✦ EPIC

On the outskirts of the town Dirindale, lay the ruins of a castle once belonging to King Aaron of Arrivus—former ruler of the realm. During his reign, the King's forces had repeatedly battled with the barbarian clans to the north in hopes to rejuvenate his kingdom with their precious gold mines.

After numerous failed attempts to overthrow the barbarians, King Aaron's army was severely weakened. The ruler knew if he was to ever succeed against the powerful barbarian clans, he was going to need a new, powerful band of warriors to supplement his battle-worn men.

One moonlit night, the rarely seen Great Dragon, Daramil, flew over the kingdom while returning to her lair high in the mountains. Impressed by the magnificent and terrifying beast was King Aaron, who later ordered his most capable warriors to venture into the mountains to capture the offspring of Daramil.   If properly trained, the young dragons, long known for their intelligence and capability for mass destruction, might possibly provide the King with a new breed of powerful warriors to overthrow the barbarian clans.

After a fierce and bloody battle, the King's warriors crippled the Great Dragon but unfortunately were unable to escape with her brood.

According to legend, the injured Daramil was discovered by a group of mysterious creatures roaming the rugged mountain terrain.   The evil beasts made a pact with the dragon: they would heal Daramil with their mystical powers and assist the dragon in avenging the King. In return, the maleficent creatures would rule the lands along with Daramil.

With only an insignificant army to protect the weakened kingdom and King Aaron, Daramil and her new allies effortlessly overthrew the castle…

Years later, the Great Dragon continues to roam the skies, terrorizing the peasants with her fiery breath and transforming villages into smoking rubble.   Without an army to protect them, the villagers are in desperation and vow that anyone daring enough to descend into the depths of the infested castle and rid the dungeons of the wicked beasts and Daramil will become the new ruler of the realm.

Word has spread quickly and four brave adventurers have arrived to seek fame, treasure, and power: Eryc the Archer, Kellina the Avenger ,Levina the Sorceress, and Zared the Barbarian.   Although little is known about the savage creatures roaming the depths of the castle, horror is likely in store for the intrepid warriors who will descend into the dungeons of Arrivus.

It is time to…

GET MEDIEVAL

✦ CHARACTERS

Eryc the Archer

Having lost the Sherwood Forest annual "Arrow Challenge" for 4 years in a row to a guy named Robin Hood, Eryc the Elf is determined to take his damaged ego and jealousy out on the baddies in the dungeons of Arrivus.

Growing up in the shadow of a human marksman named Robin Hood was never easy for Eryc. His family of Elves has held the title of "Greatest Marksman" since the dawn of time. Once he began his losing streak at the "Arrow Challenge," Eryc has been ridiculed by many and has never been taken as a serious marksman. Eryc is certain, however, that if he were to defeat the dragon that lives in Arrivus and become ruler of the realm, no one would question his abilities—least of all, Robin Hood.

Character Specifications:
Foot Speed: Rank #1
Weapon Speed: Rank #1
Weapon Strength: Rank #4

Kellina the Avenger

Author of the military tactical book *Men and the Women Who Conquer Them*, Kellina is a highly trained warrior that uses her razor sharp sword and cunning strategy to destroy deadly demons, and prove once and for all that a woman's place is on the throne.

A witness to her father's death as a young girl, Kellina, the daughter of King Aaron, was rescued by a high-ranking wizard during the overthrow of the kingdom. Kellina was teleported to a realm in an alternate reality where the women are the warriors and protectors of the land. During her time there, Kellina was raised and trained by Brianna, the most disciplined warrior-goddess of that world. With the specially forged armor and skills given to her by Brianna, Kellina was determined to avenge her father's murder and rule his kingdom.

Character Specifications:
Foot Speed: Rank #2
Weapon Speed: Rank #2
Weapon Strength: Rank #3

Zared the Barbarian

The undisputed leader of all of the Barbarian clans is the living legend known as

ZARED. Not-so-bright, but his axe packs quite a wallop. Get too close and he'll rip your arms right out of their sockets...   Armed with an enormous 200 pound steel axe and the intellect and attitude of an aggravated herd of oxen, Zared has single handedly dominated the "Cimmerian Gladiators" annual tournament for 8 consecutive years. Now, being made to feel like a "girly man" after narrowly escaping a confrontation with the great dragon, Zared seeks to destroy the fire-breathing beast and re-establish his claim as the mightiest mortal on the face of the earth.

