TORCHLIGHT User Guide
V 1.0

Ember! Merchants prize it for trade. Enchanters distill it for raw magical energy. But a shadowy few crave it for the lure of unsurpassed power and potential immortality. For years the town of Torchlight thrived on these rich deposits of crystallized magic, at least until something else was unearthed in Orden Mines. Now miners fear that recently recovered relics and unusual monsters indicate something or someone tunneled beneath the bedrock long before Torchlight existed. Is it true? Is ember a commodity? Or a curse?

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Important Stuff to Know Before Reading Further

The world of TORCHLIGHT is rich in details and intricate features, but it's also an easy and intuitive game to understand. This guide uses certain game terms to describe how to play the game. Most game commands require input through your computer mouse. When this guide mentions "left-click" it refers to quickly pressing the button in the upper left corner of your mouse. The term "right-click" means to press the button in the upper right corner of your mouse.

You can also enter most mouse click commands by pressing certain keys on your keyboard. These keys or function buttons are called "hotkeys."

The first section of this guide features a tutorial that outlines basic commands and features. After reading the first ten pages, players new to role-playing games know enough to explore the town and survive the early mine levels. The second section of this guide outlines game features and mechanics for experienced players. Here you'll find shortcut keys and helpful tips for progressing further in the game. To avoid spoiling your fun, we explain functions and applications without giving away all the items, monsters and surprises waiting for you beneath Torchlight.

Getting Started

System Requirements

CPU
TORCHLIGHT requires an x86-compatible PC with an 800 MHz processor or better. Your computer must have at least 512 MB of system RAM.

Operating System
You must be running Windows 2000 or later to play TORCHLIGHT.

Controls
A keyboard and mouse are required for playing TORCHLIGHT.

Video
TORCHLIGHT requires a video card that is compatible with DirectX. Your video card must have 64MB of addressable memory. Popular examples of compatible video cards include the ATI Radeon 7200, Intel GMA 950, and the NVIDIA GeForce 2.

Sound
TORCHLIGHT works with any DirectX 10 compatible sound card.

Installing TORCHLIGHT
After you download TORCHLIGHT you will be prompted to install the game on your hard drive. Click the left button on your mouse to "Install TORCHLIGHT" and begin the installation process. You can set off on your adventure after installation by left-clicking your mouse on the TORCHLIGHT shortcut icon or left-clicking your mouse on the All Programs menu in Windows and then the TORCHLIGHT file. Once you open your TORCHLIGHT file, left-click your mouse on the "Play TORCHLIGHT" menu option to start your adventure.

Installing DirectX
TORCHLIGHT automatically detects your DirectX version and notifies you if you need to upgrade. DirectX installation can be found on Microsoft's website at:

http://www.microsoft.com/windows/directx/default.aspx

Settings

TORCHLIGHT features a settings option that allows you to optimize your game experience with visual performance enhancements and adjustable sound options. You can access this menu by left-clicking the red Settings box at the TORCHLIGHT main menu or by pressing ESC or left-clicking on the Options icon during game play. Here is a summary of customizable options:

Full screen

Left-click on this box to toggle between TORCHLIGHT's full screen perspective and a smaller window display on your computer monitor.

Antialiasing

Antialiasing is a software enhancement that reduces and smoothes out the jagged, stair-like lines you see in other computer games. If your computer is older or slows during your adventure, consider unchecking the Antialiasing box to improve performance.

Render Behind Walls

Occasionally your character may walk behind a wall or building outside your view. The Render Behind Walls option allows you to see an inverted silhouette of your hero or heroine behind obstructions. It's a good idea to keep the Render Behind Walls box checked before going into tough combat areas, especially when you're knocked back into corners or tight spots by challenging foes.

Resolution

The Resolution pull-down menu allows you to customize the pixel dimensions in TORCHLIGHT to match your computer's performance. It's a good idea to choose a resolution that matches the capabilities of your monitor display and graphics processing. The highest resolution setting (1920 x 1200) works best for new computers paired with large monitors.

Shadows

Shadows in TORCHLIGHT add to the ambiance of the village and underground settings, but these amazing visual effects can challenge and slow the display rate on older computers. If you're experiencing slow or choppy game play, try adjusting the Shadows setting from High to Low or Lighting only. Computer users with high-end machines can enjoy the subtle detailing in TORCHLIGHT by changing their Shadows setting to Very High.

Music Volume

This sliding scale allows you to adjust the musical soundtrack in the game. You can turn off the music by left-clicking the Mute box on the right side of the Music Volume slider.

Particle Detail

If you're encountering computer performance issues, try adjusting the graphic display and rendering of particles at the Particle Detail option. There are three settings: High, Medium and Low. High is the default Particle Detail setting in this game.

Sound Volume

This sliding scale allows you to adjust the sound effects volume in the game. You can eliminate all battle and pet noise by left-clicking the Mute box on the right side of the Sound Volume slider.

Show Tips

After you understand the concepts and key commands in TORCHLIGHT, you can uncheck the Show Tips box and skip past the hints and advice offered by the game.

Show Event Info

If you would like to disable the floating damage text that appears during play, you can uncheck the Show Event Info box.

<u>Show Blood</u>

You can enable or disable the blood effects shown on a critical hit by left-clicking on the Show Blood box.

<u>Netbook Mode</u>

Left-click on the Netbook Mode box if you are playing TORCHLIGHT on a Netbook to optimize the performance for game play. Netbook Mode makes specific graphics and resolution adjustments to simplify the Netbook performance configurations for you.

When you are done making adjustments at the Settings menu, be sure to left-click on the red Apply box to add your customized configuration to your game. Note: Any settings adjustments that you make apply to all of your characters.

Part I: The Tutorial

Begin the Adventure

To begin a new game, left-click your mouse on the red "New Character" box on the left side of the TORCHLIGHT title screen. If you're experiencing graphic display issues, left-click your mouse on the "Settings" option to reconfigure your game. Depending on your computer's performance and installed components, these configurations can help improve your game play experience. You can also enhance or mute the game's audio sound effects, change the music volume and alter the screen resolution. If you're new to TORCHLIGHT, keep the boxes next to "Show Tips" and "Show Events" checked to learn more about the game as you play. Don't forget to left-click your mouse on the "Apply" command when you finish customizing your settings.

Choose your Character

<u>Select a Hero Class</u>

Choose "New Character" and you'll open a screen with three images. The Destroyer is highlighted when you enter this menu, but you can left-click on each of the three hero faces on the left side of the screen and review character appearances and profiles. There are three character classes in TORCHLIGHT:

Destroyer

An expert in hand-to-hand combat, the Destroyer channels the powers from his ancestors to smite his foes. Strength is the key attribute for the Destroyer class.

Vanquisher

Proficient with ranged weapons, the Vanquisher relies on unwavering accuracy with bows, guns and crossbows. She often deploys traps to slow or snare attacking foes so she can defeat them from a distance while avoiding damage. Dexterity is the key attribute for the Vanquisher class.

Alchemist

While the other hero classes in the game rely on minor magic, the Alchemist is a specialist in monster summoning and powerful offensive spells. Magic is the key attribute for the Alchemist class.

Enter a Name

After deciding your hero class, enter your character's name.

Select a Pet

Now it's time to select a pet. You can pick a dog, cat or an imaginary pet. There are no strategic advantages to having one animal or the other. Granted, some gamers prefer listening to certain sound effects (barking or yowling) throughout their adventure—and the invisible imaginary pet is ideal for anyone who wants to explore alone but still needs help carrying and selling excess loot during extended dungeon adventures. After choosing a pet type, enter your pet's name or choose the default name option. Once your pet has a name, click the "OK" command to move on to the next menu.

Select a Challenge That Matches Your Gaming Ability

Once you determine your hero class and pet, you'll be able to select a difficulty level. The "Normal" setting is the best choice for experienced gamers, but if you're completely new to role-playing adventures you may want to try a game session at the "Easy" difficulty level. After you experience playing with one hero class, you can start another character and try the challenging "Hard" and "Very Hard" settings.

Are You Hardcore?

You can toggle the Hardcore option with any difficulty level, but this special option is only ideal for adventurers who are willing to risk losing their Hardcore character forever! If you're okay with the possibility of losing your hard-earned levels, skills and artifacts, the Hardcore option adds extra excitement, but you lose your Hardcore character forever if he or she is defeated. It's fun to try out Hardcore with an alternate character—but create a hero character in non-Hardcore mode if you want to scout out the dangers in advance.

Change Your Mind?

If you have any last-minute changes, left-click your mouse button on the "Back" command at the difficulty level selection menu. Otherwise you're ready to begin your adventure.

Explore Torchlight Village

After you select your difficulty level the game automatically begins with an explanation about your arrival at the town of Torchlight and news of trouble related to the mining of mysterious ember. Left-click the "Continue" command and you'll begin on the eastern edge of the village. As you make your way west, talk to the inhabitants throughout the town.

