



AMBROSIA™
SOFTWARE

presents...



Documentation by David Dunham and Glenn Andreas

Special thanks to: Andrew Welch and Jason Whong

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The last thing you remember is going to the kitchen for a snack, when everything went black... When you wake up, you find yourself lying on a hard stone floor. You try to look around and discover an older distinguished looking man, wearing robes, and a hunchback dressed in motley next to him...

"He's awake" says the hunchback.

"This is good," says the older man. "I hope you are right about this, Magpie, it has taken almost all of my powers to bring him here."

"It was our only chance - if we can't find a way to restore you to power, Cythera is doomed, and all your work will have been for naught."

Journey to the island of Cythera, land of mystery and adventure. Discover the mysteries of Alaric, ageless Land King whose powers have kept Cythera prosperous and at peace - but now his powers are failing and chaos threatens to engulf the land.

Welcome to Cythera

Cythera casts you as the legendary saviour of a violently divided nation. Sensing the impending downfall of the King, the ruling houses of Cythera struggle for political power in the ancient land. Some will stop at nothing to seize control.

While the houses labor to increase their own power, the neutral mages struggle for a higher consciousness and the betterment of humanity. They envision a world free from treachery and deceit. These students of the magick arts anxiously await the return of Alaric's mystical powers, as well as the end of the land's deadly slide toward chaos. But even they are unaware of the underlying tragedy which prepares to strike the land.

Your quest will take you through many trials as you uncover the mysteries of Cythera, its origin, its people, and its political hierarchies. You must do everything in your power to save the King, restore the balance of power, and return Cythera to its roots.

About this Manual

This manual assumes that you are familiar with the Macintosh and its basic operation. If you need help using the mouse, choosing from menus, or working in the Finder, please consult the *Macintosh User's Guide* that came with your Macintosh.

This manual mixes a fictional narrative with conventional instructions on how to play Cythera. The narrative portions of this manual appear in *italics*, while the regular instructions appear as normal text.

Navigating this Document

To scroll a page up and down...

- Use the scroll bar on the right side of the window
- Use the up and down arrow keys on your keyboard
- Use the Page Up and Page Down keys on your keyboard

To move between chapters...

- Use the scroll bar along the bottom of the window
- Use the left and right arrow keys on your keyboard
- Select an item from the “**Chapters**” menu

Three types of icons help you along your way...



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Quit

1) The Blue “**Go To**” buttons are found in the *Table of Contents* and elsewhere. Clicking on one of these transfers you to the indicated chapter.

2) A “**Print**” button is found at the bottom of each page. Clicking on this button prompts you with a dialog box listing the chapters in this manual. Any or all of the chapters can be printed from this dialog box.

3) The “**Quit**” button is also found at the bottom of each page. “**Quit**” will exit this manual, returning you to the Finder.



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Quick and Simple

Down and dirty instructions for those who hate manuals.



Welcome

Welcome to Cythera! This chapter will give you a quick guide through the basics of playing the game. After reading through it, you should have enough information to go out and try to solve the Riddle of the Land King.

Getting Started

To start a game in Cythera select New Game at the main screen. Name your character, then select your character type, from fighter to rogue. Certain character types have an aptitude for certain skills. A fighter is good at, well, fighting, while a Storyteller is charming and charismatic. Character type doesn't limit your ability to learn or gain any skills, it just determines what skills you have an aptitude for. Now choose your portrait, and click Okay.

To play a saved game, select Open Game at the main screen, choose your saved game, and then select Onward.

Controls

The controls in Cythera are very simple. If you like to use your mouse, a single mouse click will

look at or Examine the object in question. A double click will Use an item, Talk to a person or Attack a monster. Click and hold will bring up Cythera's contextual menu. The contextual menus are pretty self explanatory, but they'll be explained in full later. Click and drag will move an item, or you can click and drag on your character to move him.

Key controls can be used also, just use your **arrow** keys to move your character. The **G** key plus an **arrow** key in the direction of an object will Get that object, **L** plus an **arrow** key will Look at an object, **A** plus an **arrow** key will Attack, **T** plus an **arrow** key will Talk to a person and, finally, **U** plus an **arrow** key will Use an object. To then use that object, just select the item you want to use it on by clicking on it once.

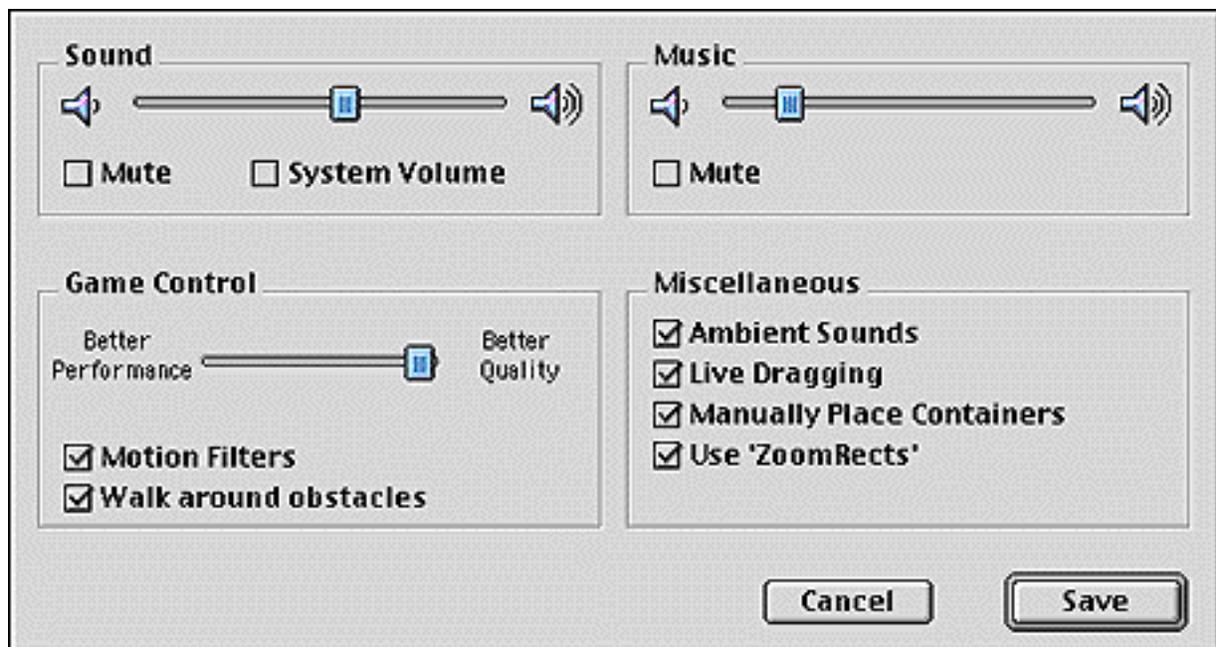
You can drag and drop items you want to the inventory field in the Character Status Window, or onto a character in the Character/Party Roster. If you want to use it immediately, drop it on the silhouette in the Character Status Window.

Life in Cythera

Feeding your character, or members in your party, is as easy as Using a food item and then selecting the character to Use it on. You can use the methods described above, or use the contextual menu by clicking and holding on the item and then selecting Use. Your character will get sleepy at times, to sleep just Use a bed and then select how long you wish to sleep. Combat is turn based. You can attack an enemy with the **A** plus **arrow** keys, by double clicking on an enemy, or with the contextual menu.

Preferences

You can set your preferences in Cythera by clicking on **Preferences** at the main menu. This will bring up the following dialog box:



Sound

The Sound option allows you to control the sounds in the game. You can Mute the sound completely, use the slider to control the volume, or use the System Volume.

Music

The Music option allows you to either Mute the game music, or use the slider to control the volume.

Game Control

The Game Control option allows you to optimize Cythera's performance to your computer.

Better Quality gives the smoothest movement, but takes more processing muscle. Better Performance trades smooth movement for quicker performance.

Motion Filters are the leaves blowing on the trees and the waves rippling across the ocean.

Walk around obstacles allows you to smoothly move through the countryside and automatically avoid objects in your path.

Miscellaneous

The Miscellaneous option allows you to turn on or off various functions.

Ambient Sounds turns on or off the background sounds such as animals and ocean waves.

Live Dragging turns on or off the ability to drag windows around the screen.

Manually Place Containers turns on or off the ability to select the placement of containers you open on the screen.

Use "ZoomRects" turns on or off the ability to show windows opening.

Preferences can also be set at any time by clicking where the main menu should be and dragging down the **File Menu**.

