
SEAL OF EVIL
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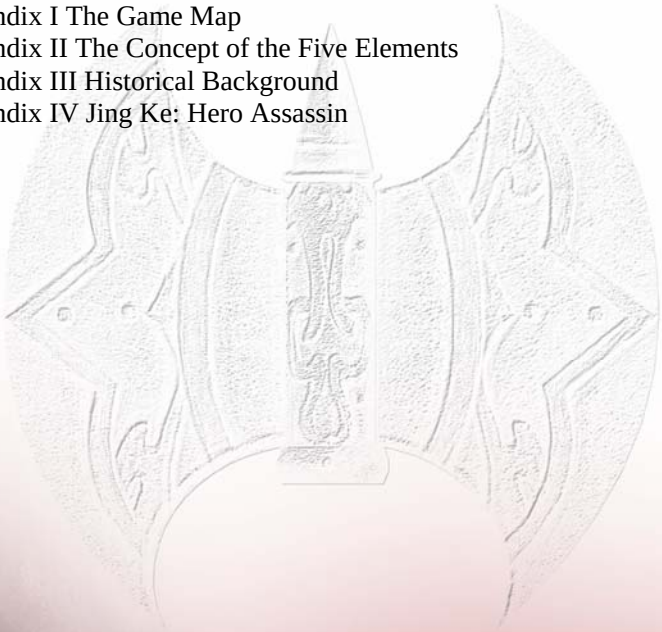
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Chapter 1: Introduction



A long time ago, the world was like a massive egg – dark, and thick, and generally unformed. Pan Gu, the great architect and ancestor, chopped the egg in half with his axe. The lighter half floated up to become the sky, which we call 'Yang'. The heavier half sunk down to become the earth, which we call 'Yin'.

– Traditional Chinese Creation Myth

The Seal of Evil story is set in the twilight years of the Warring States period of Chinese history (476 – 206 BC). This turbulent time marks the disintegration of the longest lived of all Chinese imperial dynasties—the Zhou, which gave the Chinese people some of its greatest thinkers (Confucius and Mencius) as well as some of its most important cultural achievements (the Great Wall). It is also unfortunately a time of great conflict, when the seven disparate nations dominating the social and political landscape vie for supremacy all the while resisting periodic invasions from the Huns, northern

barbarians whose viciousness and tenacity seem to know no boundaries or limits.

Out of this strife and chaos emerges a nobleman possessed of an indomitable spirit and an uncompromising vision of the future: Ying Zheng, king of the Qin state and the future emperor of the Qin Dynasty. His troops are well-trained and even better organized. Fighting on many fronts, they manage to win one victory after another. They are not an army of liberation, however, but one of suppression and domination. Ying Zheng will succeed, no matter the cost. He will unify China or bury it in the fires of oblivion.

In the southwestern part of China, his soldiers have met strong resistance in East Baiyue. The Baiyun are a proud and honorable people. They regard the Qin king as little more than a power hungry despot, and they are right. Wanting nothing to do with him or his particular form of tyranny, the Baiyun resist. Sadly, years earlier the country of West Baiyue had already fallen to the Qin, leaving the East to fend for itself. A great warrior chieftain named Lan Xiong and his best friend and chief sacrificial wizard, Chi Huan, lead the remaining Baiyun. Although not at all eager for battle and bloodshed, they will nonetheless not give up without a fight. Then on the eve of war, Lan and Chi die suddenly of mysterious causes. East Baiyue no longer has leadership and guidance. All seems hopeless.

Lan Wei, the heir to Lan Xiong’s mantle of authority, is distraught. Lacking confidence in her own abilities to lead the Baiyun to war and unable to unify them the way her father

would have, she decides her only course of action is to seek the mythical Empyrean Stones. If the legends and stories are correct, the five stones will enable her to bring Lan Xiong back from the dead. He is her only hope for saving East Baiyue from the Qin menace…

Game Background

Thousands of years before the Warring States period, a god named Chi You rebelled against the authority of Heaven because he was jealous of his brethren. The Yellow Emperor, the god who is generally regarded as the ancestor of the Chinese people, went to war against his brother and after one hundred years of battle defeated him. He would not have won if were not for the ancestors of the Baiyun people turning on Chi You, who had until that point been their patron deity. The Yellow Emperor imprisoned Chi You's soul in a slate platform using the magic of an enchanted stone tablet. To ensure the demon god could never escape, he broke the tablet into five pieces and scattered them to the four winds. These became the powerful, legendary Empyrean Stones.
The Yellow Emperor also punished Chi You’s companions. The demon god Xing Tian he punished by cutting off his head and burying it under a mountain. Xing Tian subsequently grew a new pair of eyes on his chest and a new mouth on his stomach. Still alive after his ordeal, the demon god went into hiding. Chi You’s other lieutenant, a bold, beautiful demonic

goddess named Mei, had her physical form utterly destroyed by the Emperor. Because she was the only one of all the gods and goddesses in Heaven who had the power to spiritually live outside her own body, she too did not truly die. Although the loss of her mortal coil was tragic, it was not nearly as bad as the Yellow Emperor had assumed for she could still roam the world of humanity at will and claim any other physical form she desired.

Unbeknownst to the rulers of Heaven, Chi You's spirit did not indeed lie dormant inside his stone tomb. Utilizing his spiritual connection with Mei, he secretly bade her to move amongst the mortal creatures of the Middle Kingdom and sow the seeds of greed, ambition, and dissent. So corrupted, humanity lost its potential to grow beyond the triple-tiered realm of Heaven, Earth, and Hell. It would forever be beholden to the whims of the gods and goddesses.

Nevertheless, human beings managed to remain tenacious, and despite the darkness harbored in their souls they did the best they could to live in peace with one another.

That peace was not lasting, unfortunately. Unable to resist their insatiable temptations, the people of the Central Plains went to war. Their heroes sought to collect the five Empyrean Stones in order to raise an army of the dead to fight on their behalf. Although the stones were never reunited, the war was devastating. Everyone, including the Baiyun, suffered terribly as result.

Mei, disguised by glamours that gave her a kindly and wise demeanor, convinced the Baiyun leadership that their defeat at

the hands of the Central Plains tribes was because they had forsaken the god Chi You so long ago. In truth, she told them, Chi You had been a just and kind god who was no longer able to abide the corruption of Heaven and thus his apparent rebellion. The Baiyun felt deeply ashamed of their ancestors' "betrayal." They restored Chi You to the top of their spiritual pantheon. He was, once again, their terrible and vengeful God of War. Meanwhile, the Beastman tribes, a half-man/half-beast race, moved north toward Mount Kunlun to get away from the rampant persecution of their kind in the Central Plains.

In the centuries since, many a kingdom has risen and fallen. The five Empyrean Stones passed through hands too numerous to count. No one ever succeeded in reuniting all of the stones, and after the war with the Central Plains, no one really tried again.

That is until now.

With the new Qin threat to East Baiyue, the young chieftain Lan Wei has finally decided to seek out the Empyrean Stones. By tapping into their power she hopes to resurrect her father, the only person, she believes, capable of leading the Baiyun to victory against their hated enemies.

