Warlock's Citadel

Quick start guide



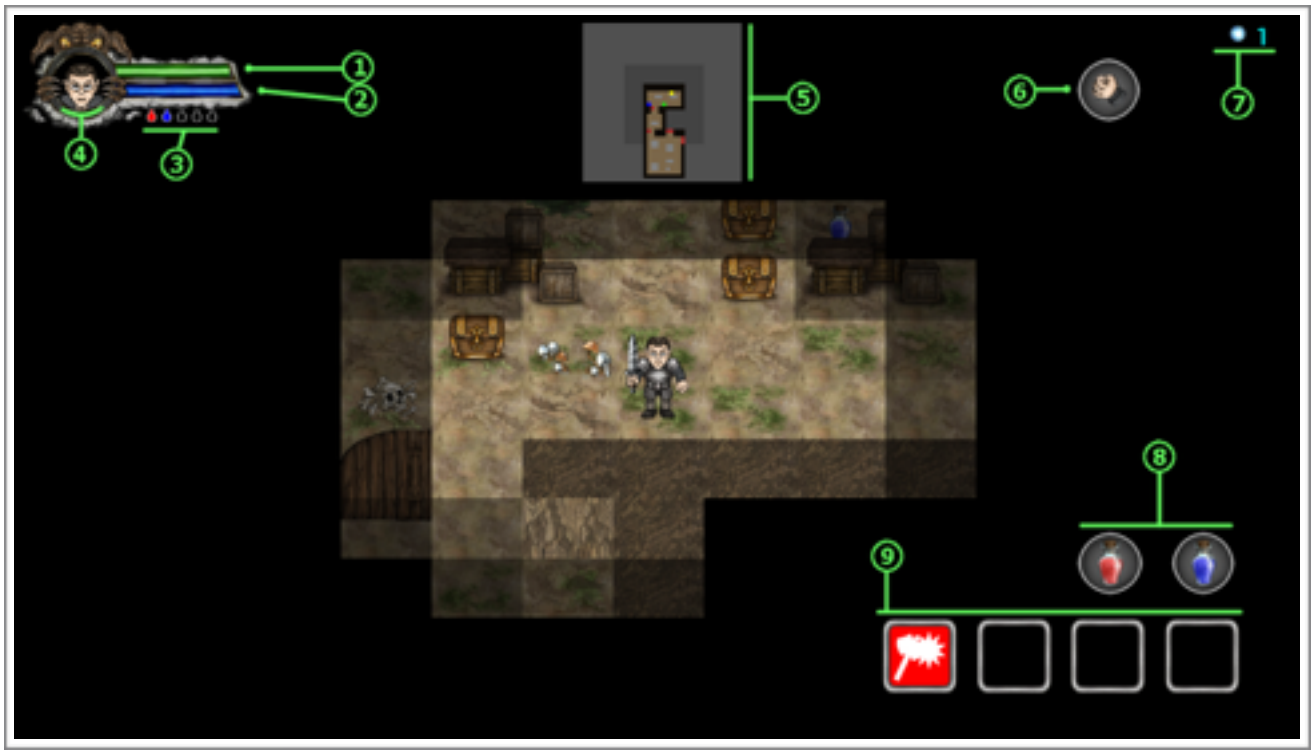
Main screen

After start of the game you will see main screen. It contains several control elements, which provide useful information and allow to execute some game actions with mouse:

1 - Your character's health bar is displayed in the upper left-hand corner. When the green bar runs out, the character succumbs to his wounds and dies.

2 - The blue bar next to your health bar is your mana bar. Mana is replenished by mana potions and certain skills. Mana is vital for mages and other character classes with high magic.

3 - the character can carry up to five potions of mana or health.



4 - The rage meter appears as a ring around your character's icon that turns red as it is filled. Skills that require rage can only be activated when the rage meter is full. You can accumulate rage by taking damage or damaging monsters. Certain monsters such as slimes reduce your rage when you damage them. The rage meter will gradually go down if you

avoid fighting monsters. Rage is important for classes focused on melee combat, since melee combat is where rage is most quickly accumulated

5 - minimap.

6 - switch weapon button.

7 - number of collected spheres of knowledge. Before you can learn a skill you have to accumulate a certain number of knowledge spheres.

8 - health and mana potion usage buttons.

9 - skills buttons with assigned skills.

Controls

You can control the character with keyboard or mouse.

Movements

W or **Up** - move the character one space up.
A or **Left** - move the character one space left.
S or **Down** - move the character one space down.
D or **Right** - move the character one space right.

To move the character with mouse, click **left mouse button** in the area to the side of your character in the direction you want to move.

To rotate the character without using a turn use:

Shift + W or **Shift + Up** - look up.
Shift + A or **Shift + Left** - look left.
Shift + S or **Shift + Down**- look down.
Shift + D or **Shift + Right** - look right.

To rotate the character with mouse hold **Shift** and click **left mouse button** in the area to the side of your character in the direction you want to look.

Equipment and potions

Space - take equipment item or potion. If you can't take potion - drink it.

Z - drink one of collected potions of health.
X - drink one of collected potions of mana.
U - just drink potion, don't try to keep it.

Using skills

Keys **1, 2, 3, 4** - use skill assigned to corresponding skill button.
Shift + 1, Shift + 2, Shift + 3, Shift + 4 - assign skill to one of four skill buttons.

Right mouse button click - use skill, assigned to first skill button.

Attack with equipped weapon

F or **Ctrl** - attack in direction the character is looking to.

To attack enemy with equipped weapon using mouse, click left mouse button on an enemy.

Other

I - open equipment dialog.
T - open skill tree dialog.
M - open map.
C - check character stats.
Tab or **Q** - change current equipped weapon to a spare one.
Enter - skip turn.
Esc - quit current dialog or open game menu.