# Shadows of Cairn

# A Brief History of the City

*The City*

The city of Cairn was founded three hundred years ago in the war-torn Year of the Lineage 2473. Built during the early years of the Holy Wars, Cairn is an outpost placed both to protect the Realm from the Gerattan infidels and to provide a resting point for the caravans from the Spicelands. It guards the most accessible pass through the Montchaud range, the natural boundary between Gerat and the Realm.

Cairn is a city-fortress planned from the beginning to withstand any attack. The streets wind around a small, roughly pyramidal mountain (known to locals as "the Cairn") from the entrance at the foot of the hill to the Duke's palace at the summit. Each level of the city is guarded by large gates and separated from the level below by huge walls. Water is supplied from an underground stream and immense underground silos can hold enough grain to feed the city for several years. The city's military planners built well - the walls of Cairn have never been breached.

*City Layout*

Cairn is divided vertically by socio-economic class. The residents of each area of the city are more wealthy and powerful than those of the areas below. The city levels constituting an area for a particular class can be easily identified by the fact that all of the buildings are made of the same type of stone.

The entrance to each level of the city is constantly guarded to keep out those who don't belong. If you're to visit the city, make sure to get a pass or you'll never get past the lower class levels.

At the summit of the Cairn lies the castle of Duke Levet of Montchaud, nephew to his Majesty, King Nerat IV. Only members of the nobility, the Duke's private guard, or the priesthood are allowed in this area except by special invitation.

*Economic Information*

Since it lies on the spice trail and is surrounded by good farmland, Cairn is a prosperous city. A large number of well-paid soldiers, and a good number of royalty relative to the city's size ensure that few of even the lower-class citizens are truly poor. (The "shambles" outside the city is a notable exception to this rule, containing a rough mix of thieves, cutthroats, and peasants, and a small selection of filthy inns and taverns.)

*The Royalty & Court Gossip*

The Duke is a fair man, liked and respected by most of his subjects. This is due in part to the fact that tax rates are the lowest in the realm (which has led to heated arguments in meetings of the council more times than we can count).

Several years ago the Duke discovered that a group of people were plotting to depose him. It is rumored that the Duke's younger brother was involved, but no charges were ever brought. The fact that the Duke's brother has since become an alcoholic recluse, admitting visits only from his doctor, adds credence to the rumor in the minds of many.

It is commonly held that the Earl of Glaster keeps a pet magician in the tower behind his hedge maze. A slightly less popular version of this rumor (and one with which Glaster would undoubtedly have trouble) is that there is a magician living in a tower who keeps a pet Earl in the manor next to his hedge maze.

Although the Realm has been blessed with peace for nearly five years, rumors of renewed war with Gerat have started again recently. Members of the royalty have not made any announcements, but spice traders have been hiring more guards and army recruiters seem very busy of late.

*Notable Oddities*

While Cairn was under construction, workers and early residents of the city were plagued by a band of

Druids who previously lived near the foot of the Cairn. While never violent, they were certainly a nuisance, stealing building materials, making threats, and shouting dire warnings of an ancient evil. When the Druids were convinced that they could not stop the city's construction, they finally gave up and moved farther into the mountains.

Even today one of the group will occasionally wander into the city and preach from a street corner of "evil lying in wait under the city". Most people believe they simply want their old home back.

## The Story of Quinn

Our hero was born to poor parents and raised in the shambles outside Cairn. After being orphaned at the age of six and without money for an apprentice-fee, the only guild to accept him was the Order of Thieves and Beggars. Understandably hesitant to be permanently disfigured for life as a beggar, Quinn opted for the thieving profession.

He excelled at all of the necessary skills throughout his training and was even considered a prodigy by some of the masters. Special favors and exceptional treatment early in his life ultimately earned him feelings ranging from simple jealousy to open hatred from the other apprentices. Nonetheless, Quinn always worked as hard as possible at any task he was given.

Unfortunately our hero has one fundamental character flaw - a complete and utter inability to be dishonest. As a result, Quinn has not yet been awarded journeyman status even though he has nearly reached his eighteenth year. Quinn's master considers Quinn a failure. His classmates have traded their dislike for scorn. Quinn himself, relegated to household chores and cooking, feels useless - as any honest thief might.

