

INSTRUCTIONS

TABLE OF CONTENTS

LOADING INSTRUCTIONS	4
Amiga	4
Atari ST	4
IBM and compatibles	5
Other Computer Systems	6
FATE - GATES OF DAWN	7
THE STORY	9
ATTRIBUTES	23
Character Values	23
Magical Abilities	26
Battle Classes	26
THE RACES	28
THE WORLD OF FATE	33
The Wilderness	33
In Cities and Villages	34
Dungeons	37
ENCOUNTER	39
Disengage	39
Action	41
Forward	41
Talk	41
Fight	44

MAIN MENU	51
THE MAGIC SYSTEM	54
ARMAMENT AND ITEMS	55
SCREEN LAYOUT	57
GENERAL OPERATING INSTRUCTIONS	60
Movement on Land	60
Ship Controls	61
Invoking the Main Menu	61
Additional Operating Instructions	62
THE FEATURES UNIQUE TO FATE	63
Party-Switching	63
Storyline	64
Reality Approximation	64
Surprises	65
A QUICK START	66
How to Proceed	66
General Tips	67
MEMORY MANAGEMENT	68

Loading Instructions

The game can be played either from a floppy or hard disk on any computer system. To avoid any danger from viruses it is recommended that you turn the computer off and on again before starting the game.

ALWAYS make sure that your original disk is write protected! The program saves data only to a separate data disk, the original disk must therefore always be write protected.

AMIGA

As soon as the hand prompting you to insert the Workbench disk appears insert the "FATE - Gates of Dawn 1" disk in the internal drive. The game will then automatically load and start. If you wish to install the game on your hard disk, first load the Workbench as usual. Once it's loaded insert the "FATE - Gates of Dawn 1" disk in any drive. Click on the disk icon twice. A window will appear containing the program FATE INSTALL. Doubleclick this icon. All further instructions will then be provided by the program itself.

ATARI ST COLOR

Insert the "FATE - Gates of Dawn 1" disk in the internal disk drive and press the RESET button. The program will load and start automatically.

If you wish to install the program on your hard disk, insert the "FATE - Gates of Dawn" disk from the Desktop. Click on the icon for drive A twice. A window will appear containing the

program INSTALL. Doubleclick this icon. All further instructions will then be provided by the program itself.

IBM PC AND COMPATIBLES

The program must be run from the DOS command level interface. Insert the "FATE - Gates of Dawn 1" disk in drive A. Switch to this drive by typing A: and then type in "FATE". This can be done only if the program hasn't already been installed. You can install it on a formatted floppy disk (3.5", 5.25", DD, HD etc.) or on your hard disk.

The following expansion cards are supported by the program:

e	EGA graphic card
v	VGA graphic card
t	TGA graphic card (Tandy)
a	Adlib sound card, Soundblaster sound card and compatibles
s	Tandy sound
m	Microsoft compatible mouse cards and drivers
j	analog joystick cards

The program normally recognizes any installed expansion cards and uses them to the best of its ability. However, if something is still not quite right you can use the letters shown above to activate a particular piece of hardware (e.g. "e" for an EGA card). Example:

You have a computer with a VGA card, Adlib sound card and

a mouse. For this configuration you would then use the following to run the program: "FATE v a m". Do note that the sound and mouse drivers must be activated before running the program.

OTHER COMPUTER SYSTEMS

The complete loading and installation instructions can be found on the label of the "FATE - Gates of Dawn 1" disk or on a separate instruction leaflet.

Fate - Gates of Dawn

Role playing games are currently very popular. Computer users like games which are not only exciting and imaginative but also challenging and real. The delectable mix of atmosphere, storyline, battles and presentation makes such a game a classic which continues to fascinate and is full of spirit years after it is first published.

However, popular role playing games are often only improvements and modifications which result in a game which is fun but contains no new ideas.

I've missed these innovations in many of the "new" role playing games. So, the development of FATE-Gates of Dawn began already in 1986. And here too, the classic programs were the spiritual forefathers, but the usage and complexity of common functions were improved and many new ideas not found in any other role playing games were realized.

First of all, the game is controlled by the computer in a systematic fashion. The player obtains important information during game play only by engaging the inhabitants and Mages in a conversation. In time, he encounters numerous puzzles which must be solved. FATE-Gates of Dawn does not employ the often abused question and answer trick - each puzzle must be solved step by step before a new adventure can begin.

Since not only the graphics but also the program data need an immense amount of memory this sometimes caused problems in making the program run on computers without requiring additional memory. Because of this, especially during lower levels, additional data must be loaded but this loading is kept

to a minimum by using an improved loading procedure. The total memory is available at all times without any of it being lost to the operating system. If you have a computer with a large amount of RAM, the complete game is loaded at the very start and no additional loading takes place after that.

But enough about that - you are now invited to enter the fantastic world of FATE-Gates of Dawn and meet interesting people, mysterious creatures and encounter magical powers.

O. Thardan

The Story

Winwood, the main character in FATE - Gates of Dawn, is a man in the best years of his life and a proud owner of a small record shop on fifth street. His business cannot exactly be described as a gold mine, so since Winwood can certainly use each cent he makes, he keeps his store open for as long as possible. However, one afternoon he felt particularly weak and tired. Barely able to keep his eyes open, he closed his store, laid down on his old sofa and wandered off into the dream land. As soon as he fell asleep, Winwood was drawn into a world of dark nightmares. Lightning and thunder went off around him, images flashed before his eyes only to disappear again just as fast. Suddenly, he was engulfed by a gaping emptiness. Slowly, he began drifting towards an old, peculiarly dressed man. An underground vault started materializing around him, and as Winwood approached he made out a



weird drawing above the old man. Swept dreamt from the forehead of the ancient one as he performed magic gestures with his hands. He whispered strange words - and, all of a sudden, the drawing started to glow in a dark red color. It glowed ever brighter, with sparks and flashes disappearing into the darkness. A blurred image of a man wandering helplessly

through the nothingness appeared from the drawing. Winwood shuddered - this helpless man was he himself!

The old man uttered another magic word and disappeared in front of Winwood's eyes together with the underground vault. Once more Winwood was engulfed by darkness. Minutes became hours. Slowly, a paralysing cold started creeping all over his body. He could not feel his arms and legs anymore. The coldness then reached his head. Winwood drifted into a deep, dreamless sleep.

As he awoke he found himself, to his amazement, not on his sofa but in a sparsely furnished room. The wooden bed on which he lay was covered with a dirty sheet. Against one wall of the room was a richly decorated wardrobe, which looked like an expensive antique, yet it did not appear to be that old. On the other side of the room he saw a simple wooden chest, with a few pieces of clothing strewn over it. The clothes looked as if they were from some movie about middle ages. Since Winwood awoke in an old dirty nightshirt he had no choice but to put these clothes on. He had to draw in his stomach while putting on the trousers but the clothes seem to fit him perfectly.

Winwood - not exactly prone to brooding - began immediately exploring the room more closely. It was a very dirty room which on top of everything seem to be fleeced (a few itchy spots on his body led him to this conclusion). His imaginative mind accounted very quickly for the circumstances of his peculiar surroundings. The notion that the room in which he stood was not only very far away from his record shop but

was also apparently in the 16th century didn't come as a great surprise to him.

As Winwood left the room and went down the corridor he arrived in the bar of an inn. He stood at the top of a protruding rustic staircase from which he was able to see every nook and cranny in the smoky bar. Winwood glanced at the scene below which resembled something from a cloak-and-dagger movie. The adventurous guests loitered around a rough table drinking heavily. Winwood, who in his new robe found a few coins - so-called Plasters - thought it would be the best to mingle among the people and try to find out where he was. He soon noticed a table which, as it seemed to him, wasn't filled with cutthroats alone so he joined the group. At first he only listened, but then carefully he joined in the conversation, and after a tasty round of beer Winwood knew approximately where he was. Indeed, he woke up in the same area where his record shop used to be. And the year was not sixteen-hundred-something as he suspected but 1932. The only problem was that the world he found himself in was not the Earth he knew. Furthermore, this was a place very similar to his Earth but its history and technical development seem to have taken a very different turn. Even though this was 1932 cars and similar machines were nowhere to be seen. The electricity was not yet discovered and the alchemists and Mages were all the rage since magic worked very well in this world. And just like chemistry, physics and mathematics use formulas and theorems, in that other world everything was done with magic.