Saving a Game

To save a game, just hit **Command S** or use the main menu at any time.



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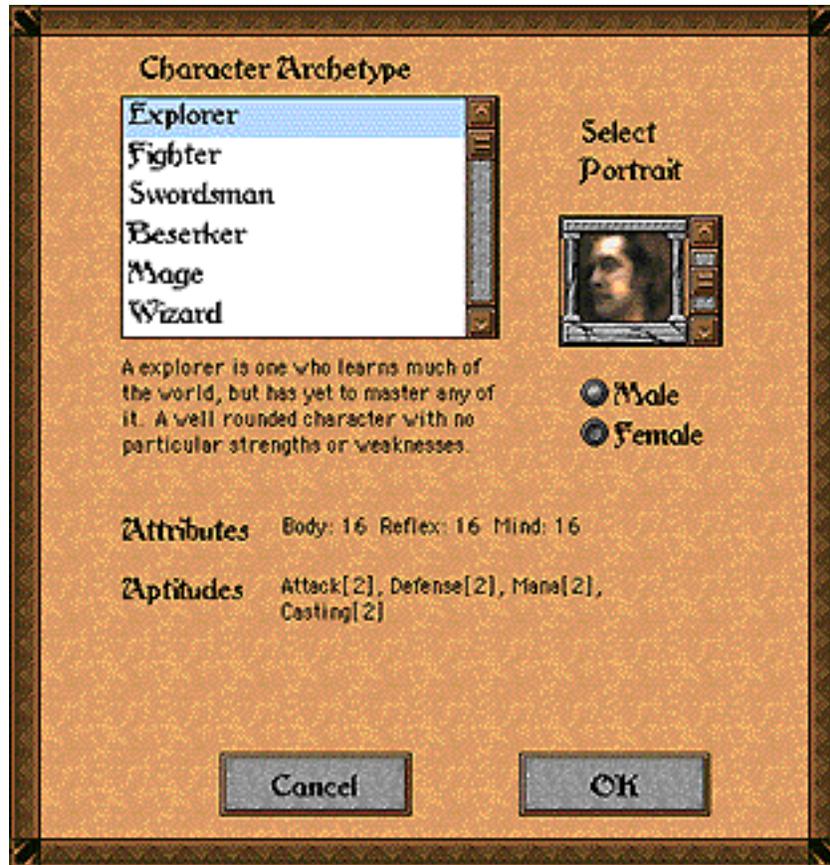
Quit

Introduction to Cythera

What you need to know to get started in Cythera

Beginning a Game

To start a new game in Cythera click on the **New Game** button at the main screen. A dialog box appears, allowing you to name your character, then a new dialog box will allow you to set your character type and select your character's portrait.



Your character type will determine your character's aptitude for certain skills, and to a certain degree how you will interact in the game. A fighter won't have an aptitude for learning magic, and vice versa, a Freemage won't have an aptitude for learning swordplay.



This is explained further in Chapter 5, *The Cythera Role Player's Guide*.

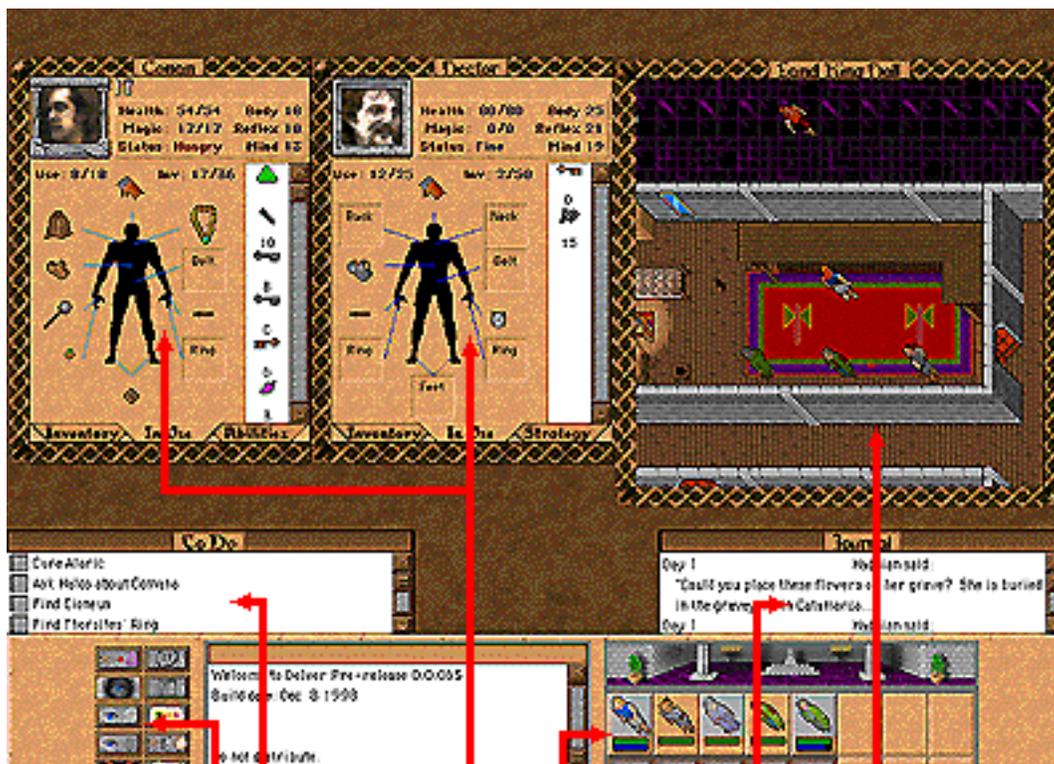
Playing a Saved Game

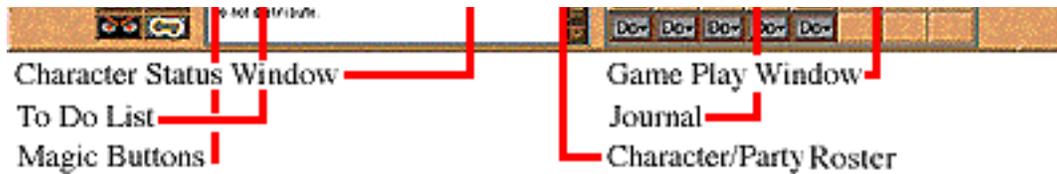
To continue playing a saved game click on **Open Game**. This will bring up the **Open Game Dialog Box** listing all of the saved characters. As you select each character you the option of showing a preview of where this character was last saved.



Just select the game you want to play and click the Open button.

Interface





The **Game Play Window** is where you will interact with the world of Cythera, it's where the action is.

The **Journal** allows you to save important dialog as you go. You can also use it to write notes to yourself, and prioritize your notes.

The **To Do List** helps you keep track of tasks you have to accomplish.

The **Magic Buttons** can be used to cast spells.

The **Character/Party Roster** gives a character's status with a quick glance. The green bar represents health, and the blue bar represents magic. The background color of a character window gives a quick indication of that character's status. If your character's window is gray, then your character is hungry, if it's green, then it's poisoned and so on. Clicking on a particular character's image will open the Character Status Window for a more complete summary of that character.

The **Character Status Window** shows the complete status of a character. To open this window, just click on the character you're interested in in the Character/Party Roster.

The Character Status Window



The Character Status Window contains three panels.

The **Inventory Window** shows all of the items in a character's possession.

The **In Use Window** shows the items your character is presently using with the character silhouette. It will list how many items are in use, and how many can be in use, and how many items are in your inventory, and how many can be in your inventory.

The right side is the inventory field. You can drag and drop items to this field to pick them up. To

use an item in your inventory, scroll through the inventory field until you find it, then drag it to its respective space, the Belt space for a belt, the Neck space for a necklace, etc. Some items, such as weapons and torches, need to be in hand to use. Simply drag them to the Ready space.

The **Abilities Window** lists any special skills your character has acquired. Select a spell or skill, and then click on the **Explain** button and it will be explained in the dialog window at the bottom of the screen. You can also use the Abilities window to Perform one of the spells you've learned, or set spells to one of the Magic Buttons and its corresponding **Function** key.



This is explained fully in Chapter 7, *Magic in Cythera*.

The non player characters in your party will have a **Strategy Window** instead of the Abilities Window.



Here you can set the combat strategy of the character.

Attack Strongest sets that character to attack the strongest enemy in a group.

Defend sets that character to defend the main character.

Attack Weakest sets that character to attack the weakest enemy in a group.

