KULT

HERETIC KINGDOMS

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'Religion is death – and death to religion.'
In a land whose god has been slain, religion and idolatry become crimes pursued by a dogged Inquisition. The Theocrat once ruled by the might of a sword named the Godslayer, but rebellion brought that era to an end. Now, as chaos divides the Heretic Kingdoms, two political powers fight for control. Each seeks the Godslayer for its own purposes…

But the sword cannot be found.

INSTALLING THE GAME
1. Insert the Kult: Heretic Kingdoms CD into your CD drive.
2. The installer should autorun. If it does not, browse the CD and double click on setup.exe.
3. Follow the instructions on screen.

The CD has been highly compressed, so please be patient with the installation process.

WELCOME TO THE HERETIC KINGDOMS
In this game, you play a zealous Inquisitor; she is skilled in warfare but somewhat lacking in experience and diplomacy.

It is the task of the Inquisition to root out all forms of religion, and return the land to heresy. You have sworn allegiance to this cause.

As the aide of the High Inquisitor, Lord Valkarin, you have been charged with the task of destroying the Godslayer, a sword of great religious significance. Destruction of the sword would be a great victory for the Inquisition.

You have travelled to west Corwenth with the High Inquisitor after finally discovering that the Godslayer had been concealed in a remote monastery – but when you arrive, the monastery is already aflame…

BEGINNING THE QUEST
Before embarking upon your quest, you must make a few decisions regarding your character, including giving her a name. On the character generation screen, use your beginning Advancements Points to improve her statistics:

- **MELEE** – determines close combat damage and block chance.

- **RANGED** – affects ranged combat damage.

- **MAGIC** – determines the effectiveness of magical attacks.

- **SPEED** – affects rate of fire, rate of attack and dodge chance.

Raise an ability by one grade (for example F to E–, D to D+) by clicking upon the '+' beside that ability. Each grade advancement costs a fixed 100 Advancement Points. The higher the grade, the better the ability.

You may also choose two Attunements to begin your quest with, as well as a hair style and outfit (using the arrow icons near your character's image).

Select your preferred Difficulty setting – Normal is recommended for most players, but if you desire a greater challenge, select Hard, Very Hard or even Nightmare; if you find most games are too difficult for your tastes, select Easy.

BASIC CONTROLS
• **MOVE**: Hold the Left Mouse Button to move continuously towards the cursor. Left Click anywhere to move to that point.
• **ATTACK**: Right click to attack with your currently selected weapon. Hold the right mouse button to keep attacking this foe.

In melee combat, be sure your target is highlighted (their name and Hit Points will appear at the top of the screen).

Specific features in the world, such as treasure, will display a name when moused over. Some may be investigated by left clicking. Hold Left Alt to display all dropped items and treasure.

Exits at the edge of locations will take you to a map of Corwenth, allowing you to travel elsewhere.

SAVING YOUR GAME
The Heretic Kingdoms are a lethal place, even for a trained Inquisitor. Your game will be automatically saved when you complete a quest.

If you wish to save your game manually, access the main menu (by clicking upon the main menu icon, or pressing 'Escape') and select the save option.

You can also use F5 to quick save, and F6 to quick load (there is one quick save slot).

THE SCREEN DISPLAY
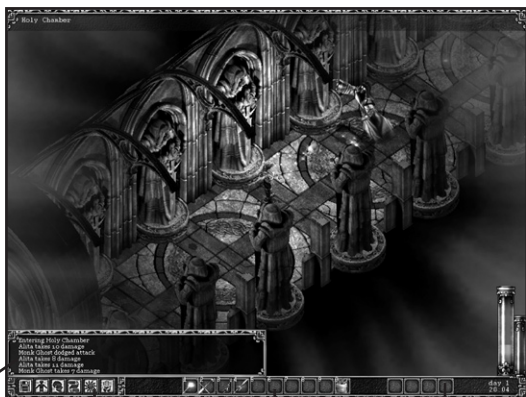
| History messages | Function icons | Quickslots | Focus Attunement icons |

Keep an eye on the history messages display as you play – useful information such as weapon damage and experience gained will be presented. Use the arrow icons to change the size of this window, or press Tab to hide it.