For example, the guild of Mages at the court of Sultan

Suleiman, who reigned over the Ottoman empire 300 years ago, rendered outstanding services to the science of magic. For it was they who discovered and recorded the basic laws of magic. This magic enabled Suleiman to first lay siege to and then take Vienna. In Winwood's world this conquest failed. But here Suleiman managed to hold on to the conquered city and his wise government made the Ottoman empire blossom in previously undreamt of way.

The inhabitants of this other world were also different from the people on Earth. In addition to Humans it contained many other intelligent and civilized races that by and large lived in harmony with each other.

Winwood thought that for now he learned enough, so he paid his bill and left the bar...



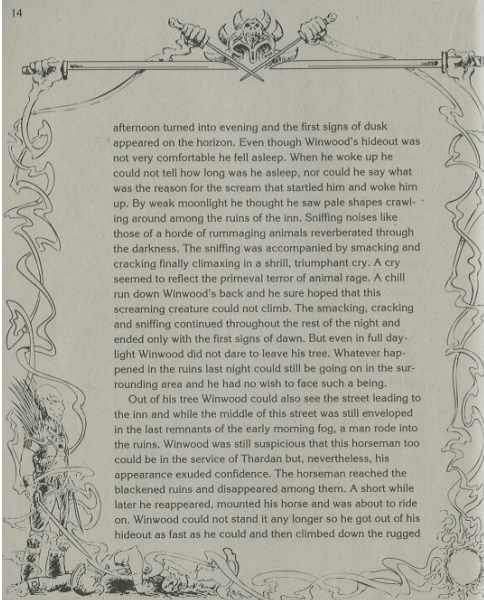
He was only a couple of hundred of yards away when he saw a group of horsemen approaching in the distance. Somehow he had a feeling that it would be a good idea to hide from the horsemen so he jumped sideways into the bush and kept quiet. The horsemen galloped by and a short while afterwards he heard shots from the direction of the inn. A little later a thick, oily smoke cloud appeared above the hill and obscured the view of the inn. After making sure that the horsemen have gone Winwood ventured back to the inn.

The horsemen committed a terrible bloodbath and slaughtered all guests - even those he just spoke with. He then heard a moan. A man was alive but badly hurt. The dying man told him that the horsemen were the body guards of a Mage called Thardan. They looked for someone whom they described as a "traveller between worlds". And as he uttered those last words the man died.

A number of theories came to Winwood. If Thardan was the old man he saw in his dream covering over the magical drawing and, with hindsight, who abducted him from his own world, what was he up to? Winwood just had to find answers to these questions if he wanted to return to his own world. And he was very sure he wanted to return!

Meanwhile, Winwood thought it wise to hide in the bushes, since he had no idea if the horsemen, after facing Thardan, were to return and look for him once more. So, out of branches and leaves Winwood built himself a hideout in a nearby oak tree. From there he could keep an eye on the inn without being observed. In his hiding place Winwood thought some more about strange circumstances which put him there. It appeared that there was at least one reason as to why he was here. It was something to do with this Thardan. The traveller between worlds must have been Winwood himself, although he did not come to this world willingly. Could it be that Thardan brought him here by using the magic powers he already demonstrated? If this was the case what did Thardan hope to achieve by Winwood's presence in this world?

And while these thoughts were going through his head, the



afternoon turned into evening and the first signs of dusk appeared on the horizon. Even though Winwood's hideout was not very comfortable he fell asleep. When he woke up he could not tell how long was he asleep, nor could he say what was the reason for the scream that startled him and woke him up. By weak moonlight he thought he saw pale shapes crawling around among the ruins of the inn. Sniffing noises like those of a horde of rummaging animals reverberated through the darkness. The sniffing was accompanied by smacking and cracking finally climaxing in a shrill, triumphant cry. A cry seemed to reflect the primeval terror of animal rage. A chill run down Winwood's back and he sure hoped that this screaming creature could not climb. The smacking, cracking and sniffing continued throughout the rest of the night and ended only with the first signs of dawn. But even in full daylight Winwood did not dare to leave his tree. Whatever happened in the ruins last night could still be going on in the surrounding area and he had no wish to face such a being.

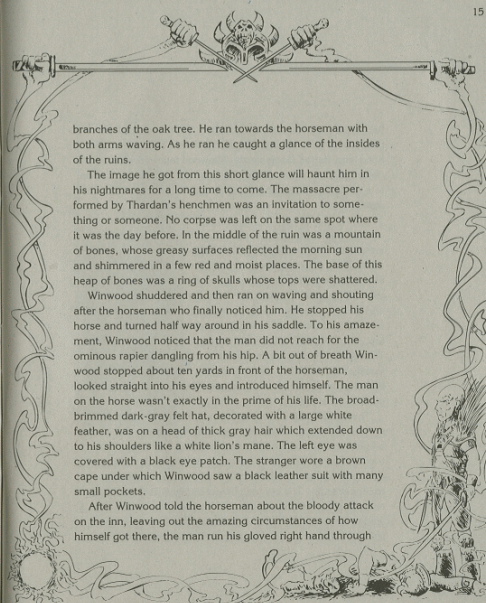
Out of his tree Winwood could also see the street leading to the inn and while the middle of this street was still enveloped in the last remnants of the early morning fog, a man rode into the ruins. Winwood was still suspicious that this horseman too could be in the service of Thardan but, nevertheless, his appearance exuded confidence. The horseman reached the blackened ruins and disappeared among them. A short while later he reappeared, mounted his horse and was about to ride on. Winwood could not stand it any longer so he got out of his hideout as fast as he could and then climbed down the rugged

branches of the oak tree. He ran towards the horseman with both arms waving. As he ran he caught a glance of the insides of the ruins.

The image he got from this short glance will haunt him in his nightmares for a long time to come. The massacre performed by Thardan's henchmen was an invitation to something or someone. No corpse was left on the same spot where it was the day before. In the middle of the ruin was a mountain of bones, whose greasy surfaces reflected the morning sun and shimmered in a few red and moist places. The base of this heap of bones was a ring of skulls whose tops were shattered.

Winwood shuddered and then ran on waving and shouting after the horseman who finally noticed him. He stopped his horse and turned half way around in his saddle. To his amazement, Winwood noticed that the man did not reach for the ominous rapier dangling from his hip. A bit out of breath Winwood stopped about ten yards in front of the horseman, looked straight into his eyes and introduced himself. The man on the horse wasn't exactly in the prime of his life. The broad-brimmed dark-gray felt hat, decorated with a large white feather, was on a head of thick gray hair which extended down to his shoulders like a white lion's mane. The left eye was covered with a black eye patch. The stranger wore a brown cape under which Winwood saw a black leather suit with many small pockets.

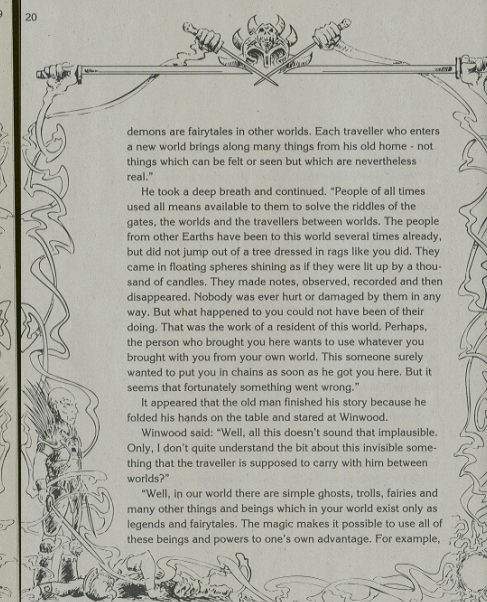
After Winwood told the horseman about the bloody attack on the inn, leaving out the amazing circumstances of how himself got there, the man ran his gloved right hand through



the big, gray, thick beard and nodded. Without a word the gray-haired one signaled Winwood to follow him, turned his horse and started riding slowly. Winwood followed without objection. Even when a little later they got off the road and on to a winding path fighting the undergrowth, Winwood did not utter a word.

After a long stretch of road through the thick forest they arrived in a large valley which suddenly appeared in front of them. The valley was about three miles wide and had an almost perfect circular shape. The middle of the valley contained a forest which even from this distance looked very thick and dark. A steep rock shot out of this forest. Its eastern side was covered with lush woody plants almost all the way to the top. All of the other sides were a steep and smooth rock face. The top of this cliff, flat and wooded, did not rise above the forest on the rock face surrounding the valley. You could only find this place from air or if you knew the way. If you wanted a place to hide this was it.

