EGOBOO

2.4.3

GAME MANUAL

Egoboo (Ee-go-boo) is a OpenGL game, and
requires a 3D graphics card to play. You can try
it in software mode, but it's not supported. If you
have problems, run either of the Setup files.
Egoboo is freeware, open source, but it is not
finished and is still being developed by a small team.
So check the websites for updates, editors and etc..
http://home.no.net/egoboo

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The fearsome rust monster

1. EGOBOO

Welcome to Egoboo (Version 2.4.3). Egoboo is a
game set in the realm of Bishopia. King Bishop,
the lord of the realm, has been kidnapped by a
ancient lich king! It's your quest to find the five magic
sporks to open the ancient catacombs, kill the lich and
rescue King Bishop. What is Egoboo? Egoboo is a
3d dungeon crawling adventure in the spirit of NetHack.
It uses OpenGL and SDL. It should run on any WinOS,
Unix, and MacOS X system. You can check the
"official" Egoboo website: Egoboo.Sourceforge.net/
(But I much rather recommend http://home.no.net/egoboo
- The site for Egoboo 2.4.3) Or you can take a look in
the forum: http://egoboo.informe.com/forum/
For latest changes in the last patch, read the Changelog.txt
document wich contains all changes made since
version 2.22

System Minimum Requirements
Prosessor: 400 MHz (1000 MHz Recommeded)
Memory: 256MB RAM (512MB RAM Recommeded)
Video: Any graphical supporting OpenGL graphics
Other: For more than 1 player, Egoboo requires gamepads or a connected mouse. Internet or
LAN/UDP is required for multiplayer.

Setup Information
You can change graphical and audio settings ingame trough the options menu. If you want to
change input controls tough, you will need to edit controls.txt (See the section about controls
for more information).

GRAPHICS
Fullscreen: Should the game be played fullscreen or not?
Texture Quality: The overall graphic quality.
Z Bit: Enchances the color depth quality if set higher (32 is maximum).
Screensize: Overall gaphical quality – higher number increases graphic quality.
Max Number of Text Messages: How many information messages can be displayed at the
same time (Reduce this only if they cover too much of your screen – in case of low
screensize).
Texture Filtering: This manages the quality in which manner textures are filtered. Where
Linear is the lowest and Anisotropic (If supported by your GFX card) is highest.
Antialasing: This will enable antialiasing which increase model detail and sharper borders.
Fast and Ugly: This option will disable smooth shading and reduce texture quality.
Reflection: This decides the quality of floor reflections or disable reflections.
Shadows: This set shadow quality or disable it altogether.
3D Effects: This option will increase 3D quality and enable special 3D effects.
Good Water: Enabling this will increase water graphic quality.
Fog: Allow fog to be drawn?

SOUND
Sound: Allow sounds to be played?
Sound Volume: The volume of all sound effects.
Music: Allow interactive music to be played?
Music Volume: The sound volume of all musical tracks that are played.
Buffer Size: This will reduce lags and stutters in music, but will cause a overall delay for all sounds played. You will need to find a balance for your pc (So that sounds arent too much delayed and music works normally).
Max Sound Channels: The maximum number of sounds that can be played at the same time.

2. Starting a New Character

To begin play as a new character, simply choose one of the Starter modules. Each character class has its own Starter module to get you used to that character's style of play. When you beat a module, your character and his or her inventories are automatically saved (Remember to pick up any items you want to keep before finishing the starter module). Hidden modules may also become playable. It is recommended that you play the adventurer module the first time you play. You can also play as one of the premade characters if you wish (They should come with the package you downloaded).

3. Character Classes

ADVENTURER

An Adventurer is a Jack-of-All-Trades.
He is able to use most weapons as well as
magic. Adventurers pay for this versatility,
however, being unable to advance as far as
other classes.

Skills: Exploring, Arcane Magic, Fighting.

Abillity	Starting
Hitpoints	5-8
Mana	2-4
Mana Return	3-5
Strenght	6-10
Wisdom	10-12
Intelligence	13-15
Dexterity	14-15

WIZARD

A Wizard is master of the arcane,
spells being his primary offence. He is
incredibly frail, so stay out of close
combat with this character. They use
books to use their magics. Wizards learn
using spells by intense studying and
learning from acient books. They often
carry magic potions to refill their mana.

Skills: Arcane Magic, Exploring.

Abillity	Starting
Hitpoints	4-5
Mana	8-10
Mana Return	3-4
Strenght	4-7
Wisdom	10-13
Intelligence	17-20
Dexterity	8-10

HEALER

A Healer works to cleanse the earth
of the undead and other evils. She is
an able fighter, but is more at home in
the back lines tending to the wounded.
Her innate healing powers are useable only
when unarmed.

Skills: Divine Magic, Banish evil, Defence
        See Kurses

Abillity	Starting
Hitpoints	6-8
Mana	5-7
Mana Return	3-5
Strenght	8-14
Wisdom	16-20
Intelligence	8-12
Dexterity	7-12

SOLDIER
A soldier is a master in the marterial arts.
He cannot use any type of magic, but he can
use all weapons and heavy armours. His
high health, armour and strenght makes him a
excellent warrior. The soldier's job is to defend
the group and attack monsters too dangerous for
the others to rush into.
Skills: Fighting, Defence, Jousting.

Abillity	Starting
Hitpoints	9-10
Mana	-
Mana Return	-
Strenght	16-20
Wisdom	6-12
Intelligence	4-7
Dexterity	11-14

ELF
The elf works in strong magic and with bows.
He can a little bit of both of those and can
be very deadly at range (Sending fireballs
followed by a swarm of arrows). His hitpoints
and strength is VERY poor so take care to keep
out of melee!
Skills: Arcane magic, Nature lore.

Abillity	Starting
Hitpoints	4-5
Mana	3-4
Mana Return	10
Strenght	4-6
Wisdom	13-15
Intelligence	18-22
Dexterity	17-22

G'NOMES

A G'nome is very strong in advanced weapons and tricks, such as traps and guns. They are very intelligent, but they are often foolish (Low wisdom) and evolves very slowly. G'nomes are very hardy and have a lot of health (Which makes them a not so bad combat class). If it whirls, clicks or steams, he can operate it.

Skills: Operate technological items, Read G'nomish, Healing Factor, G'nomish Resistance.

Abillity	Starting
Hitpoints	10-12
Mana	-
Mana Return	-
Strenght	12-16
Wisdom	3-4
Intelligence	15-20
Dexterity	11-13

ROGUE

The rogue is handy in every group. He is very fast and his skills are unique for his class, because no other classes can disarm traps, search and sneak attack as the rogue does. His poison and assassin skills are very handy too. Although he is not the person to charge into battle an start the fight in hand to hand combat.

Skills: Backstab, Disarm traps, Find secrets, Poison use, Exploring.

Abillity	Starting
Hitpoints	5-6
Mana	-
Mana Return	-
Strenght	11-14
Wisdom	5-7
Intelligence	6-8
Dexterity	18-23

PALADIN
The Paladin is a noble hunter of evil and undead
and a true and lawful class. They have the healing
skills of a Healer and some fighting skills of
the Soldier. The Paladin is the slowest class and
has the lowest dexterity of them all. He is also a
protector of good and legal things. Paladins gain
bonus xp for doing quests. At first level, the paladin
is a ordinary soldier, but as he ascends to higher levels
he will go his own path to a divine warrior of justice.
Skills: Divine magic, Banish evil, Defence and Jousting.

Abillity	Starting
Hitpoints	5-8
Mana	-
Mana Return	2.5
Strenght	13-15
Wisdom	13-15
Intelligence	6-8
Dexterity	5-7

OTHER CLASSES
There are some special rare classes such as the
tourist. Find them! They are very rare, so you
can search very long before finding one.
(Warning: As in the current version of egoboo,
no secret classes have been added yet).
Examples of special classes: Tourist, Dancer and
the Necromancer.

Skill Description

FIGHTING: The fighting skill indicates that the class can use most weapons and can prove very useful in melee battle. Fighting skill in addition to high strenght grants increased damage with all melee weapons.

EXPLORING: A class with the exploring skill has a natural ability to find hidden passages, navigate and survive in mystical, unexplored dungeons. This abillity bestows bonus xp when the characters explores and uncovers mystic, hidden and rare things (Unlocking and looting a chest, uncovering a secret passage, etc.).

ARCANE MAGIC: Arcane magic gives the character powerful offensive and some defensive spells. To use arcane spells, you need different books you buy or find in different dungeons. Intelligence increases your power with arcane spells.

DIVINE MAGIC: Characters with divine magic can heal other wounded characters. Also divine magic users hates arcane magic. So if such a character finds an arcane spell book, that character should burn the book. Players can use divine magic to cure poison. In addition, this skill enables the player to use rune magic and holy symbols. Wisdom increases healing effectivity.

BANISH EVIL: A divine magical user can use his or her divine power to destroy undead. Some undead can only be hurt or killed by this effect. In addition, some Undead, such as the Vampire, panic when they get hurt by holy damage.

DEFENCE: The defence skill shows that the character can use heavy, protective, but also more flexible armour types. Characters with this skill take less damage than other characters from normal attacks.

JOUSTING: The jousting skill gives a character the ability to use a lance and charge attack from a mount.

NATURE LORE: The nature lore skill is only available to the Elf. The skill gives the Elf the ability to talk and have contact with nature and wild animals. Wild animals also tend to be more friendly to a elf.

OPERATE TECHNOLOGICAL ITEMS: This skill gives the G'nomes the ability to operate their advanced technological inventions. This includes items such as oil lantern and bear traps. The biggest advantage with this skill, is the advantage of using the deadly weapon of gunpowder (Eg. guns and explosive devices).