Helpful Game Tips

When you start a new character in TORCHLIGHT you'll see a helpful game tip at the beginning of every game session. These tips appear whenever you enter the village or return to the mines. If you're familiar with the game, you can permanently remove these hints by left-clicking your mouse button on the checked "Show Tips" box, but consider keeping the tips activated until you're pretty sure that you've seen everything. Left-click on the "Okay" box and you'll see your character (and pet... unless your pet is imaginary) in the center of your game screen.

How do I move?

Getting around in TORCHLIGHT is as easy as pointing in the direction that you want to go, and clicking in that direction until you reach your destination. To walk, roll the gauntlet cursor to the spot that you want to see and then left-click your mouse button (no, you can't go inside the village buildings).

An Quick Overview of the Interface Buttons and Item/Spell Slots

Look along the bottom of the screen and you'll see an assortment of command options. The big split circle in the center of these icons is your health/mana orb. It

represents your health (red) and mana (blue) levels. Menu descriptions and details appear when you move your cursor (the gauntlet icon) over these items. Below these menus are ten slots for items or spells. Four of these slots are already assigned critical commands—health potions, mana potions, a hero-specific skill, and Town Portal scrolls. You can customize these slot assignments as you find other loot and learn additional skills and spells.

Your Inventory

Clicking on the leftmost icon with a green bag opens your character's inventory. You can also open this inventory by pressing the "I" (I is for inventory) key on your keyboard. This command displays the contents of your character's backpack. If you press the "P" key on your keyboard (P is for pet) you can see the contents in your pet's inventory too, but if you're just starting out you'll notice that your worldly belongings seem rather sparse: Two health potions, two mana potions, two Identify scrolls and two Town Portal scrolls. Your funds add up to paltry 100 gold coins. But you'll earn more money soon!

Meet and Greet

Left-click your mouse button on the red X on the side of your inventory menu (close your pet's sheet if you opened it, too). To make your hero walk along the narrow streets of Torchlight, roll the gauntlet cursor across the screen in the direction that you want to explore. Now left click further down the street. As your character walks, the gauntlet cursor slides along in the same direction. Keep left-clicking your gauntlet cursor until you see a Torchlight inhabitant with an explanation point (!) above their head.

Exclamation points above any person indicate that they have something to say, but the assortment of punctuation in different colors indicates different purposes:

Black exclamation point: This character has information.
Yellow exclamation point: This character has a quest for you.
White question mark: You accepted a quest from this person, but the quest is unfulfilled.
Yellow question mark: This person will reward you for a completed quest.

Talk to the village inhabitants as you explore Torchlight. You'll see merchants with yellow bag icons over their heads. You might spot a transmuter and an enchanter, too. Don't fret over their wares, services or prices until you earn more gold inside the Orden Mines.

Select a Quest

As you meet citizens and merchants, seek out the folk with yellow exclamation points above their heads. These villagers have special requests for you and if you complete their quests you'll earn fame, money and experience points. Some of these quests involve defeating a tough foe or a specific number of weaker monsters. Other quests ask you to find items or look after someone. In most cases these quest givers will tell you which level you'll find an item or encounter a monster, so it's a good idea to keep track of these locations if you're focused on earning quick fame and fortune.

Review Your Quests

If you're not sure which quests you have, click on the menu command icon with the large scroll wrapped in blue ribbon—it's on the right side of your health/mana orb—or press "Q" key on your keyboard (Q is for Quests). The Quest menu summarizes each accepted quest. To see a quest description,

highlight the quest name at the top of the Quest menu and then review the description. Beneath the description are details about how much XP (experience points) GP (gold pieces) and Fame you'll earn when you turn in your completed quest. Some quests rewards also include a weapon or armor. Roll your gauntlet cursor over the reward item to see a full description. If you need more details about the quest—like the approximate underground level where you'll find the monster or item you seek—return to the quest giver with the white question mark above their head and talk to them again. They might offer additional hints or details that you didn't find in your Quest menu descriptions.

When you're done reviewing your Quest menu, left-click on the red "X" to close the menu.

Exploring with AutoMap

In the upper right corner of your game screen is a transparent map called your AutoMap. You can press "A" on your keyboard (A is for Automap) or left-click with your mouse on the Map icon among your menu commands to center or hide your Automap feature. You can also press the "[" key (left bracket key on your keyboard) to shrink the Automap and the "]" key (right bracket key on your keyboard) to expand the Automap. If you're looking for quest givers, it's a good idea to shrink the Automap with the "[" key so you can see the entire town at a glance. Your Automap also tracks merchants and stairways, but down in the mines you can only see the chambers where you already explored. There are several important Automap symbols that you need to recognize:

Yellow dot: This is your character's location in relation to other merchants or mine chambers.

Purple dot: This is your pet's location.

Yellow bag: This is the location of a merchant. Most merchants work inside Torchlight, but you might find a wandering merchant inside the mines.

White arrow pointing down: This indicates a stairway or portal location leading to a lower level, or if you're in Torchlight, it's an entrance to the mines.

White arrow pointing up: This indicates a stairway or portal location leading to an upper level in the mine, or possibly to the surface.

Yellow exclamation point: There is a person with a quest available for you here.

White question mark: This is a person who gave you a quest, but you have not completed their task yet.

Yellow question mark: This person had a quest that you completed. See them for a reward because they might ask you about another task.

Torchlight Tip: *Because summoned minions fight for you temporarily, Automap doesn't track these creatures.*

Exploring the Mine and other Underground Places

It's never easy earning a living as an adventurer, but your job is always exciting and prosperous—especially after making thoughtful preparations. Before you

set out, be sure that you have extra Town Portal scrolls and health potions. If you can afford to upgrade to a better weapon, make sure most effective weapon is equipped (you can choose two weapon configurations on your character menu). As long as you have a weapon equipped—that's the box on the left or right side of your hero—and AutoMap engaged (press the "A" key or toggle the map icon to reposition it), you're ready to explore the shadowy recesses inside the mine. If you want to advance the storyline, choose the west mine entrance (on the left side of Torchlight), but if you want to quickly build levels, check out the tomb on the east side of Torchlight.

Combat

The frightened miners were right—you don't have to venture too far into the shadows before you encounter a monster. When you're ready to engage the enemy, roll the gauntlet cursor over the enemy to target, then either left-click with your mouse to attack with a weapon, or right-click to cast an assigned spell. If you have a pet that isn't imaginary, your pet might help you fight, and sometimes you can take an enemy or two out with a ranged weapon before the foe slips past your pet and swings at you. After a successful battle a defeated enemy might drop gold, ember, weapons or armor. Start looking for better weapons in the mine. There are two types of weapons you can use for combat in TORCHLIGHT:

Melee or Close Combat

Melee combat is a gritty, close-quarter combat involving bladed weapons, blunt maces and even fangs and claws. Because you're adjacent to enemy targets, you're vulnerable to counterblows and melee weapon damage. High Strength and Defense attributes are essential for melee combat because you need to inflict more damage than your foes without losing all of your health during the skirmish. Until you increase your Strength and Defense through level building, you must find and equip the best armor available. To attack in melee combat, move close to an enemy and left-click on the target. If you have a weapon equipped, your character will attack the target. Hold the left mouse button down to attack the same target repeatedly.

Ranged Combat

Ranged combat consists of casting offensive spells or shooting at foes from a distance. Most ranged weapons consist of bows, guns and crossbows, but you can also dispatch enemies with powerful magical spells. The significant advantage that ranged combat has over melee combat is that you hit your foes from a distance, and powerful spells and weapons can usually eliminate these advancing enemies before they can hit you. A high Dexterity attribute is essential for using ranged weapons, but you'll also need a high Magic attribute if you're casting ranged spells at your foes. You can buy extra time for ranged comate by allowing your pet to stand and fight between you and charging enemies. This strategy allows you to wear down rampaging monsters before they reach you. The disadvantage involving ranged weapons is that a few (including

bows and crossbows) require two hands to operate. If you equip a two-handed ranged weapon, you cannot use a protective shield in melee combat without changing to a different weapon configuration. To attack in ranged combat, left-click on an enemy while your ranged weapon is equipped. To attack repeatedly from a distance, keep holding the left mouse button down.

Torchlight Tip: *You need to have a clear line of sight to hit an enemy with a bow, gun or magic spell, otherwise most ranged attacks will not reach your target. If your hero tends to run forward into battle with their ranged weapon, hold the Shift key while left-clicking on a targeted foe to stop and shoot from a distance.*

Artifacts, Gold and Items

Some monsters in the mines carry an assortment of gold, artifacts and ordinary items into battle. These items are dropped or left behind when they're defeated. Sometimes it's tough to spot the dropped items, so be sure to click on the magnifying lens icon ("Toggle Item Names") just to the left of the pause icon on your interface. You can also press the Alt key on your keyboard to use this feature. This is the easiest way to spot important treasure and allows you to separate the valuable items from ordinary items. Treasures are classified according to the color on the item name, so even if you can't identify the item without an Identify spell or Identify Scroll, you can guess at the general value.

Item name color classifications:

<u>Gray</u>—An ordinary item, although scrolls and spells are also featured in this color.

<u>Green</u>—An enchanted item. This item possesses a magical enchantment and usually sells for a higher price than ordinary items, but only if you use an Identify spell or Identify Scroll on the item before you sell it to a merchant.