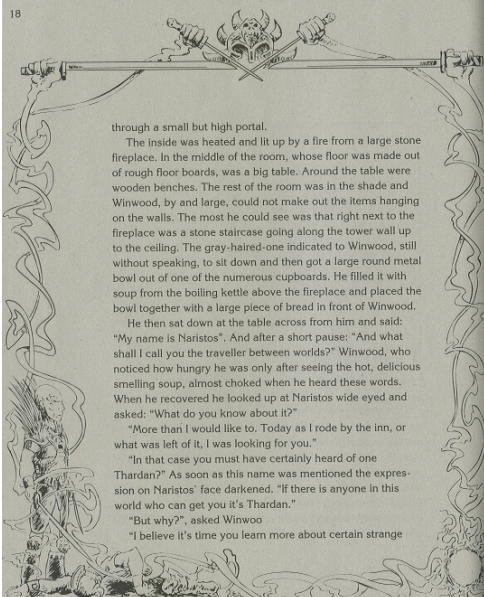
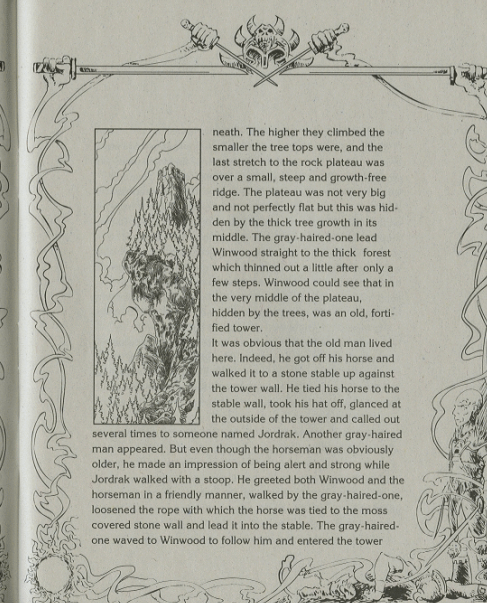
The climb down into the valley proved to be real hard, but in spite of the precipitous path the gray-haired-one did not get off his horse who seem to instinctively find each step. They travelled across the valley and reached the forest. As they approached, the rock in the middle of the ground started to ascend steadily. The old man beat a barely visible path in the easterly direction through the thick, ancient forest. The way led to the east side of the rock. Ever more frequently the layer of soil thinned out exposing the white limestone under-



neath. The higher they climbed the smaller the tree tops were, and the last stretch to the rock plateau was over a small, steep and growth-free ridge. The plateau was not very big and not perfectly flat but this was hidden by the thick tree growth in its middle. The gray-haired-one lead Winwood straight to the thick forest which thinned out a little after only a few steps. Winwood could see that in the very middle of the plateau, hidden by the trees, was an old, fortified tower.



It was obvious that the old man lived here. Indeed, he got off his horse and walked it to a stone stable up against the tower wall. He tied his horse to the stable wall, took his hat off, glanced at the outside of the tower and called out several times to someone named Jordrak. Another gray-haired man appeared. But even though the horseman was obviously older, he made an impression of being alert and strong while Jordrak walked with a stoop. He greeted both Winwood and the horseman in a friendly manner, walked by the gray-haired-one, loosened the rope with which the horse was tied to the moss covered stone wall and lead it into the stable. The gray-haired-one waved to Winwood to follow him and entered the tower



through a small but high portal.

The inside was heated and lit up by a fire from a large stone fireplace. In the middle of the room, whose floor was made out of rough floor boards, was a big table. Around the table were wooden benches. The rest of the room was in the shade and Winwood, by and large, could not make out the items hanging on the walls. The most he could see was that right next to the fireplace was a stone staircase going along the tower wall up to the ceiling. The gray-haired-one indicated to Winwood, still without speaking, to sit down and then got a large round metal bowl out of one of the numerous cupboards. He filled it with soup from the boiling kettle above the fireplace and placed the bowl together with a large piece of bread in front of Winwood.

He then sat down at the table across from him and said: "My name is Naristos". And after a short pause: "And what shall I call you the traveller between worlds?" Winwood, who noticed how hungry he was only after seeing the hot, delicious smelling soup, almost choked when he heard these words. When he recovered he looked up at Naristos wide eyed and asked: "What do you know about it?"

"More than I would like to. Today as I rode by the inn, or what was left of it, I was looking for you."

"In that case you must have certainly heard of one Thardan?" As soon as this name was mentioned the expression on Naristos' face darkened. "If there is anyone in this world who can get you it's Thardan."

"But why?", asked Winwood

"I believe it's time you learn more about certain strange

events. You will surely think that a lot of what I am about to explain is nonsense, but I beg of you to suspend your disbelief and hear me out to the very end."

"Well...", replied Winwood, "I have been transferred from an afternoon nap into a strange world, and that expanded my horizons tremendously."

A bit bewildered by this spontaneous exchange with Winwood the gray-haired-one shook his head. But since Winwood did not say anything else, he ran his hand through his beard and started to speak.

"As you the traveller between two worlds can establish by yourself, there is more than one world which the people who live on it call Earth. All of these worlds exist side by side, in a way incomprehensible to us, some of them even in one and the same place, without approaching or interfering with each other. It's even impossible to see one world, for example your Earth, from the other. Even if one is to build a telescope which could see throughout the whole universe the search would be fruitless. And yet there are gates through which these other worlds can be reached. But one should not view these gates as simple doors which can be opened by anyone. Just as each single world is different from all other worlds, the methods for opening these world gates are different from world to world. There are worlds where the time flows slower than it does here, in others the history recorded the strangest of developments. But in some odd way all of these worlds are somehow related to each other. What is a fairytale, saga or legend here is history somewhere else. And many of our past heroes and

demons are fairytales in other worlds. Each traveller who enters a new world brings along many things from his old home - not things which can be felt or seen but which are nevertheless real."

He took a deep breath and continued. "People of all times used all means available to them to solve the riddles of the gates, the worlds and the travellers between worlds. The people from other Earths have been to this world several times already, but did not jump out of a tree dressed in rags like you did. They came in floating spheres shining as if they were lit up by a thousand of candles. They made notes, observed, recorded and then disappeared. Nobody was ever hurt or damaged by them in any way. But what happened to you could not have been of their doing. That was the work of a resident of this world. Perhaps, the person who brought you here wants to use whatever you brought with you from your own world. This someone surely wanted to put you in chains as soon as he got you here. But it seems that fortunately something went wrong."

It appeared that the old man finished his story because he folded his hands on the table and started at Winwood. Winwood said: "Well, all this doesn't sound that implausible. Only, I don't quite understand the bit about this invisible something that the traveller is supposed to carry with him between worlds?"

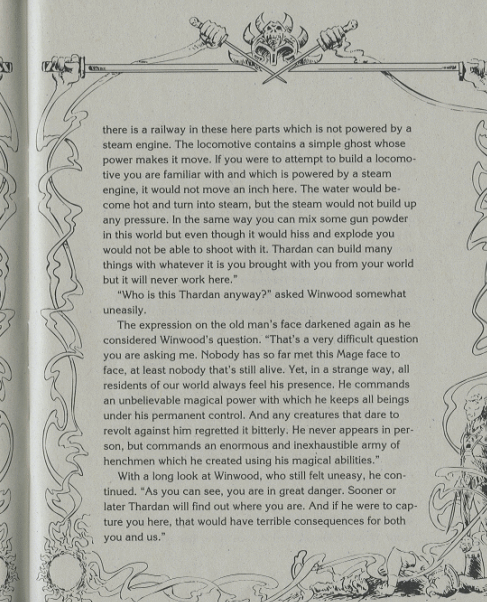
"Well, in our world there are simple ghosts, trolls, faeries and many other things and beings which in your world exist only as legends and fairytales. The magic makes it possible to use all of these beings and powers to one's own advantage. For example,

there is a railway in these here parts which is not powered by a steam engine. The locomotive contains a simple ghost whose power makes it move. If you were to attempt to build a locomotive you are familiar with and which is powered by a steam engine, it would not move an inch here. The water would become hot and turn into steam, but the steam would not build up any pressure. In the same way you can mix some gun powder in this world but even though it would hiss and explode you would not be able to shoot with it. Thardan can build many things with whatever it is you brought with you from your world but it will never work here."