READ G'NOMISH: The ability to read G'nomish is very useful in Bishobia. The skill gives the character the ability to read all sorts of G'nomish writings. Clues on a riddle or a warning is often written in G'nomish.

BACKSTAB: This ability is used by the rogue to murder specific monsters instantly with one deadly strike. Sleeping monsters and attacking unaware enemies from behind are the most common ways to murder creatures.

DISARM TRAPS: This ability indicates that the character can disarm and maybe even pick up traps for later use.

FIND SECRETS: The find secrets skill gives the character a high possibility to find hidden and maybe even invisible items, passages, traps or chests.

USE POISON: Use poison is a skill used by the Rogue. The skill gives the character the ability to use poisoned weapons and poisoned items without danger of poisoning himself (Or his friends).

G'NOMISH RESISTANCE: G'nomes are resistant (If not immune) against all special types of damage (Poison, fire, cold, etc.). This includes the divine healing of the Healer and Paladin. G'nomes are also immune to being grogged (A sort of stunned confusion state).

HEALING FACTOR: G'nomes with level 3 armor using a claw gain a Healing Factor bonus. This will steadly regenerate the G'nomes life points (Stacks with Ancient Blood special power).

SEE KURSES: This abillity enables the healer to see any items that are Kursed. Items that are kursed will automatically flash black.

Whenever a character uses a skill special for his or her class, he or she gains bonus experience if he successes with the task. For example a Healer gains extra exp when burning arcane spellbooks or banishing undead, while a Rogue gains bonus exp when backstabbing sleeping monsters.

Class Special Power

Each class has a hidden special power that can only be unlocked by obtaining 9999 experience points (Which is not a easy task). This special power is permanent active as long as the player continues to have 9999 xp. Be warned however, should you die (And thus lose about 2500 xp), you will lose this special power until you manage to regain your xp. You will se a magical glow around your character (What it looks like depends on your class) to show you have this imbued power. Each class has its own seperate special power as shown in this list:

CLASS	Special Abillity	Bonus
Adventurer	Class Mastery	+5 bonus to Strenght, Intelligence and Dexterity
Healer	Divine Power	Instantly come back to life when killed and may use life as mana
Wizard	Mystic Intellect	+15 bonus to intelligence
Soldier	Weapon Mastery	+2 damage bonus on all attacks
Elf	Magic Surge	Mana regeneration greatly boosted
G'nome	Ancient Blood	Health regeneration
Rogue	Acrobatic Mastery	Can do triple jumps in a row
Paladin	Crusader	Converts Evil damage to mana

Developing your Character

Each time a class gets enough experience, he gains a
level up. With each level up the character's abilities
improves. Different classes gain some abilities faster
than other classes. Also, other classes may improve very
slowly in an abillity or skill. Here is a list of how much exp
the classes need before gaining a level up:

LEVEL	1	2	3	4	5	6
CLASS						
Adventurer	0	300	900	2700	5400	7500
Healer	0	250	800	2000	4000	7000
Wizard	0	400	1000	2000	4000	8000
Soldier	0	300	900	2000	4500	8500
Elf	0	400	1200	3500	6250	9500
G'nome	0	500	1200	2400	4800	9500
Rogue	0	250	650	1800	4000	8000
Paladin	0	500	1200	2400	4800	9600

When the character gets level up he get ability points.
The amount of point he gains and in which ability varies on
the class. For examle an soldier gains a lot of strenght,
while the wizard gains a lot of mana. Here is a list over how many
ability points the different classes gain each level:

CLASS	Hitpoints	Mana	Mana Return	Strength	Wisdom	Intelligence	Dexterity
Adventurer	1-2	1	-	1	1-2	1-2	1-2
Healer	1-2	1-2	1	0-1	1-4	0-1	1-2
Wizard	1	2-3	0.15	0-1	1-2	2-3	0-1
Soldier	2-3	-	-	2-4	0-1	-	1-2
Elf	0-1	0-1	1-2	-	0-2	1-3	1-3
G'nome	2-3	-	-	1-2	0-1	1-2	1-2
Rogue	1-2	-	-	0-1	-	0-1	2-3
Paladin	1-2	1	0.10	1-2	1-3	0-1	-

Death and Dying

Death in Egoboo usually isn't permanent, but it's
not a good thing either. Your character will drop
both in-hand items, all of his or her keys, and all the
Zorkmids (Money) he or she is carrying. If you press the
Spacebar to respawn, your character loses 15% of his or
her total experience and is returned to the start of the module.
In multiplayer games, carry Scrolls of Rebirth or join up with

a Healer to avoid these bad effects (Being ressurected this way does not result in XP loss!). In single player games, carry more Life Potions. Be warned: Some special modules do not allow you to respawn if you die (Meaning that you have to restart the module from the beginning again). You never permenantly loose your character from the game (It is always possible to return either by accepting some penality or restarting the current module). Warning: The more experience you have, the greater the xp penality for death will be! (For example a character with 1800 xp loses 270 xp upon death, while one with 7300 xp loses 1095 xp!).

4. GAME CONTROLS

Egoboo supports up to 4 players
on any one computer, and 3 different
input devices. Each of these devices
can be customized in CONTROLS.TXT,
but the defaults are listed below. (You
might be able to play 4 if you have 2
joysticks, but that's not tested).
CONTROLS.TXT is located in the main
Egoboo folder.

General Keys
These are default keys and cannot be changed.
Escape quits the game
1, 2, 3, and 4 give character stats
SPACE is used to respawn if you have died
F11 makes a screenshot
F6, F7, F8, etc. show some extra debug information
(Not very useful unless you are a developer)

Default Keyboard Keys
T and Y attack
G and H drop and grab items
B and N rotate inventory
Number pad arrows move the character, 0 on pad jumps
7 and 9 on the number pad rotate the view
+ and - on the number pad zoom the view

Mouse Play
Mouse sensitivity plays a great role here. Your mouse
may be to fast or to slow. If it is to slow, increase
sensitivity and vice versa if it is too fast.
Also try to use slow and continuous movements.
Try various button combinations and find out wich one
is the best for you. Remember that you can also use
mouse button 3 and 4 (But Egoboo does not support
the scrolling button).

Joystick Play
Simplest, but you'll need 8 buttons
for full control, otherwise you'll need
to use it in conjunction with the keyboard.

Changing Controls

Whenever you want to change the controls
just edit controls.txt, which is located in the
Egoboo folder. These are the different commands
you use when editing:

KEY_<YOUR CHOICE OF A KEY>   = Normal keyboard key
KEY_PAD_<YOUR CHOICE OF A KEY> = Numpad keyboard key
MOS_<YOUR CHOICE OF A BUTTON> = Mouse button
JOY_<YOUR CHOICE OF A BUTTON>   = Joystick button

Special commands

Keyboard	*Numpad*	*Mouse*
LEFT_SHIFT	ASTERISK	MIDDLE
MINUS	SLASH	FOURTH
EQUALS	ENTER	LEFT_AND_RIGHT
BACK_SPACE	PERIOD	LEFT_AND_MIDDLE
RETURN	PLUS	RIGHT_AND_MIDDLE
LEFT_BRACKET	MINUS	
RIGHT_BRACKET		
CONTROL		
SEMICOLON		
APOSTROPHE		
GRAVE		
BACKSLASH		
COMMA		
PERIOD		
SLASH		
RIGHT_SHIFT		
LEFT_ALT		
CAPITAL		
NUM_LOCK		
SCROLL_LOCK		
RIGHT_ALT		

5. PLAYER DISPLAY

Each player has a little portrait on the right side of the screen, with one or two status bars below it and two more little pictures to the left and right. The character's name (abbreviated) and money (Zorkmids) is located above the portrait. The portrait itself indicates the your physical appearance and armour. The image to the left of the portrait shows the weapon in the your left hand, the right image is your right hand. The red status bar is your life. When this bar is empty, your character dies. The other bar is mana, the magical energy of your character. Mana comes back with time, but impatient folk drink mana potions... If your status bars change colour, it means something is unusual. For example, the life bar may change to green if you are poisoned.

Character Stats

In addition to the status displays, you can press the number keys along the top of the keyboard (1,2,3,4) to get more specific information regarding your character. The character's full name and level are displayed, along with several stats, each of which affects the game in many ways. The higher the number, the better. Here's a list of the stats and one benefit for each:

Strenght

The STR stat is the character's strength, and affects the use of melee weapons. Each point gives a small point to all melee weapon damage. How much damage it increases, depends on the type of weapon you use. Spears for example benefit only +5% bonus damage From your strenght (20 strenght equals +1 damage). A lance benefits you a great +50% bonus damage derived from strenght (14 strenght equals +7 damage). The most common weapon, the sword, benefits a 20% strenght bonus to damage. Strenght also increases the throwing range of all throwing weapons.

Wisdom

The WIS stat is the character's wisdom, and affects the use of Divine Magics. Some runes have requirments on

a high wisdom before they can be used effective.
Wisdom also increases your chances to find secrets
(Such as hidden passages and secret chest bottoms).
When characters use poisoned weapons without the
Use Poison skill, they have a chance of accidentally
poisoning themselves. Wisdom reduces the chance for
this to happen.

Intelligence
The INT stat is the character's intelligence, and affects
the use of Arcane Magics. Spells benefit from more damage,
effect, control and power from a higher intelligence.
Intelligence also helps you identify rare components,
ingredients and decipher coded runes and scripts.

Dexterity
The DEX stat is the character's dexterity, and affects the
accuracy of ranged weapons. Each point of dexterity
increases your chance to hit a enemy. Characters with
less than 10 DEX will often miss about 40% of their attacks.
Characters with above 20 DEX will have autoaim on their
enemies (Ranged projectiles will automatically aim in on
their target). Dexterity also increases throwing weapon
accuracy.