<u>Blue</u>—A rare item. This item isn't common and often possesses a powerful enchantment or even several different magical properties. When identified, this

item sells well, but don't be surprised if you don't find another one like it later in the game.

<u>Yellow</u>—A unique item. This is a one-of-a-kind item that rarely appears in the game. If you identify this unique item with a scroll or spell, you earn a nice profit from a merchant, but are you willing to part with such an exclusive find?

<u>Violet</u>—A unique item that is part of a set. Collecting and equipping other armor or items in the same set adds additional powers. The number of items in armor sets varies but some include up to six distinct pieces.

Torchlight Tip: *If an item in your inventory has a red background, you cannot use it yet. These items have special restrictions and usually require certain attribute or level specifications. Unidentified items cannot be equipped or used until you use an Identify spell or Identify Scroll.*

If your inventory is full, try moving items into your pet's pack by pressing the "P" key (P for pet) on your keyboard. You can also command your pet to pick up dropped items by holding the Shift key while left-clicking on the dropped object with the gauntlet cursor. After your inventory is full, use a Town Portal scroll to return to the surface and sell your wares. If a village merchant runs out of Identify Scrolls, save your unidentified treasures in your Stash or at the Shared Stash in town. Tarn the Merchant usually keeps a couple of Identify Scrolls available, but if you have several characters you can pool your Identify Scrolls in the Shared Stash chest, or even leave unidentified items in the Shared Stash for a character who has the Identify spell.

Dealing with Defeat

Earning a living in the Orden Mines is dangerous work and sometimes the monsters win. Your character will expire if all of the red health drains from the health/mana orb at the center of the interface. If you're playing with the Hardcore option on, your character is gone forever. If not, you will see four options:

Restoration at full health and you begin again at the location where you fell, but at the cost of a substantial amount of gold and fame points.

Restoration at full health at the expense of a small amount of gold, but you start over at the stairs or portal at the beginning of the level where you were defeated.

Restoration to full strength and relocation to the town of Torchlight without gold or fame penalties. This option cancels any Town Portal you cast underground.

If you don't like those three options, left-click your mouse on the "Exit to Title" command near the bottom of the screen and you can retire to the main menu. Choosing this option is a bit like going back in time—you restart at the stairs,

portal or Town Portal on the level where you were defeated. Any fame, experience or artifacts that you earned on this level cease to exist.

Part II: Beyond the Tutorial (The Details)

The TORCHLIGHT Perspective and Game Menus

Through the Eyes of an Adventurer

Everything you see in TORCHLIGHT is from a third-person asymmetric perspective, but you can make minor adjustments to your view. Dial your mouse wheel up or down to zoom in or out on your character. You can use this feature to examine features in the village and mine. When you're done with the close-up perspective, click on the wheel to zoom out with the camera for the largest possible view.

The Game Interface

While the upper area of your game screen gives you a clear view of your character moving throughout Torchlight (you can adjust this perspective with your mouse wheel) the lower interface section displays your health, mana and experience. This is also where you can assign spells and important items to hot keys. On each side of the health/mana orb are four critical sub-menu command links that you can click to organize your spells, inventory, character attributes and quest status. You can open these sub-menus by moving the gauntlet cursor over an icon and left-clicking with your mouse button.

From left to right, the sub-menus on your game interface along the lower part of the screen are as follows:

Inventory

Left-click on the green bag icon to open your Inventory menu. You can also press the "I" key on the keyboard. This command displays your equipped items and anything you carry inside your backpack. You can also assign up to four spells to your spell slots. To assign a spell, left-click on the Spells tab just above your rucksack contents, then left-click on the spell that you want to learn and assign to a spell slot. Now drag and click the spell into a vacant spell slot. If you want to remove or replace a spell, press and hold the Ctrl key and then left-click on the spell that you want to remove.

Character Sheet

Left-click on the blue silhouette of your character to open the Character Sheet menu. You can also press the "C" key on your keyboard. This command displays your hero's name, title (earned by fame), experience points, fame points, health points (HP) and mana points (MP). Below this you'll find character attribute values for strength, dexterity, magic, and defense. You can allocate more points to these attributes each time your character advances a level. At the bottom of this menu are resistance ratings for poison, electricity, fire and ice attacks. These

resistance values indicate your ability to avoid damage points against specific elemental attacks.

Skills

Left-click on the swirling fireball icon to open the Skills foldout menu. You can also press the "S" key on your keyboard. Each time you earn a new level of experience or fame, you also earn a skill point. You can allocate your skill points at the Skills foldout menu. Each character class offers a different selection of skills in three distinct skill foldout menus, but some heroes have shared talent options like dual wielding and adventuring skills.

Journal

Left-click on the icon with the scroll wrapped in red ribbon to open the Journal display. You can also press the "J" key on your keyboard. Your Journal records the running tally of your time spent adventuring with your hero, the gold earned and other statistics.

Pet Sheet

Left-click on the pawprint icon just to the right side of your health/mana orb to open your Pet Sheet menu. You can also press the "P" key on your keyboard. Some of the information on the Pet Sheet menu is similar to the data on your Character Sheet menu, so you probably won't have many questions about it. At the top you'll see the animal/beast class, the pet level and your pet's experience points. Below the picture of the pet you'll see slots for equipping spells, rings and a necklace. You can also review your pet's melee attack potential, elemental attack ratings, ranged attack ratings and the amount of damage your pet's armor can absorb. Below these icons are 21 pack slots for stowing items, treasure and other valuables.

Quests

Left-click the icon with the scroll wrapped in blue ribbon to open your Quests menu. You can also press the "Q" key on your keyboard. At the top of this menu you'll see of all of the incomplete quests currently in progress. If you left-click on a quest title, the title area changes to yellow and you'll see a description of this quest in the box below. You can also check to see how much you'll earn in gold, fame, experience points and any reward items when you turn in the quest. If you don't want to complete a quest, left-click on the Abandon Quest option at the bottom of the menu and the highlighted quest is deleted.

Automap

Left-click on the map icon to toggle your Automap. You can also press the "A" key on your keyboard. This command moves the Automap overlay from the upper right corner to the center of the screen. If you toggle the command again, you can remove the Automap from the screen. Left-click on the map icon again to make the Automap reappear back in the upper-right corner. You can also press the "[" key to zoom in on the Automap and the "]" key to zoom out. For

best results while exploring, keep the Automap zoomed all the way out so you can see as much of the maze as possible.

Options

Left-click on the gear icon on the far right side of the game interface to open the Options Menu. You can also press the ESC key on your keyboard. This menu allows you to adjust your game settings, exit to the title screen or continue playing.

Using Your Pet Interface During Gameplay

In the upper left corner of the game display is a small box with the picture of a pet dish. This is your Pet Interface. The name at the top of the screen details your pet's current transformation status. For example, if you have a dog for a pet you'll see the status "Dog" here. If you feed your pet a Web Fish, you will see the "Spider" here. Next to pet status is a yellow bag inside a green box. This bag icon displays coins on it, just like the bags you see above the merchants' heads in Torchlight. If you left-click on this bag icon while your pet is in the dungeon, your pet returns to town and sells the items inside the pet pack (press the "P" key to examine your pet's inventory). If you left-click and drag a fish onto the large pet dish icon, your pet will temporarily transform into a different creature— depending on the type of fish you feed your pet.

Below the pet dish icon is a red bar that displays your pet's health and a blue bar that indicates your pet's mana. Like you, your pet can learn spells, but your pet is limited to two spells and you cannot control when or where your pet casts spells in combat. Below these two bars are three important icons that determine how aggressive your pet is in combat:

Sword Icon (Aggressive Stance)**—Left-click this icon to order your pet to attack any nearby enemy. This is a great choice for levels occupied by weak monsters, but a pet's Aggressive Stance against mobs of challenging opponents creates a stampede of trouble.**

Shield Icon (Defensive Stance)**—Left-click this icon to order your pet to attack when you're attacked. Your pet will not attack a monster unless that monster**

attempts to attack you. Your pet also defends itself when it is attacked by other enemies.

Dove Icon (Passive Stance)—Left-click this icon when you don't want your pet to engage an enemy, even when you're attacked. The Passive Stance is a smart choice when you encounter high-level monsters and you decide that you want to target and pull one monster at a time from a dangerous mob.

Pet Rings and Necklaces

Your pet can wear an enchanted necklace and two magical rings for additional attack and defense benefits. Assign these trinkets by pressing the "P" key to open the Pet Sheet and then left-clicking and dragging the rings and necklace into the necklace and ring slots. As you upgrade the rings and necklaces on your hero or heroine, consider donating these items to your pet—especially if those trinkets offer high elemental resistances.

Pet Spells

Your pet can also learn two spells, although you do not have control over when or where they decide to cast these spells (unless you assign your pet to a Passive Stance—and then they won't cast at all). To teach a pet a spell, left-click the Spells tab above your inventory (press the "I" key to access your Inventory) and then left click and drag the spell into one of the two spell slots.