Game Features

Seal of Evil is an ARPG (Action Role Playing Game) set during one of China's most famous historical periods over

2,000 years ago. It blends the mystery and wonder of ancient legend with the chaos and uncertainty of the Warring States period. Set against this dramatic backdrop, you will embark upon a life and death quest to save your people all the while battling demonic hordes, changing the course of history, and restoring the balance of power.

Elemental Magic

The concept of the Five Elements is an ancient and enduring one in Chinese culture. It permeates all aspects of life, from daily living to spirituality to science. They are not true elements, but rather five states of the singular spiritual and material force known as qi. The elements are known by their mundane names as Metal, Wood, Earth, Water, and Fire. They are the most fundamental and ubiquitous components of existence and their movements influence everything. In the context of Seal of Evil, the Five Elements are at the heart of the magic and combat system. A character trained in their theory and philosophy can manipulate them in order to achieve certain supernatural effects. Through the judicious use of elemental magic, a character can improve attributes, skills, equipment, weapons, create magic items, and even solve puzzles in the game. The Five Elements system makes Seal of Evil a dynamic and surprising game.

Refined Graphics

Seal of Evil relies upon Object Software's newly developed GFX3D engine, which blends 2D and 3D imaging techniques

to deliver stunning in-game graphics. There are hundreds of fully rendered regions to explore, such as the idyllic and often mysterious villages of East Baiyue, the magnificent and dangerous cities of the Central Plains, ancient palaces, cloud-capped mountains, and other locales too numerous to list here. Each environment is unique and rich in detail. The 3D rendering engine's special effects capabilities further enhance them, allowing players to take full advantage of their computer hardware's graphic potential.

Diverse Characters

The five hero types in Seal of Evil can equip themselves from a total selection of more than 80 types of armor, weapons, and accessories. Furthermore, the elemental magic system allows players to unlock hidden attributes in many pieces of equipment that may grant special bonuses to combat, defense, and spell casting depending on the character that wields them. Every hero has the potential to be customized from the sword on his belt down to the rings on his fingers.

Advanced Item Creation

Seal of Evil introduces an advanced item creation system that allows players to make equipment using a wide variety of methods. Each one relies on different materials and elemental attributes, and may be learned through persistent exploration and investigation. Raw materials for item creation can be harvested or found in the wild, bought and traded from merchants or commoners, or taken from enemies slain in

combat. A character's equipment can be upgraded by means of the item creation system as well. This grants enhanced abilities, bonuses, protection, and spell casting above and beyond the gear's innate attributes. Other items, such as medicines and cut gems, can also be created.

Balanced Skill System

Improvable skills add an entirely new dimension to combat and adventuring. The five heroes each have unique skills that apply strictly to their chosen professions. In addition to normal skill advancement through the accumulation of experience, skills can be improved with elemental attributes or with enhanced weapons and equipment. There are many ways to learn new skills in Seal of Evil, such as by finding a rare scroll in a secret cave, or from the unassuming old man in the street who is in truth a master of kung fu.

Strategic Teamwork

Seal of Evil's Real Time Strategy combat model lends itself perfectly to coordinated teamwork, both in the frenzied heat of battle and while performing quests. The advanced creature AI that guides enemies and opponents is sure to get the adrenalin flowing during combat. The heroes also have special skills and abilities meant to compliment and balance their counterparts in group situations. Players must consider their roles on a team and guide their characters accordingly. Not only does sound strategy and tactics contribute to everyone's survival in the game, they also greatly enhance

overall game play and improve the immersive nature of the story.

Multiple Endings

The Seal of Evil story has many different possible endings. The one the players discover is determined by their choices and actions while performing certain quests. Conversations with NPCs (non-player characters) also have an effect on the outcome; different conversations can tip the balance from one ending to another. To assist the players along the way, the game system generates a Quest and Travel log to record significant events and conversations. Performing all available quests can potentially lengthen game play by as much as 30%.

Chapter 2: Installation

While Pan Gu was separating the earth from the sky, his breath filled the world and became the essence of life: the Five Elements. They are Metal, Wood, Water, Fire, and Earth.

– Traditional Chinese Creation Myth

This chapter describes how to install the *Seal of Evil* game on your computer.

Minimum Requirements

To successfully install the game, your computer should meet the following requirements:

- Intel Pentium® II 300 or equivalent
- 128 MB of memory (RAM)
- 4x CD ROM
- Video Graphics card that supports a screen resolution of 800x600 pixels, has at least 4 MB of video memory (RAM), and supports 3D Hardware Acceleration.
- Sound Blaster compatible audio card

- 1 GB of free hard drive space
- Keyboard
- Mouse
- DirectX 8.1 or above
- Microsoft Windows® 98, Windows® 2000, or Windows® XP

Recommended Requirements

To get the best performance and most enjoyment out of Seal of Evil, your computer should meet the following recommended requirements:

- Intel Pentium® III 500 or equivalent
- 256 MB of memory (RAM)
- 4x CD ROM
- Video Graphics card that supports a screen resolution of 800x600 pixels, has at least 16 MB of video memory (RAM), and supports 3D Hardware Acceleration.
- Sound Blaster compatible audio card
- 2 GB of free hard drive space
- Keyboard
- Mouse
- DirectX 8.1 or above
- Microsoft Windows® 98, Windows® 2000, or Windows® XP

*If you're unsure whether your computer meets these requirements or not, click the **Analyze Computer** button during the installation of Seal of Evil. After the scan finishes, the installation program will inform you whether your computer is adequate to run Seal of Evil at maximum performance or not.*



Installation

To install Seal of Evil:

1. Insert game disc A into your CD or DVD drive. The AutoRun feature automatically runs the Seal of Evil start screen.

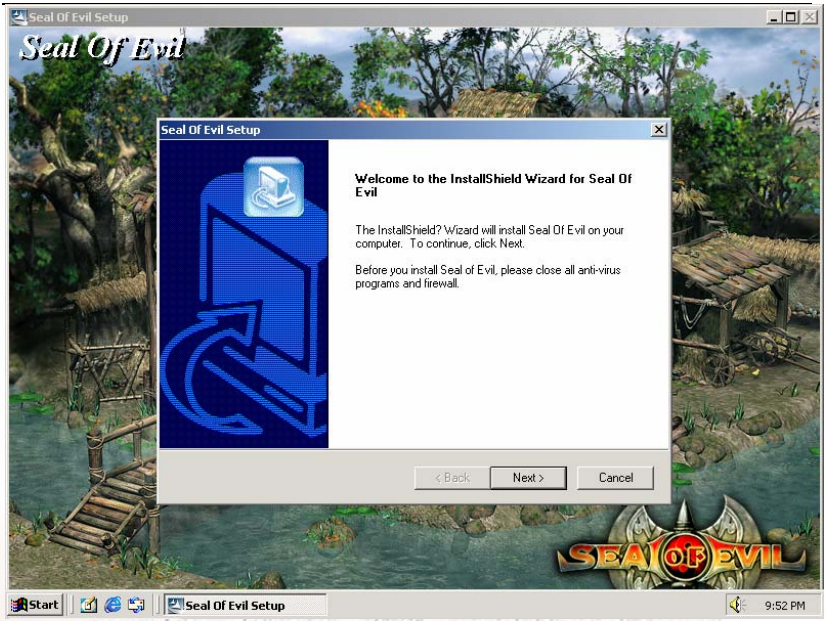


2. Click the **Analyze Computer** button to have the Installer scan your computer and see whether it can run Seal of Evil in optimal mode or not. If it