Defence
The DEF stat is the character's defense, and decreases damage
done to the character. Special resistances or immunities to
specific damage types may also apply before reducing
damage trough defence (Resistances or immunities are not
shown in the status bar and are obtained in special ways such
as magic). The maximum defence is 200.

Experience
The EXP stat is the character's experience. When a character
has enough experience, he or she gains a level and gains more
of the other stats. Killing monsters is one way to gain experience,
but each character class offers its own unique possibilities. For
example, an Adventurer may gain a substantial amount of
experience for finding a level map, while a Healer benefits from
destroying Undead. The maximum experience is 9999.

Status Condition Types
There are different types of afflictions a character can have in Egoboo
other than normal hit point damage. Many are caused by special powers
or spells These effects are described below in detail:

Burning
Some fiery effects can set a character on fire. A character that is on

fire will take continually small amounts of fire damage. Examples are
the fire ball or a dragons breath weapon. The Restoration spell or soaking
yourself in water will usually kill the fire.

Dazed
This is type of confusion from some sort of impact and causes difficult and
uncontrolled movement. Examples are the Meteor spell or the Whip weapon.
No spell or effect can remove this status.

Energy Drain
Energy Drain lowers your max life and is usually permanent!
Examples on creatures that cause this are the Ghosts and Vampires.
Life lost this way can be restored trough the Restoration spell and is
replenished automatically when you complete a module.

Frozen
Some cold effects renders creatures frozen. This slows or completely stops
their movement speed in addition to lowering dexterity, armor and jump power.
Duration and effect varies and usually stacks. An example that causes this
condition is the Frost Nova spell. Restoration removes this effect.

Grogged
A type of confusion from wooziness in the mind. An example is the confusion
spell. No spell or effect can remove this status. A creature that is both dazed and
grogged is in trouble…

Invisible
A creature that is invisible cannot be seen by other creatures unless they have a
special abillity that lets them do so. Invisible creatures can move past or attack
other creatures without losing their invisibillity. Some creatures have this special
abillity and invisibillity can also be gained from the Unseen spell. Only the Seeing
spell or a similar effect let's characters see invisible.

Kursed
Items that are kursed cannot be dropped or unequipped. In addition they usually
also give some negative effect to it's holder. Creatures that are kursed by some
spell effect or trap gain lot of different penalities on their stats. Only a Restoration
or Unkurse spell can rid a character of a Kurse.

Panicked
This condition only applies to monsters and NPC's. Sometimes creatures get
panicked for some reason. This may because of some spell, poor morale
(Teamates or boss killed for example), because of it's natural fears (Trolls fear
fire and vampires holy for example) or lastly it may just be cowardice. Creatures
that are feared run away and ignores everyone else for a period of time. Some
creatures may regain their courage when a new leader arrives, they are healed or
when backup arrives.

Paralysed
This status indicates that the player or creature affected cannot move their hands

and/or the rest of their body (Depending on strenght of the effect). Examples are the Fright monster or the Bind spell. Disenchant or Restoration can dispel this effect.

Poisoned
Poison constantly saps away the victims life points until the duration runs out or the victim dies. Amount of damage and duration depends on the strenght of the poison and it's source. Poison always stacks. Examples are the Tranch monster or poisoned weapons. Healing effects or Restoration removes poison.

6. ITEMS

WEAPON TYPES
Your character has restrictions on the types of weapons he or she may use. Healers, for example, attack with Maces and Clubs and are forbidden from other types. Here is a partial list of weapons, along with details about each one:

Axes and Hatchets
These weapons tend to have slow attack rates, but when they hit, they can do devestating damage to their targets. Axes generally benefit a 25% strength bonus to damage. Axes also have the useful abillity to bypass shield defences.

Swords
Swords are the weapon of choice for large battles, as their sweeping attacks cut through several opponents in one swipe. They are among the best all around weapons and the most common. Swords usually benefit a 20% strength bonus to damage.

Daggers, Cinquanda and Claws
Daggers are known for their deadly speed, often killing an enemy before it can react. They don't do much damage, however, and are all but useless against heavily armoured foes. Another big penality is its short range. Used much by Rogues. These weapons usually gain between 5% and 15% strenght bonus.

Spears, Polearm and Halbred
Spears blend a swift attack with an extra long range, making it possible to damage an enemy with no fear of a counter attack. Some spears can be thrown if stacked. Polearm weapons only give a 5% strength Bonus.

Mace, Morningstar and Warhammer
These weapons are best used by strong characters, and do extra damage against brittle creatures. Favoured weapon by the Healer. Blunt weapons benefit usually a

20% strength bonus to damage

Crossbow and Longbow
Crossbows are powerful weapons, capable of
piercing even the thickest plate mail. Of
course you might also put a hole in your best
friend with one... The longbow has a much
faster fire rate and longer range, but
is harder to master than the crossbow. Only
longbows gain a 5% strenght bonus to damage.

Gunpowder
Gunpowder is a weapon used by the gnomes. Its
very powerful, but however, the ammunition is
limited. Be careful with gunpowder explosives,
unless you want to blow up you and your friends....
Gunpowder weapons do not benefit from strenght.
Water is an sworn enemy to gunpowder.

Other
There are a few other miscannleous
weapons not fitting in the types above. These
weapons usually have special purposes or
abillities (Such as a torch for giving light and
also dealing fire damage).

ARMOUR TYPES
Each class has 4 sets of armour (Including the one he
starts with). With a better armour, your character will
live longer and maybe even resist special attacks.
A character may only wear armour permitted by
his or her class. A Wizard likes robes, while
an Adventurer prefers tunics, and a Healer
only wears dresses. Finding "better" armour is often
problematic, as no one type of armour is the best.
Take plate mail for example. This armour provides
great defence in hand to hand combat, but it slows
down its wearer and Crossbows bite through it.
Some armours provide more resistance to specific
Attacks (Such as fire, magic or slashing weapons).

EQUIPMENT
Another category of items is equipment,
things such as Bracelets and Amulets and Boots.
To wear a piece of equipment, just grab it and
put it into your inventory. Other miscannleous
items cannot be weared or used in the normal way
(Such as keys or gems). These items are automatically
used or sold for a lot of money in most shops.

Bracelet

Holy Symbol

Magic Powder

Diamond

PETS

In Egoboo, you may find a pet. Pets can help find things, help attacking enemies and numerous other simple tasks. You can keep a pet in your inventory, or just drop it on the ground and watch it go. Whenever you "use" a pet in your hand, you will see the stats of your pet. A rebirth scroll can revive a dead pet back to life. Remember to pick up your pet before leaving a module or else you will lose him.

Bloodthirsty Squirrel

Tundra Bunny

Frog

7. SPELLS

Sustain

Sustain is creating a effect that lasts over time (Often things like summoning a monster or enchanting a weapon). As the sustain effect is active, your mana will be constantly drained bit by bit. When all your mana is consumed, the spell will automatically discharge and dissapear. You can usually deactivate (Dismiss) sustain spells by casting the same spell again from the same spellbook.

Instant

You pay a amount of mana and get instant result and effect. Instant spells are usually used in combat and are usefull because of their quick casting time. The downside with instant spells is that they often cost more mana than channeling spells (Or do less damage/effect).

Channel

With these spells you must cast the spell and sustain the magical energy before unleashing it on your unlucky foe. To do this, just hold down the attack button while holding the spell in the same hand. When some time has passed and the spell has charged (May take anything from 1 to 10 seconds) release the attack button to cast the spell. If still nothing happens, it may be that you dont have enough mana to sustain the whole channeling process, that you are to low level to cast the spell or that there is no target the spell can be cast on. Channel spells almost always takes longer time to cast, but the mana cost may be lower and the effect more powerful. With some channelig spells (Such as the Missle spell), the longer you charge, the more powerfull the result becomes.

Level

This describes the difficullity of the spell. Higher level spells require more skilled and powerfull casters. *Low* are usually for 1-2 level characters, *Medium* for levels 3-4, while *High* are for levels 5 and 6. If you are too low level the spell may simply fail or lose control!

ARCANE SPELLS

Books of arcane Magic are everywhere in Egoboo, all you have to do is find them (Some can be bought while some others can only be found in dungeons). Each Book contains one spell, usable by any arcane spellcaster. Healers would rather burn the Books... To cast a spell, simply pick up a book and press the use button. If that doesn't work, try holding in the button for a while to charge up the spell (Called channeling). If it still won't do anything, you may not be advanced enough to use it, or you might need to use it around a specific type of creature or item, or you might just be unlucky. Below is a description on all arcane spells in the world of Egoboo:

Animate

This will animate a body to become your undead servant (A zombi). The body animated must be of a humanoid creature. A body can only be animated once. Animate is a Necromancy spell.
Casting Time: Sustain
Level: Low to High

Berserk

When Berserk is cast, the subject will go into a blinding rage which will greatly enchance his or her combat abillities. First of all, life is greatly increased, secondly all damage is increased and lastly the characters strenght is also boosted (Which may also increase damage for melee weapons). There is a drawback with this spell: While in rage the character will constantly lose a minor amount of life and he cannot end the rage willingly without the help of the caster (Who can either dismiss the spell or run out of mana).
Casting Time: Sustain
Level: Medium

Bridge

Creates a walkable bridge of solid light. Handy for getting over rivers, pit traps, streams of lava, etc. You can also dismiss the spell… Especially if it is over a pit with a huge monster on it.
Casting Time: Sustain
Level: Medium

