



# The Sorceress

## Guides



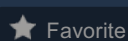
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## Game Manual

By Karabas\_Studio

This guide was written for understanding the basics of the game.

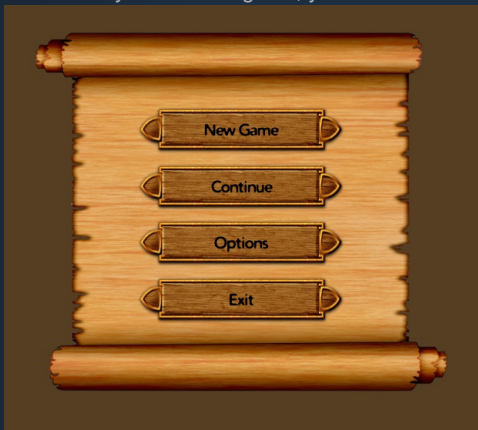


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## Getting Started

After you have successfully installed The Sorceress, start the game by clicking on the The Sorceress icon. Once you start the game, you are taken to the Main screen.

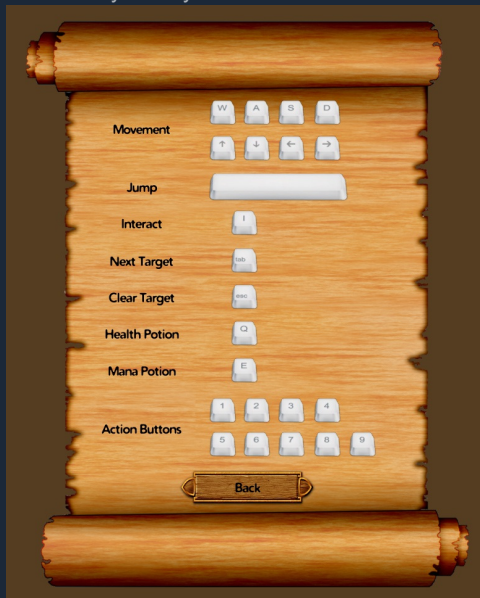


In the Options menu chose settings and press the Apply button.

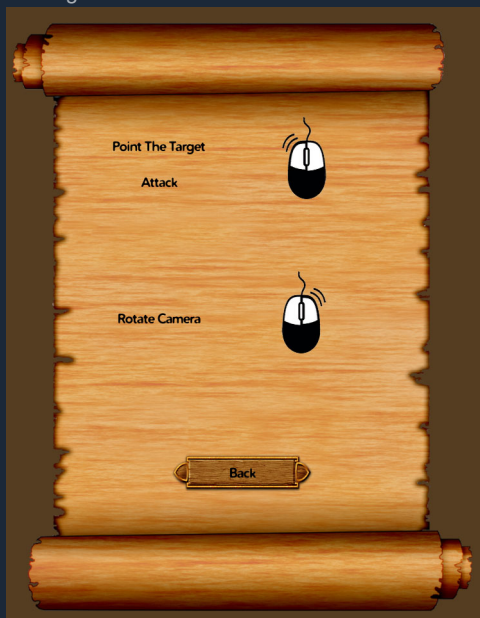


If you press the Keyboard button in the options menu, you can see all hotkeys that are used in game. You can't change them in the game menu, but if you want to setup different keys, you can use the

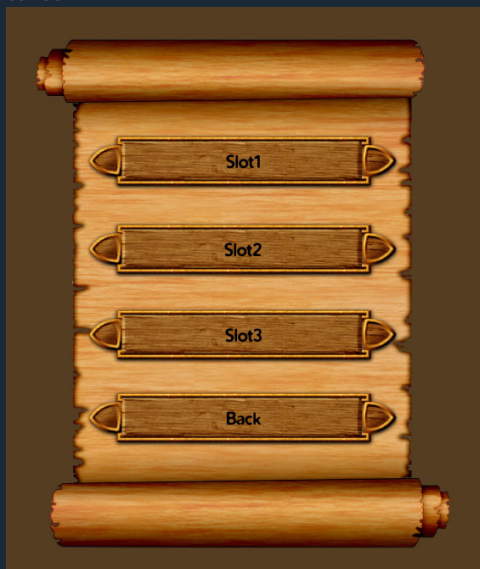
drivers for your keyboard and mouse.



If you press Mouse button in options menu, you can see the settings for mouse buttons that are used in the game.



If you press the Continue button in the options menu, you can see the game slots for saving your game. You can use 3 game slots for saving the game. They are empty now, because there are no saves.



Press the New Game button in the options menu to start the game. A warning box will appear. Press the OK button.



## Game Interface

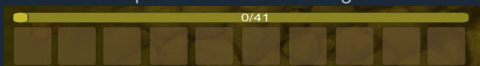
In the top left corner of the screen is your character portrait. You can see your character level, health and mana bars. When your character receives damage, the type and amount of damage will be displayed on character portrait.