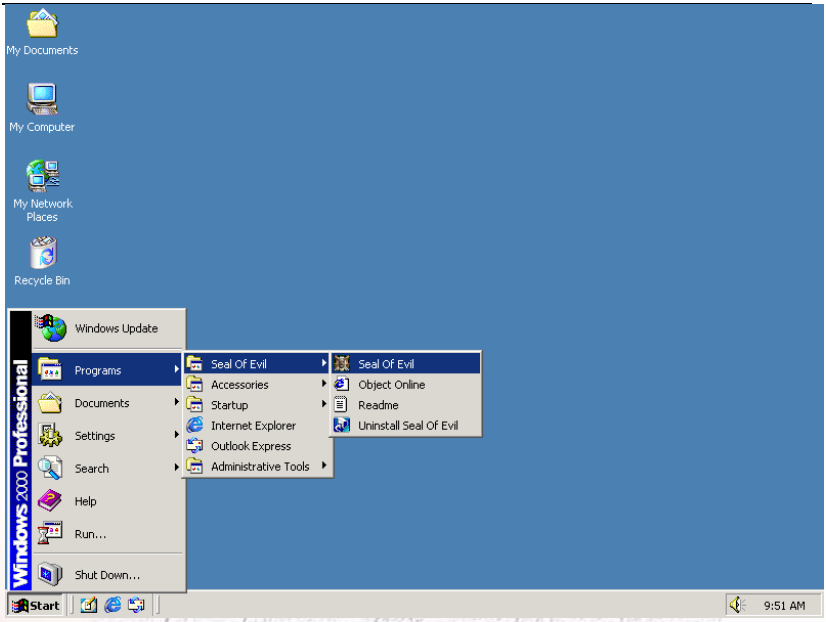
can't, don't worry; the game will still run perfectly fine as long as your computer meets the minimum requirements listed on the previous page.



3. Click the **Install** button to begin the installation process. Depending on your computer, this may take up to 15 minutes. Be sure to keep game discs B and C handy, because you'll need to insert them during them the procedure.



4. After the game is installed, click the Seal of Evil shortcut icon on your desktop to begin playing. You can also run the game by clicking the Seal of Evil icon located on your Windows® Start Menu (**Start: Programs – Seal of Evi**l).

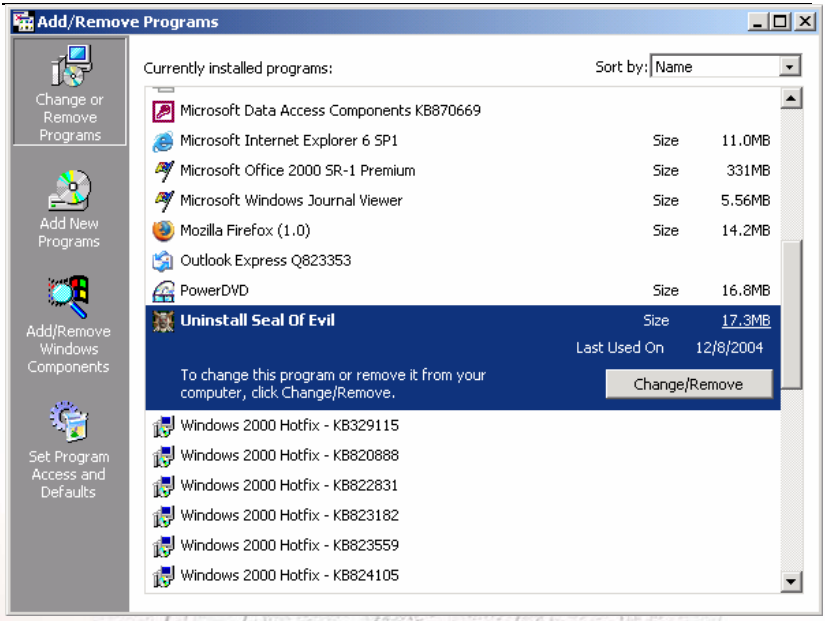


If your Windows® operating system has the CD AutoRun feature turned off by default then the Seal of Evil start screen will not run automatically. To install the program, you'll need to open Windows® Explorer and browse to the game disc. Next, double-click the Setup.exe program file.
Also note that if you do not already have DirectX 8.1 (or higher) installed, the installation program will prompt you to install it. You must do this, otherwise the game will not run.

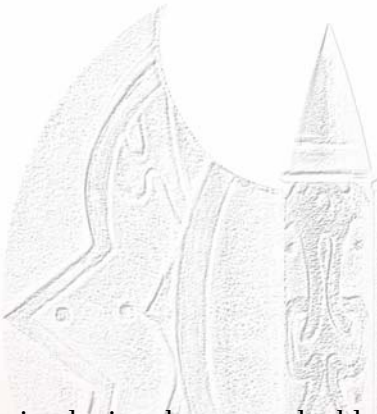
Uninstalling the Game

If you want to uninstall Seal of Evil:

1. Insert game disc A into your CD or DVD drive. If the installation program doesn't automatically start, browse to the disc in Windows® Explorer and double-click the Setup.exe program, as described in the Installation procedure.
2. Click the **Uninstall** button. The program removes all program files except for your saved game files (a safety precaution in case you re-install the game at a later time.)
3. (Optional) You may also uninstall the program by opening the Windows® Control Panel (**Start: Control Panel**). Next, double-click the **Add/Remove Programs** icon. In the Add/Remove Programs dialogue, find **Seal of Evil**, select it, and then click **Change/Remove**. All program files associated with the game are then removed.


Add/Remove Programs
Change or Remove Programs
Add New Programs
Add/Remove Windows Components
Set Program Access and Defaults
Currently installed programs:
Sort by: Name
Microsoft Data Access Components KB870669
Microsoft Internet Explorer 6 SP1 Size 11.0MB
Microsoft Office 2000 SR-1 Premium Size 331MB
Microsoft Windows Journal Viewer Size 5.56MB
Mozilla Firefox (1.0) Size 14.2MB
Outlook Express Q823353
PowerDVD Size 16.8MB
Uninstall Seal Of Evil Size 17.3MB
Last Used On 12/8/2004
To change this program or remove it from your computer, click Change/Remove.
Change/Remove
Windows 2000 Hotfix - KB329115
Windows 2000 Hotfix - KB820888
Windows 2000 Hotfix - KB822831
Windows 2000 Hotfix - KB823182
Windows 2000 Hotfix - KB823559
Windows 2000 Hotfix - KB824105

Chapter 3: Getting Started



After Pan Gu made the world, he expelled his breath again, giving birth to Fu Xi and Nu Wa. Fu Xi created the rivers, trees, flowers, animals, sun, moon, and stars; Nu Wa create men and women in the same shape as she and her brother. The two of them, as well as Pan Gu, were the architects of all creation.