Berserk sets that character to attack all enemies aggressively and without mercy.

Retreat sets that character to retreat at the first sign of combat.

Attack Nearest sets that character to attack the enemy closest to it.

Target Attack sets that character to attack the enemy you select.

The final option allows you to set your own combat strategy, or even edit your own combat strategy.



This is explained fully in Chapter 6, *Life in Cythera*.

Other Windows

Under each character listed in the Character/Party Roster is a **Do popup menu**.



The options are different for the main character and for NPCs.

For the main character:

Pass means your character does nothing.

Regroup gathers your party together.

Pool Cash combines all of the cash in the party into the main character's possession.

Split Cash distributes all of the cash the main character is carrying evenly among the party members.

Divid Food distirbutes all of the food the main character is carrying among all party members.

Try All Keys will try all of the keys the main character is carrying on the lock that you then select with the cursor.

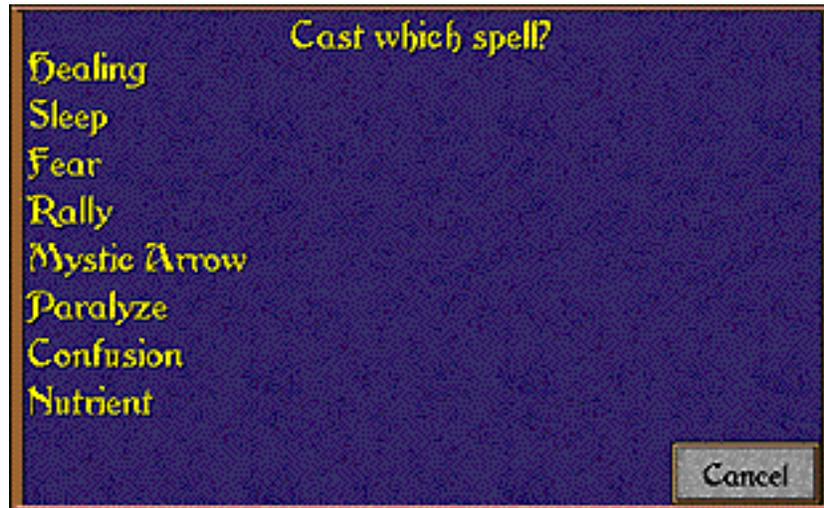
Look Around will get a description of your surroundings in the text window.

The keys in brackets are keyboard commands for the respective options.

For NPCs:



Cast... will be listed if the NPC has magical ability. When you select it, you'll be given a list of the spells that NPC knows.



You select the spell you want to use, then click on the object/character you want to use that spell on.

Attack target allows you to manually select a target to attack.

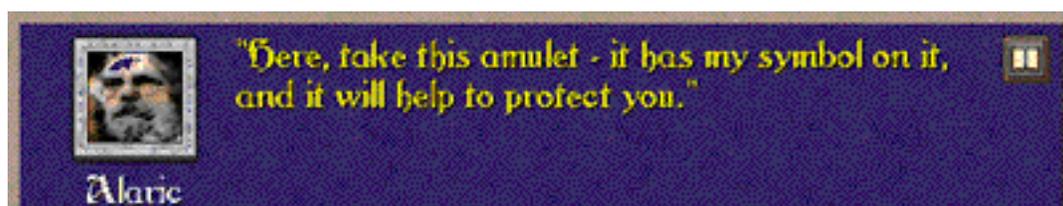
Wait will get the character to wait where he currently is.

Ask About lets you ask that NPC for particular information. You select it, and then click on the object of interest.

The **To Do** List lists all of the tasks you have to accomplish. This list is just a rough guide that helps you keep track of things, it's not a final and complete list. If you know you've completed a task, and it's not checked off, don't worry, you'll still be able to move on.



There is a **Journal** pop up window that helps you keep track of what people have told you. In the dialog window, a small open journal will appear next to a character's dialog. By clicking on this small journal icon, this dialog is automatically saved to the Journal window.



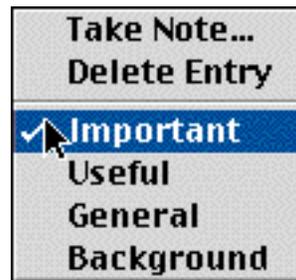


Clicking Here 

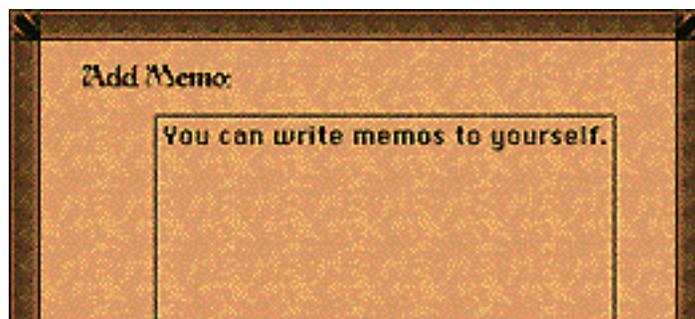
 Will Save Here

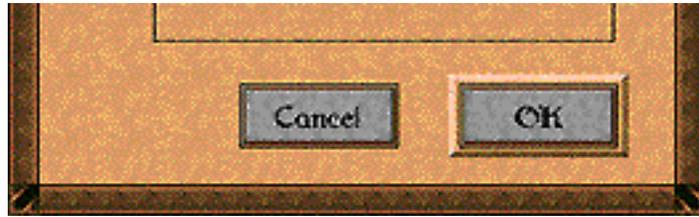


The contextual menu will change while in the Journal pop-up window, allowing you to classify the information it contains:



or to even write a note to yourself:





Saving a Game

To save a game just click where the main menu should be and drag down the **File Menu** to **Save**, or just hit the **Command - S** keys. It's that easy!

Now you're ready to start playing.



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Role Player's Guide

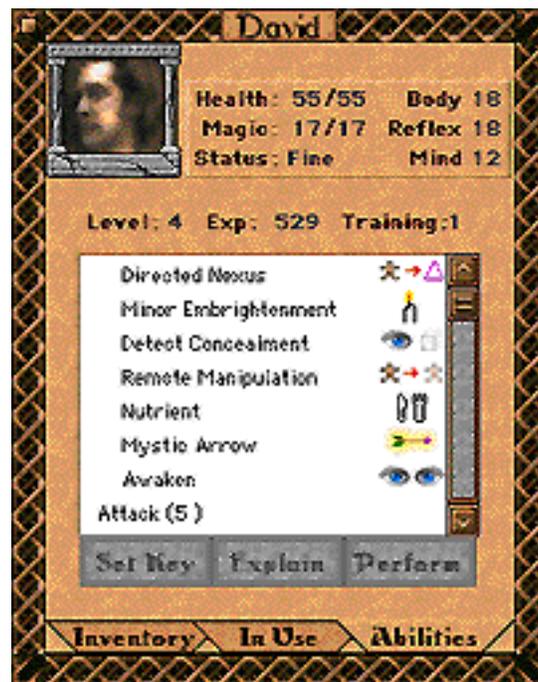
An explanation of skills, attributes and archetypes.

Roleplay

The roleplay in Cythera is based on a simple skill based system (using skills to determine what your character can, and can't do, instead of the class of a character). There are three basic attributes (mind, body, reflex), some derived attributes (calculated based on those three attributes and various skills, such as health and magical power), and a bunch of skills. The skills can be divided into combat skills, magic skills (both general as well as specific spells), and general skills.

Attributes

There are three basic attributes (mind, body, reflex). These normally average around 12 for humans, but can be higher or lower (and for a starting heroic character such as yourself, these are usually around 16). Each character archetype (such as Explorer, Fighter, etc...) has a starting level for each attribute.



Mind How smart your character is

Body How strong and fit your character is

Reflex How quick and coordinated your character is

Experience How much exploration, problem solving, etc... you've done

Training Points Used to train in new skills, or improve existing ones

Level An attribute derived from experience

Karma Your ethics and morality, and reputation

Health How much damage you can sustain and still live

Mana How much magical power you have to cast spells with

Encumbrance How much you can carry
Worn How much stuff you can wear

Attributes such as Health and Mana are derived from your other attributes, your level, and what skills you have (so, for example, if you are trained in the skill Defense, you have a higher health level).

Karma is a direct reflection of your acts. If you lie, cheat, steal, or attack the innocent, your Karma will darken. Doing the inverse will cause your Karma to lighten. If your Karma is too dark, some characters may not want to deal with you.