As this story unfolds, Quinn has decided he will reach journeyman status regardless of the cost to his conscience...

## The Order of Thieves and Beggars in Cairn

The Thieves Guild came to Cairn not long after the city was completed. As in several other cities of the Realm, the Thieves guild is tolerated by the royalty as a way to minimize the crime in the city.

The thieves are limited in the number of thefts they may make and by the value of the items they may steal. The Guild   is responsible for reimbursement or return of items if the number of thefts becomes excessive. As might be expected, the thieves themselves help the city guard make sure no unsanctioned burglaries occur.

Nevertheless, thieving is a dangerous profession in Cairn. One law involving thievery that has always been enforced is the death penalty due any thief who causes the death of a member of either the city guard or the Duke's royal guard, even if the death is accidental. As such, the Guild trains all their members in hand to hand combat and forbids carrying any weapon larger than a knife. Even these are frowned upon as it's not terribly difficult to kill with a knife.

## As We Come In...

As an honest person trying to be a thief, Quinn is not paying for his keep. Three days ago, his master gave him an ultimatum. Steal something valuable within a week, or become a beggar. While breaking into the Duke's palace that night, Quinn is caught in the act of stealing a jeweled hair brush. Fortunately, the guards aren't called - but he still has nothing of value.

To make his job easier, Quinn decides to "borrow" a set of magic lock picks from the thieves' trophy room. While liberating them, he overhears a conversation between his Master and the Earl of Glaster. They're plotting to kill the Duke and they decide to frame Quinn for the death. Quinn's Master notices Quinn and signals a waiting assassin. Quinn is clubbed from behind.

Quinn wakes up locked in a tower. He uses the "borrowed" lock picks to remove his chains and jumps down through a trap door....

## Getting Around the City

City addresses in this game consist of a tier number, a compass direction, and a picture. Tier numbers decrease in value as you near the center of the city and the top of the Cairn. The compass direction specifies the side of the tier containing the address. The picture corresponds to the sign found on the building at the address.

For normal citizens, the way to get from tier to tier is through the huge heavily guarded city gates. Unfortunately, the gates are unavailable to thieves, especially in the middle of the night, so you'll have to climb the city walls.

The addresses which are exceptions to the general rule are the Keep at the top of the Cairn, and the Shambles which can be found to the south, outside the city walls. Neither of these areas have tier numbers.

At the upper left corner of your screen, you'll find a scroll containing the address of the next place you need to visit. It will guide you to the proper locations as you play through the game.

One of the safer ways into the city is through the underground sewers. If you follow the address scroll to the bar (see item 1 on the map in the manual), you'll be sent in the right direction.

## The Game Screen

In the upper left corner of the screen, you'll see...

 this scroll containing the address for Quinn's destination.

 this compass to help you navigate around the city.

In the upper right corner of the screen, you'll see...

 this icon which will switch you to fight mode when clicked.

 this icon which will cause Quinn to search a chest when clicked.

 this icon which will cause Quinn to exit a door or cross the street when clicked.

 one leaf for each of Quinn's life points.

The status bar at the bottom of the screen, contains other useful information. You'll find the area description at the right of the bar, and Quinn's life point indicator to the left of the area description. In the city, the area description contains the tier number and direction, so it's easy to find addresses.

## Playing the Game - Play Modes

Shadows of Cairn can be played with either the keyboard or a joystick. It has three basic play modes: Exploring, Fighting, and Climbing.

### Exploring Mode

This is the normal mode for the game. You can run, walk, sneak or jump around. Searching for objects and hiding in the shadows are other options. See the diagrams in the section titled <u>Exploring Keys</u> for instructions on how to access the movements with the keyboard.

Running is very noisy, walking is a little noisy, and sneaking is nearly silent. Make sure to sneak if you're in a spot where you really need to be quiet.

### Fighting Mode

This mode is used when you need to attack someone or defend yourself. You automatically enter fighting mode if you are attacked and hit by any of the computer controlled characters. Three hand (or knife) and three foot attacks are available. See the diagrams in the section titled <u>Fighting Keys</u> for instructions on how to access the movements with the keyboard.

