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Puzzle Quest: Challenge of the Warlords

Enter the world of Etheria, a mythical land quickly being overrun by evil. You must help protect the kingdom of Bartonian from the undead invasion and seek out the source of these vile creatures to ensure the safety of your countrymen.

Main Menu

New Quest

This option will take you to the Character Creation screen where you can create a new character for use in the single player storyline.

Continue Quest

This option will allow you to pick up where you left off in quest mode. This option is not available if you have not yet started a quest.

Single Player

If you have not yet created a character, this option will first take you to the character creation menu. If you have already created a character, you can use this option to select the character you want to play, begin or continue the character's quest, begin an Instant Action Battle, begin a Choose Opponent Battle, shop for items for your hero, create a new hero or delete an unwanted hero.

Multiplayer

You can battle a friend in Multiplayer over a Local Area Network or over the Internet. The Host player will have the ability to set the game options for Turn Time Limit and handicapping. Handicapping will even out your statistics if there is a large difference in levels.

Settings

This option will allow you to change volume and screen settings, to turn off or activate tutorials and to post high scores to the Internet. You can also view the credits for the game here.



High Scores

Here you can view the local high scores that you have received during Instant Action Battles, Choose Opponent Battles and Multiplayer Battles.

Multiplayer High Scores

This option lets you view the local and Internet high scores from your multiplayer battles.

Quit

Choose this option to exit the game.

Starting the Game

Creating a Hero

To begin a new game, choose New Quest from the Main Menu. This will bring you into the character creation screen where you can select from the 4 available professions in the game: Druid, Knight, Warrior and Wizard. Click the drop down arrow in the Choose a Profession window to display the professions.



Once you have chosen your desired profession, you can click the left and right arrows under the portrait to scroll through the available portraits for that profession. This will also set your hero's gender and generate a random name. After selecting your portrait, you can enter a new name for your character in the character name box or accept the current name. Click the Okay button to create your hero.

The World Map

The world of Etheria is a large place filled with many cities, ruins and monsters. Much of the world map is unavailable until you unlock missions that will take you to new areas of the map. Your home city is Bartonia. Here you will have access to your Citadel, the ability to get quests, access the local tavern for rumors and visit the shop to outfit your hero with some new equipment.



Use the mouse to move around the world map by clicking the left button to move to the location, but watch out for enemies that may be along the roadways! The box in the upper-left corner of the screen is your character information. This includes your character portrait, your profession, level, experience points, how many experience points you need to reach the next level and how much gold you have. Click on the box to view your Hero Inventory.

The box in the upper-right corner of the screen is your Quest Log. Here you'll find a list of all your active quests, the percentage of completeness for each quest, as well as the current date in game time. Click on a quest to view the quest details. You can have up to 4 quests at a time.

Getting Quests

To get quests, look for the floating exclamation point (!) over a location. A red exclamation point means that there is a Main Quest available at that location. A large green exclamation point means that there is a Side Quest available at that location. A small green exclamation point means that there is a quest available that can be done multiple times. A gray exclamation point is for when there is a quest available, but you are not yet at the required level to take it. Click on the location and select Get Quests from the menu.



An area where there are quest-related tasks to be performed will glow blue or green. This will help you find out where you need to go in order to complete a quest that you have taken. When you get to the glowing area, click on the location and select the quest from the menu.

The Battle Grid

The Battle Grid is the main part of the game and where all of your enemy encounters take place. The Battle Grid is an 8 x 8 grid that holds Blue, Green, Red and Yellow Mana Gems, Skulls, +5 Skulls, Stars, Gold Coins and Wild Cards. The battle takes place by connecting groups of 3, 4 or 5 of these items in order to gain specific effects from them. Connecting Mana Gems will give your character mana of the matched color, Skulls and +5 Skulls connect to do direct damage to your opponent, connecting Stars gives your hero experience points used towards gaining new levels, Gold Coins add money to your hero's gold reserves and Wild Cards connect with Mana Gems in order to complete a 3, 4 or 5 of a kind.



When any items on the Battle Grid are matched up in a 3, 4 or 5 of a kind, they disappear from the grid and all of the gems above them fall down to replace the empty areas they left in the grid. If there are no moves left on the Battle Grid, this causes a Mana Drain which drains both battle participants of all their mana, clears the board and drops all new items onto the board. Completing a 4 or 5 of a kind gives you an extra turn. Completing 5 of a kind also creates a Wild Card on the board along with the extra turn.