Torchlight Tip: *Many experienced adventurers teach their pets summoning spells for swords, skeletons and other magical allies. These summoned monsters can help you with crowd control when you encounter large mobs in small areas.*

<u>Replacing Pet Spells</u>

Your Pet Sheet features two spell slots that can be assigned to your pet. As you explore the caverns beneath Torchlight your character uncovers powerful spells. Assign these improved incantations to your pet's spell slots for improved offensive power against tough monsters. To replace a pet spell, press the "P" key to open your pet's inventory. Now move the cursor over the spell in the occupied spell slot that you want to replace. Press and hold the Ctrl button on your keyboard and then left-click with gauntlet cursor on the spell. This clears your pet's spell slot. Now press the "I" key to open your inventory, left-click on the Spells menu and choose a new spell to left-click and drag into your pet's vacant spell slot.

How to Customize Skills or Items on the Game Interface

Along the bottom of the screen are ten slots that correspond to numbers 1-0 on your keyboard. As you find items or acquire spells through your skill points and scrolls, you can assign these assets to a number on your keyboard. This is called key binding. These key bound commands make it easier and faster to use a spell in combat than opening your pack and looking for an item.

<u>Key bind an item:</u> Left-click the gauntlet cursor on the numbered slot that you want to assign on your interface. A small menu of learned spells, skills, scrolls and potions appears. Now left-click on the specific item in this small menu that you want to assign to the number on your keyboard. That item appears in the numbered slot on your game interface. It's a good idea to assign health and mana potions to key bindings so you can quickly replenish during challenging battles.

<u>Key bind a spell:</u> To assign or key bind a known spell, you must assign it one of your four spell slots in your Inventory menu. You can only key bind spells that are assigned to these spell slots. First, left-click the gauntlet cursor on the numbered slot that you want to assign on your interface and a small menu of learned spells, skills, potions and scrolls appears. Now left-click on the specific spell that you want to assign to the target numbered slot on your keyboard. That clicked spell appears in the numbered slot on your game interface. As you explore and find stronger spells, remember to reassign improved spells to these key bindings so you'll have your best spells available.

<u>Key Bind a Skill:</u> To assign or key bind a skill, you must first acquire it with skill points spent on your Class Skills. You earn skill points whenever your character advances a level in fame or experience points. Some skills such as Pet Mastery,

Dual Wielding, Critical Strikes or Adventurer are always enabled, and you cannot assign permanently enabled skills to a key binding.

Torchlight Tip: *You can also key bind function keys (F1 through F12) to important skills on your Skill Tier, but you won't have to worry about doing that until later when all of your numbered slots are already assigned to items, spells and skills. To bind a skill to a function key, open your Skills menu (left-click the gauntlet cursor on the Skills icon in the sub menu buttons or press the "S" key on your keyboard) and hold the desired function key down and then left-click the gauntlet cursor on the skill that you want to assign to that function key. When you press an assigned function key, that designated skill will automatically appear as the skill available whenever you right-click with your mouse.*

How to Assign or Replace a Spell in a Spell Slot

As you explore the catacombs and tunnels beneath Torchlight you'll discover spells and scrolls that were dropped by monsters. The deeper you explore, the richer the rewards. Eventually you will want to replace your older spells with new magic.

Any spell that you find on a scroll is immediately assigned to the Spell slot in your inventory menu. Whenever you pick up a new spell, the spell tab in your Inventory menu flashes and you can assign that new spell to one of the four spell slots for your character or one of the two spells slots for your pet.

To assign a spell to a spell slot, left-click the gauntlet cursor on the Inventory icon (the green bag) in the sub menu buttons or press the "I" key on your keyboard, and then left-click on the Spells tab centered between the Equipment and Fish tabs just above your inventory contents display. As you roll the gauntlet cursor over each spell you'll see a description. Left-click on the desired spell and drag up to one of the four empty spell slots and drop it into place.

To remove a spell from one of the four spell slots in your inventory, hold down the Ctrl key on your keyboard and then left-click the gauntlet cursor on the spell that you want to remove. Remember this command when you need to replace your Heal All I spell with the potent Heal All III spell.

Torchlight Tip: *If you replaced an old key bound spell but it still appears in one of the ten slots on your game interface, you'll need to replace it with the new spell. Left-click the gauntlet cursor on the numbered slot that shows the old spell. A menu showing your spells, skills, potions and scrolls appears. Now left-click on the new spell in this menu and assign it to the desired slot where you want it.*

How to Use an Inventory Item

Occasionally you might want to save a special item and not assign it to any slot on your interface. To use a potion, scroll or other item in your inventory, left-click the gauntlet cursor on the Inventory icon (the green bag) in the sub menu

buttons or press the "I" key on your keyboard. Now move the gauntlet cursor over the item in your inventory that you want to use and left-click on the item to use it.

Sometimes armor or weapons in your inventory feature special requirements. You can review these requirements unless the item needs to be identified with an Identify spell or Identify scroll. Requirements that you don't meet for using a weapon or armor are highlighted in red letters.

To equip armor or a weapon in your inventory, left-click the item and drag the weapon or item up to the correct armor or weapon location on your character's paperdoll (that's the diagram displaying the weapons and armor locations on your hero or heroine). Directly above your four spell slots is an option to switch between two assigned weapon slots. Many adventurers assign a ranged weapon to one slot and melee weapon to the other, but the exact configuration choices are yours. Even if you don't need a second weapon assigned to a slot, you can use this extra space to store a weapon until you return to sell it to a village merchant.

Talk Around Torchlight

Interactions with Torchlight Townsfolk

Seasoned adventurers value accurate information almost as much as gold. That's why it's important to talk to merchants, miners and other inhabitants in Torchlight. To talk to a citizen, roll the gauntlet cursor over a person and you'll see their level and name at the top of the screen. Now left-click on the person to talk.

Available Quests

Inhabitants with a yellow exclamation point (!) above their heads need help. Talk to these people and they'll offer a quest. Accept the quest and the information appears in your Quests menu, but sometimes your quest giver has an additional piece of information or detail that can clarify any questions. Completing quests earns you fame, experience points and sometimes a valuable item.

<u>White Question Marks and Your Quests Menu</u>

As you accept quests you'll spot village inhabitants with white question marks above their heads. These people are waiting for their quests to be fulfilled. If you talk to them they'll give you a quick summary or even a tip that you won't find in your Quests menu. On the left side of the screen you'll see how much you'll earn in gold, experience and fame. Some quests also offer items as rewards. You can see a picture of any quest reward item (roll the gauntlet cursor over it for more details).

Town Transactions

Buying from merchants is easy in TORCHLIGHT, but knowing a few tips can save you money. To begin business, roll your gauntlet cursor over a merchant and left-click on the person. You'll see a screen with wares on the left side of the screen and your inventory on the right of the screen. Below the merchandise is another inventory screen showing the contents in your pet's pack.

Merchants organize their wares in three categories: Miscellaneous, Weapons and Armor. You can look at the merchandise in each of these three categories by rolling the gauntlet cursor over one of these three tabs and left-clicking on the desired word.

To purchase something, make sure that you have an available spot in your inventory and then roll the gauntlet cursor over the item that you want to buy. You'll see the name of the merchandise and a short description. Anything with red text in the description means that your character cannot buy, use or equip the item. Left-click on the item and then drag it over to an open inventory spot.

If you purchase a spell or fish, you'll need to drag the item over to the inventory tags for spell or fish, then left-click on the tab before dropping the item into your spell or fish inventory.

If you're in a hurry or you're buying multiple items like scrolls or potions, you can roll the gauntlet cursor over the items that you want to purchase, hold down the Shift key and then left-click on the item until either you have enough or the merchant is out of stock.

Torchlight Tip: *At the beginning of the game Torchlight is in a state of chaos and many merchants are not ready to sell wares. Explore the first level in the mines and later you'll see vendors open for business.*

Color-coded Merchandise

As you roll your gauntlet cursor across items you'll see different descriptions, but glancing at the background color tells you if the item is magical or something you can use:

Black background: This is a non-magical item that you can use or equip.
Green background: This is an enchanted item that you can use or equip.
Blue background: This is a rare item that you can use or equip.
Magenta background: You need a higher attribute before you can equip this item.
Red background: You must be at a higher level before you can equip this item.

Torchlight Tip: *Any merchandise with a red-number price indicates that you can't afford to buy it.*

Comparison Shop

Before buying something from a merchant, compare the item to what you currently have equipped. High armor numbers indicate better protection, so don't buy something that leaves you with less armor unless the reduction is slight and you gain strong magic resistances. Compare the Damage per Second (DPS) ratings for weapons before replacing your equipped weapon with another weapon.

Torchlight Tip: *Some weapons and armor increase your attributes for Strength, Dexterity, Magic and Defense. If you replace your attribute-increasing items with wares that lower your attributes to normal levels, you might find that you're no longer able to equip a favorite weapon or other item until you gain and spend attribute points. Keep this in mind before swapping out items.*

Making a Profit

Selling your loot to a merchant is similar to making purchases, except you left-click the gauntlet cursor on the item in your inventory that you want to sell, then drag the item up to the merchant's wares and left-click again to drop it off. You can also quickly sell items by holding the Shift key and left-clicking the sales

items in your inventory. Remember that merchants make a profit from all sales, so any price that they buy items from you is always lower than the price you will pay to buy back from them. Later in the game as you increase your levels, you'll be able to use your skill points to earn bartering skills that lower merchant prices.