– Traditional Chinese Creation Myth

To begin playing the game, double-click the *Seal of Evil* shortcut icon that was placed on your Desktop during installation. You can also run the game from the Windows® Start Menu (the default location for the program icon is **Start: Programs – Seal of Evil**).

As the game loads, you are presented with a short introductory movie. You can skip this by pressing the Escape key on your keyboard, which takes you directly to the Main Menu.

The Main Menu

This screen is your jumping off point for *Seal of Evil*. It is here where you manage your games and customize the game's global settings.



The Main Menu options are:
New Game – Starts a new game.
Load Game – Takes you to the Load Game screen, where you can select a previously saved game file and load it.

Options – Takes you to the Options screen, where you can customize the various global game play settings.
Credits – Plays the End Credits movie file. Press Escape to return to the Main Menu.
Exit – Exits *Seal of Evil*.

New Game

When you click the **New Game** button on the Main Menu, the **Difficulty** menu appears to the left of it. Selecting a Difficulty level directly spawns a new game.



The Difficulty levels are:
Easy – Opponents have their Hit Points reduced by 50%, they have fewer special abilities, and they deal out less damage. Moreover, their AI functions at significantly reduced effectiveness. Playing the game at this difficulty level from beginning to end takes about 30 hours.
Normal – Opponents have normal Hit Points, skills, damage, and AI. Playing the game at this difficulty level from beginning to end takes about 72 hours.
Hard – Opponents have double Hit Points, more skills, and deal out increased damage. Moreover, their AI functions at significantly increased effectiveness (also known as "Hellishly Smart"). Playing the game at this difficulty level from beginning to end takes about 100 hours.

Load Game

Clicking the **Load Game** button opens the Load Game dialogue, allowing you to select a previously saved game and play it. The Quick Save slot stores game data when you press the F11 key or when you enter a new game screen.



Options

The options screen allows you to configure *Seal of Evil* to suit your computing environment as well as your game play style. They are divided into three categories: Display Settings, Audio Settings, and Game Play Settings.



Once you've set the game options to your liking, click the **OK** button to save them and return to the Main Menu. If you decide not to retain the settings, click the **Cancel** button instead. This will discard your changes and return you to the Main Menu screen. Finally, if you want to restore the game's default settings, click the **Default** button.

Display Settings

These settings define how the game is displayed.
Screen Resolution – Sets the size of the game screen. There are two choices here: **800x600** and **1024x768**. If your default Windows® screen resolution is higher or lower that either off

these two modes, the game automatically resizes your screen when it loads, then restores it to its normal settings when you exit the games.

Windowed Mode – Select **On** to run *Seal of Evil* in a stand-alone window. Turning this option on will not resize your screen resolution, but rather display the game at the selected resolution in a program window. However, if your screen resolution is identical to the one you set for the game, then running in windowed mode will make it seem full screen.

Transparency – Select **On** to make character avatars visible when they move behind buildings and other opaque objects. This is especially useful in combat, allowing you to position your characters much more easily in relation to their opponents.

Light – Select **On** to have the game engine cast dynamic shadows and light. If you select **Off**, then the game engine uses static shadows and lights. It is recommended you turn the option On to enhance the game's ambiance, but only if your computer's hardware can handle it.

Brightness – Allows you to adjust the game screen's brightness. Slide the bar left to reduce it, and slide it to the right to increase it.

Contrast – Allows you to adjust the game screen's contrast (or the range of difference between light and shadow). As with the Brightness slide bar, move this one to the left to reduce contrast and to the right to increase it.

Audio Settings

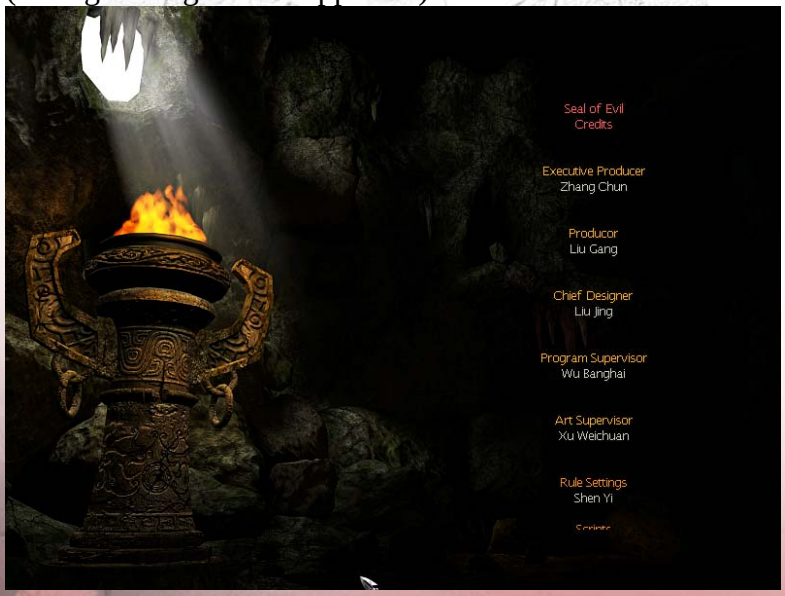
These settings define how the game plays audio.
Music – Allows you to increase or decrease the in-game music volume. Slide the bar to the left to decrease it, and slide it to the right to increase it.
Sound Effect – Allows you to increase or decrease the game's various sound effects (such as the ring of clashing swords in battle, or spoken dialogue, and so on.) Slide the bar to the left to decrease it, and slide it to the right to increase it.

Game Play Settings

These settings define specific default game play options.
Pause when HP is low – Select **On** to have the game automatically pause when your main character's Hit Points (HP) fall too low. This ensures you don't die a sudden, nasty death in the event of an ambush or surprise attack. It also lets you cast any healing magic or drink any healing potions before the next round of battle.
Follow the party leader – Select **On** to force the party to always follow the leader. This is useful when you want to ensure the party remains grouped in one location rather than getting spread out all over the screen.
Difficulty – Allows you to set the game's difficulty level.

Credits

Click this button to display the credits for *Seal of Evil*. A game of this size, complexity, and diversity requires a lot of effort from a lot people so we've listed them here. Not everyone likes to sit through the end credits of a movie, but for those of you who do, here you go.
Besides, you just might see the name of someone you know. (Stranger things have happened.)