The player with the highest Cunning skill goes first. This can be a big advantage since they have the first opportunity to connect items on the board and to seek out any 4 or 5 of a kind that may be available on the Battle Grid. Everything that you connect on the Battle Grid is affected by the hero's current levels in all of their skills. For more information on how skills affect your battles, see the section on Leveling Up.

To the left of the Battle Grid is your Hero Info. It shows your hero, equipment, resistances, and spells that you have equipped. It will also show any Status Effects that are currently afflicting your hero. Status Effects can be good or bad. To the right is all of the same information for your opponent.



Place the mouse pointer over an item to reveal the tool tip text for the item. It is a good idea to check out the spells, equipment and hero information for your opponent at the first available opportunity in a battle.



Spells

Spells allow your hero and your opponents to spend mana to affect the Battle Grid, defend themselves, directly damage their opponent or cause Status Effects on themselves or their enemies. Each spell has a different mana cost, many requiring more than one mana type to cast.



Each profession has spells that are specific to that profession. This makes your choice of profession very important when it comes to the type of play style that you will adopt. For instance, Druids have spells focused on defense and healing, Knights have spells focused on experience and Status Effects, the Warrior's spells mostly do direct damage and affect the skulls on the Battle Grid, while the Wizard's spells mostly affect the Battle Grid and turn mana into life or Status Effects.

Spells can be resisted by the opponent based on their resistances to a specific mana type. If a spell requires more than one mana type to cast, it can be resisted by any resistances to those mana types. Your hero begins the game with one spell and will unlock more as they gain levels. They can also learn spells from captured enemies. For more information about learning spells from captured enemies see the section on Spell Research. You can change the spells that you have selected for your hero from the Hero Inventory. You can have up to six spells selected for your hero at once, with a seventh given to you by any mount you may have equipped. For more information about mounts, see the Mounts section.

Equipment

Equipment is the universal way for players to help even the odds with their opponents. This is where the hero can find combinations that match up not only with their choice of spells but also with their own personal play style. A hero can have one helm or crown, one piece of clothing or armor, one weapon and one item of miscellaneous equipment.

Equipment can do everything from protecting against damage to giving you free mana. It can add to your resistances or skills or it can cause Status Effects on your enemy. Choose your equipment wisely as it can make all the difference between losing a battle and winning one. You can change the equipment that your hero has equipped by accessing the Magic Items section of the Hero Inventory.

You can buy more equipment from the Shop found in most of the cities on the World Map or from the Shop option on the Single Player Menu. Most equipment has a requirement of some sort in order for your hero to be able to purchase it. This may be a level requirement or a specific skill level.



Companions

As your hero completes quests and makes in-game choices, other characters may decide to join you on your journey to find the source of troubles in the kingdoms of Etheria. These companions offer their assistance in battles against specific types of enemies which they are skilled against. Your hero can have up to 8 companions at one time and you can view the companions that your hero has available from the Companions section of the Hero Inventory. Here you can add or remove existing companions from your party. Certain in-game actions may cause your companions to leave your party and never return, while other actions cannot be completed with certain companions currently in your party. If a companion is removed from your party, you will need to travel to their home city in order to find them again and re-add them to your party. When they are removed from your party, each companion will tell you where they will be waiting in order to add them back to your party.

Leveling Up

Once your hero has gained enough experience, you are able to utilize the Level Up Menu to distribute additional skill points into the 7 skill categories available. The available skill categories are Air Mastery, Earth Mastery, Fire Mastery, Water Mastery, Battle, Cunning and Morale.

Placing skill points into Air Mastery results in additional yellow mana gained from connecting yellow gems, an increased chance of gaining an extra turn when connecting yellow gems, an increased chance of generating a Wild Card when connecting yellow gems and free yellow mana at the



start of every battle. Earth Mastery does the same but with green mana, Fire Mastery with red mana and Water Mastery with blue mana.

Battle increases the amount of damage that you do when connecting skulls, increases the chance of gaining an extra turn when connecting skulls and an increased chance of generating a Wild Card when connecting skulls.