THE FUNCTION ICONS

Clicking upon a function item will bring up a separate screen or window. The five function icons are as follows (with hotkey shortcut):

Main Menu (Esc) – save, load and quit your game. Game settings are also available from here.

Inventory (I) – examine and equip your items

Character (C) – check character information and apply Advancement Points

Quests (Q) – when a quest is gained, it will be added to your quest log. Completed quests are also shown.

Attunements (A) – examine Attunements (Attunements may only be swapped in and out while sleeping for the night)

Dreamworld (D) – Enter the Dreamworld (only after you pass the Test of the Elements)

Equip boxes

Equipment information
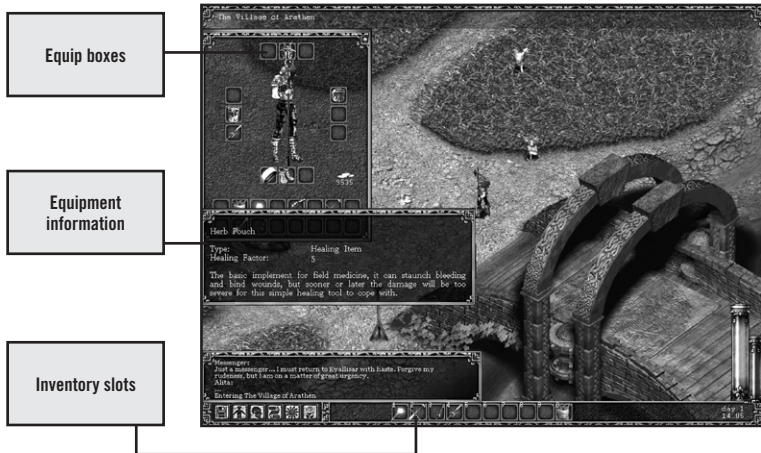
Inventory slots

THE INVENTORY

Left click upon an item to attach it to the cursor. Left click on an empty slot to deposit that item. Mouse over an item in any inventory slot, and a box displaying information regarding that item will appear.

The twelve equipment boxes surrounding the character display can only hold specific items; weapons, armour, a shield, rings, an amulet, boots and a cloak. If an item that may be equipped is selected, the slot it belongs in will be highlighted. You may also drop equipment on the picture of the character to equip it, or to use healing items.

To remove an item from your inventory and drop it into the world, attach it to the cursor and then click in the world.

POUCHES, BAGS AND BACKPACKS

When you find bags, you can use them to increase your effective inventory size. Right click to open a bag – this accesses a separate inventory window. Click in the corner of the window or press ESC to close the bag inventory.

QUICKSLOTS

The ten quickslots allow you to change equipment without needing to access
the inventory. To use an item in a quickslot, simply click upon that quickslot, or press the number key which corresponds to that slot (1 through 0).
There are two ways to place an item in a quickslot:

• Right click a quickslot to display the quickslot menu, then choose which item you wish to place in the slot by category.

• Left click upon an item in the inventory window to attach it to the cursor, then left click upon the relevant quickslot to assign it.

Quickslots allow easy access to items during play. Make sure a healing item is assigned to one of your quickslots!

THE CHARACTER WINDOW

Accessed via the character icon (or 'C' key), this window shows important character information.
Stats are shown here, and, if Advancement Points are available, you may upgrade stats via the '+' marker next to the stat you wish to upgrade. Advancement points are gained by increasing character level, and by standing in Hex Marks in the Dreamworld.

The character window also shows the following combat information:

- **ATTACK SPEED** – how fast the character attacks, rated as a percentage.