### Climbing Mode

This mode is entered any time you start to climb a wall. See the diagrams in the section titled <u>Climbing Keys</u> for instructions on how to access the movements with the keyboard.

# Playing the Game - Difficulty Levels

*Easy*

In the Easy mode, all computer characters are slower than normal and require fewer hits to defeat. You can take a large number of hits before dying.

We recommend this difficulty level for younger players or players with little gaming experience. If you just want an overview of the game (such as parental screening), you might want to try this difficulty level.

*Normal*

In the Normal mode, computer characters act at normal speed and require a medium number of hits to defeat. You can take a medium number of hits before dying.

We recommend this difficulty level for most players.

*Difficult*

In the Difficult mode, computer characters act at normal speed but require a large number of hits to defeat. You can take only a small number of hits before dying. In addition, you must read the manual carefully or you may not win the game even if you successfully complete all the challenges.

We recommend this difficulty level only for experienced gamers. We feel it's only fair to warn you that some things may be frustratingly difficult.

# Menu Commands

### File Menu

| | |
|---|---|
| Show Intro | Use this command to view the introductory cinematic. |
| Continue | Use this command to continue the game from the place you were when you last played. |
| New... | Use this command to start over from the beginning of the game. |
| Open... | Use this command to open a previously saved game. |
| Save | Use this command to save your game. Note: when you save a game and re-open it, you won't end up exactly where you were when you saved the game, but where you would restart if you were to die at the time you saved the game. |
| Save As... | Use this command to save your game with a new file name. |
| Exit | Use this command to quit playing Shadows of Cairn. |

### Options Menu

| | |
|---|---|
| Show Compass | Use this command to show or hide the compass. |
| Show Icons | Use this command to show or hide the command icons. |
| Use Small Art | Use this command to switch between the large and small art. This command is only available during the opening screen. |
| Sound Setup... | Use this sub-menu to pick settings for sound playback. |
| Joystick | Use this command to enable or disable the joystick. If you have a slower machine, you may want to disable the joystick as it slows the game somewhat. |

## Keyboard Commands

| | |
|---|---|
| Esc | Exit from cinematic sequences. |
| P | Pause the game. This command also iconizes the Shadows of Cairn window. |
| C | Moves the background so Quinn is at Center screen. |
| X | Moves the background so Quinn is at Left of screen. |
| V | Moves the background so Quinn is at Right of screen. |
| S or D | Quick-key for crossing streets or exiting doors. |
| F | Quick-key for entering or leaving fight mode. |
| Ctrl+N | New game. |
| Ctrl+A | Save current game into a new file (Save As...). |
| Ctrl+S | Save current game. |
| Ctrl+E | Turn sound Effects on or off. |
| Ctrl+M | Turn Music on or off. |
| F1 | Show help. |
| F5 | This key switches you into full speed mode while you hold it down - not available when Quinn is in the sewers, dungeon, tower, or hedge maze. |
| Ctrl | The Control key pauses the game while you hold it down. |

# Action Keys Reference - Exploring

## When Exploring

| To Have Quinn... | Use   Keys... | Or Joystick position |
| --- | --- | --- |
| Walk to the left | Left Arrow | Left |
| Walk to the right | Right Arrow | Right |
| Run to the left | Home | Up & Left |
| Run to the right | PgUp | Up & Right |
| Sneak to the left | End | Down & Left |
| Sneak to the right | PgDn | Down & Right |
| Jump to the left | Shift+Home | Button 1 + Up & Left |
| Jump to the right | Shift+PgUp | Button 1 + Up & Right |
| Carefully step left | Shift+Left | Button 1 + Left |
| Carefully step right | Shift+Right | Button 1 + Right |
| Search Chest | Space+Down | Button 2 + Down |
| Enter Door or Alley | Up Arrow | Up |
| Begin Climbing Wall | Up Arrow | Up |
| Exit Door | Down Arrow | Down |
| Cross Street | Down Arrow | Down |
| Stand Up | Up Arrow | Up |
| Squat | End or PgDn | Dn & Left or Dn & Right |
| Enter Fight Mode | F | Buttn1+Buttn2+Up |