Burning Hands

Creates a blast of fire spawned out of the casters hands. Does area effect fire damage and may set enemies afire (Dealing some damage each second). Damage dealt increases intelligence (Every 3 points over 14 increases fire damage by +1, to a maximum of +5 damage at 27 intelligence).
Damage Type: Fire
Casting Time: Instant
Level: Low

Bind

This spell fully paralyses a creature in the spot it is currently standing. The victims wisdom increases it's chance to resist while the caster's intelligence decreases the chance.
Casting Time: Sustain
Level: Medium

Death Cloud

After casting this spell, the caster will conjure clouds of deadly gaseous vapeours. Any creature passing trough it will rapidly lose life trough poison damage. This spell does not damage the caster (But it still damages his or her allies).
Damage Type: Poison
Casting Time: Channel
Level: High

Enchant Weapon

This spell will enchant the weapon (If any) in the casters other hand. The weapon becomes magical and deals extra damage. Will not work if the caster does not have a normal weapon to enchant.
Damage Type: Magic
Casting Time: Sustain
Level: Low

Fireball

A devestating area effect spell, shooting a fiery ball of inferno to consume multiple foes at the same time. Power, accuracy and control increases with each level. Be carefull with this spell not to hit your friends with it!
Damage Type: Fire
Casting Time: Channel
Level: Medium

Frost Nova

Casting this spell will unleash a blast of icy coldness around the spellcaster. The spell will do a little damage and slow (If not freeze) any creatures caught in it for a few seconds. Very handy for quickly getting away in close combat situations.
Damage Type: Cold
Casting Time: Instant
Level: Medium

Giant

This spell will resize the player and enlarge him to a giant form. While in this form, he can stomp smaller enemies, crushing them under his feet.
Damage Type: Crushing
Casting Time: Sustain
Level: Low

Greater Protection

Greater Protection is a improved version of the lesser spell Protection. It will give a greater amount of defence bonus and asorb some damage from all types of attacks. Additionally, the spell will reflect any incoming missiles back to their origin.
Casting Time: Sustain
Level: High

Haste

This spell will enchant the caster or one of his friends to boost his or hers speed considerably. Additionally, this spell slightly increases dexterity, defence and jump power. The spell requires a certain amount of level before it can be cast (Or else it will just fail).
Casting Time: Sustain
Level: Medium

Icicle

Summons a few icicles, working as a trap and falling to any enemy who walks beneath them. These falling icicles will trap their enemies and pin then down for a short period of time.
Damage Type: Cold
Casting Time: Channel

Level: Low

Identify
Identifies any items the character has in his or her inventory.
Casting Time: Channel
Level: Low

Levitation
This spell will make the character levitate a short distance over the ground. This is handy for ignoring traps, lava, damage tiles or the like.
Casting Time: Sustain
Level: Medium

Light
Summons a feary to light your way. Consumes tiny bits of mana while summoned.
Casting Time: Sustain
Level: Low

Meteor
This advanced spell summons a fiery ball of molten lava and sends it (Hopefully) down on his or her enemies. The meteor will daze them for a short while in addition to damaging the target. A high intelligence is required to cast this spell with good control.
Damage Type: Fire
Casting Time: Instant
Level: High

Missile
Shoots a couple of missiles. Experienced spellcasters can shoot more than 1 missile at the same time (Releasing a swarm of missiles later).
Damage Type: Zap
Casting Time: Channel
Level: Low

Morph: Lumpkin
Changes the player into a Lumpkin creature. Lumpkins will regard the player as a friend as long as he does not bust his disguise. Lumpkins have a very high dexterity (Making them useful in ranged combat), but low intelligence and wisdom.
Casting Time: Channel
Level: Low

Orb Storm
Spawns a horde of orbs and shoots them from your hand. Each orb deals damage in addition to dealing a special effect (Blue orb = Cold damage and *Freezing* while Yellow orbs do electricity in addition to *Dazing* your enemy for example). This spell is channeled for more power.
Damage Type: Special
Casting Time: Channel
Level: High

Protection
Generates a protective shield around the caster. This shield increased defence and deflects incoming missiles.
Casting Time: Sustain
Level: Low

Ring of Fire
This spell will unleash a ring of raging fire around the caster and damaging everyone near (Including the caster!). The caster will take only partial damage, but the other victims take full damage. The longer this spell is charged (Depending on the character level), the more powerful the blast will be.
Damage Type: Fire
Casting Time: Channel
Level: Low

Rot
Transforms any body into a rotting bomb which will explode when creatures come too close to it.
Damage Type: Evil
Casting Time: Channel
Level: Medium

Seeing
Lets the player see any invisible monsters, items or chests hidden to the normal eye. Will make the eyes of the caster glow. This spell may be cast on friendly targets too,
Casting Time: Sustain
Level: Low

Shock
A touch attack dealing electrical damage. Ignores the protection of any armor the target may be wearing.
Damage Type: Zap
Casting Time: Instant
Level: Low

Skull Trap
While channelig this spell, you create a magical trap on the ground that looks like a skull. Any monsters who comes too close to it, will trigger it and unleash a fire blast.
Damage Type: Fire
Casting Time: Channel

Storm
Summons a thunder bolt from the sky to hit a single target. If the player has to little mana to summon the bolt, a rain cloud will be summoned instead (And any used mana is wasted). This spell always hits and ignores any armour if it is cast successfully.
Damage Type: Zap
Casting Time: Channel

Sword Wall
Summons forth a volley of falling swords, forming a protective wall. The spell will also damage any creatures happening to be in the path of the falling swords.
Damage Type: Slashing
Casting Time: Channel
Level: Medium

Teleport
This advanced spell will teleport the caster a short distance away. This spell is very usefull to pass obstacles, get out of melee combat and get over pit traps and such.
Casting Time: Channel
Level: High

The Unseen
This spell will make the caster or any friendly target invisible.
Casting Time: Channel
Level: High

Unlock
This very useful spell will unlock any locked chest, door or gate (Unless it is a very special door or is warded against magic).
Casting Time: Channel
Level: Low

Whirlwind
This advanced spell will sling your enemies into a desired direction (Preferable into a pit of lava or something nasty like that). The spell itself does not do damage to the target. This spell requires a lot of skill to use effectively, but can be deadly if cast by the skilled wizard.
Damage Type: N/A
Casting Time: Instant
Level: Medium

DIVINE MAGIC

Divine Magic is accessed trough relics, holy runes and the like. They can be found in dungeons or be bought in special shops. They cost divine mana to use and have usually more boosting, informative, protection and healing type spells rather than damaging and destructive ones such as Arcane spells often have. Divine spells are used and activated in the same way as Arcane spellbooks are.

Combat Blessing
Combat Blessing gives all nearby allies including the caster him or herself a small useful bonus to armor, damage and speed. Secondly creatures affected by this spell gain double effect from healing spells (And can be healed by magic even if they could not before). Be warned! Nearby enemies will also benefit from this spell if it is cast when they are in the area!
Casting Time: Sustain
Level: Low

Confusion

The confusion spell dazes and grogs all creatures within an area of effect that the caster aims at. The confusion effect last for a considerable time. High wisdom is required to cast the spell with control.
Casting Time: Channel
Level: High

Evilward

This spell causes the target to become almost immune to damage from evil. Evil damage includes poison and dark magics.
Casting Time: Sustain
Level: Low

Fireward

This spell causes the target to become almost immune to damage from fire.
Casting Time: Sustain
Level: Low

Frostward

This spell causes the target to become almost immune to damage from cold.
Casting Time: Sustain
Level: Low

Holy Bolt

This spell shots a bolt of holy fire. It will damage undead and demons. It will usually heal other creatures (So it can be useful as a ranged healing spell!). Every two points of wisdom increases damage the bolt deals by one (Or heals).
Damage Type: Holy
Casting Time: Channel
Level: Medium

Lightningward

This spell causes the target to become almost immune to damage from lightning.
Casting Time: Sustain
Level: Low

Ressurection

This powerful spell will revive any fallen ally or mount from the dead at it's current spot. The target does not incur any experience penality if brought back this way! A character that is revived is fully healed and cleansed. This spell has a fairly long casting time, so it is often useless in the heat of combat.
Casting Time: Channel
Level: High

Restoration

The Restoration spell will wipe all negative effects on the creature, including all poisons, curses, side effects, etc. In addition the spell will dispel any cursed items the character has in its hands or inventory. The spell will also heal the target 1 life for each wisdom the caster has.
Casting Time: Channel
Level: High

8. MULTIPLAYER

To play networked Egoboo, you'll need two or more computers connected via a decent speed network. Broadband internet might work; dialup internet probably won't. I don't think any LANs will have trouble playing the game.

One computer will be designated as the game host, and the other computers will be game clients. The client computers will all connect to the game host, and it will coordinate the playing of the game.

Before you can access the network part of the game, you'll need to enable networking in Setup.txt. To do this, just set NETWORK_ON to "TRUE". This is all you'll need to do on the host computer.

On a client computer, you'll also need to specify the hostname or (preferred) IP address of the game host in the HOST_NAME setting in Setup.txt. An example follows here:

```
E.g.:
{NETWORK}
[NETWORK_ON] : "TRUE"
[HOST_NAME] : "egoboo.server.name"
```

Then double-click on Egoboo.exe to launch the game.

Once in the game, you'll see the Start or Join menu. The computer that's is going to host the game should choose "New Game" here, while the client computers will be choosing "Join Game"
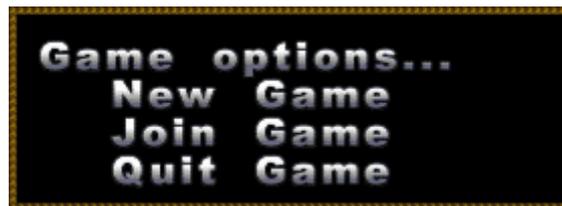
The host computer will then pick a module to play, and then wait for other players to connect. As players connect, their computer's hostnames will appear in a list on the host computer. When everyone has connected, click on "Start Game" to move onto the character selection screen.