Character Specifications:
Foot Speed: Rank #4
Weapon Speed: Rank #4
Weapon Strength: Rank #1

Levina the Sorceress

Levina is sensual and seductive. Her evil sorcery is second only to her enchanting erotic nature.   The traitorous concubine of the murdered grand wizard Abbadon, Levina successfully betrayed her master and stole his knowledge of some of the most dangerous powers in the land. Fusing the power with her extreme sensual nature has made her one of the most powerful and attractive beings ever to exist. Levina aspires to bring her cult of erotically mystical women to power and dominate the realm with her sorcery.

Character Specifications:
Foot Speed: Rank #3
Weapon Speed: Rank #3
Weapon Strength: Rank #2

✠ ENEMIES

Bat
Named by Monolith

Health Points*: 50

Damage Points*: 50

Spawner:

Brown Creeper
Named by Stefan Eilert
(Osnabrueck, Germany)

Health Points*: 75

Damage Points*: 75

Spawner:

Manitou
Named by Mark Thomas
(Findlay, OH)

Health Points*: 150

Damage Points*: 125

Spawner:

Greeper
Named by Kris Markel
(Seattle, WA)

Health Points*: 100

Damage Points*: 100

Spawner:

Gorelock
Named by Aaron Carver
(USA)

Health Points*: 150

Damage Points*: 150

Spawner:

Heckler
Named by T.J. Jones
(San Marcos, TX)

Health Points*: 100

Damage Points*: 125

Spawner:

Hammer Guard

Named by Jeff Tsang
(Maple Ridge, BC)

Health Points*: 200

Damage Points*: 175

Spawner:

Death Hag

Named by Adraien Hill
(USA)

Health Points*: 100

Damage Points*: 75

Spawner:

Red Winged Bat

Named by Monolith

Health Points*: 50

Damage Points*: 100

Spawner:

Vipress

Named by Ben Overmyer
(USA)

Health Points*: 150

Damage Points*: 150

Spawner:

Crypt Stalker

Named by Michael Rubino
(Bronx, NY)

Skeltor

Named by Kevin Neubauer

Health Points*: 200

Damage Points*: 200

Spawner:

Black Crawler

Named by Tom Roberts
(Taylor, MI)

Health Points*: 150

Damage Points*: 150

Spawner:

Health Points*: 175

Damage Points*: 150

Spawner:

Phantom Knight

Named by Monolith

Health Points*: 200

Damage Points*: 125

Spawner:

Ghoulyn

Named by Pat Larson
(Des Moines, IA)

Health Points*: 150

Damage Points*: 200

Spawner:

Mauler

Named by Gianfranco Domino
(Italy)

Health Points*: 200

Damage Points*: 175

Spawner:

Draconis

Named by Byron Followell
(Newburgh, IN)

Health Points*: 250

Damage Points*: 200

Spawner:

*Health and damage are based on "Hard" difficulty setting. Note: Health is the amount of damage you must inflict on the enemy to kill them. Damage is the amount of damage an enemy deals you upon each hit.

Bosses

At the end of every 5 levels you will be confronted with a new Boss that you must defeat in order to proceed to the next level. The 8 unique bosses in *Get Medieval* will become increasingly difficult to conquer as you progress through the game. Make sure you have plenty of health before entering the Boss Rooms!!!

HAZARDS

Shadow Thief
Named by Michael Burroughs
(Falls Chruch, VA)

Health Points*: 300

You've just been jacked!   The menacing Shadow Thief, when encountered, will try to steal all of the your weapon, armor, and magic scroll powerups and split.   But before he disappears, you must quickly kill the Shadow Thief in order to get back your loot. (**Powerups**)

Spell Caster
Named by Simen Rafoss
(Oslo, Norway)

Health Points*: 400

If suddenly you find that your controls are backwards, you may have just been cursed with "Reverse Controls."   This is one of the many curses that you may be inflicted with in Get Medieval.   When you are hexed, an icon will be displayed above your character as well as in the in-game status screen.   Curses will expire after an unknown period of time. You may also rid yourself of the curse by passing it on to another player or by picking up an artifact. (**Powerups**)

Stun Plates

Be careful to avoid being "zapped" by an active stun plate, especially if you have a history of heart problems.   When stunned, you will take damage while being paralyzed momentarily.