# Action Keys Reference - Fighting

## When Fighting (Facing Left)

| To Have Quinn... | Use Keys... | Or Joystick position |
|---|---|---|
| Step forward | Left Arrow | Left |
| Step back | Right Arrow | Right |
| Punch or Slash Up | Shift + Home | Button 1 + Up & Left |
| Punch or Slash Mid | Shift + Left | Button 1 + Left |
| Punch or Slash Low | Shift + End | Button 1 + Down & Left |
| Kick High | Space + Home | Button 2 + Up & Left |
| Kick Mid | Space + Left | Button 2 + Left |
| Kick Low Left | Space + End | Button 2 + Down & Left |
| Turn Around | PgDn | Down & Right |
| Duck | Down | Down |
| Enter Explore Mode | F | Buttn1+Buttn2+Up |

## When Fighting (Facing Right)

| To Have Quinn... | Use Keys... | Or Joystick position |
|---|---|---|
| Step forward | Right Arrow | Right |
| Step back | Left Arrow | Left |
| Punch or Slash Up | Shift + PgUp | Button 1 + Up & Right |
| Punch or Slash Mid | Shift + Right | Button 1 + Right |
| Punch or Slash Low | Shift + PgDn | Button 1 + Down & Right |
| Kick High | Space + PgUp | Button 2 + Up & Right |
| Kick Mid | Space + Right | Button 2 + Right |
| Kick Low Left | Space + PgDn | Button 2 + Down & Right |
| Turn Around | End | Down & Left |
| Duck | Down | Down |
| Enter Explore Mode | F | Buttn1+Buttn2+Up |

# Exploring Keys

*With No Buttons Down*

Press [↑] to...
Stand Up if not Standing
Enter Door, Alley, or Turn Corner
Begin Climbing Wall

Press [↓] to...
Exit Door (behind you)
Cross Street

| Run Left | <See Above> | Run Right |
|---|---|---|
| [Home] | [↑] | [Page Up] |
| Walk Left | | Walk Right |
| [←] | [ ] | [→] |
| Sneak Left | <See Above> | Sneak Right |
| [End] | [↓] | [Page Down] |

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*With Shift key or Button 1 Down*

| Jump Left | <See Above> | Jump Right |
|---|---|---|
| [Home] | [↑] | [Page Up] |
| Step Left | | Step Right |
| [←] | [ ] | [→] |
| | Hide in Shadows | |
| [End] | [↓] | [Page Down] |

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*With Space Bar or Button 2 Down*

Press [↑] to...
Stand Up if not Standing
Enter Door, Alley, or Turn Corner
Begin Climbing Wall

| Stand | <See Above> | Stand |
|---|---|---|
| [Home] | [↑] | [Page Up] |
| Face Left | | Face Right |
| [←] | [ ] | [→] |
| Search | Search | Search |
| [End] | [↓] | [Page Down] |

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*With Shift key and Space Bar or Both Buttons Down*

Switch to Fighting Mode
[↑]

[↓]
Cross the Street
(if you're standing next to a street)
or
Exit Room or Building
(if you're standing just inside of a doorway)

# Fighting Keys

These keys assume the thief is facing left.
If the thief is facing right, swap the first and third columns

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## With No Buttons Down

| Step Fwd | | Step Back |
|----------|----------|-----------|
| Home | ↑ | Page Up |

| Step Fwd | | Step Back |
|----------|----------|-----------|
| ← | | → |

| Duck | Duck | Turn Around |
|------|------|-------------|
| End | ↓ | Page Down |

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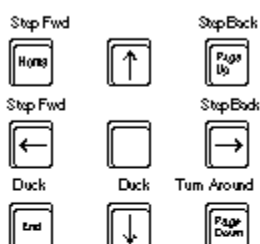
## With Shift key or Button 1 Down