- **BASE DAMAGE** – how much damage you inflict, before any modifiers are applied.

- **ARMOUR VALUE** – damage below this value is significantly reduced by the armour, while damage in excess of this value is unaffected.

- **BLOCK AND DODGE CHANCES** – how well you avoid being hit.

If the character window is open when equipping weapons and armour, all changes to character abilities will be shown, allowing you to assess the usefulness of your equipment.

WEAPON SPEEDS
There are several different classes of weapon:

- **FAST WEAPONS** – offer the greatest attack rate – devastating against opponents with little or no armour

- **NORMAL WEAPONS** – offer a balance between damage and speed. The most damaging choice if you wish to use a Shield as well.

- **HEAVY WEAPONS (2-HANDED)** – give the slowest attack rate, but the highest damage. Use these to cut through heavily armoured foes.

- **RANGED (2-HANDED)** – equivalent to Normal weapons for speed, but require both hands, and fire arrows to hit targets at a distance.

You may prefer one class of weapon over the others, or you can change your weapon according to the situation.

When you equip a Heavy or Ranged Weapon while a shield is equipped, the shield will not be used. When you switch back to a Fast or Normal weapon, the shield will automatically be equipped again.

ARMOUR AND WEIGHT
Armour comes in piecemeal form; a full set of armour comprises a helmet, body armour or breastplate, arm protection for each arm, and armoured leggings. There are two basic types:

- **LIGHT ARMOUR** – basic protection, slight loss of Attack Speed

- **HEAVY ARMOUR** – greater protection, but slows Attack Speed more

Block and dodge chances are unaffected by armour.

Armour types may be mixed and matched; Heavy armour pieces may be combined with Light armour pieces (the overall classification depends upon whether more protection comes from Heavy or Light armour pieces).

Damage caused to you that is below your armour's protection value will be significantly reduced – but damage in excess of the protection value is applied in full.

Choosing armour is a matter of balance. An unarmoured character will attack up to three times as fast as a character wearing a full set of Heavy armour and using a Large shield – but will be more vulnerable to attack..

SHIELDS
Shields also affect attack rate. Shields come in three sizes, small, medium and large – the larger the shield, the slower your attack rate will become, but the higher your Block chance will be. You cannot use a Shield if you are using a Heavy weapon, Heavy Focus or a Ranged weapon.

OTHER EQUIPMENT

At any time, you may also equip a necklace or amulet, a cloak, boots, and up to two rings. These items provide no advantages in themselves, but contain Attunements that can be unlocked to enhance your performance.

None of these items of equipment encumber you at all – it is only weapons and armour which affect your attack speed.

SHEKELS

This unit of weight is used for all mercantile transactions – a gold coin weighing one shekel is the basis of currency in Corwenth.

ATTUNEMENTS

Attunements are vital to your survival in the Heretic Kingdoms. Mages have the ability to attune with items, weapons and armour, accessing great abilities.

UNLOCKING ATTUNEMENTS

1. When you get a new item, the condition of the Attunement locked within it can be seen by mousing over the item on your Inventory screen, e.g. Fast Melee, No Shield, Fire Element.

2. You can acquire a new Attunement by equipping an item with a new Attunement and then fighting – each hit you land on your foes will attune you further. *When the condition is shown in red it means you are not meeting the required condition and you will not be unlocking the Attunement.*

3. When you have become attuned, you will glow briefly and the name of the Attunement will be shown on the equipment you unlocked it from.