All players can then pick the character they wish to use from the character selection screen we all know and love. This works just like it does in single player. Note, the only characters you will see on this screen are the ones on your computer.

Once you pick your character, your computer will then send that character's data files over to the host computer, and once the host computer has all the client's files, it will send them to the other clients. This is where playing over the internet is likely to break down, in my opinion. I haven't had a chance to try it yet though.

Host:

Player Joining:

Known Bugs

Currently, the multiplayer game will only run on Microsoft Windows machines, and has in fact only been tested on a few different Windows XP Professional machines. Your mileage may vary.

Only 2 computers are supported at the moment; it might seem like it's going to let more play, but not all of the information will get around to where it needs to go.

Play over the internet may not work all that well yet. As a result of the way Egoboo stores saved player characters, those characters have to be copied over the network each time a different module is loaded. With even the smallest characters being around 500k, it will take some time to get them copied everywhere they need to go.

If you find any more bugs, please report theme to the forums. Thank you.

9. WORLDMAP

The worldmap of Egoboo is called "Bishobia".
Here are many monsters, races and mystic, magical
items inhabited. Big cities of humans, giants in the
mountains, Dwarfs searching for gems, gold and
mithrill deep in their mines. Egoboo is a large world
to explore and many a danger waits. Will you be the
hero who destroys the evil in this world and save the
king? Or will you, like many others fall?

Bishobia
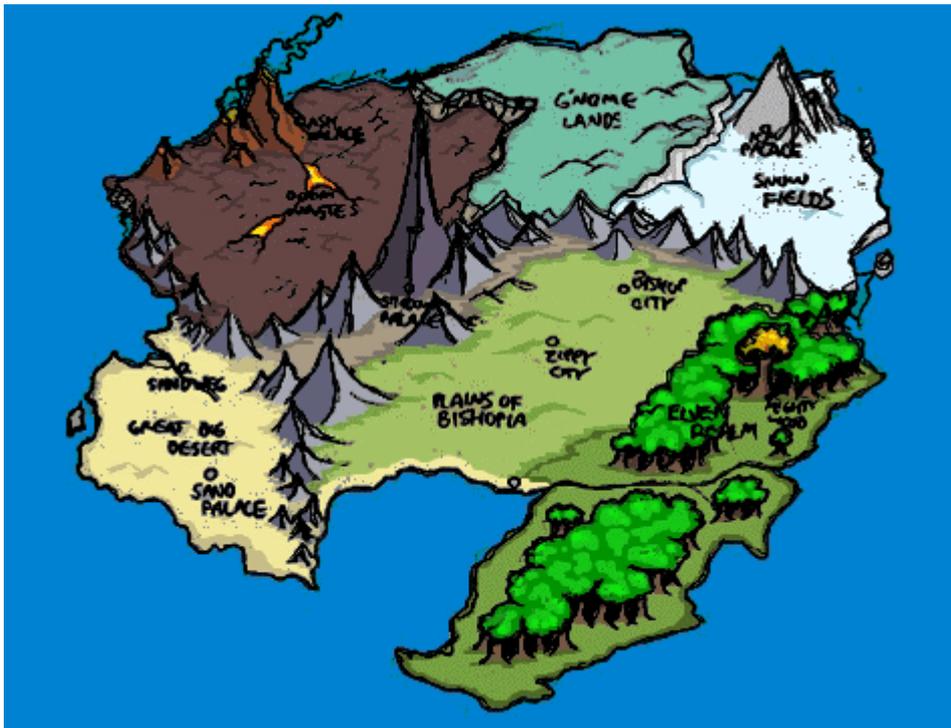
WORLD MAP AND DESCRIPTION

Plains
Bishopia proper is located in the lush green central plains. It is populated mostly by humans.
There is a thriving seafaring community along the southern coast. Many port towns, as well as
pirates, can be found along the coast.

The plains are a docile area for the most part. Many farms and small villages dot the
landscape. There are a few cases of wandering lumpkins around the countryside.
Occasionally, an adventurer can stumble across one of their lairs.

Also to be found in the plains are old abandoned castles and wizard towers that have been
overrun by various beasties. The willing adventurer can find some quick treasure, and the
occasional magic item.

Bishopia, which lies near the Northern centre of the plains region, is the seat of power for
King Bishop. King Bishop is the latest ruler in a long line of nobles. Recently the lands of the
continent were unified under King Bishops rule. There are still some hostilities among the

various lands though, old differences do not die down easily. Many different races and people have things to gain from King Bishop's abduction.

In King Bishop's absence, the Arch Bishop of Bishopia has used the authority of the church to lead the continent until such time as the King is safely returned.

Elven Woods
The Elven Woods can be a tranquil place. However, during recent times of turmoil, even the Elven Woods are not entirely immune from evil. The Elf King, Laureatriel Swiftbow has long been a friend of King Bishop. In recent years a band of elves, know as the Dimlock Elves, have been vying for the crown of the Elf King. The Dimlock Elves would have much to gain from King Bishop's abduction. Laureatriel Swiftbow would not be able to call on Bishopia's armies for support if there were a Dimlock uprising during this time of turmoil.

The Dimlock Elves have long preferred living in caves rather than trees. Though not on friendly terms with other elves, the different elves tolerated each other until recently. Often trading would occur between the Dimlock and other tribes. Trade has now been cut off as the Dimlock Elves closed the door on the outside world. It is rumoured that the Dimlocks have turned to evil ways.

The heart of the Elven Realm is at Mighty Wood, the oldest and largest tree in the world is there. Around the Mighty Wood is held council of all the woodland creatures. Elves, Dryads, Treants and others meet in peace and harmony in this most sacred of places. All are sworn to commit no malice to each other in this place. Thus is peace kept here, if not in the rest of the world.

Snow Fields
The icy expanse of the Snow Fields can be a hazardous place for the unwary hero. Giant ice creatures haunt these lands. The only friends one might find are a few scattered villages of Vikings and G'nomes. In the heart of these frozen lands lies the Ice Palace, wherein is located one of the Sporks of Power.

The southern, more populated region of the Snow Fields is known as the Northerlands. The peoples of this area relish a good fight. Watch your back in the taverns and inns.

G'nome Lands
G'nome technology fills the cities and mines in this otherwise desolate land. Although the surface may seem rather bare, the underground is lush with precious metals and gems. Along the Western border of the G'nome Lands lays an escarpment. At the bottom of this cliff are the hot and barren Doom Wastes.

The hills and valleys of the G'nome lands hide bands of Cobols, Trolls and Lumpkins.

Doom Wastes
Beware the Doom Wastes. Nothing lives is these volcanic lands but Evil. The few human inhabitants are strong and weary of strangers. Occasionally you may find guilds of wizards in these lands, researching some spell no doubt. Magic is strong in these wastes, as is the presence of Demonic forces.

Lava creatures issue forth from streams of magma. Undead animate and rally forth in search of the living. Deep in the bowels of the Doom Wastes, the Ash Palace hides it's treasure; one of the Sporks of Power.

Great Big Desert
Dry and desolate, the Great Big Desert is the home to many poisonous snakes and insects. The sand nomads that live here welcome strangers with open arms. Often you may find yourself in a harem. More often you may find yourself as lunch for a pack of jackals. Beware the Sandwhich.

The primary export of this region is sand. Often you will stumble across sand mines in your journeys.

Watch out for sand traps on your journey. Be on the lookout for the Sand Palace, the home of one of the Sporks of Power.

Stone Mountains
Many treasures, as well as many dangers await you in the Stone Mountains. This range of mountains runs across the length of the continent of Bishopia. Just to the west of center lies the tallest peak in Bishopia, Skully Mountain. Atop Skully Mountain is the Shadow Palace, where you will find one of the Sporks of Power.

The peoples of the Stone Mountains are a sturdy lot, comprised of both human and G'nome. The G'nome in this region mix up a hearty snack called G'Ranola, it provides all the energy one might need to climb a mountain.

10. EDITING FILES

Most data files for Egoboo are stored as .TXT
files for easy modification, to encourage
the growth and expansion of the game. If you
are interested in making changes, see the
HOW2EDIT.TXT file in the TEXT directory.
The map files are .MPD files, and can be made
with the included map editor. Yes, the
map editor is bad, but it works. Well, it
works sometimes. The image files are
.BMP file, and can be made with the
included paint program (nice for seamless
tiles), or any commercial program.
The model files are .MD2 files, and can
be made with the included modeller. This
program isn't mine, but it's what I used for
everything. It'll grow on you. The sound
files are .WAV files. I don't know of any
free programs for doing full sound manipulation,
but many sound cards come with programs
that are good enough. Well they're good enough
anyway. EgoMap is a map editor specially designed
for Egoboo, you can download it from the
Egoboo 2.2.8 site. Whenever you have any questions
about editing Egoboo, just go to the Egoboo forum
(http://egoboo.13.forumer.com/index.php).

Below there are different tutorials and information on
how to edit and develop (Internet will be very handy
if you plan to read some of these documents, as some
contain liks to various sites):
Objects - (Characters, items, monsters, etc.)
Scripts - (Monster AI, spawning points, passages, etc.)
Models - (Modelling, skinning and animation of objects)
Modules - (Dungeons, levels, cities containing lots of objects)

MAKING OBJECTS

Objects in Egoboo modules are fairly simple, once you know a few little things about them.
This topic will attempt to describe the basics of how this works to give the necessary
background information.

Two major concepts
Modules basically contain two major parts related to objects: An "objects" directory which
contains all the possible objects for that module, and a spawn.txt file, directing Egoboo where
to put these objects.