Exit

Shuts down *Seal of Evil*, returning you to your boring old Desktop. Of course, you could always make it more exciting by downloading cool *Seal of Evil* wallpaper from our website at:
`http://www.objectsoftware.com`



Online Help

Seal of Evil provides an extensive online help system for your reference. The game world is a very big place, and the game play can be extremely flexible depending on your particular play style. As such, you may want to consult the help once in a while.
To view the online help at any point during the game:

1. Press the **Escape** key on your keyboard. This brings up the System menu.

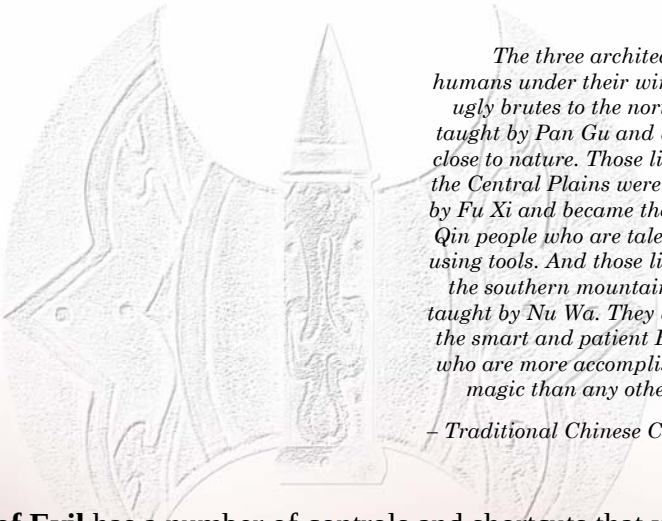


2. Click the **Help** button to display the help screen.



The help is divided into three sections: **Basic**, **Advanced**, and **Creation**. Basic and Advanced cover topics such as movement and controls, while Creation covers the specialized topic of Item Creation, wherein your characters build new items from their component pieces.

Chapter 4: Playing the Game



The three architects took humans under their wing. The ugly brutes to the north were taught by Pan Gu and became close to nature. Those living in the Central Plains were taught by Fu Xi and became the clever Qin people who are talented at using tools. And those living in the southern mountains were taught by Nu Wa. They became the smart and patient Baiyun, who are more accomplished at magic than any other tribe.

– Traditional Chinese Creation Myth

Seal of Evil has a number of controls and shortcuts that you must learn in order to effectively control your party of characters. This chapter describes the game's graphical user interface and teaches you how to make the most of it in and out of combat.

Overview

The game screen was designed to afford maximum control and usability while at the same time leaving you enough visual space to see what is happening in the game.



The game screen contains the following elements:

1. **Control Panel** – This sits along the bottom of the screen and contains the majority of the elements you'll use during game play.

2. **Character Portrait** – Portrait of the party's lead character. Use the left and right arrows to switch to another character within the party.
3. **Health Point (HP) Meter** – Graphical measure of the number of HPs the lead character has left. As you lose HP, the blood inside the horn lowers accordingly.
4. **Magic Point (MP) Meter** – Like the HP meter, the number of MPs the lead character has left are represented by a mana-filled horn. As you expend magic points, the mana inside the horn lowers accordingly.
5. **System (Esc)** – Opens the System menu, where you can load and save games, access the online help, or quit the Seal of Evil program.
6. **Character (C)** – Opens the character sheet, displaying the lead character's attributes.
7. **Inventory (B)** – Opens the Item Interface (inventory) window, displaying everything in the lead character's possession.
8. **Map (Tab)** – Toggles the map view on and off. This is especially useful in large areas where it is easy to get confused as to your relative location.
9. **Skills (V)** – Opens the skill sheet window, displaying the lead character's special skills and abilities.

10. **Log and Quests (L)** – Displays a record of Quests undertaken, their current status (i.e. completed or not), as well as logs from conversations with other characters.
11. **Left-Handed Skill** – Displays the default left-handed skill that you have set for your character. Click to customize.
12. **Right-Handed Skill** – Displays the default right-handed skill that you have set for your character. Click to customize.
13. **Inventory Hotkeys** – Shows you which inventory items are set as hotkeys. By pressing a Hotkey, you can use the item with which it is linked without having to open the inventory interface. This is useful for imbibing healing potions in the heat of combat, for example, or for rapidly switching weapons.
14. **Mini Map** – Shows the party's relative location for the current environment. Use the **Map** button to toggle this on and off.
15. **Avatar** – Represents a character inside the game environment. When you place the pointer over a character, a health meter appears letting you know how healthy (or not) that character is. This only applies to characters in your party.
16. **Party Control Panel** – Displays all the characters in your party. Click the mini arrows on the right side to

swap characters in an out from your reserve party members.

NOTE: Most buttons on the control panel have hotkeys associated with them. These are connoted in parentheses, where appropriate. For example, the Inventory button has the (I) hotkey.

The Party Control Panel

This is where you manage the characters in your party. At any given time, you can have up to five characters in the overall party, and three characters on the party's "fight team," which engages opponents in battle.



1. **Open/Close Party Control Panel** – Click here to open and close the Party screen, which shows you the active members of your party.

2. **Open/Close Fight Control Panel** – Click here to open and close the Fight screen, which allows you to set the members of your fight team.

3. **Select All** – Allows to you to select all characters in the control panel.

At any given time, there can only be three members of your party assigned to the fight team. You can change the fight team line up at any time when the party is not in combat. Each character portrait displays that character's health and magic levels as red and blue bars respectively; as those attributes decrease, the coloration in each bar is reduced accordingly. Any character with zero (0) HPs is considered in mortal danger and will leave the battle immediately. You can heal party members by resting in village inns or by visiting village doctors. However, if the a character's wounds are too extensive, you may need to seek out additional medical attention.

Character portraits also display other conditions affecting the characters they represent, such as being poisoned or frozen. Finally, whenever a character gains attribute points from experience, you'll see a "+" sign on his or her portrait.

The System Menu

As mentioned in *Chapter 3 Getting Started*, you can press the **Escape** key at any time while in the game to display the System menu.



The System menu provides you with the game's most fundamental commands. They are:

1. **Save Game –** Opens the Save game dialogue. For more on this, see Chapter 3.
2. **Load Game –** Opens the Load Game dialogue. For more on this, see Chapter 3.
3. **Options –** Opens the Options dialogue. For more on this, see Chapter 3.

4. **Help –** Opens the online help. For more on this, see Chapter 3.
5. **Return to Game –** Closes the System menu and returns to the game in progress.
6. **Exit –** Quits the *Seal of Evil* game.

Controlling Your Characters

You must use your computer's pointing device (mouse, TouchPad, etc) to move characters around the screen. In addition, you must use it when engaging non-player characters in dialogue, initiating combat, picking up objects, and working with the game screen's control panel. All of it is based on the basics of *point* and *click*. (If you know how to use Windows® then you this shouldn't be a problem for you, of course.)
To move a character:

1. Select the character with your pointing device.
2. Click the destination on screen to which you want her to move.
3. The character finds her way to that location.

Or, you can hold down the left-button and move the curser around the screen; the character will follow, if she is able to and the environment doesn't prevent her movement.
To engage a non-player character in dialogue:

1. Place the cursor over the non-player character to whom you wish to speak. A chat balloon will appear over his head.
2. Click the character. The dialogue window opens.

To initiate combat:

1. Place the cursor over the would-be opponent; if he is hostile toward you or your party, the cursor becomes a sword.
2. Click the character. Combat is initiated.