Tar Puddles

Have you lost that spring in your step?   Well, you've probably just collided with a dreaded tar puddle.   After crossing paths with these black blobs, your character will walk as though…well, like they're walking in TAR!

Lava Puddles

If you think the Sorceress is hot, wait until she steps into a lava puddle! These fiery remnants of hell will ignite your character into a ball of flames for a period of time that will feel like an eternity.

*Health is based on "Hard" difficulty setting. Note: Health is the amount of damage you must inflict on the enemy to kill them.

✛ CONTROLS

The controls for **Get Medieval** are simple and straightforward, allowing you and your friends to control up to four players on a single computer by using the keyboard and/or gamepads/joysticks to play.   The **Options…Players** menu allows you to select each player's controller input device (e.g. Keyboard1, Keyboard2, Joypad1 through Joypad4).   All controls are also customizable to suit individual key-configurations.   To customize the controls, from the **Main Menu** choose **Options…Controllers**.

The default controls are listed on the in-game **Help** Screen.   To view the in-game **Help**, press **F1**, or choose **Help** from the **Main Menu**.

Movement	Joypad	Keyboard 1	Keyboard 2
Move Left	Dpad left	Left Arrow	F
Move Right	Dpad right	Right Arrow	H
Move Up	Dpad up	Up Arrow	T
Move Down	Dpad down	Down Arrow	G
Projectile Attack	Button 1	Ctrl	Q
Magic Attack	Button 2	Shift	W
Activate Colored Disk	Button 3	Spacebar	E

Quick Menus	Key
Main Menu (during game)	ESC
Pause	Pause
Help	F1
Save Game*	F2
Load Game	F3
Screen Shot	F8
Quick Save*	F9
Quick Load	F10

*Saved games are saved only at the beginning of the level.

✛ INTERFACE

Level

LEVEL:5

Displays the current level number.

Souls

SOULS:3

Represents your soul count.   At the beginning of a new game 4 souls are available.   Each soul represents 4 lives.   As soon as you enter the game a soul is used, leaving you with 3 souls.   If you lose all of your lives from your first soul, you will be asked to continue your game with 1 of your remaining souls.   In essence, this gives you 16 lives in a **single player** game.

When playing with **more than one player**, one soul will be used each time a new player enters a game.   Therefore, when a player loses all of his/her lives during a 4-player game, that player will be unable to re-enter the game because all of the souls will have already been used.   Note: An additional soul will be acquired after defeating each boss, allowing the first player who loses all of his/her lives to re-enter the game. (Network Play)

Lives

LIVES 03

Displays the number of lives remaining.   Underneath the numeric display is a green meter that represents how close you are to earning an extra life.   An additional life is granted after every **1,000,000** points earned.

Name

PLAYER1

The default Player name can be customized by going into the **Options…Players** menu.   You will be able to enter up to 16 alphanumeric characters for your name.

Score

12000

Displays your score.   Your score may be increased by collecting treasures, destroying enemy spawners, and defeating bosses. ([Powerups]( ))

Health

891

Your maximum health is 999.   When your health is less than 500, your health meter will turn red.   Your health will automatically "bleed" away, relative to the difficulty setting. You must pickup health powerups to increase your health.   ([Powerups]( ))

Weapon Class

×2

Your weapon class determines the power of the character's weapon.   As your weapon class increases (shown as a number from 1 to 5), your weapon becomes more deadly. ([Powerups]( ))

Armor Class

×1

Your armor class determines your character's maximum protection against enemy damage. As your armor class increases (shown as a number from 1 to 5), your character will receive less damage from the enemies.   ([Powerups]( ))