Skills

Skills are the primary indicator of what your character can, or can not, do. There are two basic kinds of skills: Ranked Skills, and Binary Skills. Ranked Skills have a number after them, indicating how proficient you are at them. This scale maxes out at fifteen. In general, however, there isn't much need to go above five.

Binary skills are ones that you either have, or you don't. For example, all spells are treated as binary skills - you either know them or you don't. There is no need to train further in these skills once you've acquired them.

All skills cost one Training Point to learn them, and ranked skills cost an additional one Training Point to increase them. This assumes, however, that you can find somebody to teach you these skills in the first place.

Besides skills, a character can also have an Aptitude. Aptitudes reflect a natural ability in a given skill, and are used to help separate one starting archetype from another. An aptitude does not count as a skill, however. Instead, it allows your character to be trained up to your aptitude in that skill without costing any training points. You still, however, have to find somebody to train you in that skill. If you have an aptitude of 3 in Defense, for example, when you find somebody to train you in Defense, you will have a rank of 3 in Defense without spending any training points (if you didn't have this aptitude, it would end up costing you 3 Training Points).

Skills in Cythera are broken down into three groups: Combat, Magic, and General. Combat skills include separate skills for various categories of weapons - knowing these allows you to better use that sort of weapon. All spells are also treated as binary skills. See the section on "Magic" for more details.





Combat Skills

All skills are listed as either (B)inary or (R)anked.

Attack(R) - This skill is used to determine the base chance of hitting during combat.

Defense(R) - This skill is used to determine if one can avoid being hit in combat. It also plays into the calculation of your maximum health (the idea being that you can block more hits and just take a grazing damage).

Sword(R) - This skill determines how well you can use a sword in combat. It adjusts not only your chance to hit, but also the amount of damage you do (since, when trained properly, you can use the weapon more effectively). This includes swords (all sizes and shapes), daggers, and spears.

Axe(R) - This skill determines how well you can use an axe in combat. Like Sword, it increases both the chance to hit as well as the amount of damage done. Besides axes, this skill covers the use of miner's picks and cleavers.

Mace(R) - This skill determines how well you can use a mace or club like weapon in combat (including such diverse things as rolling pins and staves). Like Sword, it increases both the chance to hit as well as the amount of damage done.

Barehand(R) - This skill determines how well you attack and how much damage you do in a barehanded attack. At lower levels, this covers simple fisticuffs, while at higher levels of practice one can view this as a form of martial arts.

Missile(R) - This skill determines how well you can attack with all thrown weapons and projectile weapons, such as bow and arrows. For thrown weapons, this skill only covers the accuracy of your throwing - the related weapons skill influences the amount of damage done.

Shield(R) - This skill determines how well you can parry or block a blow using a shield. In skilled hands, a buckler can be more effective at blocking attacks than a large kite shield is in the hands of the untrained.

Magic Skills

Mana(R) - Mana is the basic magic skill used in the building and retaining of magical powers. It directly influences how much mana you can have, as well as how fast you can recover it after casting spells.

Casting(R) - Casting skill is used to determine not only how many spells you can learn in total, but also how complicated they can be.

Alchemy(B) - Alchemy is a specialized magic skill that is needed before alchemical spells can be learned and cast.

Runes(B) - Runes is a specialized magic skill that is needed before runic spells can be learned and

cast.

Healing(B) - Healing is a specialized magic skill that is needed before healing spells can be learned and cast.

General Skills

Persuasion(B) - Persuasion is a skill that is useful to get people to talk to you when they don't want to. This can be used in a number of situations where people are reluctant to talk to you at that time.

Traps(B) - Traps is used to detect and remove traps.

Locks(B) - Locks is a skill used to pick locks with lockpicks. Note that you need both a lockpick, as well as the skill of how to use it before you can pick a lock.

Awareness(B) - Awareness can be used to estimate the current time of day, even when underground. It also enhances your ability to detect hidden objects, including traps, complementing the Traps skill nicely.

Fishing(B) - Fishing is use to catch (edible) fish with a fishing pole, from the oceans and larger streams of Cythera.

Gambling(B) - Gambling is useful in the dice games played in Taverns across Cythera. Once you know the basic odds and some strategy, you have a much better chance of winning.

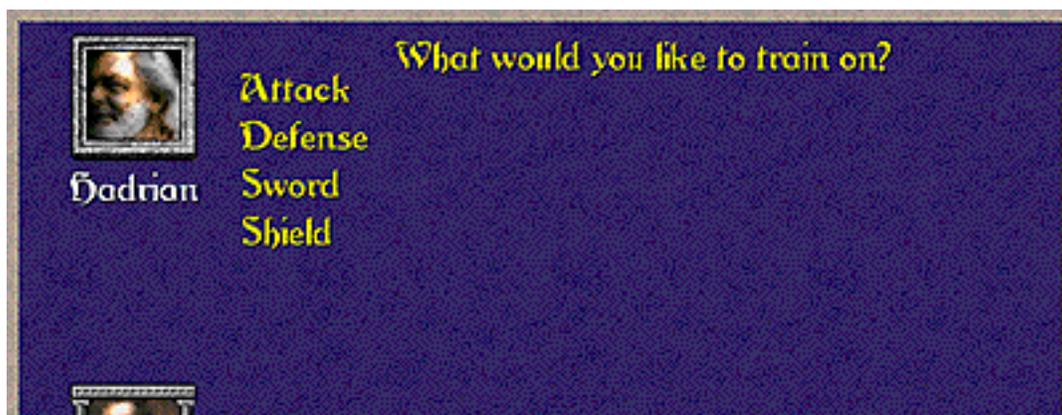
Cooking(B) - Cooking is the skill of various cooks across Cythera, and once trained, you too can prepare simple foodstuffs such as pita bread.

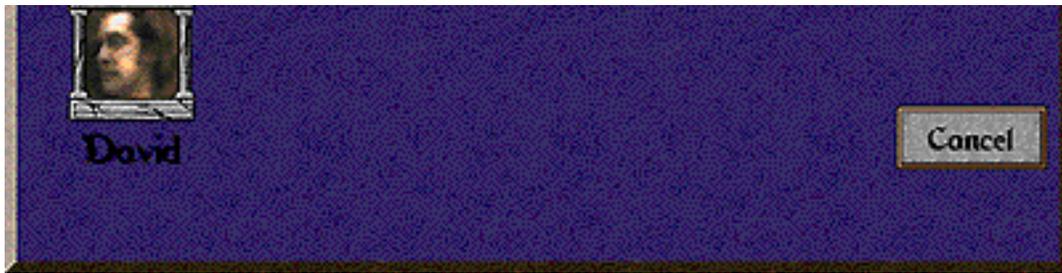
Weaving(B) - Weaving is a simple skill that teaches you how to make cloth from thread using a loom. Without weaving, a loom is an alien machine.

Improving Your Character

Characters, of course, are not limited to the abilities that they have when they start the game - they may improve over time. As a result of exploring, solving problems, and generally surviving the dangers of Cythera, your character can gain experience. After certain amounts, this experience causes your character to gain a level. Every time you gain a level, you also gain four training points, which you can use to train in new skills, or improve existing ones. There are also other benefits on gaining a level, such as increased Health and Magic.

It is also possible to raise your basic attributes (body, mind, reflex). To do this, one needs to have Alaric train you, though this will cost four training points (instead of just one).





Archetypes

Rather than going through a long process of trying to randomly (or non-randomly) generate a new character, Cythera uses character archetypes to allow you to quickly get started with the game, and yet still have a character that reflects your playing style. When you create a new character, you do this by selecting from a list archetypes. These represent different types of characters that you may want to play. These are: Explorer, Fighter, Swordsman, Berserker, Mage, Wizard, Mystic, Storyteller, and Rogue. Archetypes are a combination of starting attributes and a list of aptitudes (see “Skills”), as listed below (2*Attack means an aptitude of 2 in the skill “Attack”).



Explorer

Body = 16, Reflex = 16, Mind = 16; 2 * Attack, 2 * Defense, 2 * Mana, 2 * Casting

An explorer is one who learns much of the world, but has yet to master any of it. A well rounded character with no particular strengths or weaknesses. Has aptitudes in the basics, but nothing beyond that.

Fighter

Body =18, Reflex =18, Mind =12; 4 * Attack, 4 * Defense

A fighter is one who is proficient with the combative arts, and balanced between attack and defense.

Swordsman

Body =17, Reflex =19, Mind =12; 2 * Attack, 2 * Defense, 2 * Sword, 2 * Shield

A swordsman is a fighter who has specialized in the use of sword and shield.