"Who is this Thardan anyway?" asked Winwood somewhat uneasily.

The expression on the old man's face darkened again as he considered Winwood's question. "That's a very difficult question you are asking me. Nobody has so far met this Mage face to face, at least nobody that's still alive. Yet, in a strange way, all residents of our world always feel his presence. He commands an unbelievable magical power with which he keeps all beings under his permanent control. And any creatures that dare to revolt against him regretted it bitterly. He never appears in person, but commands an enormous and inexhaustible army of henchmen which he created using his magical abilities."

With a long look at Winwood, who still felt uneasy, he continued. "As you can see, you are in great danger. Sooner or later Thardan will find out where you are. And if he were to capture you here, that would have terrible consequences for both you and us."



Winwood overcame the strong urge to hide somewhere and wait for this horrible nightmare to end. He pulled himself together and turned again to Naristos. "But what can I do to return back to my world?"

"Well, I don't believe there is a simple way back," replied Naristos in a sympathetic voice. "I'm sorry to say, but you have become a part of our world. And the only one who can reverse this is Thardan. But I doubt he'll help, at least not willingly. The only thing left for you is to make the problems in our world your own. Perhaps with your help we'll finally manage to find a way to end Thardan's tyranny."

"But what can I do," replied Winwood doubtfully. "I am a normal man who finds himself in a desperate situation. How can I assist you against such a superior Mage?"

"Don't forget the secret power you bring with you into our world," retorted the old man cheerfully. "If Thardan went out of his way so much to obtain this power, maybe it can also help you to do something to him."

"But it's time for you to leave," continued the old man. "You should not stay too long in one place. Don't forget that Thardan will do everything he can to capture you. His henchmen are everywhere and if you are not careful you'll meet them."

"Go to Larvin first and make yourself scarce. Try to find a few companions since alone you will not get far. Good luck, Winwood!"

With these words the old man said his goodbyes and left the room. Winwood looked around once more, then opened the

Attributes

Each character has a whole range of different attributes which are very important for their actions. They are character values, magical abilities and battle classes.

CHARACTER VALUES

Hitpoints

The Hitpoints are the most important strength of a character. They determine their vigour. Each time a character is wounded it loses a few Hitpoints. When they reach zero the character dies.

Magepoints

The Magepoints determine how many spells a Mage can cast before having to rest. Each spell uses a certain amount of Magepoints. When all are used up the Mage is no longer able to cast spells.

Strength

This is demonstrated most clearly in battle and it determines, together with the weapon, what damage a blow can cause to an opponent. But it's also very important in special cases, for example when an obstacle is to be overcome. In addition, it determines how much a character can carry.

Stamina

The stamina is the ability to resist. It determines how quickly the Hitpoints of a character can regenerate, how he reacts to

illness or poisoning and how quickly will he get tired if under strain.

Skill

This value determines the offensive capabilities of a character. The weapon proficiency, aim and the ability to take the opponent by surprise with clever tricks all belong to skill.

Dexterity

This value encompasses the defensive abilities. It determines the agility with which the character can evade the attacks of an opponent and how fast can he withdraw from battle.

Both dexterity values also influence how quickly a character get ready in a battle round.

Intelligence

The intelligence influences all actions of a character and is central to it. It's particularly important for Mages since the effectiveness of their spells depends on it.

Wisdom

This encompasses the attributes such as concentration, talking skills, ability to withstand mental stress, cunning and alertness. Wisdom too is of central importance to the way a character behaves; in particular it determines how quickly the Magepoints of a Mage are regenerated.

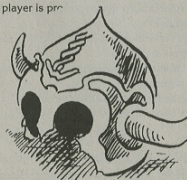
Charisma

This describes the personal charisma of a character, that is to say the impression he makes on his fellow men. This gift decides whether someone is a sympathetic person or an unpleasant, unfriendly companion. The charisma is particularly important for communication and recruiting.

Experience

The experience points determine what a character achieved while belonging to a party. Each person gets a certain number of experience points for each successful action. When a specific value is reached the player is promoted to next level.

Together with this promotion he gets a particular number of Hit- and Magepoints as well as the permission to improve his abilities and learn new spells.



MAGICAL ABILITIES

Each character is surrounded by a number of invisible magical spheres which protect and aid him in his actions.

Anti-magic sphere protects the character against opponent's spells.

Anti-stone sphere protects against stoning attacks.

Anti-shot sphere blocks arrows and throws weapons.

Anti-fire sphere protects against burns of all types.

Anti-infection sphere prevents illness.

Sphere of magical powers strengthens the spells of a Mage. **Invulnerability sphere** protects against injuries and limits the damage.

Anti-critical sphere can protect the character so that his weak points are not hit.

Anti-charisma sphere protects the persons against enchantments.

Magic Eye prevents the character from falling into traps.

Anti-poison sphere protects against poisoning.

BATTLE CLASSES

The fighting power of a character is composed of many values: character value, magic spheres, weapons, the effectiveness of spells and magic potions and many other values. To give the player a good overview of all these values they are combined in 4 battle classes which are permanently shown in the status display.

The Weapon Class (WC)

WC describes the effectiveness of weapons belonging to a character. It's mainly composed of weapon and character values.

The Armor Class (AC)

This is determined from the values for the armaments (suit of armor, the helmet, gloves and shoes) and character stamina.

The Skill Class (SC)

AC is basically calculated from the armament values and skill.

The Dexterity Class (DC)

It shows the defensive strength which is obtained from the values for armor and dexterity.

All classes include the active magic (spells and potions) and the character level. In addition, certain races and character classes get a particular bonus which is added in during battle class calculation.

To score a hit in battle the character must first overcome the opponent's DC with his SC or he will miss. Second, he must surpass the opponent's AC with his WC. Only when both of these conditions are met the opponent is hurt. When the opponent attacks he tries to achieve the opposite.

There is a number of other values which influence the actions of a character such as his bravery and loyalty. However, these values are not displayed; they are only demonstrated in actions or character remarks.

The Races

In the beginning the development of the human race on the parallel Earth occurred exactly the same as on our world. However, once the magic was discovered the changes were very sudden.

Since there was a big dependence on slaves the ancient Mages attempted at a very early stage to change the genetic makeup of many people. They wanted to create a race of ideal work slaves. These were to be as strong as possible, so they could perform the hardest of chores, but not be very intelligent so as not to realize what their situation really is.

So the Mages experimented and experimented. However, most of their creatures were not able to survive and died very quickly. But there were a few successes too. The most peculiar beings were created in this way. But the Mages did not stop with humanoid beings, they also formed all of the animals according to their own wishes.

However, all those manipulations upset the balance of nature and strong laws were promptly created to ban the experiments. But the interventions could not be reversed anymore. Numerous new races of humans and species of animals were already in existence, many of them possessing special abilities which until then were totally unknown.

A list of most important human races which dominate the world of FATE follows next.

Humans

These are the Humans which were spared from the experiments and have not mixed with other races. Humans can be found in all available professions in this world. They don't possess any special abilities but they don't have any great disadvantages either.

Zaraks

The Zaraks emerged from the original slave race. They are mostly quite large, strong and of low intelligence. They are persistent warriors and workers, and can be influenced easily. Only a few Zaraks are able to go to school. Most of them refuse to indulge in magic because they trust their strength. Since, in most cases, Zaraks are not very good company, are unfriendly and unpredictable most races get out of their way.

Bes Zaraks

The Bes Zaraks are half-breeds between Humans and Zaraks. In the beginning they were outcasts, accepted neither by Humans nor Zaraks. But in time they created their own race with their own culture. Judging by appearance they can barely be distinguished from Zaraks. However, they are more intelligent. Bes Zaraks are ideal warriors willing to be hired by anyone.

Giants

Giants were created, like the Zaraks, to be a slave race. They are enormous in stature and very heavy. They are ideal work-

ers since they have immense body strength. Giants are often slow and stout so they are in most cases not suitable as warriors. In contrast to Zarakas they are really friendly and good-natured and can be seen everywhere.

Morons

The Morons are the result of an experiment to create a mental super race. Morons spend all of their lives trying to improve themselves. They refuse all physical labor without exception. They are mostly delicate and tend to be fragile. But you should not be fooled by their appearance. Due to their outstanding intelligence almost all of them possess magical powers. Morons are a highly ethical race and refuse to use weapons.

