabited areas. Many of them contain inns, shops and auroriums.

- **INNS** - When you rest at an inn, your characters' HP (hit points) and AP (ability points) recover fully. Unhealthy conditions such as unconsciousness and poison are cured, as well. There is usually a fee to stay at an inn. Try searching for other places as well where you can recover HP and AP.
- **SHOPS** - Various shops consist of:
 - **Weapon shop** - various types of weapons are sold here. Be sure to equip any new weapon you acquire. Select from BUY, SELL, and EXIT.
 - **Armor shop** - You can find different types of armor and clothing to outfit your characters. Be sure to equip any new armor or clothing you acquire. Select from BUY, SELL, and EXIT.
 - **Accessory shop** - Accessories such as gauntlets, helmets and shields are sold here. Be sure to equip any new accessory you acquire. Select from BUY, SELL, and EXIT.
 - **Item Shop** - Useful items for your adventure are sold in an item shop. Select from BUY, SELL, and EXIT.
- **AURORIUMS** - Auroriums are holy shrines devoted to a particular god or goddess. They are also important places where you can save your game data and make donations. Select from SAVE, DONATION, and QUIT. By selecting SAVE, you will access the Save Game screen where you can save your game. By selecting DONATION, you can make a monetary tithe to the aurorium. Input the amount you wish to tithe using the directional arrow keys and press ENTER.

Dungeons

Dungeons are areas to travel which are filled with dangers, but hold many treasures and secrets.

The Menu Screen

Press ESC to view the menu screen. (**Note:** There are some areas in the game in which the menu screen is disabled.)



Menu Commands

- **Item** - Selecting this option will display the item screen. The description of an item will be shown in the top window and the list of items will be shown in the bottom window. Scroll through the list of available items using the Directional Arrow Keys then confirm a selection by pressing ENTER. Some items can affect one party member or the entire party at once.
- **Equip** - You can equip your character with a weapon, armor, accessory, etc. Weapons, armor accessories and some items must be equipped in order to be effective. Some characters can only equip certain types of items. When you highlight an item, your character's stats before and after equipping the item are displayed.
- **Ability** - Display the special abilities of the characters in your party. To use a special ability, highlight it and press ENTER. Using a special ability consumes a certain amount of AP (ability points).
- **Status** - Highlight a character and press ENTER to see the character's status and condition including the following:

- Name - The character's name.

- Class - The character's class.

- Title - The character's title.

- Condition - If the character has an abnormal status, then it will be displayed here. Otherwise, it will be left blank.

- LV (level) - When experience points reach a certain amount, the level increases.

		Frnt	HP	177/	185
Name		Adonis	AP	42/	101
Class		Paladin	XP	5415/	5448
Title		Chancellor	Atk.	82	
Condition			Def.	89	
Level		24	Will.	41	
		26557C	Agil.	29	
			Weapon	Spiked Mace	
			Accessory	Spiked Gauntlet	
			Body	Mythril Armor	
			Head	Circulet	
			Item	Belt of Kings	

- HP (hit points) - Current and max hit points. When HP drops to zero, the character is unconscious and cannot fight.

- AP (ability points) - Current and max ability points. When AP drops to zero, the character is unable to use their special abilities.

- Equipment - Displays all of the currently-equipped items of the character.

- Money held - Displays the party's combined money held.

- EXP (experience points) - When an enemy is defeated, your characters gain a certain amount of experience points. The first number is the character's current EXP, the second one is the EXP needed to attain the next level.

- ATK (attack) - Attack power
- DEF (defense) - Defense ability
- WILL (willpower) - Willpower affects the success rate and effectiveness of abilities and magic.
- AGIL (agility) - Rapidity of combat attacks

- **Default/Active** - Switch between combat modes. Switching to ACTIVE will make battles more difficult. DEFAULT is the normal settings for the game. Press ENTER to switch between modes.
- **Party** - Arrange your party members.
- **Save** - Save your game. This option is only made available in certain areas such as the World Map screen. (see page 8)
- **Quit Game** - Exit the game completely. You will return to the title screen afterwards.

Combat

You enter the Combat Screen when your characters encounter random enemies. If you win, you gain experience points (EXP) and Coins. If you lose, the game is over and you return to the last place you saved the game. As you gain more EXP through battles, you will eventually gain levels, which will unlock new strengths and abilities for your characters.

Combat Commands

- **Attack** - Attack with the equipped weapon
- **Ability** - Use a special ability
- **Item** - Use an item
- **Defend** - The damage from enemy attacks are reduced.
- **Charge** - All party members will concentrate on combat. Pressing ESC at any time will end Charge mode.
- **Escape** - Attempt to escape from combat. If the escape fails, enemies can attack you.

Abnormal Status

During battle, your character may fall victim to an abnormal status. Listed below are some abnormal statuses and some items which can cure them. Try to discover other ways to cure abnormal statuses when certain items may not be available.

Name	Effect	Cure
Blind	Hit rate % lowered	Cure ability
Confuse	Chance of hitting allies	Panacea
Paralyze	Unable to move until combat ends	Elixir
Poison	Loss of HP over time (lasts after battles, as well)	Antidote
Regen	Restores 1 HP per turn	None
Silence	Unable to use abilities	Aid ability
Sleep	Cannot move for 3 turns	Panacea
Unconscious	Unable to fight	Diamond Dust

Note: You will have a 25% chance of returning to normal status if you are attacked while asleep or confused.

Special Abilities

New special abilities are gained when characters reach certain levels or when certain conditions are met in the game's storyline.

- **Magic** - Magic consists of offensive, assisting and healing types. Each character (except Kenneth) can perform a certain type of magical ability to some extent.
 - **Offensive** - this form of magic is strong and aggressive against foes. Offensive magic consists of fireballs, lightning, cyclones, etc. Sofia is highly adept at using this type of magic.
 - **Assisting** - this form of magic consists of spells that grants bonuses to the party's status (such as raising defense, strength, etc). It can also be used against foes in order to give the party a greater advantage in battle.
 - **Healing** - Clerics and those of Divine nature are adept at all types of healing abilities. Adonis is highly adept at the healing arts.
- **Lock-picking** - With a set of thieves' tools, Kenneth can pick any type of lock with ease. He can receive them from the guildmaster after certain conditions are met.



Adventure Tips

- When entering a new town, talk to people to get information. They may give you clues on what you should do next.
- Search everywhere and everything. You never know what you'll find.
- Save your game often.
- Always check your characters' status. They may have received an unexpected special ability.
- Whenever you find a new piece of equipment, be sure to equip it immediately. It may help drastically in upcoming battles.
- Some items that are found are rarer than others. Use them wisely.
- People who have a “ ! ” over their heads means that they have a special task for you to complete. These tasks are optional; however they can be very rewarding upon completion.
- If you are having trouble with certain battles or dungeons, try returning to previous places to gain new levels and abilities to better help you for the more difficult battles.
- Consumable magic items can be just as powerful as a character's magical ability. Try keeping a few on hand when using abilities are unavailable. These types of items can be found or bought in shops.