Section 5 - The Exile II Menus:

This section describes performed by the various menus at the top of the screen:

File Menu:
    Save, Save As: Selecting this option has Exile II take a "snapshot" of your

current position in the game, so you can resume from this point later, should you

screw up. Exile II will prompt you for the name of your save file. You can only

save the game during town or outdoors mode.
    Restore: Selecting this has you load in one of your older games. You can do this

anytime.
    New Game: Should you get fed up, you can start again from the beginning.
    Quit: When you've just plain had enough.

Options Menu:
    Show Mage Spells: You will be prompted to select a PC. Upon doing so, you will

see a list of all mage spells the PC knows how to cast.
    Show Priest Spells: Like the above, but for mage spells.
    See Alchemy: You will see a list of the alchemical recipes you know.
    See Overall Stats: You will see, in the text area, some statistics of your

parties progress.
    Change PC Graphics: You can use this option to change the graphic of a PC you

will select.
    Change PC Name: You can use this option to change the name of a PC you will

select.
Preferences: This option brings up the preferences dialog. This is described

below.
Create New PC: When this is selected in a major town, you can create a new PC.

Of course, this only works when you have less that 6 people in your party.

The Preferences Window:
From here, you can change how the game plays.

Display Alignment: This option determines how the Exile window is drawn

on the screen. You can have the game take up the full screen, with the game

information drawn in a corner you choose, or you can play Exile II in a smaller

window you can drag around the screen.
No Sounds: This option turns off the game's sounds.
Don't Save Maps: Normally, the game stores maps you've found in your save

files. This makes the save files 60K larger. Selecting this option keeps Exile II

from saving your maps, resulting in smaller save files.
Speed Up: This option reduces the length of the pauses Exile II sometimes puts

in the game.

Show Room Descriptions More Than Once: Often, you will find a special

encounter which flashes a description of what you've just found in the text area.

Once found, most of these won't be printed again. This option makes the messages

kept around to be printed whenever you encounter them.
        Faster Dialogs: This option makes the spell dialogs drawn mostly in black and

white, making them come up much faster. This is a must for slower machines.

Help Menu:

This menu brings up various dialogs which describe the game. These dialogs can be kept up for
continuous reference.

Font Menu:

You can use this menu to change the font for the text areas of the game. The font you select will be
remembered in your save files.

Library Menu:

This library menu options are extremely useful. They are your best source for information about Exile II:
its spells and monsters, handy tips for playing, and other useful things.

    Mage Spells: This bring up a window which describes all the mage spells in the

game.
    Priest Spells: This bring up a window which describes all the priest spells in

the game.
    Skills: This option brings up a window describing the different skills your

characters can attain, and giving hints for how much of them to buy and when.

Alchemy & Poison: This window describes the different alchemical concoctions

and how to make them, and tells how best to use poison.

Helpful Tips: This very useful option gives a host of hints for playing Exile II.

Monster Roster: This window gives statistics for many (though not all) of the

creatures you can meet in Exile II. The higher your parties Mage Lore skill, the

more monsters will appear.

Map of Eastern Exile: This option brings up a dialog with a crude map of

Eastern Exile. Beware - most things aren't shown! You gotta' find the dungeons on

your own.

Show Starting Dialog: This option brings up the dialog you saw the first time

you ran the game.

Actions Menu:

Do Alchemy: When in town, select this option to try to make a potion. There

is more information on this in the next section.

Wait 100 Moves: When in town, you cannot make camp. Selecting this option,

however, has you wait for a long time in order to regain health and spells points.

Beware - themonsters can use this time to get reinforcements.

Display AutoMap: This action brings up the window showing a map of what

you've seen so far.

Background Music Menu:

Selecting the Play Music option play the MOD of MAD file in your Exile II folder called 'Exile II Music'. If this causes a crash, give Exile II more memory.