Know What You're Selling

If you're going to sell an enchanted, rare or unique item, you need to know what you have so the merchant doesn't cheat you out of a fair price. Use an Identify scroll or cast an Identify spell on these items before you sell. Merchants do purchase unidentified items, but their offering price is about the same as the ordinary, non-enchanted wares. It's a good idea to pool your Identify scrolls in the Shared Stash so you never run out of scrolls and always receive a fair price in all transactions.

Something New In Stock

The vendors in Torchlight usually restock or modify their inventory during your adventures. If you shop for rare items, always check merchants' inventories to see if special goods arrived in stock. Some adventurers buy rare or powerful weapons before they're strong enough to wield the weapons—and save these precious items in a Stash until their characters are ready.

This Little Pet Went to the Market...

You don't have to return to Torchlight every time you fill your inventory. Send your pet (even an imaginary pet) to sell for you! Just remember that your pet always sells EVERYTHING in the pet packs—including extra stacks of potions, scrolls or unidentified items. To order a pet back to town, roll the gauntlet cursor up to the upper left corner of the screen and click on the yellow bag (it looks like the coin bag icon above merchant's heads) in the pet interface. Your pet temporarily departs and you'll see a countdown timer. The timer counts down until your pet rejoins your party. As you progress deeper beneath Torchlight, your pet requires more time to reach the surface and return with your profit.

Torchlight Tip: *If you want your pet to earn the best prices, identify everything in your pet's inventory before sending the pet back to Torchlight. Any Adventurer skills that you earn to improve your bartering prices also apply to your pet's abilities to make sales.*

Enchantment Services

Located in Eastern Torchlight, Goren the Enchanter bestows sockets, additional magical powers and elemental resistances to weapons and armor, but you need to pay a fee based on the value of the item you want to enchant. If you don't like buying a new sword every time you see the words "Glancing Blow," consider using Goren's enchants to improve the edge of your blade.

To order an enchant, open your inventory menu (press the "I" key on your keyboard) and move the gauntlet cursor over the item you want to enchant.

Left-click on the item and drag it to the box in the Enchant menu on the left side of your screen. Drop the item into the Enchant menu and left-click on the Enchant command.

After a successful (or unsuccessful) enchant, the item is returned to your inventory menu.

Torchlight Tip: *Deep below Torchlight are magical yellow fountains. Dip your favorite item in the flowing liquid and receive a random enchant. Don't complain about what you receive—it's free!*

Transmutation Services

Duran the Transmuter operates a small transmutation service on the east side of Torchlight. Transmutation is the ability to combine two or more objects into something new. Duran combines small pieces of ember items like Core-Ember, Pure-Ember, Flow-Ember and Fire-Ember into larger, lustrous pieces that you can socket in weapons and armor. Feel free to experiment by mixing groups of ember and types, but remember that there are risks—sometimes random transmutations reduce the value of certain embers.

To transmute and upgrade identical pieces of ember, left-click on the pieces in your inventory and then drag and drop these pieces into the Transmutation menu on the left side of the screen. Now left-click the gauntlet cursor on the Transmute command at the bottom of the Transmutation menu.

Torchlight Tip: *Transmutations are always successful when combining identical ember pieces in either pairs or groups of four.*

Recovering Socketed Ember

Not far from Duran is Gorn, the resident expert in ember recovery. Gorn has an icon with a hammer above a sword. For a price, Gorn bashes an old socketed weapons and armor to recover intact ember pieces. Gorn's services are ideal for recycling ember from the items that your character outgrew.

Recovering Socketed Items

Next to Gorn is Furl, an expert on pulverizing ember pieces inside socketed weapons and armor. Furl has an icon with a hammer above a gem. He specializes in ember removal. For a fee, Furl will remove socketed ember from armor and weapons and return the socketed items. Hire Furl when you want to upgrade the gems in your favorite weapon or prized armor set.

Duros the Blade runs a shady business out of the back of his wagon on the east side of Torchlight. His prices are high, but sometimes you find something amazing in his inventory—and you don't know what you have until you pay. Any item sold by Duros remains unidentified until you complete the transaction. Gold and silver rings always look like the bronze rings until you buy. To purchase an item, roll your gauntlet cursor through his inventory of arms and armor, and then left-click on an object that you can afford. Your identified purchase appears in your inventory.

Your Faithful Companion

Choosing a pet isn't just about deciding if you're a dog or cat person. If you fish from a fishing hole, you can catch a fish and feed it to your pet. Fish possess magical properties that transform your pet into a new companion!

Feeding Fish Before a Fight

If you land a fish at a fishing hole (for details, see tips for fishing) you can feed your catch to your pet. The fish beneath Torchlight feature incredible transformation powers that temporarily change your pet into a monster or beast that fights for you.

There are a couple of ways to feed your pet. The quickest and easiest is to open your Inventory menu (press the "I" key) and left-click on the Fish tab in your Inventory menu. Point to the fish that you want to feed your pet with the gauntlet cursor and then right-click on the fish. You can also left-click the fish and then drag and drop the fish into the pet dish in the upper left corner of your screen.

Most pet transformations are temporary, so it's best to save your most potent fish for challenging battles. A description of the fish effects display when you roll the gauntlet cursor over each fish in your inventory. Later in the game a merchant sells a fish that permanently neutralizes your pet's transformation powers, but you might want to save your pet's special abilities until you complete the game.

Torchlight Tip: *Feed imaginary pets fish to transform them temporarily into visible monsters.*

Go Fetch!

You can command your pet to retrieve dropped items. Roll the gauntlet cursor over an item and then press and hold the Shift key before left-clicking on the item.

Torchlight Tip: *Although you can't see them run and fetch, imaginary pets also retrieve dropped items that you left-click on while holding the Shift key.*

Pet Rings, Spells and Necklaces

Like you, your pet can wear rings, spells and necklaces. If you outgrow your favorite magical jewelry, you can give your pet those powers and protections. To assign rings or a necklace, press the "P" key to open the Pet Sheet and then left-click and drag the rings and necklace into the necklace and ring slots.

You can teach your pet two spells. Keep in mind that you do not have control over where or when your pet uses a spell, but you can usually count on it during an extended battle—unless you have your pet assigned to a Passive Stance and then they won't attack. To assign a spell to a pet, left-click the spells menu tab above your inventory (press the "I" to access your Inventory) and then left-click the gauntlet cursor on the spell and drag the spell into one of the two spell slots.

Later you may decide to replace or upgrade a spell that you taught your pet—especially if you find a powerful summoning spell that allows your pet to call allies into battles. (Whenever you find a new spell, the Spells tab on your inventory menu flashes.) To replace a pet spell, press the "P" key to open your pet's inventory. Now move the cursor over the spell in the spell slot that you want to remove. Press and hold the Ctrl button on your keyboard and then left-click the gauntlet cursor on the spell. This command clears the spell slot. Now press the "I" key to open your inventory, left-click on the Spells menu and choose a new spell to left-click and drag into your pet's vacant spell slot.

Pet Levels and Attributes

Your pet gains experience as you battle--even if you have your pet set to a Passive Stance. Your pet does not gain individual attribute points like your character. To see your pet's abilities, open the Pet Sheet by left-clicking the gauntlet cursor on the pawprint icon on the interface or by pressing the "P" key on your keyboard.

Your pet has four key attributes that increase as you gain levels, but these characteristics can temporarily increase or decrease depending on what sort of transformations you use on your pets:

<u>Melee Damage:</u> This is the amount of damage your pet inflicts during an attack.

<u>Elemental Damage:</u> This is the amount of elemental damage your pet inflicts during an attack. Certain magical rings and necklaces increase elemental damage.

<u>Ranged Damage:</u> This is the amount of damage your pet can inflict during a ranged attack from a distance.

<u>Amount of Damage Absorbed:</u> **This defensive statistic shows you how much damage your pet can absorb during an attack.**

<u>Pet Inventory</u>

Your pet's packs have the same 21-slot capacity as your own pack, so it's a good idea to make use of the extra space. To transfer items manually from your pack to your pet's inventory, left-click on the green bag and pawprint icons on your interface, or press "P" and "I" on your keyboard. Now you can left-click items in your inventory and drop items into your pet's pack. If you're in a hurry, hold the Shift key and left-click on items to move them (this Shift key transfer method only works when both Inventory and Pet Sheet menus are open). It's a good idea to keep the valuable arms and armor in your own inventory so you don't accidentally send your pet trotting off to town with prized possessions.

<u>Selectively Selling Items in Your Pet's Inventory</u>

If you only want to sell some of the items in your pet's inventory, you and your pet must visit a Torchlight merchant in person. Talk to the merchant and you'll see your pet's inventory directly beneath the wares for sale. You can either left-click the items in your pet's inventory and then drag and drop the items into the merchant's menu, or hold the Shift key and left-click on the items to make quick sales.