Cunning increases the effect of Wild Cards on other Mana Gems, increases the experience and gold gained from defeated enemies, increases the chances of gaining an extra turn when connecting Gold Coins and increases the chances of generating a Wild Card when connecting Gold Coins.

Morale increases your hero's base number of life points, increases the chance of gaining an extra turn when connecting stars, increases the chance of generating a Wild Card when connecting stars and increases your base spell resistances. Your hero gets 4 points to put into skills for each level. Each skill has a different point cost to increase its level based on the profession of your hero.

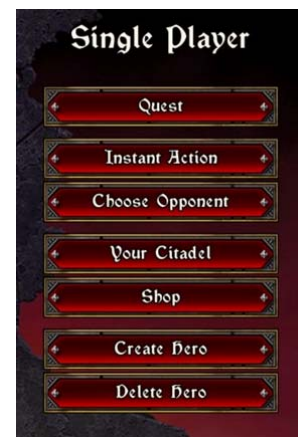
Single Player Menu

Quest

Select Quest to begin a New Quest or Continue a quest already in progress.

Instant Action

Instant Action takes your currently selected hero and puts them into a battle with a random opponent that is within the hero's level range. Instant Action is the best place to practice battling opponents and to gain some experience and some gold since all of the stars and gold coins that you collect during the battles increase your permanent reserves. This is also the quickest way to get into a battle with an opponent.



Choose Opponent

Choose Opponent is just like Instant Action except that you get to choose the opponent that you want to fight against. You must be careful, however, as some of the enemies can be way out of your hero's league.

Conversely, some enemies will be lower than your hero's skills, and if you want more of a challenge from them, you can scale their level to closer match yours. Click the Scale Opponent to My Level check box to raise them to



your level range. You can also attempt to capture an opponent if you have already defeated them 3 times by clicking on the Capture button.

Your Citadel

Your Citadel can be accessed from Bartonía and from any of the cities that you have captured. For more information about capturing cities, see the City Siege section.



Your Citadel contains a number of buildings that you need to purchase before you can use them. These buildings include:

Dungeon

The Dungeon unlocks the ability to capture enemies and holds enemies you've captured. For more information about capturing, see the Capturing Enemies section.

Mage Tower

The Mage Tower allows you to learn spells from captured enemies. For more information about learning spells from captured enemies, see the Spell Research section.

Stable

The Stable allows you to train mounts that your hero can ride on. For more information on mounts, see the Mounts section.

Forge

The Forge allows your hero to use Runes that they have acquired in order to craft unique items. For more information on crafting items see the Forging Items section.

Siege Workshop

The Siege Workshop allows your hero to capture new cities, bringing them under your vassalage, allowing you access to your Citadel and providing you with a steady income. For more information on capturing cities, see the City Siege section.

Temple

The Temple allows your hero the opportunity to donate money in exchange for increased skills and masteries. This is a great way to use extra gold that your hero has accumulated in order to get even higher skill ratings.

Towers

The Towers decrease the chances that a captured city will revolt from being your vassal. This can be useful, especially when your empire grows too large.

Vault

The Vault increases the amount of money that a captured city pays in tribute to your hero each month. This is especially useful when you have more than one city under your care.

Statues

The Statues grant your hero the title of King or Queen and grant a one-time increase to your hero's morale.

Capturing Enemies

Once you have purchased the Dungeon for your hero's Citadel, you are able to attempt to capture enemies that you have defeated in battle 3 times. When you encounter an enemy that you have defeated at least 3 times, the Capture button will appear above the Fight button. Keep in mind that some enemies are essential to the story, so from time to time you will run into enemies that are unable to be captured.

Capture puzzles take place on the Battle Grid but do not follow the same rules as a typical battle. Instead, you are given a specific pattern of mana gems, skulls, stars and gold coins. The object is to clear the screen of all items on the grid. Once an enemy has been captured, you are able to learn a spell or two from them if you have purchased a Mage Tower.



Spell Research

In order to research spells, you need to have first purchased the Dungeon from your Citadel and capture an enemy. You then need to purchase the Mage Tower from your Citadel. Once you have done those three things, you can go to your Citadel and choose Research Spells. Here you will be asked to choose the spell that you want to research. Some spells are easy, some are moderate, some are difficult and some are exceedingly difficult. After selecting the spell that you want to research, you'll be taken to a Battle Grid that has special rules.