Note: If knife is drawn, use
punch buttons for knife attacks.
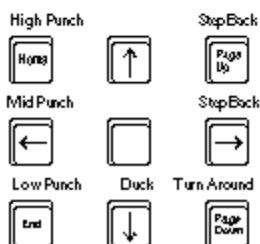
| High Punch | | Step Back |
|------------|----------|-----------|
| Home | ↑ | Page Up |

| Mid Punch | | Step Back |
|-----------|----------|-----------|
| ← | | → |

| Low Punch | Duck | Turn Around |
|-----------|------|-------------|
| End | ↓ | Page Down |

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These keys assume the thief is facing left.
If the thief is facing right, swap the first and third columns

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## With Space Bar or Button 2 Down

| High Kick | | Step Back |
|-----------|----------|-----------|
| Home | ↑ | Page Up |

| Mid Kick | | Step Back |
|----------|----------|-----------|
| ← | | → |

| Low Kick | Duck | Turn Around |
|----------|------|-------------|
| End | ↓ | Page Down |

---
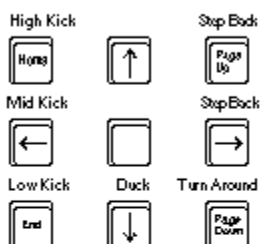
*Shift key and Space Bar or Both Buttons Down*

Switch to Exploring Mode

↑

## Climbing Keys

Climb Up

| Home | ↑ | Page Up |

Climb Left | | ClimbRight

| ← | | → |

Climb Down

| End | ↓ | Page Down |

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With Shift key or Button 1 Down

Jump Off Wall

| ↓ |

# Alternate Keys

You may use these keys...

| U | I | O |
|---|---|---|
| J | K | L |
| M | , | . |

instead of these keys.

| Home | ↑ | Page Up |
|------|---|---------|
| ← | | → |
| End | ↓ | Page Down |
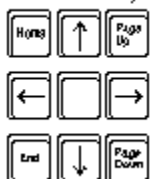
# Soundtrack Information

Shadows of Cairn contains well over an hour of soundtrack. The voices and music were digitally recorded in stereo at 44 kHz (CD Quality). The soundtrack will sound best if played back through a 16 bit stereo sound card such as the Sound Blaster 16, Sound Blaster AWE32, Ensoniq Soundscape, or Gravis Ultrasound Max. Good speakers will also make a BIG difference. If you have an 8 bit sound card - Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum or most older cards - the sound quality won't be nearly as high as with a 16 bit card. In addition, the soundtrack may hiss badly when playing the 22 or 44 kHz versions. If you have this problem, set the playback rate to 11 kHz. If you're not sure if your card is 8 bit, check the Sound Setup dialog. The "8 bit" check box will be checked and grayed on 8 bit cards.

The CD includes four versions of the soundtrack - 11 kHz, 22 kHz,   44 kHz, and Redbook (also known as CD-Digital Audio or CD-DA) which also runs at 44 kHz.

For better sound quality, pick a higher playback rate. We're kind of pushing the limits of today's computers with this technology, so you may need to experiment with different rates to find one which your computer can handle. We've successfully tested up to 44 kHz on 486-33 and higher machines with double-speed CD-ROM drives, although even a local bus 486-66 slows down somewhat with the 44 kHz soundtrack. Please don't try to run the non-Redbook versions of the soundtrack on single speed CD-ROM drives. It will not sound good.

The Redbook format has advantages and disadvantages. The benefits are that it takes essentially no computer time to play the music and that it will work on single speed CD-ROM drives. The drawbacks are that you have to have your CD ROM drive hooked up to your sound card or speakers correctly or you won't hear anything, all music must stop dead any time the program has to access the CD for data, and that it's VERY hard to sync the animations with the music. The Redbook version of the soundtrack also contains less than half as much music since we ran out of space on the CD.

Brian and Bob asked me to make sure to mention that the music's stereo effects sound best with headphones.

## Tips and Hints

*Instant Death Hits* - Make sure you don't get stabbed, hit, arrowed, clawed or speared from the back or from the side (when you're trying to hide in the shadows). If you do, you'll die immediately.

*Centering* - Pressing the C key moves the background so Quinn is at the center of the screen. The X and V keys work similarly, except that they move the background so that Quinn is at the left or right of the screen, respectively. These commands can be useful when fighting outside.