Ter Morons

Like Bes Zarakas before them Ter Morons are also a half-breed this time between Humans and Morons. They also created their own culture and distance themselves from their originating races. In their appearance they resemble Humans but their mental abilities resemble the Morons. They are able to defend themselves and are sometimes warriors.

Pheyds

The Pheyds emerged from the Morons. They are a highly spiritual race which consider their own bodies only as a hindrance. They strive a complete division between the body and the soul. Pheyds are all Mastermages who use their powers only

for good. They roam the world and help those who are in need of their help. They are mostly encountered in the shape of Fairies and Druids.

Dwarfs and Gnomes

These races are a result of failed experiments. They often have weird shapes and peculiar abilities. They are very hard to describe or figure out. Most of them are constantly furious and see as their only goal in life to anger or harm others. What's worse they command strong magical powers and use them whenever they can. If you have them as comrades in arms they can be very useful. Otherwise, you should keep out of their way.

Errins

The race of demon ridden Errins was created with black magic. On the outside they appear like Humans but looking into their eyes sends a chill down one's back. They are excellent warriors, masters of war spells and have very fast reflexes. In this they are clearly superior to all other races. They are totally unable to relate to other people since every normal person feels very uncomfortable in their presence. Errins are therefore loners who roam around at night looking for victims. But if you have an Errin as a comrade in arms he is invaluable.

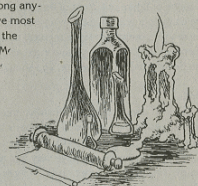
Laurins

Laurins are also creatures of black magic. With them one never knows if they are real or imaginary. Laurins can change their appearance at will and they use this to deceive. Sometimes they

are simply invisible. Laurins can have any profession and in most cases cannot be recognized as Laurins since they always try to hide it. Laurins are, like Errins, perfect warriors since they can deceive the opponents at will.

Mutants

Mutants are not a race as such, they are a hotchpotch of all beings that don't belong anywhere else. They have most peculiar abilities and the strangest of shapes. Many of them are not very intelligent and often very ugly, have any profession only rarely versed in magic.



The World Of Fate

THE WILDERNESS

The world of the game Fate, in which the player takes on the personality of Winwood, is composed of a great wilderness which is surrounded by an impenetrable mountain range in the north and west and by a great sea in the south and east. In this wilderness the player will find 4 big cities (Larvin, Valvice, Cassida and the mysterious Katloch) as well as 5 small villages (Larmones, Fainvil, Perdida, Pirate Rock and Memoc). The cities are interconnected by a wide network of roads. Numerous signposts serve to guide the traveller so he is not hopelessly lost in these foreign parts.

A more comfortable way of travel is by an underground railway, the Cavetrain, which connects almost all cities with each other as well as with a few locations in the wilderness. However, it's not always safe to use this railway. The wilderness is full of ominous dangers which await the lonely traveller. One should always be on the lookout there and be prepared for anything. At the beginning of the game it's a good idea to seek out the protection of a city as fast as possible and leave it only after finding a few companions and gaining some experience. But even then the dangerous swamps and thick forests should be avoided for some time to come and travel only on relatively safe roads.

IN CITIES AND VILLAGES

Most cities are relatively safe. But one should nevertheless be careful since even there treacherous thieves hide behind corners and vicious murderers lurk in the shadows. But one should also be careful with his own actions. You should not simply slaughter every person you meet. The city guards will severely punish such behaviour.

While exploring the cities one will come across various public buildings whose services are essential to the adventurer:

Pubs and Taverns

The destitute traveller can satisfy his hunger and quench his thirst here. He can also stock up on supplies of nourishment and drink and so be prepared for a long journey. After a long trip one should treat his character now and then to the cosy atmosphere of a noisy pub so that the character does not get bored. Furthermore, the pubs always offer the opportunity of eavesdropping on this or that conversation and so obtain valuable information. Drunk guys are often very talkative. You can also find many adventurers which are willing to join your party.

Inns and Hotels

After a long and exhausting trip the tired traveller can rest here. One should spend the night in one of the numerous inns whenever possible. Admittedly, you can rest almost anywhere, even in the wilderness or in the dungeons, but the character will not like it very much in the long run.

The Blacksmiths

Each town has several blacksmith shops that offer a wide range of weapons and armor to the mobile adventurer. Here, one can find everything required to survive in the wilderness: gleaming swords, comfortable armor, gloves and shoes of all types, but also spells for the Mage and arrows for the archer. Each blacksmith shop has a different assortment of items in stock. But just as diverse as the wares are also the prices. While most blacksmith shops can be described as fair, there are also black sheep in the guild. And they're out to get unsuspecting adventurers. As a greenhorn one should never reveal that he's not very familiar with the prices.

The Shops

Beside blacksmiths the towns also have a whole range of other traders which specialize exclusively in magical items. The adventurer will find many useful things there to make his life easier. The selection ranges from magic potions and magic lamps to all imaginable magic wands for all purposes. But watch out, some traders hiding behind fancy sounding names will also try to sell you garbage at outrageous prices. Otherwise, everything else is the same as in blacksmith shops. Careful window shopping can save the adventurer a lot of money and frustration.

The Banks

The banks found in the cities are just as helpful. Since the number of thieves and robbers is always on the rise it's a good

idea to not to carry too much cash around. A common thief can be hiding behind any corner poised to relieve the adventurer of his hard earned Plasters.

There is a whole range of various accounts which the adventurer can open. But keep in mind that the deposits and withdrawals can only be made at one's own bank. The only exception to this is a general account to which all characters have access and which allows transfers between cities.

There are also savings and investment accounts. The interest on savings accounts is higher but the money must be deposited for a longer period of time. You can speculate with the investment accounts but you should be extremely careful. Some adventurers have already lost all their fortune in dubious speculations.

The Temples

Since certain areas can be quite dangerous and one can get caught up in bloody battles, there are temples almost around every other corner where the wounded and dead adventurers can be taken care of for a fee.

This has turned into a profitable undertaking for the clerics and healers particularly since Thardans henchmen started making even the cities unsafe. The inexperienced adventurer will surely be a frequent visitor to the temples.

The Indulgence Traders

Another type of cleric specializes in confession business. Since in certain cities one can be severely punished for his

sins, these so-called clergymen can make a pretty profitable business out of it. Such a cleric can become one of the richest inhabitants in the city since he charges the adventurers who went astray horrendous amounts of money for penance. But for inexperienced adventurers his services can make a difference between life and death.

The Guilds

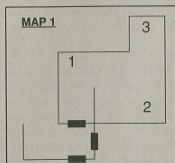
Various groups of Mages have formed guilds to help educate their younger members. The Mages who advance a level can learn new spells here and get recognition for new Spellclasses. The Mages in the guild will also, for a fee, regenerate the magical and bodily strengths of an exhausted traveller. Furthermore, all characters who have the permission can improve their personal abilities here.

DUNGEONS

The dungeons in Fate are all huge and full of nooks and crannies. One can very easily get lost in there. It is therefore advisable to either draw one's own map or take along a large supply of magic Jewels which can be used to create a map of the surrounding area. For those who wish to draw their own map do note that all levels (cities and dungeons) are always 56 by 56 fields and are directly one on top of the other, i.e. your position is not changed when using the stairs. Most dungeons are divided into several large sections which are not connected to each other - i.e. they can be composed of parts in different dungeons.

Many traps and riddles await the adventurer. But valuable treasures and useful items can also be found in certain corners and recesses. He should therefore examine the labyrinths very carefully. Do not despair if you get lost and can't find the exit anymore. At least in the first two dungeons there are emergency stairs which can be used to exit the dungeons. Each level has numerous clearly marked teleports which lead to these emergency stairs.

A general note: As a rule a dungeon should not be entered before the party knows exactly why. Otherwise, one goes in and out of dungeons endlessly and nothing happens.



Wait This will make the opponent take the initiative. You just simply wait and see if he says anything by himself.

Join An attempt to convince the person you're talking to, to join the party. But before this happens you must, as a rule, first negotiate a little and try to befriend the opponent.

Since this is a very important option, which is also used very often, a few tips to help recognize at an early stage if the person you're talking to can at all join your party:

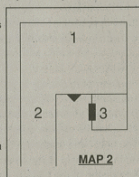
- the characters who can join usually travel alone
- at the start of an encounter they are always immediately in front of the party
- Monsters can never join a party

Bye Ends a conversation. An encounter should always be terminated using this option and not just by clicking away since the characters will then not get any experience points.