To pick up an item from off the ground:

1. Place the cursor over the item you want to grasp. The cursor becomes a hand.
2. Click the item. The character moves over to the item and puts it in her inventory.

Cursor Guide

The following chart displays the different cursor shapes you're likely to encounter during the course of normal game play:

Cursor	Description
	Normal
	Gateway
	Talk
	Examine

	Locked Door or Chest
	Forbidden
	Hostile
	Grasp

Keyboard Shortcuts

In addition to using your pointing device, you can also use your keyboard to control the game and the actions of your characters. Keyboard shortcuts will speed up game play considerably.

Shortcut Key	Function
1-3 (*1)	Select the relevant character in the party.
~ (*2)	Select all.
L	Open/Close the Log/Quest interface.
Z	Open/Close the Party interface.
Q\W\E\R\T A\S\D\F\G	Shortcut Skills.
Esc	Open System Menu.
F11	Quick-Save.
F10	Clear the screen.
Print Screen	Capture screenshots and save them in the folder of Screenshot.
Shortcut Key	Function
C	Open/Close the Character's Attribute interface.
N	Open/Close the Inventory and Equipping

	interfaces.
B	Open/Close the Inventory interface.
V	Open/Close the Skill interface.
O	Open the Options interface.
Alt	Open the Ground Inventory interface.
F12	Quick-Load.
F1-F8	Shortcut Inventory.
TAB	Open/Close radar.

*1: Press 1-3 to choose a party member and then press the number key again to move with the game focus to that character.
*2: This key is located left to the key “1” on your keyboard.

Advanced controls

Shift + left-click: Choose a character.
Shift + hold the left button down continuously: Select multiple characters.
Shift + 1-3 or **Shift+ left-click a character portrait:** Include this character in the team.
Ctrl + left- or **right-click:** Attack any target with left- or right-handed skill.
When you grasp an item on the ground or in your inventory and then left-click on a party member’s portrait, the item is transferred to him.
Double click a party member’s portrait to designate him as party leader (the screen focus shifts to him afterwards).
Right-click a party member’s portrait to use a right-handed skill on him (like a secondary skill).

Pausing the Game



You can pause the game at any time by pressing the **Space** bar on your keyboard, or by clicking the **Pause** button on the control panel. When the game is paused, an hourglass appears in the upper left corner of the screen.

Acquiring Items, Weapons, and Gear

There are five ways to acquire items, weapons, equipment, treasure, components, and the like in *Seal of Evil*:

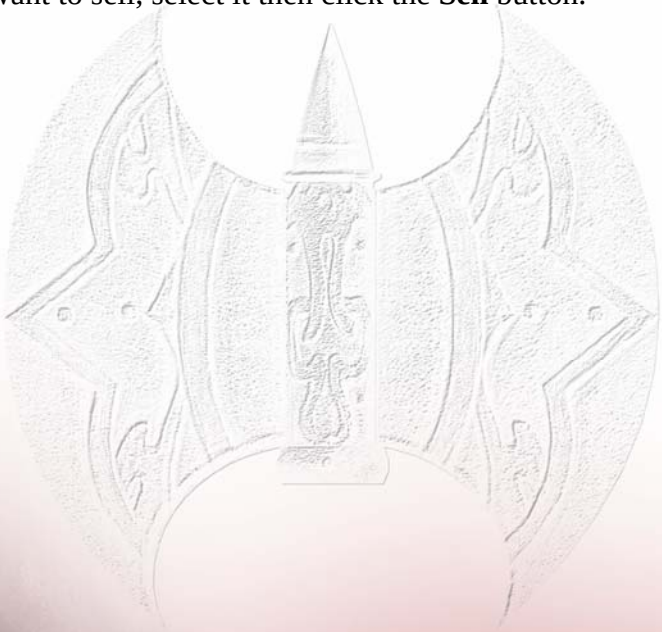
- In battle, opponents often drop items, which you may collect.
- From the environment at large. Often times by searching woodpiles or chests and the like you'll discover hidden items. It's not always as easy as simply seeing something like a chest, however – in many cases you'll need a trained assassin to open locked chests.
- Item Creation. When your characters acquire special or magic components, they can use them to build new items. For more on this, see the *Item Creation* section.
- Completing quests. Many quests reward your characters with items after being successfully completed.
- Using the **Trade** dialogue to buy new items from vendors (shown below).



The Trade dialogue has four tabs:

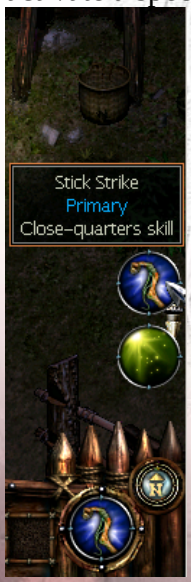
1. Weapons – Displays all weapons available from the current vendor.
2. Armor – Displays all armor available from the current vendor.
3. Decorations – Displays all decorations available from the current vendor. These can be used to enhance weapons and armor.
4. Medicine – Displays all medicines available from the current vendor.

By placing the cursor over an item you can see how much it costs. Some items are not available to some characters and/or classes. These are shaded red. When you've found an item you both want and can afford, select it then click the **Buy** button. On the other hand, when you have an item in your inventory you want to sell, select it then click the **Sell** button.



Assigning Default Skills

Skills, which are explained in detail later in this chapter, are essential for your character's survival. You assign default skills to both your left and right hands. What this means is that you have a primary and secondary action in combat, which allow you either to cast spells, use a weapon, or activate a special ability or power.



The left- and right-handed skills correspond to the left and right buttons on your pointing device. Click the left button to engage the left-handed skill, and the right button for the right-

handed skill. By default, the left-handed skill is used in combat. It is recommended, therefore, that you put your commonly-used skill or highest ranking combat skill in that position.
To set either the left-handed or right-handed skill:

1. Click the skill bubble on the corresponding side. A list of available skills appears along the edge of the screen.
2. Click the skill you want to assign to that hand.
3. The skill is added and the list fades out.

NOTE: Item Creation skills cannot be set as default skills. They are handled entirely through a separate dialogue.

Log and Quests

This dialogue keeps a record of all important messages and quests for you.
The Quests portion of the dialogue shows you which quests you have already accepted and whether they have been completed or not.
In *Seal of Evil*, quests are generally "local," meaning they pertain only to the locality in which you are currently adventuring. If you move on to another region before completing a quest, then that quest will forever remain undone.
To view the Quests dialogue:

1. Click the **Log and Quests** button, or press the **L** key on your keyboard. The Log and Quests dialogue opens.
2. Click the **Quests** button to switch to the Quest pane.