Curses and Artifacts

:24

When you are cursed or possess an artifact, the respective icon will be displayed.   Only artifact icons will be accompanied by a timer representing the time remaining before the

artifact expires.   Some artifacts are not time limited, therefore the timer will not appear.   (Powerups, Hazards)

Inventory

Also displayed is your scroll and key count.   A maximum of 99 scrolls and 99 of each key can be collected at one time.   If you lose all of your lives, an item bag containing your keys will be left behind.   (Powerups)

POWERUPS

Scattered throughout the levels are various powerups that your character must use to survive the lethal depths of the dungeons.   The less valuable powerups can be found strewn across the floors of the labyrinths, while the more precious powerups are hidden in chests.   But beware when opening a chest, as it may contain the dreaded Curse or RobberThief!

Chests

Requires a gold key or the Skeleton Key artifact to be opened.

Key Powerups

Opens bronze doors.

Opens silver doors.

Opens gold doors and chests.

Health Powerups

100 health points

300 health points

500 health points

Armor Powerups*

1 armor point

5 armor points

10 armor points

*10 armor points are required to increase your armor class. (Note: Max armor class is 5)

Weapon Powerups*

1 weapon point

5 weapon points

10 weapon points

*10 weapon points are required to increase your weapon class. (Note: Max weapon class is 5)

Magic Scroll

Turns ALL enemies within view into harmless rodents that go "SPLAT!" when you step on 'em.

Treasure Powerups*

500 points

1000 points

5000 points

5000 points

5000 points

5000 points

5000 points

5000 points

5000 points

5000 points

*1,000,000 points are required to acquire an extra life.

Artifact Powerups*

Skeleton Key

Allows you to open ANY door or treasure chest.

Freak

You become sooooo evil that the "girly" monsters will avoid you like the plague.

Boots of Mercury

Carl Lewis wishes he could be as fast as you while wearing the Boots of Mercury.

Ghost

We're not talking poltergeist or anything…you will simply become invisible to your enemies.

Magna Scroll

With the Magna Scroll, your magic scroll will not only destroy all visible enemies, but their spawners as well.

Worship

Your enemies will kiss the ground you walk on, making themselves vulnerable to your wrath.

Fire Shield

With this bad-boy, you will be kicking some serious enemy butt!   This ring-of-fire will instantly transform nearby enemies into harmless rodents.

*Most artifacts are time limited (time is displayed in in-game status screen). If no time is displayed, you will possess the artifact until you end the level, pick up another artifact, or get cursed. Note: You cannot pass artifacts to other players. (Interface , Hazards)

NETWORK PLAY

Overview

Get Medieval supports network games over a Local Area Network (LAN) connection, via a modem connection, via a serial connection, or via an Internet connection.

When you play over a LAN, you can play with up to 3 other players/machines.

When you connect via a one-to-one modem connection or via a serial connection, 2 to 4 people on two different computers can play.

When you play over the Internet (for most people, their Internet connection is via modem), you can play with up to 3 other players/machines, depending on the type and speed of your connections.   Internet play can be accomplished by using a game lobby application such as Portal.

Hosting a network game: Over a LAN

1. Select **New Game** from the **Main Menu**.
2. Select **Network Game**.
3. Select **Host Game**.
4. Select your connection type: **IPX or TCP/IP connection.** Then click **Select**.
5. Select appropriate Difficulty, Player, Game, and Networking options.
6. Click on the **Host** button.
7. The **Start Game** dialog box will be displayed.
8. Once all the players appear in the **Start Game** dialog box, you can then click **Start**.

Joining a network game: Over a LAN

1. Select **New Game** from the **Main Menu**.
2. Select **Network Game**.
3. Select **Join Game**.
4. Select your connection type: **IPX or TCP/IP connection.** Then click **Select**.
5. Select an active session and click **Join**.
6. The **Start Game** dialog box will be displayed.