Give Alms A quick, although expensive, method to make friends with the opponent. But be careful, there are people who may be offended by it.

Trade An attempt to buy something from the people you talk with.

Threaten Not very nice but lucrative if you have a strong party. You face your opponent with: "Your money or your life!".



Encounter

The world of Fate is swarming with various life forms, so it is only to be expected that one constantly comes across them. During these encounters an abundance of different options is available to the player. For best results one should know these options very well so as to be able to always choose the right move.

At the start of an encounter one is in the so-called encounter mode, i.e. it's not yet clear whether this is a friendly or a hostile encounter. In most cases the player himself has the control over this.

The "Fight" option should be selected only in the last resort since it's always better to have a peaceful encounter. The "Talk" option is particularly recommended. If an opponent refuses to respond but you, nevertheless, wish to avoid a confrontation select "Disengage".

Disengage

Converts a hostile encounter into a peaceful one. If the opponent is a peaceful person or being using this option does not make much sense. The following explanations apply only to adversaries with hostile intentions.

Run Away Not exactly a heroic solution. Running away in panic should only be done in utmost emergencies, since in the mayhem of the withdrawal the party can often lose items or have them stolen. If running away fails the opponent starts fighting right away.

Ignore Wait and see what happens. Sometimes the opponent will reconsider whether it would be better to avoid fighting.

Hide An attempt to avoid battle by hiding quickly. The assumption is that all members of the party are highly skilled. As a rule, running away is preferable because if it fails the opponents may not start fighting right away.

Pray An extremely unlikely chance of getting away without a scratch. However, sometimes the prayers are heard and the party can escape unseen and unhurt, but this requires a very strong priest or cleric in the party.

Bribe A relatively sure way of avoiding battles. The rule is: the more you give the better the chance of the bribe being accepted. A sizeable offer will make even a cutthroat henchman ready to talk. However, there are also a number of beings to whom the money doesn't mean anything.

Chant Recommended only for musically gifted characters. Trying to get a horde of barbarians and warriors to chant will only make even the most peaceful opponent start a fight. But if there is a Fairy or a Nymph in the party the chanting can be successful and lull the opponent to sleep so that the party can leave unnoticed.

Joke Requires a lot of intelligence and wisdom but is often rewarded by achieving success. If it doesn't work right away you should try this option several times. If you have a Jester in your party almost all hostile opponents can be calmed down so that they agree to a peaceful solution.

SPECIAL QUESTIONS (Ask for):

Profession The opponent is asked about his occupation.

Help The opponent is asked for help. The help which is eventually given can be quite varied. Sometimes the help can only be obtained after giving alms.

Hint General hints are requested here, that is to say, the party already has some incomplete information. An appropriate question is then formulated. For example, if the party has a hint about an island a more detailed question about the island is then asked.

Items Either a general question about weapon or a specific question depending on what you already know.

Person Asking about a person.

Beings Asking about one or more beings.

Name Asking the person you're talking with for his name.

Self The opponent is asked to say something about himself. If he responds positively to this question, the probability that he wants to join the party is greater.

More Appears only after the person you're talking with has already answered to the question "Self". Normally, the opponent is asked about his special abilities.

GENERAL CONVERSATION (Chat):

Insult If the conversation does not lead anywhere this menu item can be used to force a fight.

Adulate You shower the opponent with praise trying to get on his good side. Not very honorable but it works.

Enchant Trying to flirt. This option can only succeed if the

character has a high charisma value.

Curse As with insults there are beings who consider swearing a friendly greeting.

Joke A good joke sometimes works wonders in loosening up a conversation. But you should be careful not to select a character who tells stale jokes.

Brag It's well known that immodesty stinks, but if a character can really proclaim his enormous abilities, an accomplished boaster can thoroughly impress the opponent.

Tell Fibs Invent totally wild stories to impress the opponent. But you should be careful to whom you tell these fairytales. A highly intelligent Mage will notice right away that you're putting him on.

Introduce You say a greeting and introduce yourself.

FIGHT

You should familiarize yourself with the complex battle system in case a fight can't be avoided.

The fighting runs in rounds. In each round everyone involved in it gets one turn. This applies to every character and every opponent. Everyone then takes only one action. The order is based on character values, experience and on the race and class of the characters. It would be the best if all characters were to face the opponents in one line. But at the start of the game and in most other cases this occurs only rarely. If it does and he's strong enough, the character who's the first in line then has the opportunity to eliminate the fastest or the most dangerous opponent.

ACTION

Can sometimes end an encounter quickly.

Mock A double edged sword. If you're lucky and mock the opponent in a right way it can happen that he gets so furious he takes leave of his senses. But if you're unlucky, the opponent can get even more mad and hostile than before. Here too a professional Jester is very valuable.

Warcry Scream loudly and the battle is half won. But this works only if you have loud warriors in your party who can let out a fearsome battle cry.

Scroll A holy Scroll can always be read but you must get one first. It performs the same as a Holy Handgrenade only it's fatal.

All other actions require no further explanation.

FORWARD

If the opponents maintain a distance from the party, the party will advance 2 yards forward.

TALK

An attempt to engage in a conversation is normally the best solution for everything. Most information is obtained this way. During a conversation you don't have to type things in. Everything can be chosen quite comfortably by using the mouse. You only need to choose between a question and a remark. A remark relevant to the situation or a question based on the knowledge of the party is automatically selected.

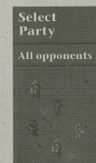
The commands are issued only when the character is next in line. This has the advantage that you can adapt to the current state of affairs. In older role playing games there was always a problem in that all actions must be specified in advance so by the time the character attacks the opponent - they may no longer exist.

When a character is ready for action one can see his picture and the main battle menu. In addition, the current opponent is also shown on the scroll.

Attack A direct blow with a primary weapon. If a character has no weapon in hand he tries to punch or kick. The range for this attack is determined by the weapon used. Most weapons or a punch or kick have a range of zero, i.e. they can only be used against opponents immediately in front of the party. In most cases only one opponent is hit. If there are more groups they must be selected for attack separately (see below).

The following also goes for all other options. If a character has a so-called Melee Weapon a whole group or in case of a Greater Melee Weapon all opponents are attacked.

Spell The most important battle option there is. When casting a spell the Spellclass is determined first and only then the



desired spell. As in case of attack, as well as for all of the following options, the target group is chosen next. When all this is done the effect of the spell is displayed on the scroll. You shouldn't only limit yourself to destructive spells. Often it makes much more sense or may even be necessary to weaken the opponent first and only then attack in earnest. Since the enemy Mages have the same spells as the party you should normally fight them first.

Item Using items is another indispensable martial art. Since some character classes may not use effective weapons and have only few or no battle spells at all, the items are a good alternative. Each item can be used by all characters without limitations. For example, a Fairy with a Masterwand can become an extremely strong warrior. But compared to weapons the items have a big drawback. Since they are all magical in nature, they often disappear in thin air after being used. Whether they do disappear depends first of all on the items themselves; a magical Pearl disappears almost always after usage, while a Lightwand can sometimes be used more than 100 times. On the other hand it also depends on the character who uses the item. A Barbarian who's given a Flamewand makes it disappear every time, sometimes even before he uses it.

Shoot An effective way to do battle at a distance. Although it requires that a weapon (bow or crossbow) be placed as the 2nd weapon of the character who is about to shoot. Of course,

one also needs arrows which can be purchased from any blacksmith. Do pay attention to their quality though. Simple wooden arrows can at best be used to shoot a rat. A giant would surely use such an arrow as a toothpick. But there is a sufficient variety of arrows to kill even the strongest of opponents. The professional archers are a special case. If an archer has enough experience he can sometimes shoot two arrows in the same round.

Throw If you have no shooting weapons but still wish to attack an opponent from a distance, the only thing you can do is hurl at him the weapon you have in your hands. The big drawback here is that the weapon which is thrown is then lost for the duration of this battle. There are certain magic weapons which return after being thrown. The primary weapon is thrown first and the secondary weapon is thrown after that. If one is victorious in battle the characters automatically gather all of their thrown weapons. This does not apply to any arrows that were shot. Throwing at sea from a ship is definitely not advisable.

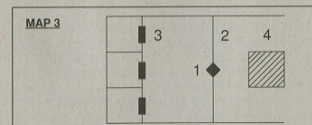
Weapon When this option is selected you can change the weapons in your hands during battle. This is very useful when you've already thrown your primary and secondary weapons.