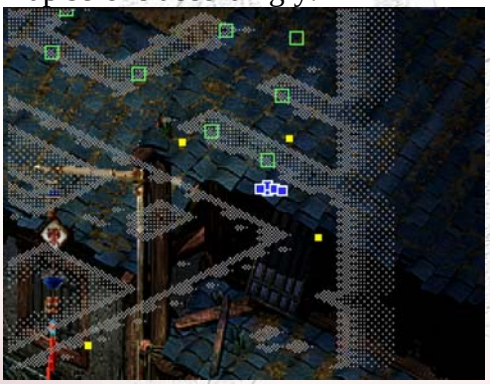
The Log portion of the dialogue shows you important notes that your character has recorded in her journal regarding her quest. It also provides you with important summaries of each chapter that you have played through so that you don't forget events and characters vital to your quest.
To view the Log dialogue:

1. Click the **Log and Quests** button, or press the **L** key on your keyboard. The Log and Quests dialogue opens.
2. Click the **Log** button to switch to the Quest pane.


Chapter 1
They have some nerve asking for our surrender. They're the most warlike people on the Plains. If we surrender, they'll still kill us, or at the very least enslave us.
Ah Dan is a sweet child, but by the Demon's Spine he is one careless boy. The amount of gold he lost was quite significant. How could he have done that? It's a good thing I ran into him or he'd be in deep trouble. I know Tiger Bone Wine is very rare, and even though I don't have much gold I'm pretty sure I can get the boss to give me some. He and I are old friends. At any rate, I'd better go to the Inn first.
I almost traded my special blue ribbon for the wine. Fortunately, I didn't. I think I can use it to trap some small snakes, which I can then trade for the Tiger Bone Wine. Ah Dan must be growing impatient.
Log
Quests

The Mini Map

The mini map appears whenever you press the **Tab** key on your keyboard. Positioned in the upper right corner of the screen, it gives you a quick overview of the area in which you are currently adventuring. As the lead character moves, the map scrolls accordingly.



Legend:

- Gateway
- Party member
- Non-player character
- Opponent
- Structure or environment

Saving and Loading Games

Seal of Evil is a very long game. As such, you'll want to save often in case something happens to your party. That way you can load an earlier save point and try again.
To save a game:

1. Click the **System** button on the game screen's control panel, or press the **Escape** key. The System Menu opens.



2. Click the **Save** button. The Save dialogue opens.



3. Select a Save slot, then click **OK** or double-click the slot. The game is saved.

A saved game file retains the following information:

- Screenshot
- Location
- Lead Character's Level
- Game Date
- System date

NOTE: As you delve deeper in the world of the ancient China and save more often, you'll notice that the size of each save

file will grow larger and larger. You may want to remove old save files that you haven't loaded in a long time in order to conserve space on your hard drive.

To load a previously saved game:

1. Click the **System** button on the game screen's control panel, or press the **Escape** key. The System Menu opens.



2. Click the **Load** button. The Load dialogue opens.



3. Select a previously saved game from the list, then click the **OK** button or double-click the slot. The game is loaded.

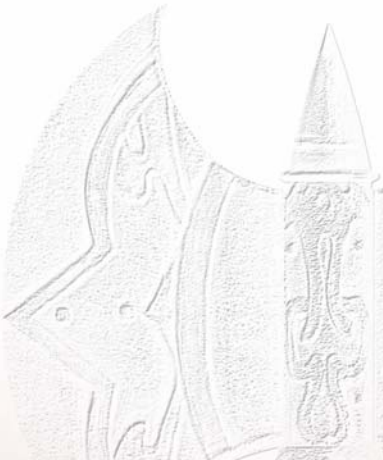
Quick Save

In the heat of battle, or when you're in the middle of engaging non-player characters in dialogue or trade, you may not feel like going to all the trouble of opening the Save dialogue to save your game. You can instead use the Quick Save feature by pressing **F11** on your keyboard.
There is just one Quick Save slot, so whenever you use it you'll overwrite the previous Quick Save file you created.

To load a Quick Save game, press **F12**.



Chapter 5: Characters



In the old days, when the four pillars supporting the world were destroyed, the earth cracked open and the sky split in half. Flood and fire raged. Animals ran amok, killing humans at every turn. Nu Wa used enchanted stones to repair the sky. She then cut off the legs of a giant turtle to mend the earth and to help support the sky.

– Traditional Chinese Creation Myth

Over the course of *Seal of Evil*, you can recruit up to four different heroic characters into your party. The main heroes are: **Lan Wei**, the witch; **Yan Hong**, the wizard; **Liang Hu**, the Beastman warrior; **Gai Nie**, the paladin; and **Cai Xin**, the assassin. As the adventure progresses, heroes might offer suggestions and opinions or even dissent against one another if the lead character takes a course of action with which they disagree. Although each individual hero has his or her own strengths and weaknesses, in a full group these tend to all balance out.

Lan Wei



Age: 18
Race: Human
Class: Witch
Fealty: East Baiyue
Home: Cloudrose Village
Strengths: Reliable and Kind
Weaknesses: Unruly

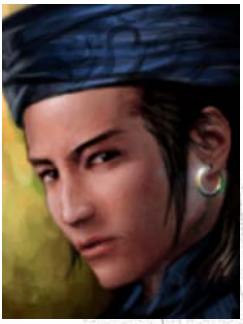
The daughter of the East Baiyue chieftain, Lan Wei is a young witch-in-training. Although she only recently turned 18, she still chaffs under her father's strict parenting. To his credit, he only wants what is best for her, which is to be prepared for anything on the day she must take up his mantle of authority and lead their people. Her mother is no longer with her. She died years ago during a Qin invasion defending both her husband and Lan Wei's brother, who also died on that day. Unlike other Baiyun, Lan Wei really doesn't bear any malice against the Qin people of the Central Plains region. Having grown up during a time of post-war calm and peace, she never experienced first hand the full impact of the repeated invasion attempts.

Lan Wei's capricious personality often gets her into trouble, especially with her close friends. For example, one of the older boys in the village, Ah Wa, often volunteers to be her

guinea pig whenever she wants to practice her magic, a responsibility he claims to assume in order to spare anyone else the unfortunate side-effects of her still in-expert mystical talents. Her best friend in the world is a Beastman named Liang Hu, who was adopted into the Cloudrose community when he showed up out of the blue more than 12 years ago. Then there is Yan Hong, her brooding, somewhat moody boyfriend. They've been a couple for as long as anyone can remember. The entire village won't be surprised in the least when she and he decide to finally marry. The fact that they haven't yet continues to be a source of both amusement and wonder to them.

Despite her youth, Lan Wei does indeed exhibit her father's temperament and even some of his wisdom. She is also a remarkable talent when it comes to casting spells and manipulating the Five Elements. Her teacher, the village's Chief Wizard, Chi Huan, believes the girl possesses the strength of her ancestors. Someone with Lan Wei's potential only comes along once in a very long while. A destiny of greatness awaits her.