Active Attunements

Attunement information

Toggle to All Attunement list
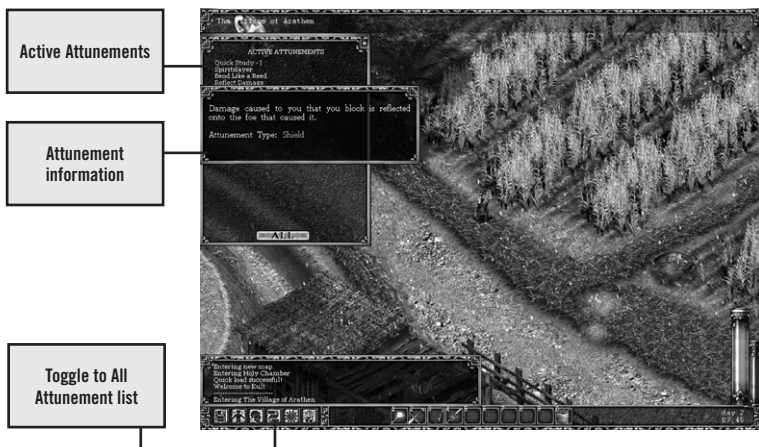
CHANGING ATTUNEMENTS

1. Every time you camp or spend the night, you can meditate to change which Attunements you have active from your currently learnt set.

2. You can select a certain number of Attunements depending on your level – the higher your level, the more Attunements you can use simultaneously.

3. You can select contradictory Attunements – e.g. a Fire Element and a No Element Attunement. *In this case, if you are using a weapon with Fire Element, the former Attunement will be active, and if you are using a neutral weapon*

the No Element Attunement will be active. This gives you tactical options.

To activate an Attunement, left click upon its name in the Attunement list. To view information regarding an Attunement, mouseover its name.

Attunements may be viewed via the Attunements window, *but you may only change your active Attunements by meditating when you spend the night.*

ELEMENTAL ATTUNEMENTS

The Element of the weapon or focus in your weapon hand will determine which Element you are attuned to at any given time, and you may only be attuned to one Element at a time.

FOCUS ATTUNEMENTS

Focus Attunements take the form of powerful magical attacks – these are only active when you wield a Focus of the correct element. Depending upon the type of focus wielded, different magical attacks will result.

Focus magic of the higher circles cannot be used with such speed as basic focus attacks. The Focus Attunement icons at the bottom right of the screen display show which Attunements are active, and whether that Attunement is charged or not. The icon will fill up when charging. Once full, your next attack with that focus will discharge that Focus Attunement attack.

THE DREAMWORLD

Mages who are capable of attuning to Elemental essence have the power to enter the Dreamworld – a shadow realm composed of the ever-living essence of the Dead God, with which all parts of the Heretic Kingdoms are infused.

Enter or exit the Dreamworld by clicking the Dreamworld icon, or pressing 'D'. It takes concentration to exist in the Dreamworld, and less puissant mages will be ejected, though without being harmed. You will be able to remain longer in the Dreamworld as you advance in level.

Only mages and rare, powerful beings may exist in both the Dream and real worlds. You will therefore meet different creatures in both realms. If you are losing a fight in the real world, escape may be achieved by accessing the Dreamworld – but beware, as danger lurks there as well. .

Hex mark   **Essence**

Power exists in the Dreamworld. Standing at a Hex mark will bestow 10 Advancement Points (towards stat increases), and Essence may be collected, aiding the act of Attunement with the mage's current equipment.

DAMAGE AND HEALING

Even the most skilful warrior will inevitably be wounded in combat – and although field medicine can be potent, no-one can fight constantly without rest.
Your character has two health-related values, Hit Points and Blood Points. She will have the same amount of HP and BP when fresh from camp.

- **HIT POINTS** represent her current state of health, and fall as she is injured. If they are ever reduced to zero, she will die.

• **BLOOD POINTS** represent her overall condition - her maximum Hit Points until she rests the night. She may heal her wounds, but without rest, field medicine can only do so much. Loss of Blood Points represents fatigue, blood loss and general wear and tear.

Your character carries a single healing item (initially, a Herb Pouch), which has unlimited uses. When it is used, Hit Points are restored, but Blood Points are lost (the amount lost is proportional to the amount of Hit Points restored) – you cannot rely on just field medicine forever.