To learn the spell, you need to collect all of the Mana that is required and you also need to collect a number of scrolls as well. Matching a 4 of a kind gives you double the effect of whatever was matched and generates a scroll. Matching a 5 of a kind generates 3x the effect of whatever was matched and generates 2 scrolls. A Heroic Effort clears the screen of all stars, coins and skulls. Each time you complete a category by meeting the mana requirements or getting all of the scrolls, the screen is cleared of all remaining gems of that color or the remaining scrolls on the board. The game ends when there are no moves left on the board.

Mounts

To gain a mount for your hero, you first need to capture an enemy that can be mounted. To do this you need to purchase the Dungeon from your Citadel. After you have captured a mount you can equip them to your hero by selecting them from the Mounts area of your Hero Inventory. Mounts offer your hero an additional spell during battle, an increase to your stats while riding them and will increase or decrease the amount of in-game time it takes to move from location to location on the World Map.



You can also train your mounts to increase their level and therefore increase your hero's stats further while riding them. To train your mounts, you need to purchase the Stable from your Citadel. After you do this, you will be able to increase the level of your mounts by battling an enemy with a time limit each turn. The higher the level you want to train your mount to be, the more difficult the enemy will be and the shorter the time limit will become for each turn of that battle! When mounts become higher in level, they will start to allow you to avoid battles on the World Map. The level required to skip these battles varies by enemy, but you can usually tell by looking at the level of the enemy in the Choose Opponent menu for an idea of how much training you will have to give your chosen mount.

Forging Items

Forging items allows you to create your own magic items for your hero to use. To forge items, you first need to purchase the Forge from your Citadel. You also need a number of Runes in order to forge an item. These Runes can be found all over the world of Etheria, you just need to search for them and when you find them, battle the Rune Keeper for them.

You need three types of Runes in order to craft an item. First, you need a Base Rune. The Base Rune determines the type of item that will be crafted, whether it is a Dagger or a Helm for instance. The second type of Rune



that you need is a Modifier Rune. The Modifier Rune affects the bonuses that the Base Rune gives as well as the bonuses given by the last type of Rune, the Power Rune. The Power Rune gives you the most effect over all and should be chosen wisely. The chosen Runes also determine the overall difficulty of the item to be crafted and much like researching spells, these items can range from easy to seemingly impossible.

The rules for forging items are different from the usual rules of battle and even different from researching spells. The only objective for forging items is to destroy as many Hammers and Anvils as necessary for the item that you are forging. Connecting a 4 of a kind results in the entire row or column being destroyed. Connecting a 5 of kind results in all of the matched items on the board being destroyed. Getting a Heroic Effort results in a new Hammer and Anvil being created on the board. Any time that you connect or destroy a Hammer and Anvil, the board will be cleared and a new set of items will drop. The more difficult an item is to forge, the more Hammers and Anvils that you will need to destroy.

City Siege

After you have purchased the Siege Workshop from your Citadel, you are able to capture cities that you have found on the world map. Capturing cities is simply a battle against the city itself as the main opponent. Many of these cities have very high health ratings and spells that add to their defensive capabilities. Successfully capturing a city makes it part of your growing empire. You are able to access your Citadel from a captured city and you receive a tribute from your cities each month when you return to collect it. Be aware however, that cities will begin to revolt after some time and you will need to return to the city and re-capture it in order to make it part of your empire again. Purchasing the Vaults from your Citadel increases the amount of money that each city pays in tribute and purchasing the Towers from your Citadel decreases the chances of a city revolting.

Customer Service

For optimal performance we recommend that you close any other applications that are running on your computer prior to playing Puzzle Quest: Challenge of the Warlords.

We strongly recommend that you obtain the latest DirectX compatible drivers for your video and sound cards. Using drivers that are not compatible with the latest version of DirectX can have unpredictable results. Updated drivers are typically available at no charge through your hardware manufacturer's website. Popular video chipset manufacturers include:

ATI – www.ati.com

Intel – www.intel.com

Nvidia – www.nvidia.com

For additional information on DirectX, please visit www.microsoft.com/directx/

For any other questions, updates, answers to frequently asked questions and 24-hour Technical Support visit our web site at: www.valusoft.com or write to us at: ValuSoft, 3650 Chestnut Street North, Suite 101A, Chaska, MN 55318.

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