How to Fish

Using your pet's transformation powers makes battles easier, but you need to maintain a steady fish supply. Fishing in Torchlight is easy and you never have to worry about a fishing rod or tackle taking up precious inventory space.

<u>Locate a Fishing Hole</u>

Fishing holes are the only place where you can catch fish. Look for white rippling eddies surrounded by sparkling dust. You'll spot the words "Fishing Hole" when

you roll the gauntlet cursor over this disturbance. Move adjacent to the fishing hole and cast your line.

Set the Hook!
Stand near or above the disturbance in the water and then roll your gauntlet cursor over the swirling white eddies. To cast, left-click on the fishing hole.

After the cast your perspective changes to a close-up view of your character. Here you'll see a hook icon surrounded by two concentric circles. Roll your gauntlet cursor over the hook icon and left-click on the icon as the two concentric circles combine—if you have the sound effects option on, you hear a splash as the circles converge and a fish strikes your bait.

Timing is key to catching fish but there is also an element of luck, so don't worry about missing several strikes. Besides hooking into assorted fish, it's also possible to land replenishing foods and other surprises.

Torchlight Tip: *Because imaginary pets won't help you in combat unless they are fed fish and transformed into magical allies, it's a good idea for imaginary pet owners to keep an extra supply of fish around—especially prior to exploring advanced areas.*

Stash and Shared Stash Inventories

You don't have to carry everything in your inventory or pet pack—you own a 42-slot Stash in the center of Torchlight village. If you want to share your treasures with other heroes and heroines, drop off the gear in the 42-slot Shared Stash chest on Torchlight's north side. Stash chests are ideal for storing ember, valuable socketed weapons and advanced armor for future adventures.

Review Your Stash Inventory

Don't forget about the ember stored in your Stash. A cracked or chipped piece of ember seems worthless until you realize that you have three identical pieces in your Stash! Duran the Transmuter can combine these embers into valuable items that you can socket in your favorite weapons. It's a good idea to review your Stash and the Shared Stash every time you gain a level—you might find something that you can use during your next adventure. If you cram your Stash with old items, consider either selling the wares or moving the unwanted gear to the Shared Stash where other adventurers can equip these items.

Town Portal Scrolls

It's a long walk from the underground to Torchlight, so keep a stack of Town Portal scrolls in your inventory. Town Portals offer quick and easy exits and allow you to instantly return to your departure point. Whenever you use a Town Portal scroll, your pet and summoned allies teleport with you. Town Portal scrolls and spells have exceptional duration, so you if you portal back to the village and quit for the day, your portal remains in Torchlight until you return to the mines or tombs.

Character Development

As you defeat the monsters lurking in the shadowy recesses beneath Torchlight, you earn fame and experience. Eventually this acclaim and experience pay off with additional skills and stronger attributes. It's important to know how to allocate skills and attributes because enhancing your Class attributes can make your adventure easier, but ignoring progression opportunities leads to challenging situations.

How to Gain Experience Points and Levels

Defeating monsters below Torchlight earns experience points. Tougher monsters reward more experience points than weaker monsters. You can monitor your experience point tally and how far you have to go by watching the orange bar that extends from left to right at the bottom of the screen. If you roll the gauntlet cursor over this orange bar, you see the experience point amount that your character has and the target number that he or she needs to attain the next experience level.

Early on in the game this bar builds up quickly and you easily reach multiple experience levels in one or two adventures, but later as your character progresses to level 20 or more, the orange bar seems to creep slowly across the screen. That's because the advanced character levels require more experience points to attain than the lower levels.

When the orange experience bar completely fills and empties, you receive a message about your character's progression to the next a level. Besides earning extra health points and mana points, your character also earns a skill point to spend on their Class Skills and five Stat points that you can allocate to your character's Strength, Dexterity, Magic and Defense attributes.

To spend these points (before you do this, make sure that you're not in the middle of a battle) you can either roll the gauntlet cursor to the red boxes that appear on the left and right corners of the screen, or you can press the "C" and "S" keys to open your Character Sheet and Skills menus.

Character Classes and Starting Attributes

The three different classes in TORCHLIGHT offer distinct attribute skill selections. For example, while the Destroyer class can learn and cast some spells just like an Alchemist, the Destroyer begins with high Strength and Defense attributes, and is better suited for melee combat, not magic.

In the beginning of the game it's important to capitalize on your character's best assets by allocating more Stat points to the highest abilities. At level 1, the attributes for each starting class look like this:

Destroyer

Health Points: 300
Mana Points: 20
Strength: 10
Dexterity: 4
Magic: 3
Defense: 10

The combination of high Health Points, Strength and Defense make the Destroyer ideal for close-range melee combat. The Destroyer's low mana, Magic and Dexterity make him a poor choice as an early spell caster.

Vanquisher

Health Points:	200
Mana Points:	20
Strength:	5
Dexterity:	10
Magic:	7
Defense:	6

The Vanquisher's high Dexterity and impressive Magic points make her ideal for ranged attacks and some spells. Her low Strength and Defense hinder her in close-range melee combat.

Alchemist

Health Points: 160
Mana Points: 30
Strength: 6
Dexterity: 7
Magic: 10
Defense: 5

With the highest Magic and the most mana, the Alchemist is a formidable spell caster, but his weak Defense and low Strength and diminished Health Points

prevent him from engaging tough opponents in close-range melee combat. What you don't see among these attributes is that the Alchemist can master 33 skills in his Skill Tier, while the Destroyer has only 30 skills and the Vanquisher has 30. No matter which character class you choose, keep in mind that there is nothing wrong with maintaining a balanced character with equal attributes, but each class offers distinct Class Skill choices that optimize on the Destroyer's Strength, the Vanquisher's Dexterity and the Alchemist's Magic points. If you decide to maintain a character with balanced skills, you might need to advance more levels to defeat tough foes than gamers who create characters with a focus on building up key attributes according to their characters' classes.

Torchlight Tip: *As you find and equip enchanted weapons and armor bestowed with attribute bonuses, these bonus totals show up as blue attribute numbers on your Character Sheet. A white attribute number is always the unmodified (natural) attribute value for your character.*

Before Spending Stat Points, Make a Plan
Each time your character advances a level you earn five Stat Points to allocate among four attributes—Strength, Dexterity, Magic and Defense. When you spend a Stat Point, you can't edit or redistribute the point, so it's important to create plan for your character's abilities.

One mistake beginners make is building attributes based on the items in their character's inventory. If you have a Destroyer with a Magic ability of 3, do you really want to spend the next three levels assigning 15 Stat Points to Magic so you can wear a rare Helmet rated at only 3 Armor? It's a safe bet that your character will find better and stronger helms among the treasure that you collect while leveling to earn those 15 Stat Points.

Don't allocate Stat Points to wear arms or armor unless your character only needs one Stat Point to wear the coveted item—and the item is amazingly good. It's better to focus on your character's strengths early in the game, and then switch to balancing out the weaker attributes as your character progresses into

the double-digit experience levels. Level 10 Destroyers can always use a little extra Magic to heal in the middle of battles. Level 12 Alchemists can certainly improve their Defense as they encounter larger, charging monster hordes. Make a plan for allocating your Stat Points to the abilities that play on your character's strengths. Then later you can round out some of the weaknesses.

The Four Attributes of Adventure

All adventurers have four attributes that shape their individual strengths and weaknesses. Experienced RPG players already know that it's important to assign Stat Points according to character class advantages, but it's also important to understand the meanings of these attributes:

Strength

Strength affects the damage that your character can inflict upon a monster in hand-to-hand combat. This attribute defines the Destroyer class. If your character has a high Strength attribute, you can equip large and powerful handheld weapons with devastating force. These weapons include axes, maces, clubs, swords, hammers and polearms. You can view your Strength Stat Points, Melee Damage and Melee Critical Strike percentages by moving the gauntlet cursor over the Strength attribute numbers on the Character Sheet menu.

Dexterity

Dexterity affects hand-eye coordination while using ranged weapons to strike distant enemies. This attribute is vital for the Vanquisher class. Adventurers with a high Dexterity attribute are effective with ranged weapons and can often eliminate charging enemies before those foes attack. Ranged weapons include bows, pistols, rifles and crossbows. To review your Dexterity Stat Points, Ranged Damage and Ranged Critical Strike percentages, roll the gauntlet cursor over the Dexterity attribute numbers on the Character Sheet menu.

Magic

While most gamers associate Magic with casting spells, the Magic attribute in TORCHLIGHT can also affect the Elemental Magic strength in the weapons that your character equips and uses in battle. A high Magic attribute is vital for the Alchemist class. Characters with high Magic Stat Points often inflict more spell and magic weapon damage than other adventurers, but these spells consume mana. You can examine your Magic Stat Points and Weapon Elemental Damage by moving the gauntlet cursor over the Magic attribute numbers on the Character Sheet Menu.