When you heal in the field, you can only restore Hit Points to whatever your character's current Blood Point total is – but each time you heal she will lose some more Blood Points.

Whenever you camp, your character's Hit Points and Blood Points will be restored to maximum. It is unwise to adventure too long without rest – wear and tear will take its toll, and death will become ever more likely.

An uninjured warrior.

Some damage – Hit Points are reduced, but Blood Points are full.

After Healing – Blood Points are reduced.

Some more damage is taken. Healing would reduce Blood Points even further.

The large, left bar is the healthmeter. The smaller bar to the right is the Dreamworldmeter, indicating your seconds left in the Dreamworld.

PATHS

Kult: Heretic Kingdoms allows for a great level of character customisation. Attunements are flexible; once acquired, they can be used in a wide variety of combinations. But in acquiring Attunements, you may wish to focus upon a specific path for your character.

THE PATH OF THE MAGE

Use Focuses as weapons. Choose one element to specialise in, or combine elements. Do not wear armour, use Defensive Aura Attunements instead (gained from accessory items). Stat advances in Magic will increase the damage you can cause from magical attacks.

THE PATH OF THE ROGUE

Concentrate on fast weapons and light armour – overcome the armour of your enemies with speed, and use agility to avoid being hit. Stat advances in Speed would be a good choice.

THE PATH OF THE KNIGHT

Use Heavy armour and Heavy weapons. Absorb damage, and decimate your enemies by brute strength. Focus on stat advances in Melee to improve your damage power – you will hit slowly, but do considerable damage.

THE PATH OF THE ARCHER

Concentrate upon ranged combat using bows. Perhaps try to find Elemental bows, to add some magical power. Wear Light or no armour (for manoeuvrability), and increase your Ranged stat for more damage.

THE PATH OF THE WARRIOR

Use weapons rather than focuses – concentrate upon neutral Attunements, and attempt to enhance your Critical abilities. Strike a balance between speed and damage by mixing armour and using Normal weapons, and outclass your enemies' skills. Stat advances in Melee and Speed will both help.

Of course, many more possibilities exist. Experiment, attempt to gain as many Attunements as possible, and walk all of the above paths - or follow your own path, if you so wish.

CONVERSATIONS

Almost as vital as the sharpness of your blade, is the sharpness of your tongue. Talk to everyone! Initiate conversations by clicking upon a likely character.

After initial pleasantries, conversations take the form of a number of questions. Ask what you will of those you meet by clicking upon your question of choice (or pressing the relevant number on the keyboard). Information is power... During conversation, click the dialogue box to advance the text, or press Space.

Some conversations will assign quests to your quest log (which can be viewed by clicking the relevant icon, or pressing 'Q'). In general, if a person assigns you a quest, they will wish to be kept informed – many quests will not complete until their originator is told.

Some conversations will unlock new locations.

• **SHOPS**: Some characters will offer to buy and sell items. Simply choose what you want to buy or sell by moving items into or out of the shop window.

• **CIVIL MAGES:** these servants of the people can offer you good advice, and may also change the Element of a weapon or focus – for a price.

THE MAP

If you leave the current area (using the exits at the edges of locations) you will see a map of Corwenth and the surrounding regions. Travel to a new area by clicking upon your desired destination.
You can revisit places you have been before. An area cleansed of opposition will not remain abandoned – as time passes, thieves, refugees and beasts will begin to take over empty locations.

ENDINGS

All adventures must come to an end – but which ending? Your choices count for much on your quest, and ultimately the fate of Corwenth is yours to decide. Six different endings await according to your choices and loyalties.
Additionally, you will be judged by certain criteria, and may be awarded titles upon completion of your quest. Your name will surely go down in legend… but how will you be remembered?

AN INITIATES' GUIDE TO THE HERETIC KINGDOMS

ARKOR

Hero and wielder of the Godslayer, Arkor perished at the exact moment he brought death to the God of the Land.