*Hiding in the Shadows* - Only works if the character you're hiding from hasn't noticed you yet. If they're on the same screen as you, you should assume you've already been noticed. Even if they weren't on screen, there is a chance they'll see you. The more intelligent a computer character is, the less likely you can hide from them.

*Secret Doors* - Inside the dungeon or the tower, Quinn can enter unlocked secret doors by standing in front of them and pressing the Up Arrow or pressing up on the joystick, just as if they were normal doors. As with normal doors, you must be in exploring mode for this to work. Some secret doors are locked. You must flip the appropriate lever before they'll open.

*Running Away* - A guard will not normally follow you down an alley. This is a direct result of natural selection - guards who follow people down alleys often have a tendency to be involved in "accidents". In addition, guards won't follow you across streets without their spears.

*Full-Speed Mode* - If you hold down the F5 key, Quinn will move as fast as the computer will allow if you're in the outside city areas. His top speed varies a lot depending on the speed of the computer, the video card, and the video drivers. This feature is primarily useful for speeding up wall climbing sequences. WARNING - Computer characters will move equally fast. This is a very quick way to get yourself killed if you're in a fight.

*Setting Your Restart (after dying) Point* - When you're exploring the areas of the outside city (in other words you're not in the sewers, dungeon, tower, hedge maze, or keep), and you die, you'll return to the last place you saved the game. Be careful that you don't save your game when city watchmen are too close.

*Jumping to Addresses* - When you're playing at the easy difficulty level, and you're in the outside city, you can jump to the location on the address scroll by double-clicking the address scroll. At normal difficulty level, you can jump back to the fence's warehouse (but nowhere else) by the same method.

# Troubleshooting

· If Shadows of Cairn runs slowly, try the following steps:

· Make sure no applications other than Shadows of Cairn and the Program Manager are running. Shadows of Cairn has a lot of art so it needs a lot of memory or it will spend time swapping to disk.

· Disable the joystick - on the Options menu.

· Turn off the Soundtrack or Sound Effects or decrease the Sample rate using the Sound Setup... item on the Options menu.

· Restart the game with the small art option.

· Get a faster machine or more memory. (Just kidding - but wouldn't it be cool to have a Pentium 90 with 32 Megs of RAM?)

· Make sure your computer supports at least 256 colors. Shadows of Cairn will run well in more than 256 colors on most computers and video cards.

· If the Shadows of Cairn game or soundtrack pauses occasionally (or in worst cases frequently) when the game isn't loading art from the CD, try lowering the sample rate of the soundtrack or increasing the Sound Delay (Sound Setup command on the Options menu). Note: the Sound Delay options sets the delay between the time events happen and the time the sound effects will be heard. If you set this too high, the game may get a little silly sounding.

· If the soundtrack gaps or putters (little bits of the soundtrack play with gaps in between them), try lowering the sample rate of the soundtrack or increasing the Sound Delay (Sound Setup command on the Options menu). See the Note in the previous section.

· If you get an Out of Memory error or a Low Memory warning, you can try the following:

· Any of the steps outlined in the previous section for the game running slowly.

· Increase the size of your swap file. For instructions, see your Windows documentation.

· Shadows of Cairn requires up to about 8 Megs of available memory (a combination or real and virtual) at some points in the game. To see how much available memory you have, select the About... item from the Program Manager Help menu.

· If you ignore a Low Memory warning, the game may crash giving you a "Segment Load Failure" error message. Unfortunately, we can't fix this since it's a part of the Windows operating system. Please don't ignore the Low Memory warning messages!

# Changes to the Manual

This section documents changes that have been made to the game since the manual was printed.

*Setting Your Restart (after dying) Point*

When you're exploring the areas of the outside city (in other words you're not in the sewers, dungeon, tower, hedge maze, or keep), and you die, you'll return to the last place you saved the game. Be careful that you don't save your game when city watchmen are too close.

*Double Clicking the Address*

When you're playing at the   easy difficulty level, and you're in the outside city (see previous paragraph for explanation), you can jump to the location on the address scroll by double-clicking the address scroll.

At normal difficulty level, you can jump back to the fence's warehouse (but nowhere else) by the same method.