In the bottom right corner of the screen is the menu bar, from which you can open the skills menu, quests menu, character menu, item bag and options menu.



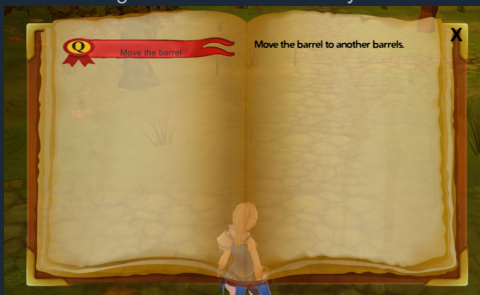
In the bottom middle of the screen is the experience bar and action bar. The action bar is now empty, because no spells or skills are assigned on it.



If you press the skills button on the menu bar, the skills menu will open. Here you can assign your skills to the action bar slots. There is no need to assign the basic melee attack to the action bar slots, because it is already assigned to the left mouse button, but you can do it if it is more comfortable for you. The action buttons on the action bar correspond to the number keys on your keyboard. To close this menu press the cross button on the top right corner of this menu.



The next button opens the quest menu. Here you can see all the quests that you accepted and read the description of each quest. When you have met the conditions of the quest, the color changes from red to green. This means that you can take the reward from the quest giver.



The character button opens character menu. Here you can see 4 empty slots. Weapons and armor are added to them automatically when you press the equip button on the item from your bag. You can also see your character attribute here. Character attributes change when you equip armor or weapons, use certain skills or spells, and when your character levels up. Use the scroll bar to see all of them.



The button with the bag icon opens your character's bag. From the bag menu you can read the characteristics of items that are in the bag, use items, equip items and drop items. The amount of gold your character is carrying is shown here. Some items like potions and keys can be stacked. The amount of items in a stack is shown on the item icon. If your bag is full, you can't put more items in it.



The last button is the options button. Here you can save your game and exit the game.



## Using Map

In the upper-right corner is the minimap. The "+" and "-" buttons change the scale. The lock button prevents the map from rotating. The button with the globe opens a full-screen map.





The yellow triangle shows the position and the direction of your character.

The yellow circle shows the position of neutral NPCs

The green circle shows the position of friendly NPCs

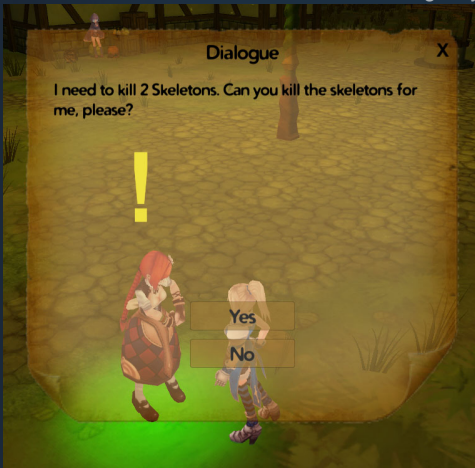
The red circle shows the position of hostile NPCs

NPC bosses are shown as a red skull on the map and minimap.

When you are in new location, you can't see all parts of the map due to the fog of war.

## Quests

NPCs with an "!" icon above their head can give you quests.



To take a quest from the quest giver you must be no further than 2 meters from NPC and press the "!" button on the keyboard. If you accept a quest, the icon above NPC's head changes to a "?". If you've completed the quest, the color of the "?" icon above NPC's head changes to green and you can take the reward.

When you accept a quest, the name of the quest and its status is also shown in the bottom-left of the screen.



The quest help system is integrated into the game to make the process of completing quests easier. For example the NPCs that you need to kill are shown differently when you hover the mouse cursor over them.



### Merchants

You can find merchants in different places in the game. To start trade, you must be closer than 2 meters to NPC and press button "i" on the keyboard. Each merchant has unique items. You can buy and sell only the items that the merchant buys and sells.



The price of an item can be seen by clicking on its icon. Some merchants sell items for things other than gold.

### Accuracy

Accuracy is one of the most important values in the game. The character and all NPCs have this value. This value determines the chance of missing in battle. In battle with ordinary NPCs, accuracy depends on difference in level between the NPC and the player's character. The accuracy of bosses is calculated differently. Accuracy does not rise when the player's character gains a level, but some items can increase the value.

### Battles with Bosses

There are many NPC bosses in the game and each of them has unique tactics, abilities, spells, health, armor, resistances, etc... Some of the bosses have level growth. How to fight with them depends on what tactic you chose and what ammunition, spells and abilities you have, but be sure that you can defeat all of them.

## Loot

When you defeat NPCs, they may drop items and gold. You can also get loot from chests if you have a key. Sell the items that you don't need to the traders.