Defense

A high Defense number is important for all character classes in TORCHLIGHT, but the Destroyer class depends on Defense just as much as Strength in hand-to-hand melee combat. A high Defense number allows your character to absorb more damage in combat before health points are lost. There are two ways to improve your Defense attributes—by spending Stat Points when your character gains a level and by buying or finding stronger armor. You can review your Defense Stat Points, Amount of Damage Absorbed and Block Chance percentage by moving the gauntlet cursor over the Defense attribute numbers on the Character Sheet menu.

Torchlight Tip: *Rare, unique and enchanted armor and weapons sometimes bestow elemental and other resistances for your character. These resistances appear at the bottom of the Character Sheet menu.*

Skill Points and Class Skills

As you advance in experience and fame levels, you earn Skill Points. Skill Points are used to purchase specific talents in three tiers for each class, and these improved class skills can be used to strengthen your character with unique abilities and characteristics. All skills can be increased by ten ranks by spending skill points. For example, a Vanquisher's Rank 1 Lightning Bomb is effective against low-level monsters, it doesn't have the same sort of devastation as a fully-optimized Rank 10 Lightning Bomb.

All adventurer classes have three divisions for their Class Skills, but you can mix freely from any of the three tiers and there are no prerequisites (except experience level) for your character's choice in the top three Level 25 skills from each Class Skill.

Destroyer Skill Tiers

Berserker—The Berserker Class Skills offers a combination of melee combat enhancements with improved treasure hunting and offensive spell abilities.

Slash Attack*: Requires experience level 1

Dual Wielding (always enabled): Requires experience level 1

Stampede*: Requires experience level 15

Offensive Spell Mastery (always enabled): Requires experience level 10

Adventurer (always enabled): Requires experience level 10

Chain Vortex*: Requires experience level 15

Critical Strikes (always enabled): Requires experience level 20

Spectral Echo*: Requires experience level 20

Devastate*: Requires experience level 25

Treasure Hunter (always enabled): Requires experience level 25

Titan—The Titan Class Skills give your Destroyer enhanced proficiency in a range of hand-to-hand and ranged weapons. The Titan Class Skills also feature a Barter skill and a powerful Seismic Burst knockback spell.

Soul Rend*: Requires experience level 1

Titan Stomp*: Requires experience level 5

Martial Weapons Expertise (always enabled): Requires experience level 5

Ranged Weapons Expertise (always enabled): Requires experience level 10

Defensive Spell Mastery (always enabled): Requires experience level 10

Doomquake*: Requires experience level 10

Frost Shield*: Requires experience level 15

Barter (always enabled): Requires experience level 20

Block and Parry (always enabled): Requires experience level 20

Seismic Burst*: Requires experience level 25

Spectral—The Spectral Class Skills offer exceptional defensive magical powers exclusive to the Destroyer. Other skill enhancements include Pet Mastery and Armor Expertise.

Shadow Armor*: Requires experience level 1

Entropic Aura*: Requires experience level 5

Armor Expertise (always enabled): Requires experience level 5

Magic Weapons Expertise (always enabled): Requires experience level 10

Shadow Bowman*: Requires experience level 10

Charm Spell Mastery (always enabled): Requires experience level 10

Pet Mastery (always enabled): Requires experience level 15

Aura of Thorns* (always enabled): Requires experience level 20

Spectral Decay*: Requires experience level 25

Advanced Spellcasting (always enabled): Requires experience level 25

Vanquisher Class Skills

<u>**Marksman**</u>**—The Marksman Class Skills enrich the effectiveness of ranged attacks while bestowing additional adventure and magic skills.**

Ranged Weapons Expertise (always enabled): Requires experience level 1

Ricochet*: Requires experience level 1

Frost Pilum*: Requires experience level 5

Critical Strikes (always enabled): Requires experience level 5

Adventurer (always enabled): Requires experience level 10

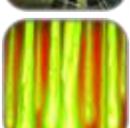**Seeking Shot*: Requires experience level 10**

Offensive Spell Mastery (always enabled): Requires experience level 10

Explosive Shot*: Requires experience level 15

Block and Parry (always enabled): Requires experience level 20

Arrow Hail*: Requires Level 25

Rogue—The Rogue Class Skills grant powerful martial arts skills with improved defense and Barter abilities.

Needle Arc*: Requires experience level: 1

Stab*: Requires experience level 5

Armor Expertise (always enabled): Requires experience level 5

Wind of Justice*: Requires experience level 10

Defensive Spell Mastery (always enabled): Requires experience level 10

Marital Weapons Expertise (always enabled): Requires experience level 15

Barter (always enabled): Requires experience level 20

Venomous Dirks*: Requires experience level 20

Treasure Hunter (always enabled): Requires experience level 25

Hamstring*: Requires experience level 25

Arbiter—The Arbiter Class Skills adds trap skills. Other improvements include enhanced magic powers and Pet Mastery.

Lightning Bomb*: Requires experience level 1

Dual Wielding (always enabled): Requires experience level 5

Flame Trap*: Requires experience level 5

Charm Spell Mastery (always enabled): Requires experience level 10

Flechette Trap*: Requires experience level 15

Pet Mastery: Requires experience level 15

Magic Weapons Expertise (always enabled): Requires experience level 20

Devouring Trap*: Requires experience level 20

Shock Trap*: Requires experience level 25

Advanced Spellcasting (always enabled): Requires experience level 25

Alchemist Class Skills

Arcane—The Arcane Class Skills offer the deepest range of offensive magical enhancements for any class in TORCHLIGHT, but they don't include summoning spells.

Ember Bolt*: Requires experience level 1

Magical Weapons Expertise (always enabled): Requires experience level 1

Ice Shock*: Requires experience level 5

Critical Strikes (always enabled): Requires experience level5

Ember Lightning*: Requires experience level 10

Offensive Spell Mastery (always enabled): Requires experience level 10

Adventurer (always enabled): Requires experience level 10

Ember Lance*: Requires experience level 15

Pyre*: Requires experience level 20

Advanced Spellcasting (always enabled) Requires experience level 20

Ember Strike*: Requires experience level 25

Lore—The Lore Class Skills offer Alchemists a selection of summoning spells and minion enhancements. Other skill options include Pet Mastery and Ranged Weapon Expertise.

Nether Imp*: Requires experience level 1

Thorned Minions*: Requires experience level 5

Pet Mastery (always enabled): Requires experience level 5

Summon Alchemic Golem*: Requires experience level 10

Charm Spell Mastery (always enabled): Requires experience level 10

Terror*: Requires experience level 15

Ranged Weapons Expertise (always enabled): Requires experience level 15

Burning Bind*: Requires experience level 20

Barter (always enabled): Requires experience level 20

Summon Beam Golem*: Requires experience level 25

Treasure Hunter (always enabled): Requires experience level 25

Battle—The Battle Class Skills offer a balance of defensive spells and excellent offensive enchantments like the Infuse spell for temporarily improving your weapon damage.

Ember Shock*: Requires experience level 1

Armor Expertise (always enabled): Requires experience level 1

Ember Shield*: Requires experience level 5

Martial Weapons Expertise (always enabled): Requires experience level 5

Infuse*: Requires experience level 10

Defensive Spell Mastery (always enabled): Requires experience level 10

Frailty*: Requires experience level 15

Dual Wielding (always enabled): Requires experience level 15

Ember Phase*: Requires experience level 20

Block and Parry (always enabled): Requires experience level 20

Ember Sentry*: Requires experience level 25

Skills listed with an asterisk (*) are unique to the character's class.

Torchlight Tip: *If you're eager to build levels and fame for extra skill points, ranking up in the Adventurer skill is one of the best investments. This skill is available to all classes at level 10.*

How to Assign Skill Points to Class Skills

To assign a Skill Point to a Class Skill, left-click on the Skills menu icon on your interface or press the "S" key on your keyboard. At the top of the menu you'll see three tabs for each of the three areas of specialization in your character's class skills. When you move the gauntlet cursor over an icon, you'll see a brief description. Highlighted icons with a "+" tab are class skills that you can improve. Other skills without a "+" tab have special requirements that you must meet first. These requirements are highlighted in red when you examine the skill description with your gauntlet cursor.

How to Bind New Skills to an Interface Slot or Hotkey

If a skill is always enabled, you never need to assign it to a slot on your interface or hotkeys. If your skill is a special attack or spell (any ability that consumes mana) you might want to consider assigning it to a slot on your interface or a hotkey. The advantage to using mapped keys on your keyboard is that you save time by quickly switching between spells or attacks in combat.

<u>Assigning or Binding a Skill to an Interface Slot:</u>

To assign a skill to an interface slot, left-click the gauntlet cursor on the numbered box where you want to assign the skill. A small menu of learned spells, skills, potions and scrolls appears. Left-click the gauntlet cursor on the desired skill in this small menu that you want to assign to the number on your keyboard. Now the skill appears in the numbered slot on your game interface.