OBJECT SLOTS:
The main thing to remember is that the "Objects" directory is used like a factory, to create objects in the module. Having just an object folder in the "objects" directory will do pretty much nothing unless it's also being spawned.

Each object directory (ex: sword.obj) contains several files, but the important one as far as modules are concerned is "data.txt". This file has a "Slot Number" as it's first entry. This is how the spawn file refers to any particular object. Each object must have a unique ID in the ranges of 36 to 255. (**NOTE: I am not positive of the upper limit**)

The first 36 slots are reserved for importing of characters. Since Egoboo supports 4 Hero's (Players) at a time, each Hero can have 8 items. 0 would be player one, and 1 through 8 would be his/her items. 9 would then be player 2, and so on.

If an object has a conflicting Slot Number, egoboo will exit immediately because it will not be able to tell them apart.

Whenever an object is manually copied into a different module, the "Slot Number" must be unique. The module editor EgoMap does this automatically if an object is imported from inside the editor.

SPAWNING:
The file "spawn.txt" is used to create objects. It use's the object's Slot Number to figure out which object to spawn, and makes an instance of it at the positions specified (in "spawn.txt"). Spawn.txt spawn.txt, located in the module.mod\gamedat folder, allows you to edit spawns for items, monsters, the hero and his\her items. It also allows you to give NPCs items. The spawn.txt file already has a basic bit of information included in its header.

Spawn.txt Basic Info This is a simple example of a spawn in a module. It will explain what the values and such mean.

```
// Name Slot Xpos Ypos Zpos Dir Mon Skn Pas Con Lvl Stt Gho Team
LUMPKIN 0: NONE 38 10.0 13.0 1.0 N 0 0 0 0 0 F F Evil
TORCH: NONE 40 0 0 0 R 0 0 0 0 0 F F NULL
CLAWS: NONE 42 0 0 0 L 0 0 0 0 0 F F NULL
```

Name: A name for the object. It seems it should be none for decorational items (ie: stools, tables, rugs, bookcases, etc), and NPCs may have a name associated with them (ie: in town.mod, the guards are named "a_Guard").

Slot: This is where the slot id number for an object goes. The slot ID number for items can be found in its data.txt. The object's slot IDs should start at 36, to leave room for the Heros to spawn. The hero's slots should be like so:

```
HERO 0: NONE 0 12.5 6.5 0.0 N 0 0 0 0 0 T F Good
HERO 1: NONE 1 0 0 0 L 0 0 0 0 0 F F Null
HERO 2: NONE 2 0 0 0 R 0 0 0 0 0 F F Null
HERO 3: NONE 3 0 0 0 I 0 0 0 0 0 F F Null
HERO 4: NONE 4 0 0 0 I 0 0 0 0 0 F F Null
HERO 5: NONE 5 0 0 0 I 0 0 0 0 0 F F Null
HERO 6: NONE 6 0 0 0 I 0 0 0 0 0 F F Null
HERO 7: NONE 7 0 0 0 I 0 0 0 0 0 F F Null
HERO 8: NONE 8 0 0 0 I 0 0 0 0 0 F F Null
```

HERO 9: NONE 9 11.5 6.5 0.0 N 0 0 0 0 0 T F Good
HERO 10: NONE 10 0 0 0 L 0 0 0 0 0 F F Null
HERO 11: NONE 11 0 0 0 R 0 0 0 0 0 F F Null
HERO 12: NONE 12 0 0 0 I 0 0 0 0 0 F F Null
HERO 13: NONE 13 0 0 0 I 0 0 0 0 0 F F Null
HERO 14: NONE 14 0 0 0 I 0 0 0 0 0 F F Null
HERO 15: NONE 15 0 0 0 I 0 0 0 0 0 F F Null
HERO 16: NONE 16 0 0 0 I 0 0 0 0 0 F F Null
HERO 17: NONE 17 0 0 0 I 0 0 0 0 0 F F Null

HERO 18: NONE 18 12.5 5.5 0.0 N 0 0 0 0 0 T F Good
HERO 19: NONE 19 0 0 0 L 0 0 0 0 0 F F Null
HERO 20: NONE 20 0 0 0 R 0 0 0 0 0 F F Null
HERO 21: NONE 21 0 0 0 I 0 0 0 0 0 F F Null
HERO 22: NONE 22 0 0 0 I 0 0 0 0 0 F F Null
HERO 23: NONE 23 0 0 0 I 0 0 0 0 0 F F Null
HERO 24: NONE 24 0 0 0 I 0 0 0 0 0 F F Null
HERO 25: NONE 25 0 0 0 I 0 0 0 0 0 F F Null
HERO 26: NONE 26 0 0 0 I 0 0 0 0 0 F F Null

HERO 27: NONE 27 11.5 5.5 0.0 N 0 0 0 0 0 T F Good
HERO 28: NONE 28 0 0 0 L 0 0 0 0 0 F F Null
HERO 29: NONE 29 0 0 0 R 0 0 0 0 0 F F Null
HERO 30: NONE 30 0 0 0 I 0 0 0 0 0 F F Null
HERO 31: NONE 31 0 0 0 I 0 0 0 0 0 F F Null
HERO 32: NONE 32 0 0 0 I 0 0 0 0 0 F F Null
HERO 33: NONE 33 0 0 0 I 0 0 0 0 0 F F Null
HERO 34: NONE 34 0 0 0 I 0 0 0 0 0 F F Null
HERO 35: NONE 35 0 0 0 I 0 0 0 0 0 F F Null

This ensures that the same hero won't spawn twice, or two seperate hero's items won't be the same, etc. EgoMap doesn't do this correctly, so you must manually edit the hero spawn slots (as of April 11 2005, it may have been fixed since).

Xpos+Ypos: Xpos and Ypos are the cordinates of the item's\NPCs\etc spawn. It seems heroes should have .5 after the cordinate (does it really have too?). You can find the cordinates by using EgoMap and Cartman.

Zpos: The start elevation for the item\NPC\hero\etc. It also allows you to put an item atop of another item too (ie, you want a book on a table, so you set the Zpos for the book at 0.5, and the table at 0.0, so the book will fall unto the table when the module loads)

Dir: This is where the item should spawn in\on an item\NPC\hero\etc. THe different settings are:

L: The item will spawn in the npc's\hero's\etc left hand. (weapons, books, and shields are what usually is spawned here. It also is used for mounts with only one grip) R: The item will spawn in the npc's\hero's\etc right hand. (weapons, books, and shields are what usually is spawned here) I: The item will spawn in the NPC's\hero's\etc inventory. (usefull for keys)

Mon: Gives an item\NPC\hero\etc extra money.

Skn: The skin that should be used for this level. It can be 0-3, or 4 if you want the NPC's\hero's (does it work with a hero?)\item\etc skin to be random. (note: to make braziers alight, set its skin to 20...)

Pas: The passage the item refers too. This can be used for braziers\switches\etc to open doors.

Con: Content setting for the character. It is used for armor chests.

Lvl: This defines what level an NPC will start at in this module. It does not work on players.

Stt: This will show the the status bar for an NPC\Hero if set to T (ie, in the adventurer module, the Mother Mim and Brom are set to 'T'), otherwise it will not show the status bar for the NPC\Hero if it is set to 'F'.

Gho: It has the same as the book of the Unseen, (as of now, April 11, 2005) inverting the Hero's\NPC\etc skin... It should make them invisible actually.

Team: The NPC\Hero\etc team. The first letter is used (so Evil can also be E, and Frog and be F, etc). On capital letters are used, so e and E are the same ('e' and 'E' and 'Evil' and 'Elf' and 'elf' are the same as far as spawn.txt is concerned). 'N' or Null is already set to be nuetral (it should be used on items, and NPCs (only if NPCs will not be a part of any team!).

MAKING MODELS

OVERVIEW
Egoboo uses the Quake 2 .MD2 model format for object models.

MODEL LIMITS
128 Vertex limit on models (including grips)

CHARACTER MODELS
Character (Humanoid) models must have a left and right grip.
Grips are where weapons get attached to the character.
Each grip is represented by 4 vertices.
the grip vertices should be put into the character last!
Just cut and paste from some other model and you'll be fine.
Basically the grip vertices represent a matrix.
4 vertices = x rotation, y rotation, z rotation, and translation(position).
It is kind of hard to visualize when you are looking at the vertices in the model, but you can kind of see it. The vertex at the hand is the translation, the vertex in the positive x direction is the x rotation, etc...

WEAPONS MODELS
Weapon models must use a SPAWNLAST vertex.
It is an extra vertex that floats at the tip of the weapon.

Attack particles get spawned at this point.
the spawnlast vertex should be put into the model last!

TEXTURE LIMITS
64x64 pixel size limit
Must use the BMP file format
Must use the Egoboo 256 color pallette

MODEL EDITORS
GOLEM - Open GL Model Editor - Designed with Egoboo in mind.
Designed to be cross-platform (Linux, Mac OS, Windows)
Still in development.
Currently can Load and Save the Quake 2 model format that Egoboo uses.
Will support model modes which disable unsupported features and add validation. (One mode will be Egoboo)
Will support tag (grip) editing which will make editing models easier.
AZTEC - A 3d modeler which can be used to create egoboo models, not sure if it can be used for Egoboo yet
QUAKEME - Another modeler, you can download the full version here:
http://www.edgefiles.com/dirs/965.html
MDL - Quake 2 Modeler - Origial modeler used to create egoboo models. Part of the extras download at http://egoboo.sourceforge.net
Q2MTutorial1
Q2MTutorial2
Q2MTutorial3

Frame Names
The most important thing about creating a new model is to name your frames correctly.
The name consists of a 2 letter action type, followed by a the 2 digit frame number, followed by any special codes. It looks something like KA03SP.