Berserker

Body =20, Reflex =16, Mind =12; 6 * Attack, 2 * Barehand

A berserker is a fighter who goes all out in his attacks, shunning even the use of weapons in his attack.

Mage

Body =10, Reflex =18, Mind =20; 4 * Mana, 4 * Casting

A mage is one who is proficient in the mystical arts, and balanced between the pursuit of power and knowledge. Not much for combat, using the magic arts instead.

Wizard

Body = 10, Reflex =18, Mind =20; 2 * Mana, 6 * Casting

A wizard is a mage who has specialized in knowing as broad a base in the mystical arts as possible. May not have as much Mana as others, but will have just the right spell for any occasion. Not much for combat, using the magic arts instead.

Mystic

Body =10, Reflex =18, Mind =20; 6 * Mana, 2 * Casting

A mystic is a mage who has specialized in powers within, even at the expense of a broad base. Normally specializes in only a few spells, and relies heavily on them. Not much for combat, using the magic arts instead.

Storyteller

Body =16, Reflex =18, Mind =14; 1 * Attack, 2 * Defense, 1 * Missile, Persuasion, Hagglng

A Storyteller is one who wanders about the lands, with a natural rapport with his audience. Charming, and can use that charm in a variety of situations. Can also defend himself if needed.

Rogue

Body =16, Reflex =18, Mind =14; 2 * Attack, Trap, Awareness, Locks

A rogue is one who has mastered some of the more deceptive arts. Not afraid of a little combat, if she gets caught.



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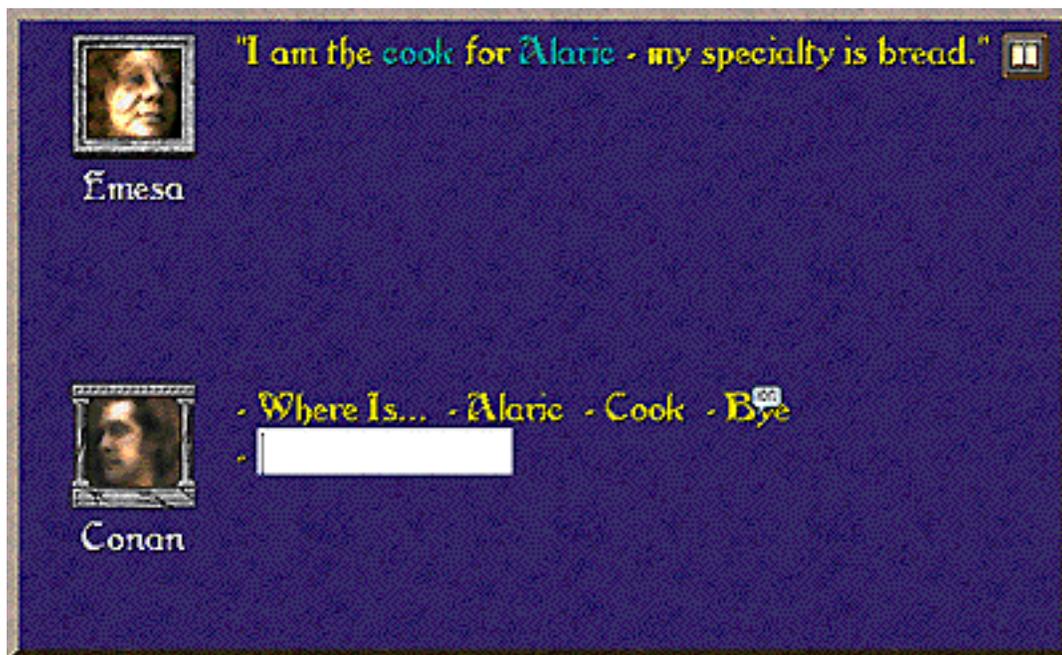
Life in Cythera

Eating, Sleeping, Fighting and Dying - the fundamentals of life in Cythera

Communication

In your travels around Cythera you'll meet characters of all kinds, all of whom may have information vital to solving the riddle of the Land King. To talk to a character, you can double click on that character, hit the **T** key and the **arrow** key in the direction of that character, or click and hold on the character to bring up Cythera's contextual menu, and select the talk option. Any of these methods will bring up the character's dialogue window. When you've read the character's statement you can hit the **esc** key, the **return** key or just **click** the mouse button inside the dialogue window to bring up the next statement.

Occasionally in a character's dialogue you'll notice a highlighted word or piece of text. This is, of course, information you should pay extra attention to. After each statement a character has made, the highlighted text will be in a list of your possible responses next to your portrait. You can just click on each piece of text for further explanation.



There's also a field for you to input your own dialogue. Occasionally in Cythera you'll be required to make an intellectual leap of faith. You need to use your intuition and the knowledge you've gleaned to ask the right question, or mention the right word to progress.

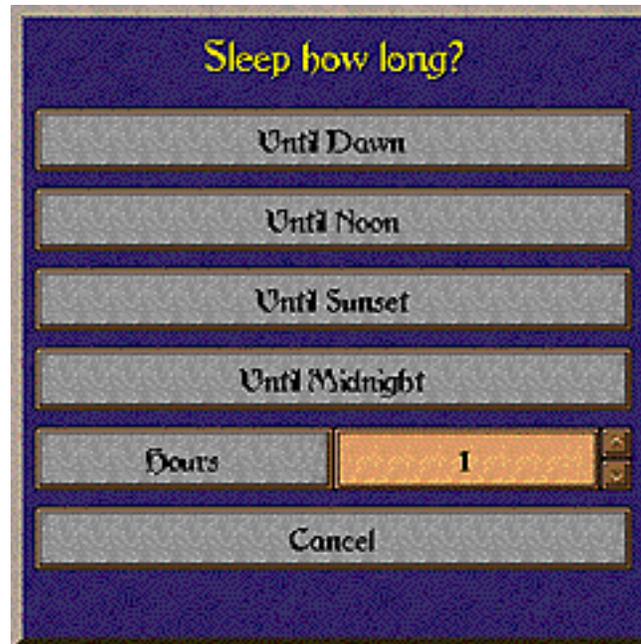
Eating

Life in Cythera isn't always action and adventure. But sometimes even the details of life can be! You should always keep an eye out for food because your character, and his companions, will get hungry on a regular basis. Food can be found all over Cythera. Sometimes it's easy to get, just ask the cook in the Land King Hall. But it isn't always practical to go back to the cook for food. Fortunately you can buy or trade for food. Once you've found the food just drag and drop it into

your **Character Status Window**, or you can have a companion carry his own food by dragging it to his or her window, after all, he'll be eating as much as you. To feed a character just double click on the food, or use your contextual menu to Use the food and choose which character will eat by clicking on that character. To tell if your character, or any of your character's companions is hungry, you can just check the character status window.

Sleeping

As night falls you'll have to find rest and shelter for yourself and your companions. Sometimes an Inn can be found, sometimes a friendly local will put you up. Either way, select a bed and then Use it with your contextual menu. A dialog box will appear asking you how long you wish to sleep.



Fighting

Cythera is an ancient civilization of subtle political intrigue and striking beauty, but sometimes it's a land of brutal violence and vicious combat. You can learn the finer points of combat from Hadrian, the Captain of the Guard in Land King Hall when you first get to Cythera. As you progress, you'll gain the experience necessary to learn more fighting techniques.



This is explained further in Chapter 5, *The Cythera Role Player's Guide*.

You should keep a weapon at hand by dragging it to the Ready space in the Character Status Window. If the occasion for combat happens, you'll be ready. You can attack an enemy by double clicking on it if it's a monster, hitting the **A** key plus an **arrow** key in the direction of the enemy, or if you prefer contextual menus, click and hold on your opponent and select Attack in the contextual menu.