7. Once all the players appear in the **Start Game** dialog box, you will then wait for the host to start the game.

Hosting a network game: Modem to modem

1. Select **New Game** from the **Main Menu**.
2. Select **Network Game**.
3. Select **Host Game**.
4. Select your connection type: **Modem connection**. Then click **Select**.
5. Select appropriate Difficulty, Player, Game, and Networking options.
6. Click on the **Host** button.
7. In the **Modem Connection** dialog box, ensure the correct is displayed and click on the **Answer…** button.
8. When the other computer calls, you computer will automatically connect.
9. The **Start Game** dialog box will be displayed.
10. Once all the players appear in the **Start Game** dialog box, you can then click **Start**.

Joining a network game: Modem to modem

1. Select **New Game** from the **Main Menu**.
2. Select **Network Game**.
3. Select **Join Game**.
4. Select your connection type: **Modem connection**. Then click **Select**.
5. In the **Modem Connection** dialog box, enter the appropriate phone number and click **Connect….**
6. When the other computer answers, you computer will automatically connect.
7. The **Start Game** dialog box will be displayed.
8. Once all the players appear in the **Start Game** dialog box, you will then wait for the host to start the game.

Hosting a network game: Serial Connection

1. Select **New Game** from the **Main Menu**.
2. Select **Network Game**.
3. Select **Host Game**.

4. Select your connection type: **Serial connection**. Then click **Select**.

5. Select appropriate Difficulty, Player, Game, and Networking options.

6. Click on the **Host** button.

7. In the **Serial Connection** dialog box, ensure the correct information is displayed and click **OK**.

8. The **Start Game** dialog box will be displayed.

9. Once all the players appear in the **Start Game** dialog box, you can then click **Start**.

Joining a network game: Serial Connection

1. Select **New Game** from the **Main Menu**.

2. Select **Network Game**.

3. Select **Join Game**.

4. Select your connection type: **Serial connection**. Then click **Select**.

5. In the **Serial Connection** dialog box, ensure the correct information is displayed and click **OK**.

6. The **Start Game** dialog box will be displayed.

7. Once all the players appear in the **Start Game** dialog box, you will then wait for the host to start the game.

Hosting a network game: Internet Connection

To host a game in Internet play, you need an Internet account with an Internet Service Provider (ISP). **Important**: If you connect to the Internet via a modem, the faster the modem, the better. **Get Medieval** requires, at a minimum, a 14.4 Kbps modem for all participants.

1. When you connect to an ISP, you are assigned an IP address for that session.

2. Notify the other players of your IP address.

3. Select **New Game** from the **Main Menu**.

4. Select **Network Game**.

5. Select **Host Game**.

6. Select your connection type: **TCP/IP connection**. Then click **Select**.

7. Select appropriate Difficulty, Player, Game, and Networking options.

8. Click on the **Host** button.

9. The **Start Game** dialog box will be displayed.

10. Once all the players appear in the **Start Game** dialog box, you can then click **Start**.

Joining a network game: Internet Connection

To join a game in Internet play, you need an Internet account with an Internet Service Provider (ISP). **Important**: If you connect to the Internet via a modem, the faster the modem, the better. **Get Medieval** requires, at a minimum, a 14.4 Kbps modem for all participants.

1. Get the IP address of the machine that is hosting the game.
2. Select **New Game** from the **Main Menu**.
3. Select **Network Game**.
4. Select **Join Game**.
5. Select your connection type: **TCP/IP connection**. Then click **Select**.
6. Enter the IP address of the machine that is hosting the game and click **OK**.
7. The **Start Game** dialog box will be displayed.
8. Once all the players appear in the **Start Game** dialog box, you will then wait for the host to start the game.

Performance Problems

The game runs choppy—what do I do?

There are a few things you can try to speed up the performance of the game depending on your system.

Machines with less than 32MB of RAM:

From the **Main Menu**, choose **Options…Display**. The display options are available to remove special effects (i.e. particle effects, lighting effects, etc.) that are not required to play the game. Turn off the "Special Effects" option to improve the smoothness of the game.

If the game is still choppy, try disabling "Sound Effects" in the **Options…Audio** menu.

Machines with 32MB of RAM or more:

From the **Main Menu**, choose **Options…Display**. The display options are available to remove special effects (i.e. particle effects, lighting effects, etc) that are not required to play the game. Turn off the "Special Effects" option to improve the smoothness of the game.