Defend In principle this means you wish to do nothing. It should only be selected when there are no useful alternatives or if you engage in battle by mistake.

SPECIAL

Enchant An attempt to distract or confuse the opponent. It should only be used when the charisma value of a character is well above 20.

If an attempt to enchant is successful the opponent becomes very confused. This can be used mercilessly by the next character in line. Not very honorable but extremely effective. When enchanting you can choose between attacking all opponents or concentrating on a single group. The effect is stronger in the second case.



Warcry A battle cry by a Warrior or a Barbarian can be very effective. An opponent who until then appears fearless can easily wet his pants in panic. His attack is then considerably weakened. Sometimes he can even be scared out of damage points.

A battle cry is basically directed at all opponents.

Steal Trying to steal gold pieces out of opponent's pockets. It should only be attempted by experienced thieves since if the

opponent catches the thief he will become considerably more aggressive and will attack more forcefully. If stealing goes unnoticed you get a bonus of extra cash.

Mock It does require a bit of courage to ridicule an opponent during battle, but it can be very effective. However, you should be very careful in choosing which opponents you mock. An irritated opponent will as a rule become exposed somewhat in order to attack more forcefully. In addition he will not attack carefully but will allow himself to be carried away by instinct. Also, it makes no sense to ridicule a barbarian since his actions are already influenced by his feelings.

Mocking can be used very successfully on Mages and other equally intelligent people since they will then lose their concentration.

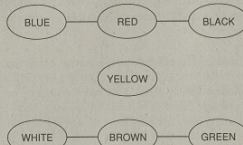
Grope Grabbing an opponent is a special type of fighting which only a few very experienced characters can perform. Some creatures, mainly Errins and Lautins, over time get so powerful in magic that they can hurt an opponent badly by simply touching him. This can paralyse, age or even turn him to stone.

Dupe A very sneaky trick. The character makes a skillful manoeuvre and tries to strike the opponent from behind with a decisive blow. It should only be attempted by characters who are very swift and experienced in battle. If the attempt fails the

character is momentarily exposed and is then very vulnerable. You should therefore think carefully before trying this manoeuvre.

Hide This is an option for characters in grave danger who have no great battle strength, such as magic beings like Fairies or Nymphs which have been struck more than once. To avoid a fight by hiding a character must possess the necessary amount of hiding skill as well as be intelligent.

Special This is only available to characters who possess special abilities. The player must find out for himself how this works.



Main Menu

Certain actions and functions can be performed even when a party is not in a confrontation. To do this click on the picture of a character (see "Operating Instructions").

Armaments All objects can be made ready, dropped, examined, used or transferred to another member of the party. If the clicked character has a magic Jewel you can use this function to create a map of the surrounding area.

Consume Using this submenu a character can eat, drink or take a magic potion. The whole party can eat/drink together or the nourishment can be divided among all members of the party.

Spell If a character has magic powers (Magepoints) a spell can be cast here.

Statistics What would a role playing game be without statistics? In FATE - Gates of Dawn you can practically invoke all information about the party and its members.

Party The numerous party functions and so-called party-switching are the icing on the cake. The following functions are available:

SPLIT Given that there are no more than 3 parties a party can be divided here.

TRANSFER If two parties are on the same playing field one or more characters can be transferred to the other party.

RELEASE A member of the party is let go.

INFO Using this function general party information such as level, statistics, position, tickets and abilities can be invoked.

SWITCH To if one wishes to continue playing in another party the player can change over. The other party (or par-

ties) remain at their current position(s). The name of the first character is always given as the party name.

EXCHANGE This is similar to the Transfer command; two characters from different parties are swapped. Here too, both parties must be located on the same playing field.

REST Even the strongest parties need to rest from time to time. Invoking this function creates a place to rest and the player decides how long the party will rest.

BOARD If a party is near a ship this command can be used to embark the ship.

ASHORE If a party is already on board a ship this function can be used to disembark.

Game The functions listed here relate to somewhat "technical" settings and options:

SAVE he current state of the game including all data and settings are saved. You can only save to a separate floppy disk or to a hard disk. On Amiga you can even use unformatted disks (in any case the previous contents of the disk are destroyed!!!) On other systems the disks must be formatted before the game starts. Up to eight games can be saved on one disk.

NEW GAME If everything has gone wrong for you the game can be restarted.

QUIT This will also save the game. However, the game will then be terminated.

FREEZE There are no fridges in FATE - Gates of Dawn. The game normally operates in real time. This option here is the only possibility to stop the time (this is particularly

handy for coffee breaks).

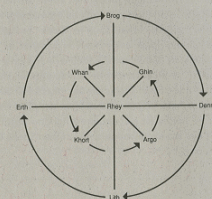
LOAD Reloads a previously saved game. The current game state is thereby destroyed.

DELAYS To guarantee a comfortable game operation you can set a variable pause after each text output. The CLICKS parameter is particularly handy for beginners because it waits for a mouse click after each text output.

PIC / NO PIC On computers with very little RAM this option is selectable. Frequently used graphics such as room interiors can be activated and deactivated.

Actions You can invoke the general actions like touch, dig, search or - well, this is a reLINE game - kiss, at any time.

Time No, not the current time of your internal clock but the time and date in the world of FATE.



The Magic System

In contrast to other worlds, the magic in Fate is something quite normal. Admittedly, not everyone can use it but it belongs to the normal everyday life just as much as various physical items.

Due to the constant presence of magic, several new unique races have been developed such as the eerie Laurins and Erins. Some classes of Mages can use magic already from birth (Witches and Fairies, for example), while others must first acquire these abilities by studying (such as Sorcerers and Wizards). In theory, any being can learn the art of magic but some professions have decided to renounce it. All in all, there are 15 non-Mage and 17 Mage classes.

The 200 known spells are divided into 20 Spellclasses. Each Spellclass has its own unique properties. There are for example purely defensive Spellclasses such as Clerics or Fairies and naturally the fighting Spellclasses such as Banshee or Warlock. At the start of his career each Mage has only one Spellclass. Later, as he advances he can acquire additional Spellclasses. But the order of this advancement is fixed for each profession. A healing Mage must first get all of the healing Spellclasses before he can acquire a fighting Spellclass. The actual spells are explained in detail in the "Spells Overview" appendix.

Armament And Items

The number of armament items is considerably greater than even the number of spells. In all options they are divided into 7 groups.

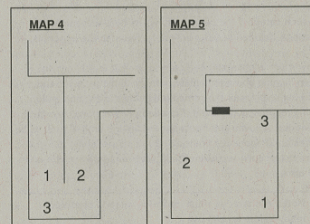
- | | |
|-------------|-------------------------------------|
| 1. Weapons | Swords, daggers, shields etc. |
| 2. Armor | Robes, breastplates, capes etc. |
| 3. Headgear | Caps, helmets, bandannas etc. |
| 4. Gloves | Gloves of all sorts |
| 5. Footwear | Shoes, boots etc. |
| 6. Arrows | Arrows and projectiles of all sorts |
| 7. Items | Magic wands, magic Pearls etc. |

In each category the player can experiment with numerous items. A detailed description can be found in the appendix.

How much a character can carry is limited to prevent one from lugging about an infinite number of things. Even the number of items of the same kind cannot exceed a certain value regardless of weight. For example Weapons, Armor, Headgear, Gloves and Footwear are always limited to 9, while Items and Potions are limited to 20 items per character. An Archer can carry a maximum of 5 different quivers with up to 99 arrows.

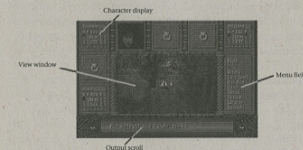
Note: A character must make his weapon or armor ready before he can use it.

As is common in all role playing games not every character class can pick up every weapon. There are set rules as to who can use what. Mages cannot, as a rule, use heavy armor or weapons, while most warriors cannot use magic equipment. An exception are magic items which can be used by all characters. In the equipment menus all prohibited items are shown in red and all allowed items in white. The most important items are listed and explained in the chapter "Overview Of Important Items".



Screen Layout

The screen is divided into four independent areas.



The view window

All events occur in this window. The window shows exactly what the party sees at a given moment. For example when it's pitch dark this window can also become completely black.

The menu field

This shows all current options available to a character or a party.