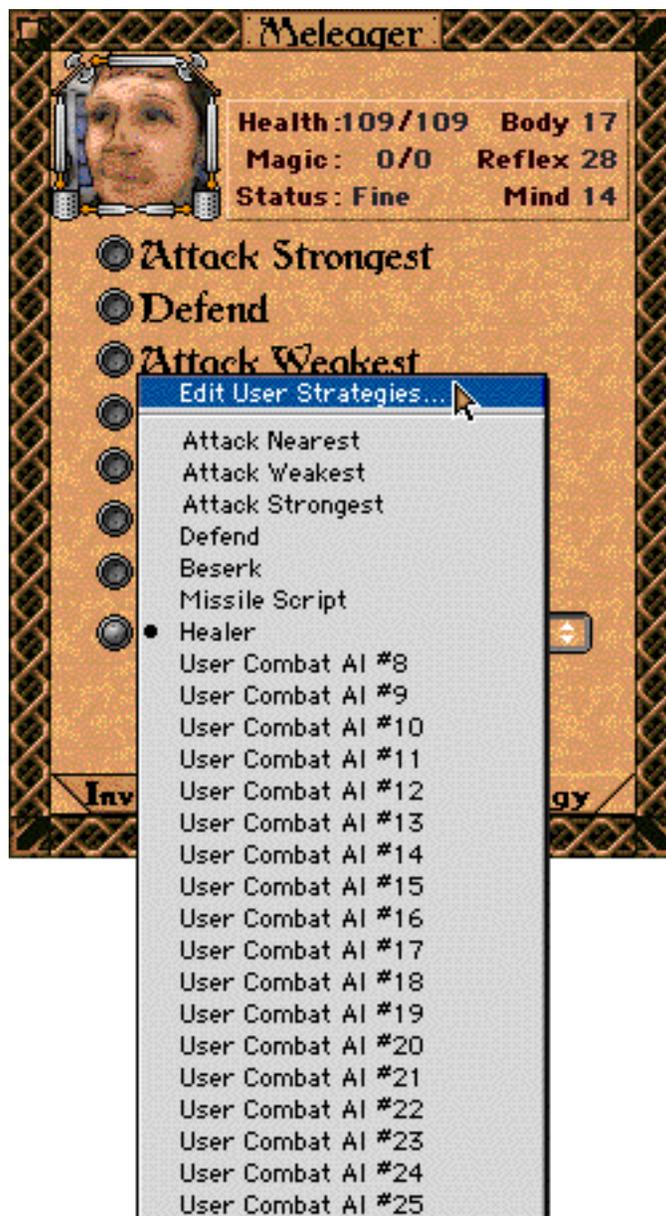
If you see an hourglass graphic then your character is waiting his turn to complete your attack.

You can switch weapons by dragging the weapon in hand to the inventory field in the Character Status Window, and then dragging the new weapon into the Ready Space.

Non Player Character Combat AI

The members of your party will be an important ally in your battles. You can select their combat strategy in the Strategy Window of their Character Status Window. The final option in the Strategy window allows you to fine tune their strategy, or even create your own. It will list all of the pre defined strategies available and 25 player defined strategies.

In the Cythera folder you'll find a folder called CombatAI. Inside you'll find a document called AI Scripting Document. This is a guide on how to create your own combat strategies for non player characters. Once you've used this to create your own combat AI, use the **Edit User Strategies...** option in the popup menu.

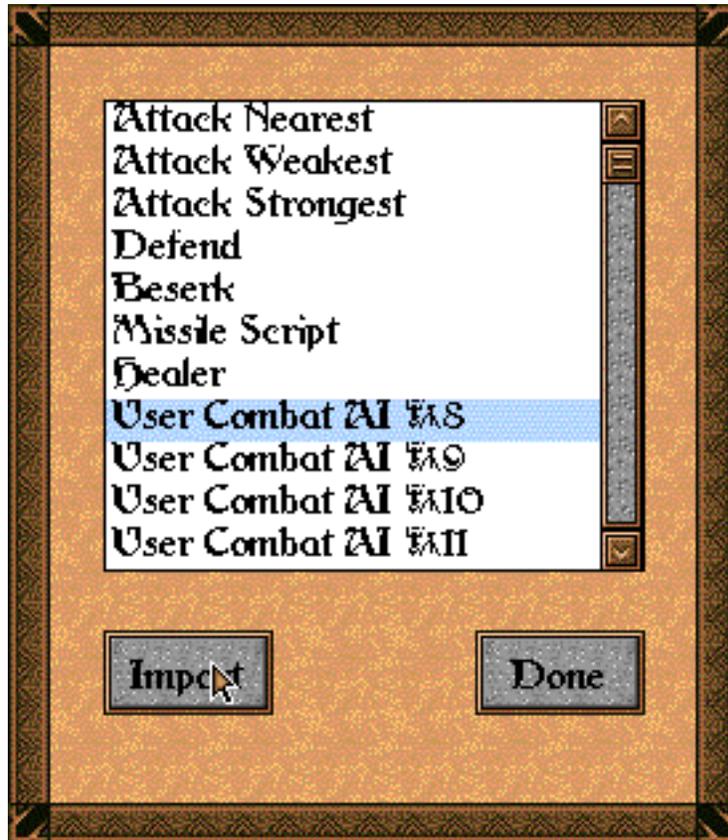


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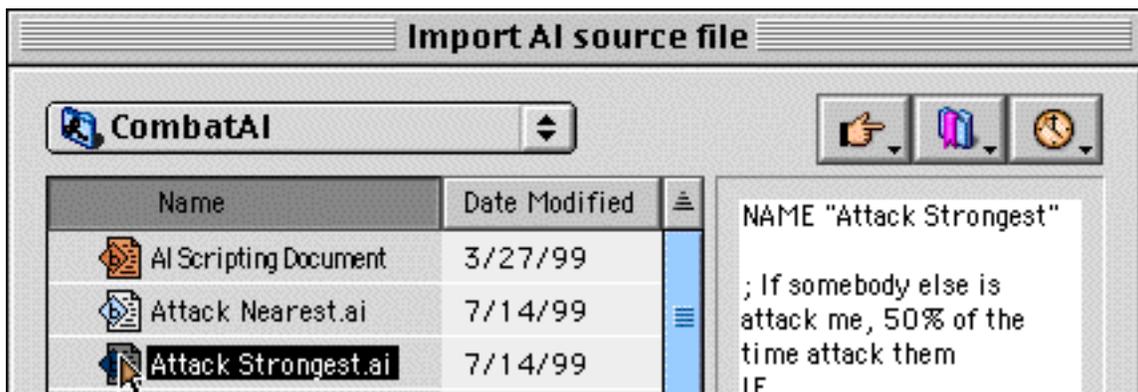
User Combat AI #26
User Combat AI #27
User Combat AI #28
User Combat AI #29
User Combat AI #30
User Combat AI #31
User Combat AI #32

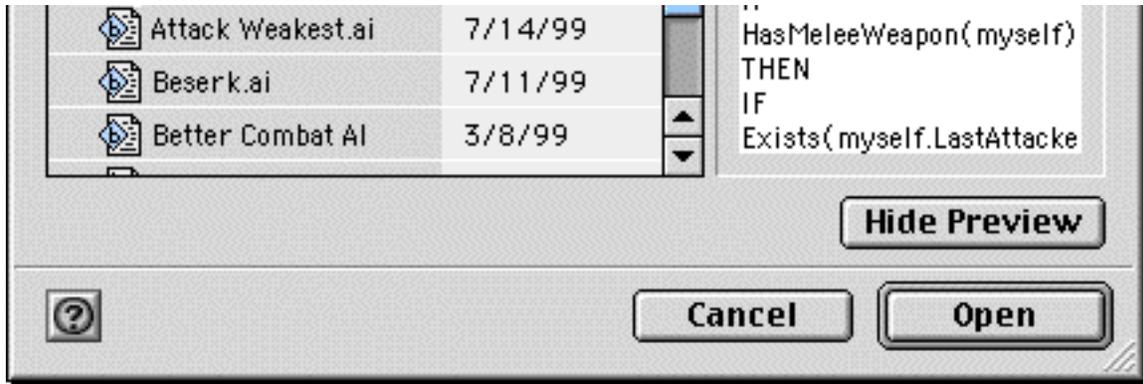
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You'll be given a dialog to select the AI you want to replace.



Click on the Import button and then import the AI you've created, or one of the samples already made.





Dying

As the above passage suggests Cythera is a place of great violence and danger. As such your life is at risk at all times. If your health, or the health of one of your companions is failing, then eat a good meal, get plenty of rest, and your health will be restored. You can restore magic the same way. Or, if you've registered, then just ask Alaric for Help, and he'll restore the health and magic of you and your companions.

You have more than just the fighting skills you've learned and your faithful companions to watch your back. When you first meet Alaric, he'll give you an amulet. This amulet will bring you back to life as long as you're wearing it, or it can be used to bring your companions back to life. If you neglect to wear this charm, you may die without ever knowing the solution to the Riddle of the Land King.



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Magic in Cythera

Channeling the fundamental forces of nature.