Action Types
GENERAL ACTONS
DA - Dance (Typical standing)
DB - Dance (Bored)
DC - Dance (Bored)
DD - Dance (Bored)
UA - Unarmed Attack (Left)
UB - Unarmed Attack (Left)
UC - Unarmed Attack (Right)
UD - Unarmed Attack (Right)
TA - Thrust Attack (Left)
TB - Thrust Attack (Left)
TC - Thrust Attack (Right)
TD - Thrust Attack (Right)
CA - Chop Attack (Left)
CB - Chop Attack (Left)
CC - Chop Attack (Right)

CD - Chop Attack (Right)
SA - Slice Attack (Left)
SB - Slice Attack (Left)
SC - Slice Attack (Right)
SD - Slice Attack (Right)
BA - Bash Attack (Left)
BB - Bash Attack (Left)
BC - Bash Attack (Right)
BD - Bash Attack (Right)
LA - Longbow Attack (Left)
LB - Longbow Attack (Left)
LC - Longbow Attack (Right)
LD - Longbow Attack (Right)
XA - Crossbow Attack (Left)
XB - Crossbow Attack (Left)
XC - Crossbow Attack (Right)
XD - Crossbow Attack (Right)
FA - Flinged Attack (Left)
FB - Flinged Attack (Left)
FC - Flinged Attack (Right)
FD - Flinged Attack (Right)
PA - Parry or Block (Left)
PB - Parry or Block (Left)
PC - Parry or Block (Right)
PD - Parry or Block (Right)
EA - Evade
EB - Evade
RA - Roll
ZA - Zap Magic (Left)
ZB - Zap Magic (Left)
ZC - Zap Magic (Right)
ZD - Zap Magic (Right)
WA - Sneak
WB - Walk
WC - Run
WD - Push
JA - Jump
JB - Falling (End of Jump) (Dropped Item left)
JC - Falling [Dropped item right]
HA - Hit
HB - Hit
HC - Hit
HD - Hit
KA - Killed
KB - Killed
KC - Killed
KD - Killed
MA - Misc (Drop Left Item)
MB - Misc (Drop Right Item)
MC - Misc (Cheer/Slam Left)

MD - Misc (Show Off/Slam Right/Rise from ground)
ME - Misc (Grab Item Left)
MF - Misc (Grab Item Right)
MG - Misc (Open Chest)
MH - Misc (Sit)
MI - Misc (Ride)
MJ - Misc (Object Activated)
MK - Misc (Snoozing)
ML - Misc (Unlock)
MM - Misc (Held Left)
MN - Misc (Held Right)

SPECIAL CODES
AL - Spawn an attack particle on the left weapon
DL - Drop the item in the left grip
GL - Grab an item with the left grip
CL - Grab a character with the left grip
AR - Spawn an attack particle on the right weapon
DR - Drop the item in the right grip
GR - Grab an item with the right grip
CR - Grab a character with the right grip
I - Make the character invincible
S - Stop the character from from accelerating
F - Play a footfall sound
P - Poof the character

Grips
Grips are the last vertices placed in the model. They typically represent a character's (or
creature's) left and right hand. Grips are also used for mounts, you put the grip where the
character will ride... it can be thought of as the saddle for the mount. The scale, position and
rotation of each set of grip vertices controls the scale, position and rotation of whatever other
object the character is holding in that grip.

Grips have been notoriously difficult to work with. If the vertices are not in exactly the right
order, the object you are holding appears stretched, squashed, distorted or worse.

You are allowed to use up to two grips per model. If you only need one, it will be considered
the left grip in your data.txt file for the object.

The simplest way to add grips to your character is to cut and paste the grips from an existing
model.

Make sure that you animate the grip vertices when you animate the rest of the model. You
wouldn't want your character's hand to move, but whatever he's holding to remain still.

Here we have prepared two models. They are both included in the following archive:

- grip.zip (Requires internet connection to download)

grip.mdl is only one grip, for use with mounts and such. grips.mdl is a set of left and right grip vertices. You can extract the archive into your QME geometry folder, to easily add grips to your models. Or, you can just open the grip models in your favorite model editor, select the grip, copy it and paste it into your new model. Again, it's important that you add the grips last to your model, due to the nature of how Egoboo reads model data.

SCRIPTING

EgoScript
EgoScript is a fairly simple scripting language that is very much like Assembly language programming. It has a very limited amount of variables that can be used, and reused, for calling functions or checking IF statements. Dispite it's limitations, it's still possible to make some very creative behavior for both objects and monsters. To learn more about EgoScript functions, check the Text directory that came with Egoboo. It contains several text files about the subject, including a full list of functions available.

The most important of those text files, as far as EgoScript is concerned, would be the AiDocs. These are included with the DEV package (Downloaded under Tools on http://home.no.net/egoboo).

Escape Sequences
The MESSAGE.TXT files use cryptic little escape sequences to display certain types of information. Each sequence consists of a % followed by a letter or number. Here's a nice little list...

%n - The character's name (or class if name is unknown)
%t - The target's name (or class if name is unknown)
%o - The owner's name (or class if name is unknown)
%c - The character's class
%s - The target's class
%0 - The target's skin 0 name (some_Leather_Armor)
%1 - The target's skin 1 name (some_Chainmail)
%2 - The target's skin 2 name (a_Breastplate)
%2 - The target's skin 3 name (a_Hero_Costume) (Most powerful level)
%d - The value of tmpdistance
%x - The value of tmpx
%y - The value of tmpy
%D - The value of tmpdistance (Use for stat display of pets)
%X - The value of tmpx (Use for stat display of pets)
%Y - The value of tmpy (Use for stat display of pets)
%a - The character's ammo (or ? if unknown)
%k - The character's kurse state (kursed or unkursed)
%p - The character's possessive (his, her, or its)
%g - The target's possessive (his, her, or its)
%m - The character's gender (male_, female_, or _)

Expansions
The data files for Egoboo started out simple. Then they got complex, and I updated them. More complexity, and more updates, until I had so many files that updating them all

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individually took too long. That's why there are Expansions. Expansions are those cryptic four letter IDSZ things at the bottom of certain data files. This document lists the different expansions and says a little bit about each one.

PARTICLE EXPANSIONS
Particle expansions go in PART?.TXT files, and are followed by a single number. Be sure to precede each with a colon, or it won't be read.
:[TURN] 0   // This isn't very useful... Don't turn with character
:[ARMO] 0   // Particle is armor piercing (Base defense of 0)
:[BLOC] 0   // Particle can't be blocked by a shield
:[ARRO] 0   // Particle only damages the character to whom it is attached
:[TIME] 0   // Don't set invincibility time on hit
:[PUSH] 0   // Don't push the enemy back on hit
:[ZSPD] 20   // 0 to 20 or so, Allows up/down aiming at targets
:[FSND] 2   // 0 to 15, Sound file to play when particle hits the floor
:[WSND] 4   // 0 to 15, Sound file to play when particle hits a wall
:[WEND] 1   // 0 or 1, Particle will end if it hits a wall
:[DLEV] -10   // -50 to 50 or so, Dynamic light level change, *1000 notation
:[DRAD] -10000   // -10000 to 10000 or so, Dynamic light radius change, *1000
:[IDAM] 1   // Add 25% of the owners intelligence as bonus damage
:[WDAM] 1   // Add 25% of the owners wisdom as bonus damage

CHARACTER EXPANSIONS
Character expansions go in DATA.TXT files, and are followed by a single number. Be sure to precede each with a colon, or it won't be read.
:[ICON] 1   // Outdated?
:[STUK] 0   // Don't allow particles to stick to character (arrows, etc.)
:[PACK] 0   // Don't let character be put in pack... For large items
:[VAMP] 1   // Character has no reflection
:[DRAW] 1   // Character is always drawn, even if far away from camera
:[RANG] 1   // Character is flagged as a ranged weapon
:[EQUI] 1   // Character is flagged as equipment, For worn items
:[SQUA] 1   // Character has a square base, Most are circular
:[SHAD] 1   // Draw the shadow, even if partially transparent
:[CKUR] 1   // Character can see kurses... Used for the Healer
:[SKIN] 2   // 0 to 3, Override the skin given in SPAWN.TXT, For imports
:[DRES] 2   // 0 to 3, Flag a skin as "Dressy", May be used multiple times
:[CONT] 100   // 0 to 100 or so, Set the AI content to this
:[STAT] 50   // 0 to 100 or so, Set the AI state to this
:[HIDE] 3   // 0 to 100 or so, Don't draw when the AI state is this
:[GOLD] 200   // 0 to 9999, Set starting gold for the character
:[LEVL] 0   // 0 to 5, Set the level to this+1, 0 is 1st level...
:[PLAT] 1   // 0 or 1, Character can use platforms?
:[RIPP] 0   // 0 or 1, Character makes ripples?

ENCHANT EXPANSIONS
Enchant expansions go in ENCHANT.TXT files, and are followed by a single number. Be sure to precede each with a colon, or it won't be read.

:[STAY] 1   // Stay around even after the owner has died
:[AMOU] 8   // 0 to 15, Amount to spawn each time
:[TIME] 25   // 1 to 100, Time until next spawn
:[TYPE] 0   // 0 to 7, Type of particles to spawn
:[FACE] 8192   // 0 to 65535, Facing add for each one...
:[SEND] 0   // 0 to 15, The end sound
:[SFRQ] 10000 // 8000 to 44100, The end sound frequency
:[OVER] 1   // 1 to 100, Create a child overlay object with this state
            // The overlay follows the target around, and is killed when
            // the enchantment ends...