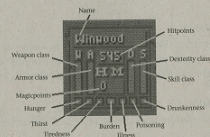
The output scroll

All events and actions are documented on the scroll. After each text output there is a pause of variable length. There are 5 possible settings for this pause and its length can be

changed in the game menu (see DELAYS). In the beginning you should choose a longer pause. But after you familiarize yourself with the text it's a good idea to change to a shorter pause or the encounters will take too long. However, in case of important texts, such as the story information, the game waits for a mouse click so no information is lost. This occurs even when the pause is completely turned off.

The character display

The 7 characters in the party are shown here. As a rule you can see the status display of your character. The bars and lights have the following meaning:



The top number shows the Hitpoints, the bottom number the Magicpoints. The four bars indicate the battle classes and the 7 lights at the bottom the condition of the character. If the values are satisfactory or good the lights are yellow.

low. A gray bar indicates that the corresponding value is only adequate or bad. If a condition light is gray something is wrong with the character. You must then take measures to repair the damage.

If you click on a character you can see their picture.

The menu structure

All menus are consistent. They are always composed out of a heading and up to 8 menu items. In some cases there are also additional icons to click on such as arrows or plus/minus fields.

How to use

Clicking on one of the 8 menu items performs the relevant function or invokes the relevant submenu. (Keyboard: (1) to (8)) Clicking on a menu heading from a submenu goes one level up in the menu hierarchy. If you're already on the first level clicking on a heading terminates the action. (Keyboard: (Return))

Clicking outside of the menu cancels the action if possible. (Keyboard: (ESC))

If you need to select a character simply click on the field with the desired character. (Keyboard: function keys (F1) to (F7)) In some cases the menu items must be scrolled up or down. The two arrow fields are intended for this purpose. (Keyboard: cursor keys (up) (down))

If you need to set numeric values use the 3 fields [+], [-] and [=]. (Keyboard: cursor keys (up) (down) and (space bar))

General Operating Instructions

MOVEMENT ON LAND

The simplest way to move a party is by using the mouse and the movement menu. The following options are available:

- step forward (cursor key up) (numeric keypad 5)
- turn left (cursor key left) (numeric keypad 4)
- turn right (cursor key right) (numeric keypad 6)
- step left (numeric keypad 1)
- step right (numeric keypad 3)
- turn around (cursor key down) (numeric keypad 2)
- step back mouse only



SHIP CONTROLS

Once on board of a ship you can change its Course and View as well as roll the sails up or down. The arrows underneath the relevant compass are always used for this purpose. The Course can be changed in 45 degree steps, while the View can only be changed in 90 degree steps, as is the case on land.

Keyboard commands:

- starboard (cursor key right)
- port (cursor key left)
- turn right (numeric keypad 6)
- turn left (numeric keypad 4)
- roll sails up/down (Taste (S))

To find out the wind strength and direction click on the compass. (Keyboard: (W))



INVOKING THE MAIN MENU

To invoke the main menu you must first select a character. This is done by clicking on the relevant character field. (Keyboard: function keys (F1) to (F7))

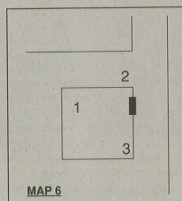
If the character is able to do something their picture will appear. You can then see all currently possible action in the menu field. Since there are many different options they are divided into several submenus.

Please refer to the chapter "Main Menu" which lists all available functions.

ADDITIONAL OPERATING INSTRUCTIONS

When writing the documentation one never knows on which computer the program will be run. To avoid potential problems any possible changes to instruction are to be found on a separate sheet or a "READ ME" file on FATE 1 disk.

A READ ME file can be viewed with any standard editor. Important modifications are displayed as a page of text when the program starts.



MAP 6

The Features Unique To FATE

This chapter should be of particular interest to role playing game fans since FATE - Gates of Dawn has a whole range of completely new game elements.

PARTY SWITCHING

Party Switching is the biggest difference between Fate and other older role playing games. The player can form up to 4 parties each with 7 characters and switch between them at will. Of course, the other parties will not move. But even for inactive parties the life goes on. So these characters will also get hungry and tired.

The inactive parties, though, do not participate in the game directly, i.e. they will not attack and do not move even when there is an opponent on their own playing field. They will react only when you switch. This simplification could not be avoided for technical reasons.

As far as experience and crimes are concerned all parties are treated as one big unit - if the player engages one party in battle all other parties share in the experience points. If a party obtains certain information the other characters become immediately aware of it. When one party commits a crime all other must suffer because of it. This collective nature of things goes for both good and bad.

In case of certain tasks the player **MUST** react with several parties simultaneously, for example when one character holds the door open while others search the area.

STORYLINE

At the beginning the player only knows what has happened in the past. Everything else is obtained by communicating with persons he meets during his adventures. The subjects of the questions during a dialog are chosen depending on the current amount of available knowledge. If the player deviates from the storyline too much he is given tips which put him back on the right track. This prevents the player from getting totally lost. The newcomers to role playing games will particularly treasure this help.

REALITY APPROXIMATION

All persons in FATE react like living beings. They can become tired or hungry, dissatisfied with their situation and some have a manifest sense of justice. Each character has its own peculiarities and preferences; some persons are very indecisive while others do things even before being asked to. The player has totally unlimited control only over Winwood. The others he must also control - but with a lot of forethought and treating them with kid gloves.

Even the weather plays a part in what goes on. When it rains the respectable citizens stay at home and one meets mostly beggars and vagabonds. During the night the murderers and thieves are up to their mischief. When it gets cold the characters need better clothing so that they don't freeze.

SURPRISES

Obviously even the citizens of FATE - Gates of Dawn are familiar with the famous reLINE games. There are rumours that, due to a technical error by a graphic artist during digitalization, a model from the Hollywood Poker PRO vanished into this parallel world. Her clothing has also disappeared during this process. Who knows, maybe you'll meet her and help her out...

To keep the evil software pirates at bay the reLINE team employed a Password Nymph who constantly checks to see whether Winwood is only a cheap copy of the original. She too, seems to have already met the model from Hollywood Poker PRO several times - but see for yourself! Naturally, we don't want to reveal all of the surprises (we wouldn't like to spoil your fun). But we will say so much: even when you've completed the game - and enjoyed the lavishly animated final credits - it certainly pays to play again. Allusions to any current or old games are purely coincidental.

A Quick Start

The beginning of a role playing game is always the most difficult part (also the most beautiful!). In order to make it easier for role playing game newcomers, in the beginning one meets only very weak persons who do not pose a very big danger for Winwood. This protective mode is active until a small party is assembled.

HOW TO PROCEED

Very close to the starting point is a path with the destroyed inn. Explore this area carefully since there are some weapons and armaments to be found here. Pick up armaments and weapons by using the main menu (the main menu appears as soon as the Winwood character image is clicked on). In order to orient yourself it's recommended that you have a look at the map of the surrounding area (select ARMAMENTS from the main menu and then in the submenu go to Jewel).

Then, go along the path to the city of Larvin (in the north-westerly direction). Watch for signs and avoid any fights with opponents if you can.

Once in the city assemble a party as quickly as possible. Talking with people can frequently provide additional help. After a bit of little-tattle and pointed questions select the function JOIN. Many adventurous characters eager to join can be found particularly in pubs.

Senseless killing of opponents is far less helpful than a diplomatic approach. Mages in particular provide a party with valuable information about what happens next. Do keep in mind that

without helpful information you don't really know what to do next!

Many shady creatures crawl around in the night. A safe place to stay protects the party from uninvited guests.

GENERAL TIPS

A magic Jewel can only create one map of the surrounding area. To be on the safe side and to limit the use of magic Jewels you should also draw your own maps of cities and dungeons.

An old favourite is to save the current game and then try out several different approaches from that point. Don't bother trying this with FATE - the program will notice frequent game loading and will as a result make the game more difficult.

Do not crack or copy the game under any circumstances! The citizens of FATE are very touchy about this; the Password Nymph in particular is not amused by it. Now, we don't really want anything to happen to you (or your disk drive)...

Memory Management

The program uses all available memory. Any installed memory expansions are used to the last byte.

Due to cache memory management the loading times at the beginning of the game can differ considerably since the complete free RAM is first filled with data. This avoids having to later load the required program segments or data.

The program and data are altogether about 6 megabytes in size (this varies across different computer systems). If you have that much RAM all data is loaded at the beginning of the game. In theory, you could then take the disk out of the drive since, barring any password checks, nothing else needs to be loaded.

On computers with very little RAM some things such as sound or graphics are somewhat limited (otherwise the program itself will not have enough memory).