Magic

Magic is a necessary tool in solving the Riddle of the Land King. The power of Magic is based on the fundamental forces of nature, and when a person is properly trained and has the power to manipulate these forces the results can be tremendous. You can gain Magic by picking up magical scrolls. Magical scrolls are used just like any other object. Select the scroll, and with the contextual menu, Use the item and then click on the object or character you wish to use it on. Most of your magical skills will be learned at the Magesterium.

The Magesterium

The real place to master magic in Cythera is at the Magesterium. The Magesterium is located in the city of Pnyx.



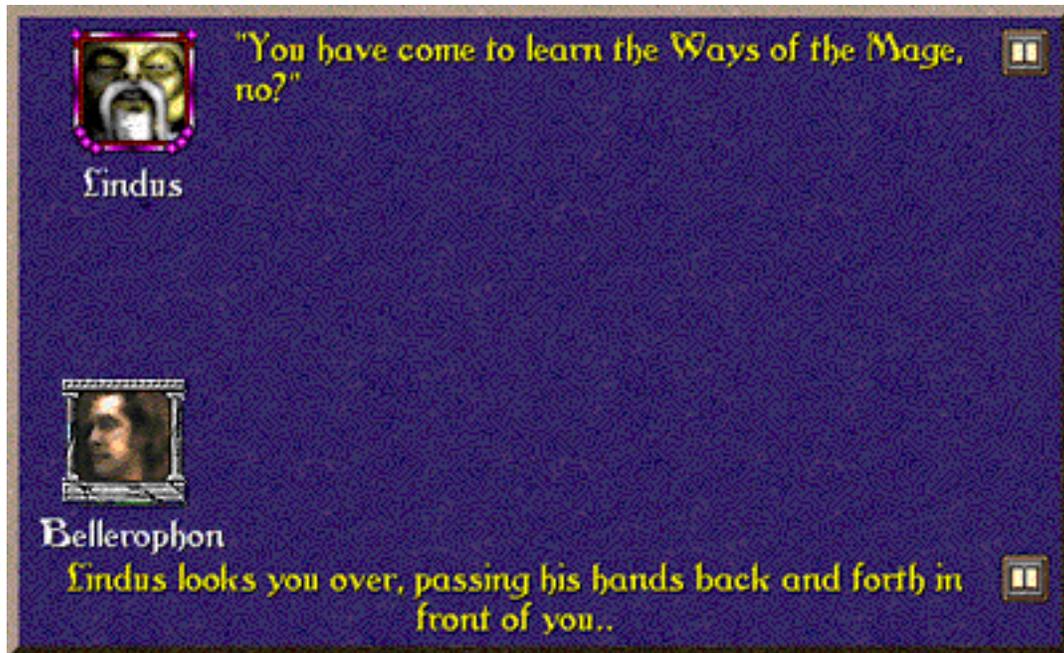
There you'll meet Lindus, the head of this college for Magic. Ask him to teach you magic and, if you have enough training points, he'll teach you the skills Mana and Casting.



Training points are explained more fully in Chapter 5, *Role Player's Guide*.

Go upstairs to the Library and meet Selinus, the Librarian. Examine the books you find there. If you want to learn that spell, then Use the book. If you are skilled enough, then you'll learn that spell.

To learn more powerful magic you'll need to gain access to the higher levels of the Magesterium. To do this, you'll need to do a favor for Selinus. He'll ask you to find the **Sapphire Books of Wisdom**. For every two Sapphire Books of Wisdom you bring to Selinus, he'll give you a password to a higher level. The Sapphire Books of Wisdom are located throughout Cythera. Selinus has clues to the location of a few, and Anisa, the master historian in Cademia, has clues to the locations of many more.



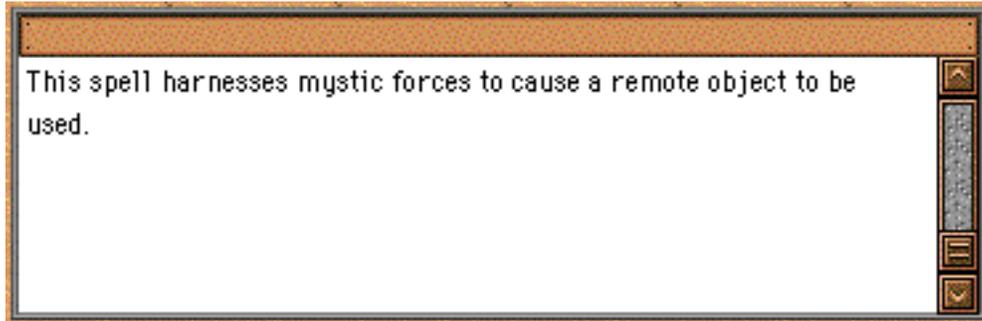
Using Your Magic

Once you've gained a magical skill it will appear in your player status window. To get an explanation of the skill or spell just click on **Explain** -

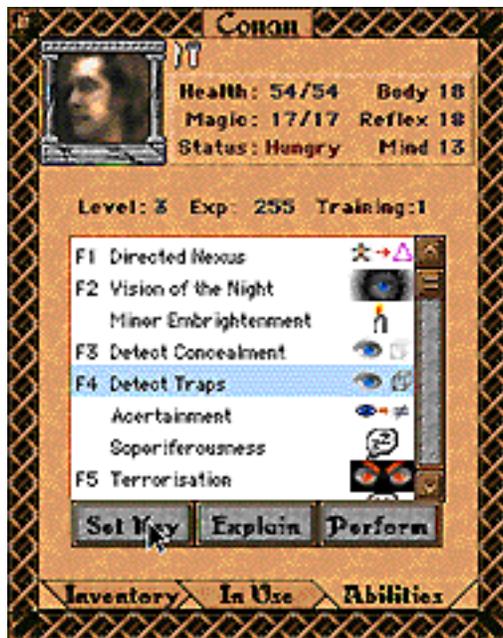




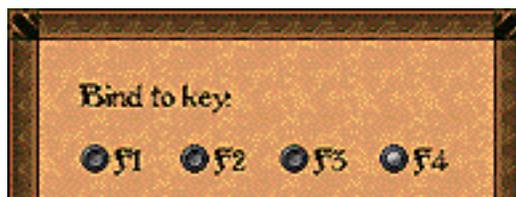
and it will be explained here -



Once you know a spell you can set it to one of the function keys by clicking on **Set Key** -



This will bring up a dialog box:





Select which key you wish to set it to, hit the **Bind** button and it will be noted in the Magic buttons:



When you wish to use a spell you can either click on the magic button, its corresponding **Function** key, or highlight it in the Abilities window and click on the **Perform** button, then just click the cursor on the character or object you wish to use the spell on.



Inhabitants of Cythera

Some of the cast, characters and critters you may encounter

Characters

Here are just a few of the characters you'll meet in Cythera.



Alaric the Land King

There are some who would call Alaric the lord of the land, while others would detract from his majesty, citing his old age and apparent weakness. Alaric used much of his strength to summon you from Earth to the island of Cythera. His life's work is, by no coincidence, deeply meshed with the history of the land.

Alaric is a helpful King, although he is too weak to fight along your side.



Magpie the Fool

Fools are smarter than their name would imply. This fool is the King's personal jester, so one would imagine that he'd have much political clout. Good humor also requires quick wit.

Magpie imparts a few words of wisdom upon you when the game begins. Heed his foolish suggestions, for Magpie is your friend, or his he?



Hector

Hector is trained in the ways of the sword and shield. His destiny is to be a hero for the Land King, although he has never quested before. He has sworn a duty of service to his majesty. He also knows quite a bit about the weapons of the land of Cythera. Perhaps he can be of assistance in your quest.



Hadrian, Captain of the Guard

Hadrian is the best fighter in Land King Hall, and has taken it upon himself to impart his skills upon those who would defend His Majesty's interests. Because of this, he is leader of the squadron of guards, and is often found near to the King.



Lindus, Headmaster of the Magesterium

As the headmaster of the Magesterium, Lindus will be in charge of your education in the ways of magic. He will train you and give you guidance.

Creatures

The animals of Cythera are even more different than the people you'll encounter. Cythera is an isolated island whose environment ranges from mountains to swamps and everything in between. As a result the wildlife has evolved into a variety of forms. You'll find sea monsters, six legged pack hunters and giant land slugs. Below is a short guide to some of the many creatures you'll encounter.

The dominant life forms on Cythera are reptilian hexopeds ranging from small rodent like creatures to large pack hunting carnivores.