Torchlight Tip: *Some experienced gamers organize their favorite attack and defensive skills on the left side of their interfaces. They assign their potions, scrolls and non-combat spells (like Identify and Town Portal) on the right side (keys 6 through 0) so they rarely hit the wrong commands in combat.*

<u>Assigning or Binding a Skill to a Function Key:</u>

As your character progresses past level 20 you'll probably master more skills than the available interface slots—especially if you prefer keeping some slots assigned to potions and scrolls. If this happens, you can assign or bind additional skills to the F1 through F12 keys on your keyboard. To bind a skill to a function key, open the Skill Tier menu by pressing the "S" key on your keyboard and then hold the desired function key where you want to assign to the Skill. If you assigned it correctly, the name of the function key appears on the skill in the Skills menu. You can also reassign or replace skills associated with function keys using this technique.

Arms, Armor and Other Accoutrements

Arms

Weapon Type

Weapons can be melee or ranged. Ranged weapons are bows, guns, wands and crossbows. Melee weapons include swords, daggers, staffs and polearms. Ranged and melee weapons are designated as either one-handed or two-handed. This means that your character either needs to use one or both hands to wield an equipped weapon. One-handed weapons are vital for players who invest skill points into the Dual Wielding skill.

Physical Damage

Each weapon has a Physical Damage range. This is the amount of health points the weapon subtracts from a foe with a single blow. Your character's Strength, Dexterity, Class Skills and any weapon or armor bonuses factor into how much damage the weapon inflicts on an enemy.

Damage per Second (DPS)

As you progress and assign weapons to your character, you'll recognize that all weapons feature various speeds, but the slowest weapons tend to inflict more damage in a single blow while the fastest weapons always inflict a smaller amount. That's because cumbersome weapons like a polearm have a long swing. Small bladed weapons like a dagger are agile and have a tiny arc. To simplify things in TORCHLIGHT, all weapons have a Damage per Second (DPS) number that indicates the average amount of damage the equipped weapon inflicts during one second of combat. This DPS number also factors in any bonuses to physical damage from magical properties or enchantments.

While many players choose and equip the weapon with the highest DPS for their character, always consider the weapon speed in combat. If you encounter a tough enemy with a fast attack rate, your character could receive three blows before they can counterattack once with their cumbersome-but-massive DPS weapon. Weigh and consider other weapon options against specific enemies, like pairing weapons according to your Defense attribute and your armor. If you have strong armor, you'll find it easier to withstand multiple attacks before you complete the backswing with your colossally slow, deadly-DPS weapon.

Armor

Unlike many role-playing games, TORCHLIGHT doesn't restrict character classes from wearing certain types of armor. Whether you choose a Destroyer, Vanquisher or Alchemist, any clothing or shield with the highest armor rating is probably the best choice for your character—but consider the bonuses to magical armor and the weapon that you're pairing with your other equipment.

If you have a one-handed weapon and you don't want to invest in the Dual Wielding skill, adding a shield is a smart strategy for blocking attacks. If you want to lug around a slow-but-deadly DPS melee weapon, invest in armor with extra Defense attribute bonuses. Think twice about selling low-armor items with multiple bonuses—especially if you prefer to engage enemies with your ranged weapons. Some seemingly flimsy armor bestow important bonuses for elevating important attributes that your character needs to equip other advanced arms and armor. If you want to improve the life and durability of your armor, consider buying several enchants.

Sockets in Arms and Armor

Socketed arms and weapons are valued for versatility and customization options. As you collect and transmute ember into high quality pieces, you can add the improved ember to socketed weapons and armor. Because assorted ember types offer distinct advantages, optimize your choices according to your character's class and specialized skills.

To add ember to a socket, left-click on the ember in your Inventory or Stash. Anytime you pick up a piece of ember you'll see all the socketed items in your inventory—especially if your have your Pet Sheet and Stash menus open. Now drag and left-click the ember into the socketed weapon.

Torchlight Tip: *Goren the Enchanter in Torchlight can add one or more sockets to your favorite arms and armor, but his enchantments are always random, so you might need to pay him multiple times before he gives you what you want.*

Jewelry

Magical rings and necklaces can improve your character's attributes and boost resistances. If you outgrow a favorite piece, consider equipping it on your pet.

Ember

Sometimes you'll find pieces of ember dropped by defeated monsters and other enemies. There are different types of ember but most bestow magical powers on socketed armor, weapons and jewelry. Embers with slight flaws grant greater powers than dull or cracked embers. You can hire Duran the Transmuter to combine and improve flawed ember, but you'll find better pieces on your own as you venture deeper into the mine.

Each type of ember bestows unique magical properties to weapons and armor:

Cold-Ember   Adds ice damage to a weapon or ice resistance to armor

Core-Ember   Adds Knockback to a weapon or Strength bonus to armor

Deep-Ember   Adds armor degradation to a weapon or Dexterity bonus to armor

Fire-Ember   Adds fire damage to a weapon or fire resistance to armor

Flow-Ember   Adds electrical dmg to a weapon or electrical resistance to armor

Pure-Ember   Increases damage for a weapon or adds armor points to armor

Life-Ember   Adds poison damage to a weapon or poison resistance to armor

There are also other types of socketable items (these are examples--you'll find other types as you explore):

Eyeball   Adds Mana steal enchant to weapon or Magic bonus to armor

Skull   Adds stolen health points enchant to weapon or Defense bonus to armor

Potions

The most common potions you'll find among mine monsters and Torchlight merchants are mana (blue) and health (red). You'll find larger doses of these potions as you delve deeper into the darkness. Other forms of replenishment exist beneath Torchlight. See if you can find these items by fishing.

Scrolls

Throughout the mine you'll find Town Portal scrolls and Identify scrolls. Town Portal scrolls feature a blue ribbon and Identify scrolls have a red ribbon. Keep a number of Identify scrolls handy until you find the Identify spell later in your adventure.

Fountains

There are several types of fountains in the game but the most common ones replenish health (red fountains) or mana (blue fountains). If you find a yellow fountain gurgling somewhere, dip your favorite weapon or armor into it for a possible random enchant.

Fighting Foes and Other Fiends

Fighting monsters and other wandering fiends in the first few levels isn't too tough, but later in your adventure you'll encounter daunting beasts. Most of these mega-monsters have a mysterious aura of light surrounding them. The largest beasts often employ magic or special elemental powers. Because some monsters are immune to knockbacks or elements, it's important to examine and understand your enemy before you attack. Move your gauntlet cursor over the enemy and you'll see their name and life bar at the top center of your screen. If a monster has a special attack or defense, you'll see a description beneath their red life bar.

After you learn a monster's special attack or defense, develop a strategy. For example, if a Burrower releases a blast of electricity whenever it closes in, use ranged weapons to finish the monster off before it can run close enough to discharge these bolts. If you encounter a group of monsters with a Tu'Tara Oathmaster healing the attackers, it's a good idea to eliminate the healer before dispatching other enemies.

Many of the monsters with red auras have a quest reward, so if you spot one of these daunting enemies, consider returning to Torchlight to see if there is a quest and reward associated with defeating the beast.

Occasionally a massive group of weak monsters seem almost as tough as a quest boss. If you have the skills, consider using summoning spells or charm spells to divert some of the attacking foes. Sometimes you can wait at a chamber entrance and let your pet and summoned monster do most of the work for you, then finish off the stragglers with a ranged weapon or a series of offensive spells.

Additional Tips and Tricks

Remember to use Town Portal scrolls and spells in open areas. A poorly placed portal can sometimes drop you in places where you can't escape. If this happens, use the Town Portal on the southern side of Torchlight to take you to the closest nearby destination in the mine or tomb.

Some monsters are incredibly tough, so it's important to know when to cut your losses to avoid a resurrection penalty. Before fighting a powerful foe, create a Town Portal in case you need an escape route. If your health drops, run for the portal and heal your character in Torchlight. When you return you'll find the wounded monster in the same condition that you left him. Set up another Town Portal and engage your foe. If your life runs low, retreat through the portal and recuperate. Keep repeating this until you dispatch the beast.

Always remember to use your pet's inventory space. It's the same size dimensions as your own so you have plenty of room for extra items.

You can sometimes add extra life to old weapons and armor by using Goren the Enchanter and yellow fountains for extra enchantments, but always weigh the expense and scarcity of the enchants against the long-term benefit of keeping an item that might be obsolete in an experience level or two.

The Torchlight merchants usually change or supplement their inventories whenever you adventure, so it's a good idea to peruse their wares and examine what they have in stock.

Save all of your ember pieces for transmutation upgrades. Even the smallest and most insignificant cracked ember can be combined and restored into valuable power-ups for socketed weapons and armor.

Remember to equip your pet (even the imaginary pets) with rings, spells and necklaces. These bonuses will work to your favor in long and difficult battles. Your favorite old items are powerful hand-me-downs for any pet.

Merchants change their wares every time you return from the dungeon. If you're looking for something special like a superior gem, try exploring the mines, then return after a few moments to see what Torchlight's vendors added to their inventory. Venturing through the mine or tomb entrances outside town saves you the expense of squandering a Town Portal scroll.

Use your Automap to look for hidden passages. If you see something that looks like a blocked passage, hold down the Alt button to search for hidden levers or a plunger.

Collecting complete armor sets requires time and sometimes extra Stash space, but the added bonuses associated with many armor sets make it time well spent beneath Torchlight.

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