If the game is still choppy, start the game while holding down the "Shift" key to display the **Advanced Options** dialog box. The user can then select the "**Disable high quality sounds**" option. Note: Disabling "High Quality Sounds" will force the game to load 8bit, 11kHz sounds instead of 8bit, 22kHz.

The game installed fine, but when I try to play it, the system locks up.

This may be a problem with a very, very small percentage of video card/processor combinations.

To fix this problem, start the game while holding down the "Shift" key to display the **Advanced Options** dialog box and select the "**Disable direct video access**" option. Checking this option may cause a slight slow down in performance, but it will allow you to continue to play the game.

DirectX

Get Medieval is a Windows 95/DirectX game, which means that you'll need DirectX5 or newer to play **Get Medieval**.

During installation, you should have been prompted to install DirectX5.   However, if you have an earlier version of DirectX (such as 3), **Get Medieval** will not run.

To guarantee good performance, be sure to install DirectX5.   You can reinstall DirectX5 by reinstalling **Get Medieval**, choosing **Custom** during the installation, then checking only **DirectX5**.

Some hardware manufacturers may have newer DirectX certified drivers available through their web sites.   If you are experiencing hardware difficulty (poor video performance, sound problems, etc.), please contact your hardware manufacturer to obtain the most recent drivers before contacting Monolith or for technical support. Having the most recent drivers will ensure that the problem is not related to DirectX.

DirectX Video Drivers

If you're having trouble with **Get Medieval**, you may have an outdated video driver. Here's a list of some common video card manufacturers, and their respective web sites. You can download your particular video cards' most recent driver here!

Diamond Multimedia
http://www.diamondmm.com/product-support/driver-index.html

STB
http://www.stb.com/ftp_files/

ATI
http://www.atitech.ca/drivers/drivers.html

Cirrus Logic (links to LOTS of drivers! <they're a chip manufacturer>)
http://www.cirrus.com/support/

Creative Labs
http://www.creativelabs.com

Technical Support

If you experience a problem that's got you stumped, do a few things before contacting tech support.

First check the www.getmedieval.com web page for updates, info, and FAQs about releases or known problems (if any).

Try to determine if the problem is hardware or software related.   Often times users experience problems with new hardware at the same time they are attempting to install new software.

If you're still stumped, feel free to contact technical support.   Be advised that tech support via email will provide the most detailed and reliable form of support.   Phone support is available, but wait times are dependent on call volume.

When emailing tech support, please try to be as specific as possible, including all steps necessary to reproduce the problem.   This ensures the most accurate assessment of the problem and allows our technicians to quickly advise you of a solution.

Tech Support Email:	http://support.lith.com
Tech Support Line:	**425-739-1698**
Hours of Operation:	**Monday through Friday, 10:00AM to 7:00PM PST**

CREDITS

Produced by Monolith Productions, Inc. and Takarajimasha, Inc.

For more information about Monolith Productions, check out our award-winning web pages...

www.lith.com
www.getmedieval.com
www.shogo-mad.com
www.rageofmages.com
www.the-chosen.com
www.gruntz.com
www.blood.com
www.captainclaw.com
www.lithtech.com
store.lith.com

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        Gianfranco Domino (Italy)
        Ben Overmyer (USA)
        Aaron Carver (USA)
        Simen Rafoss (Oslo, Norway)
        Kris Markel (Seattle, WA)
        T.J. Jones (San Marcos, TX)
        Jeff Tsang (Maple Ridge, BC)
        Adraien Hill (USA)
        Michael Burroughs (Falls Church, VA)
        Kevin Neubauer
        Michael Rubino (Bronx, NY)
        Stefan Eilert (Osnabrueck, Germany)
        Tom Roberts (Taylor, MI)
        Pat Larson (Des Moines, IA)
        Byron Followell (Newburgh, IN)

...and everyone at Monolith who helped make this game great!

RAD Tools

Portions of Get Medieval were created using RAD Game Tools technology.

Uses Smacker Video Technology.   Copyright 1994-1997 by RAD Game Tools, Inc.

Uses Miles Sound System Technology. Copyright 1994-1997 by RAD Game Tools, Inc.