Wolflizards - A larger cousin of the ratlizard, the wolflizard is found in larger packs. They are also more dangerous than the ratlizard, and for this reason, the traveler is advised to not travel at night through the forests of Cythera, since this is their most common habitat. It is also suspected that they have dens in caves during the day.



Giant Crab - Like it's smaller (and tasty) cousin, the giant crab is normally found near the ocean, along the shores of Cythera. They are especially fond of caves and caverns near said shores. These creatures, however, are neither edible nor as innocuous as their smaller cousin. Instead, they

are aggressive and dangerous, especially with their hard exoskeleton.



Giant Slug - If there was ever a more disgusting looking creature, one would be hard pressed to find it. This sickly colored giant bag of moving rot and decay is normally found only in the caves and caverns of the land, feeding off both dead and not-so-dead creatures. Fortunately, it is relatively harmless, as well as easy to kill.



Swamp Gators - These vicious beasts are common in the Southern Swamps, though they may sometimes be seen in swampy lands and river banks. They are both quick and deadly, but none too bright.



Titan - With its long neck and tall stance, these graceful creatures normally feed upon the tallest trees of the forests. Like the unicorn, they are relatively harmless, when left alone at a distance.

This from the library at Land King Hall:

"There can be no doubt that the Scylla is the most dangerous inhabitant of Cythera, but little is known about these creatures."

The Scylla is actually the male of the species. It is very rare and seldom seen, and as most who have seen this creature rarely live to tell about it, little is known of this creature of the deep.

Even more rare is the Hydra, the female of the species. Very little is known about this creature except that it has many tentacles and a vicious beak for a mouth. It is extremely aggressive and is probably the most dangerous creature in all of Cythera.



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Troubleshooting

Help with common situations you may run into

What if my question isn't answered here?

If your question isn't answered here, please contact David at help@ambrosiasw.com or (716) 325-1910 and he will answer your question right away or track down an answer for you.

How can I pause a game of Cythera? Can I get to the Finder?

When your player stops moving, the game action is paused. If you would like to get to the Finder, just click where the main menu should be.

Does Cythera work on my PowerPC - Is it PowerPC native?

Cythera works just fine on all PowerMacs. It is a "Fat" binary, which means it has native code for both the 68K and PPC machines. Cythera senses the type of machine you are using and loads the proper code.

Why does the sound occasionally break up?

Certain video cards may cause the sound to break up during fades. This is because all video card drivers turn off interrupts while they are changing color table entries, and some video cards do not handle color table changes in an optimal manner. Since interrupts are off while the video card is changing color table entries, the Sound Manager cannot service the sound chip quickly enough, and the sound breaks up.

Will VM or RAM Doubler affect game play?

If you have Virtual Memory turned on or are using the RAM Doubler extension, it may slow down Cythera's game play. This is unavoidable; the only solution is to turn virtual memory or RAM Doubler off before playing Cythera.

On slower machines, Virtual Memory or RAM Doubler may also cause the sound to breakup or screech on occasion. We recommend against using Virtual Memory or RAM Doubler while playing Cythera (or any other game for that matter), but it does work.

I have problems launching Cythera - what can I do?

There are two things you can try. First, raise Cythera's memory allocation. This is done by highlighting the Cythera application icon from the Finder and choosing Get Info... from the File menu. You can set the memory allocation to a higher amount. Cythera requires at least 8800K of free RAM.

If you continue to have problems, try disabling the extensions on your machine before playing. This is done by restarting your machine while holding the Shift key down. You will see a message that says "Welcome to Macintosh - Extensions off." Sometimes extensions can conflict with other programs.

If your problems continue, please contact David in our technical support department at help@ambrosiasw.com or (716) 325-1910.

I have a slower Macintosh (040 based machine) - is there anything I can do to improve game play?

Cythera can run on the 040 based Macintoshes, but gameplay will be slow.

My License Code is invalid - What's wrong?

The license code you were sent is based on your name as you gave it to us when you registered. Make sure that you are entering your name **exactly** as it appears on your registration confirmation. If you still have a problem with your license code not working, please get in contact with us and we will take care of the situation for you.



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Registration and Contact Info

How to pay for Cythera and get in touch with Ambrosia

Shareware?

Cythera is distributed as shareware. You are permitted to use it on a trial basis for up to 30 days. If you wish to continue using Cythera beyond that period, you are expected to pay a registration fee to obtain a license to use Cythera.

After we have processed your registration, we will send you a license code that you enter to complete the registration process. This removes the shareware notices and personalizes your copy of Cythera.

Cythera has a \$25.00 registration fee.

We don't gouge you with absurd prices. We don't fool you into buying our software with slick advertising.

What we ask is this: if you like our products, support us by paying for them. If you don't like our products, don't use them (or better yet, tell us why you don't like them, so we can improve them).

Why should I register (pay for) Cythera?

We're attempting to offer high quality products at a low price on a "try before you buy basis." Supporting us by registering Cythera — assuming you like it — is the only way you can ensure that we will continue to produce more high quality software distributed as shareware.

You will receive a license code that removes the shareware notices and personalizes Cythera with your name, giving you a legal copy on your Macintosh.

Until you register, Alaric the Land King will not be able to heal you. You also won't be able to learn Healing magic, Runic Magic, nor Alchemy. Most importantly, you won't get a recommendation to meet a vital character.

Registering your copy of Cythera

Ambrosia's Register Cythera application allows you to easily register Cythera using your choice of several different methods. Simply click on the **Register...** button that appears when you launch Cythera. This will launch the Register Cythera application. You can also double-click the Register Cythera icon from the Finder.

Ambrosia Software accepts all major credit cards (Visa, Mastercard, Discover and American Express). A credit card can be used to register by WWW, eMail, fax, phone, or postal mail. You can also send a check or money order to the address that appears below. Ambrosia Software also accepts purchase orders if your organization requires them. All of these options are available in the Register Cythera application.

The Register Cythera application is used to register Cythera and enter your license code. This application should not be thrown out or moved, even after you've registered, in case you need to enter your code again.

About Ambrosia Software, Inc.

Ambrosia Software, Inc. is a small company dedicated to bringing you quality software, excellent support, and innovative ideas all at a reasonable cost. We give you commercial-quality software at a fraction of the price, with the added convenience of being able to try out the software before you pay for it.

Ambrosia distributes software on numerous electronic information services, as well as via user groups and approved public domain distributors. Of course, you can always obtain our products directly from us as well. You are given a 30 day free license to evaluate any of our software; after the 30 days have passed, you are expected to send the appropriate registration fee to us for processing.

Ambrosia creates personal productivity tools that make using your Macintosh a more enjoyable experience, as well as anti-productivity tools (games) which make your Macintosh just plain fun.

Support Forums

The latest versions of all our products are always available in the Ambrosia Software forums on the following services:

- **America Online:** While you are signed on AOL, choose **Keyword...** from the **GO TO** menu, type **MGM** (for our games) or **MUT** (for our utilities) and hit the return key.
- **CompuServe:** While you are signed on CompuServe, use **GO** word **AMBROSIA** to reach the Mac Vendor D area, where Ambrosia Software, maintains a forum.
- **Internet:** Visit our web site at **<http://www.AmbrosiaSW.com/>** or our ftp site at **<ftp://ftp.AmbrosiaSW.com/>**
- **Hotline:** Visit our Hotline server at **<hotline://hotline.AmbrosiaSW.com/>**

You can now get all of our products on one CD. This CD contains unregistered versions of all of our games and utilities, plus lots of extra goodies. You can order this CD from our web site at **<http://www.AmbrosiaSW.com/Ware/>** or you can call our toll free number 1-800-231-1816.

We've also made arrangements with the PD/Shareware distributor Arizona Mac Users Group so that they carry the full line of up-to-date Ambrosia products. To order an Ambrosia Software, Inc. product and have it sent to you on disk, please call AMUG at 602.553.8966. You can also fax your order, or any questions about ordering, to 602.553.8771.

Contact Information

Please feel free to get in touch with us using any of the following methods:

Ambrosia Software, Inc.
PO Box 23140
Rochester, NY 14692

Tel: **716.325.1910** (technical support)
800.231.1816 (orders only)

Fax: **716.325.3665**

America Online: **AmbrosiaSW**
CompuServe: **74777,1147**

GEnie: **AmbrosiaSW**
Internet: **help@AmbrosiaSW.com** (technical support)
register@AmbrosiaSW.com (orders only)

Many thanks to our Cythera beta testing team:

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