THE GARULIAN EMPIRE

A century of chaos followed the death of the God before a tribal chief from the north finally attained the Godslayer, declaring himself God-Emperor Garul I and forbidding all worship of the Dead God.

CORWENTH

After seven hundred years of Garulian rule, Corwenth rebelled. Faced with annihilation for this treason, they turn to the mysterious Taryn Arkor, who then turned on Corwenth, contriving to wield the Godslayer.

THE THEOCRACY

Upon attaining the Godslayer, Taryn declared himself Theocrat and enslaved the Heretic Kingdoms. His unnatural reign lasted almost three hundred years…

KYALLISAR

A mighty fortress city which guards Corwenth at a strategic pass in the Sundered Shield mountains. The name of its renowned inn – the Thirst For Revenge – sums up Kyallisar's history…

TAYMURIA

Lying to the east of Corwenth, Taymuria is home to a tribal race of wolf-like humanoids. With their way of life disrupted by the fall of the Theocrat, Taymurian refugees cross the Sundered Shield to raid and ransack a weakened Corwenth.

THE SURA

Dwelling to the north of Corwenth, this mercenary culture will fight for any cause, but only while the shekels flow. There are four castes – Serfs, Freeborn, Warriors and Elite, and four different races (Ishkai, Surakai, Sura and Great Sura).

THE INQUISITION

The Theocrat ousted, religion can never again threaten the prosperity of the Heretic Kingdoms. The Inquisition marches for heresy… They are your masters, but will you remain loyal or be seduced by religion?

AN INITIATES' GUIDE TO ATTUNEMENTS

Mastering Attunements is the key to true power. Every weapon and most items you encounter can be the source of an Attunement – if you equip them under the correct conditions. The following Attunements are among the first you can expect to encounter.

SERENDIPITY (CONDITION: ANY)

Attune from Hammer or Wooden Buckler

When active, this Attunement increases your luck, allowing better equipment to be found at random. You can unlock this Attunement with any set of equipment, provided a Hammer or Wooden Buckler is equipped.

DREAMFORM (CONDITION: DREAMWORLD)

Attune from Dagger

You can only earn points towards this Attunement when you fight a foe in the Dreamworld with the dagger. It allows you to remain in the Dreamworld indefinitely when active.

ASPECT OF KNIGHT – I (CONDITION: HEAVY ARMOUR)

Attune from Corwenth Helm, Breastplate or Pauldrons)

This Attunement can be acquired provided you are wearing some piece of Corwenth plate mail. When active, it increases the effectiveness of your armour by a quarter, and reduces enemy Critical chances by a tenth. You must be wearing Heavy Armour to unlock and to use this Attunement.

THUNDERBLADE (CONDITION: AIR & MELEE)

Attune from Woodcutter's Axe or Corwenth Glaive

This is an Air Attunement, therefore you must be using an Air-attuned melee weapon to use this Attunement. It adds

50% Lightning Damage to your attacks. It is unlocked from two weapons which default to being Air Attuned.

DEADEYE – I (CONDITION: RANGED)
Attune from Short Bow
This Attunement only affects your bows – when active, your rate of fire halves but your Critical chances and damage increase by 50%.

DEFENSIVE AURA – I (CONDITION: NO ARMOUR)
Attune from Iron Ring
Unlock and use this Attunement by wearing absolutely no armour at all. The aura provides protection equivalent to 8-HP armour.

CONTACT INFORMATION

If the problem you have encountered cannot be resolved by sound thinking, you can contact our Support Department by email or visit our website.
websites www.p3int.com or www.p3int.com/kult or www.3dpeople.de
emails to helpdesk@p3int.com or support@3dpeople.de

When you contact us please prepare the following information:
- Describe the problem (problem with image, sound, start-up, etc.)
- Configuration of your computer
- Information on the circumstance under which the error occurs

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