MODULE EXPANSIONS
These go in the MENU.TXT files. These aren't entered by hand, rather a character in
the module must use the AddIDSZ function to automagically append it to the file. Any given
module may check another module to see if it has a given IDSZ, for hiding certain modules
until a secret is found or the other module is beaten.

IDSZ
The IDSZ system is a way of describing objects using 4 letter words. For example, a
crossbow has an IDSZ of [XBOW], and a sword has an IDSZ of [SWOR]. Why? It lets you
add generic flags to the game, so other people can build on them. For example, I might want
to make a sword that gets a bonus against Dragons. Since Dragons have a [DRAG] IDSZ, the
sword's scripted AI can check if it hit a dragon, and do a little extra damage if it did. The nice
part is that the weapon will also work against other [DRAG] creatures, like Dragonmen and
Drag Queens, that I'm sure people will add in the future. The only way it will work though, is
if everyone uses the same ID strings. So, before you make a [MINO] [TAUR], consult the
lists located in IDSZ.txt (Located in the Egoboo Development package).

MAKING MODULES

Common Problems

Egoboo Exits when attempting to load the module:
The first thing to check is the file Egoboo outputs. It creates a text file called "error.txt",
which will contain the reason.

Slot Problems:
The most common cause for this error is a slot that is used twice. Look at Object Slots under
Making Objects for more information if this is the problem.

Missing Start Point:
Another common cause is a missing start point. The start point must be added to either the
spawn.txt file, or through EgoMap. In EgoMap, use the Objects mode, and pick a start point,
and add it. For more information, see EgoMap's web page or ask in the Egoboo Forums.

Making Passages

Passages are Egoboo's way of marking an area. The main uses for them are: Having a shop
Having doors that can open or close Detecting a character's presence in an area.

Passages are contained in the file passage.txt in a module's gamedat folder. It looks like this
(this is from the adventurer starter's passage file).

//	TopleftXY	BottomrightXY	Open	ShootThrough	SlippyClose
0 Deadend:	3 51	4 52	F	T	F
1 Deadend:	53 7	54 8	F	T	F
2 Door:	40 53	41 54	F	F	F
3 Armor:	48 27	49 28	F	F	F
4 Trog:	17 18	18 19	F	F	F
5 MamaLeft:	24 25	25 26	F	F	F

Here's what it all means:

The number at the left is the number of that passage. You'll need this number later for
scripting. The name is just to help you remember which passage is which. Neither of these are
read by Egoboo and are just there to help you out.

The TopleftXY and BottomrightXY are the boundaries of the passage. Unfortunately, as of
right now you can't set the coordinates in EgoMap, so you'll have to do it manually. The
easiest way is like this.

1. Open your module in Egoboo
2. Hold F5. This will display the coordinates of your character.
3. Go to the top left and bottom right corners of each passage you want and write down
   the coordinates.

Zefz Notes: Personally, I just use EgoMap to edit and add passages. Set Show Passages to True (Done
in EgoMap) and modify passage.txt. Now reload the module and see how the passage changed.

Open is T or F. This is asking whether the passage is open or closed when the module begins.
Set it to whichever is true. Open or closed refers to whether the tiles the passage is over are
passable or impassable; set this by changing flags in Egomap.

Shoot Through refers to whether or not you can shoot through the passage. If set to T,
projectiles will go through; if F, projectiles will be stopped when they hit the passage.

I've never used slippy closing, but I think what it does is set the tiles in the passage as slippy
tiles instead of regular tiles. Try it and find out (or just leave it F and play it safe).

So, now you've got a file, passage.txt, which has the info for all the passages in your module.
Now open up spawn.txt. You'll notice that one of the values that can be set for each object is
the Pas value, which refers to passage. For each object that uses a passage, set that object's
Pas value to the number of the passage that is relevant (you remember those numbers from
before, right?). One object can interact with any number of passages; the Pas value is just an
easy way of remembering which object goes with which passage, and the scripts for doors and
buttons use it, so if you don't want to modify the scripts, set the value.

Now, on to the uses of passages: For doors, set the door to its associated passage. The standard ones are all scripted to use that, and will work without any further need for changes. All you have to do to get the door to open and close is call OpenPassage and ClosePassage (Egoscript commands) on the associated passage. Note that OpenPassage will only work if the passage is closed, and ClosePassage will only work if the passage is open. Buttons can do this automatically; for a standard button, just make sure that it's associated with the same passage as the door you want and it will open/close the door with no further need for changes (just make sure you have the right button; some require keys, some can close/open, and some can only either close or open). Any object can close and open doors/passages.

For shops. Please, don't script your own shop. Open the shopkeep object from Zippy City and base your shop on that. Basically, there is an Egoscript command, AddShopPassage, that turns a passage into a shop where you get paid for any item you drop and must pay for any item you pick up. The shop will function as long as the object that called it into existence is still alive.

Detecting character presence: The Egoscript function SetTargetToWhoeverIsInPassage does exactly what it sounds like it does. From that, you can test if the target is a player, is alive/dead, etc. for whatever you want.

Making your first passage will probably be annoying, but once you've made one it should be pretty intuitive.

11. OTHER

Here are some definitions of short-words and terms (Where * is a number or a string):

STR = The STR stat is the character's strength.

WIS = The WIS stat is the character's wisdom.

INT = The INT stat is the character's intelligence.

DEX = The DEX stat is the character's dexterity

DEF = The DEF stat is the character's defence.

EXP = The EXP stat is the character's experience.

Mana = Spellpoints or spiritual energy, needed for using spells.

Mana Return = Rate of mana regeneration.

Mana Flow = How much mana the character can channel at the time

Cursed item = A cursed item gives bad effects on a character, only a wizard spell can remove cursed items.

Magical item = Magical items gives good effects and benefits to you character.

Potion = A liquid that gives an effect on your character. Example: Refill health.

Health/Hitpoints = Also called HP. the HP of a character determinates how much hits a character can take before he dies.

Zorkmids = Money ($), used to buy items in the sheep village.

*.OBJ = Items, characters and monsters are all named *.obj, which means object. Example: Healer.Obj or Sword.Obj

data.txt = All objects have their own data.txt. In that text file you can edit every thing about them, such as health, exp and strength. Try experimenting with the text files, it is very easy editing them.

sound*.wav = Every sound a object makes is a wav. These wav files are played trough data.txt, enchant.txt or script.txt (The last one is the most common one).

part*.txt = These txt files describes how to draw different particles the object spawns. Fine examples are spell effects or blood (All weapons use particles to determine their damage). Example: part0.txt, part1.txt or part8.txt

naming.txt = This is the current name or the random name for a object.

message.txt = These are the different messages the object can show in the game.

tris*.bmp = The skin which is drawn upon the model of the object. Every object can have up up to four different skins (0, 1, 2 or 3). Example: tris0.bmp or tris3.bmp

Spell = A magical effect some characters can create trough the use of Mana

VARIOUS EGOBOO SITES:

http:\Home.no.net\egoboo – Egoboo 2.4.3 website

http://www.geocities.com/thehappypinkelephant/ - Some more new objects.

http://www.geocrawler.com/lists/3/SourceForge/6669/0/ - an archive of the old egoboo discussions.

http://zippy-egoboo.sourceforge.net - Egoboo community devolpment website

http://egoboo.informe.com/forum/ - Egoboo 2.4.3 forum

http://egobookorea.ub.to/ - Korean Egoboo Fansite

http://www.artistcollaboration.com/users/aworkinprogress/Software.htm - Egoboo C++

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jonathan@bishopia.org - Coder

aworkinprogress@artistcollaboration.com - C++ Branch Coder

Be free to report any errors or bugs you find and thank you for downloading Egoboo! If you have any problems running the game, dont hesitate to contact the forums.

12.CREDITS

Here are the credits to those who have contributed something to the game (List may not be full or up to date and has no specific order):

Original Programmers
Aaron Bishop
Benjamin Bishop

Modules
John Dick aka Booger
Johan Jansen aka Zefz
Arakon
Pteromys

Coding
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Arakon
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Aelous
Ben Birdsey
Denis Jaimes
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Ollipekka
Paco

Objects
Johan Jansen aka Zefz
Hunna
Spyro
AiletheAlien
Pteromys
ptapasu

Also worth mentioning
Arne Kristian Jansen
eatsonlyheads
Icezd
dolny
the happy pink elephant
Golem
Alazamir
Veiva
Hiroy
Florian Natterer

By: Zefz – Egoboo Game Manual – Manual version 2.03 – Last updated 22.9.07

16.WORK IN PROGRESS

Divine Power
Holy Weapon
Touch of Death
Symbol of Death/Shock/Daze
Curse
Seeing
Mass Heal
Destroy Undead
Turn Undead
Recharge
Fire Rain
Prayer (Heal self)

Adventurer

Armor	Defence	Slashing	Bashing	Piercing	Fire	Holy	Evil	Ice	Zap
Leather Tunic (50$)	30	Normal	Normal	Normal	Normal	Normal	Normal	Normal	Normal
Chain Shirt (100$)	60	Resistant	Normal	Normal	Normal	Normal	Normal	Normal	Normal
Breastplate (300$)	90	Resistant	Normal	Resistant	Normal	Normal	Normal	Normal	Normal
Robin Costume (600$)	110	Resistant	Normal	Resistant	Normal	Normal	Resistant	Normal	Normal

Armor	Defence	Slashing	Bashing	Piercing	Fire	Holy	Evil	Ice	Zap
Leather Tunic (50$)	30	1	1	1	1	1	1	1	1
Chain Shirt (100$)	60	2	1	1	1	1	1	1	1
Breastplate (300$)	90	2	1	2	1	1	1	1	1
Robin Costume (600$)	110	2	1	2	1	1	2	1	1