Yan Hong



Age: 24
Race: Human
Class: Wizard
Fealty: West Baiyue
Home: Cloudrose Village
Strengths: Persevering and Intelligent
Weaknesses: Arrogant

Yan Hong is not the happiest fellow around. That's understandable, though, given that he's one of the last surviving people of the now-extinct West Baiyue. His father, Yan Bo, was the West Baiyun chieftain during the Qin invasions and, sadly, died defending his country. Before Yan Hong could fall victim to a Qin blade, his uncle Yan Peng rescued him at the last second. For years they journeyed together, his uncle always on the lookout for new magic and artifacts. Naturally he picked up a few things here and there. It was inevitable that he'd become a wizard as well when he came of age. His main talent lies in the mystical summoning of wild creatures, beasts, and the occasional demon (although his adopted master Lan Xiong frowns on that).
As already mentioned, Yan Hong is generally dour and unhappy. He seems constantly disappointed with his life, as well as the world around him. The one thing that brings him true happiness is Lan Wei, the love of his life. Although he

will never say it aloud, he sometimes thinks Fate destroyed his country solely to bring the two of them together, perhaps for even some greater purpose. He knows its wrong to think such a horrible thought, but nothing else in this world matters as much to him as Lan Wei. Luckily, her father, as strict as he is, long accepted Yan Hong's place in his daughter's life (though not without copious complaints). He is friends with Liang Hu, albeit begrudgingly. While he has nothing against him because of his Beastman heritage, he finds the other man's eternal optimism incredibly tedious and annoying. When he's not with Lan Wei, Yan Hong values his privacy above all else. Spending his childhood alone with his uncle on the road taught him the virtue of looking inward for comfort and solace.

Liang Hu



Age: 26
Race: Beastman
Class: (Warrior)
Fealty: East Baiyue
Home: Fang-Horn Village
Strengths: Loyal and Honest
Weaknesses: Emulous

Liang Hu (or “Stalwart Tiger”) is not exactly the sharpest tool in the shed. However, what he lacks in wit or intelligence he more than makes up for in heart and soul. Originally hailing from the largest Beastman settlement in the region, Fang-Horn, he ran away in shame when he was younger after losing a bet to his best friend, Tie Lang (or “Iron Wolf”). He wandered the Central Plains for many years, experiencing first-hand the racism and fear that has been directed at his people for so long by humanity. Yet, despite all the social hardships he encountered, he never lost his faith in people (Beastman and human alike). To earn money and provisions, he often fought in the gladiatorial pits that are so popular in the Central Plains cities. His impressive record eventually attracted the attention of a notoriously corrupt magistrate who tried to coerce Liang Hu into throwing his matches (thus rigging the fight and giving the magistrate the advantage with the bookies.) When Liang Hu refused to tarnish his honor with such cowardly tactics, the magistrate threatened to put him in prison for the rest of his natural life. Wisely, Liang Hu fled the Central Plains and eventually found himself in Cloudrose, where both the chieftain and his people accepted the Beastman for what he was. He has been in the Baiyun village ever since.

His best friend is Lan Wei, the chieftain’s daughter. Her father took it upon himself to further educate Liang Hu in the arts of war and battle (while Lan Wei was studying under the village’s Chief Wizard, Chi Huan). Liang Hu regards Lan Wei as his sister in all but blood. There is nothing he won’t do for

her, and should trouble threaten her he will sacrifice his own life if it means saving her. Yan Hong doesn't much impress him, although he doesn't really dislike him either. Generally, he thinks the young Wizard is entirely too dour for his own good.

Gai Nie



Age: 35
Race: Human
Class: Paladin
Fealty: None
Home: Yuci
Strengths: Dispassionate and Wise
Weaknesses: Jaded

Wherever Gai Nie goes, his reputation precedes him like a wild fire on a grass plain. He is a veteran of many wars, and is one of the few true heroes in China during this troubled time. His career began in the state of Zhao, following the famous general Li Mu into battle after battle against the Qin rebels. Li Mu, one of the greatest warriors who ever lived, was a righteous man with an indomitable will. He rarely took on students because so few men and women could live up to his high moral standards. However, one day a private named Gai Nie caught his eye. The young man, while defending a cohort of camp followers from ruthless bandits, exhibited such skill

and finesse with his weapon that he greatly impressed the general. Over the following weeks, Li Mu slyly tested Gai Nie's moral character. Immensely satisfied by the young man, he promoted him and began teaching him in earnest. Months passed and the war against the Qin raged all across the land. Then one day the king of Zhao, believing rumors that Li Mu was secretly allied with the King of Qin, ordered the general to commit ritual suicide. Ever loyal, the general did so without question. Shortly thereafter, the Zhao army broke on the Qin defenses. All was lost. Gai Nie, despite his best efforts to rally the soldiers, had no choice but to ride back to camp and save his wife. Together they fled to safety. Saddened by the loss of his mentor and sickened by war, Gai Nie decided to retire his sword. He and his wife moved from place to place, avoiding the bounty hunters and Qin patrols who eagerly sought his head. He was content to live a simple life. Everything changed for the worse, however, on the day his friend Jing Ke's letter found him. Now, with his wife and baby dead, Gai Nie has again taken up his sword against the despotic Qin leader, King Ying Zheng and his wicked armies. Gai Nie will have his revenge.

Cai Xin



Age: 22
Race: Human
Class: Assassin
Fealty: Central Plains
Home: Giant Keep
Strengths: Optimistic and Unbiased
Weaknesses: Naïve

Cai Xin was born in the border village of Giant Keep, which has always been renown for the contingent of imprisoned giants buried in the mountain side nearby. Her father, Huan Qi, was a Qin soldier wounded when he and his unit were ambushed by Hun raiders. Her mother, Cai Lian, was a skilled hunter in her own right and found him lying half-dead in the river reeds while hunting deer. They fell deeply in love and married not long after he made a full recovery. The union, however, was forbidden by the village elders of Giant Keep. Huan Qi was exiled, and Cai Lian did her best to raise Cai Xin on her own. She died a few years later from a wasting sickness and Cai Xin was adopted by her aunt.

Cai Xin had a hard life growing up. The Baiyun of Giant Keep made their distaste for her Qin heritage apparent every chance they got. As child, the village bullies constantly picked on her. Nevertheless, she managed to kept her chin and spirits

up. With the encouragement of her aunt, she secretly studied martial arts with which to defend herself. While the villagers were distrustful of her because of her parents and often refused her even the simplest of courtesies, she formed easy friendships with merchants who often visited from the Central Plains in order to sell their wares to the Baiyun. One such friend was Gao Suo, ostensibly a merchant from Chengdu City but in truth a mercenary spy who sold secrets between the villages to the highest bidder. He and Cai Xin became quite close and he eventually taught her more subtle uses for her considerable martial prowess. It was through him she learned the assassin's trade. A few years ago, he went off by himself to find the mythical land of Xi Zhang, leaving Cai Xin to her own devices. During his short stay at the village, he was the closest thing to a father she had ever had.
Cai Xin yearns to see the world and, more importantly, to find her real father.

Character Attributes

Attributes represent each character's physical and mental prowess in the game world. The basic attributes in *Seal of Evil* are derived from the ancient Chinese concept of the Five Elements, which states, in essence, that every aspect of the physical and spiritual world is derived from a combination of the five primordial elements of **metal**, **wood**, **water**, **fire**, and

earth. For a more detailed explanation of this concept, see *Appendix II*.
Whenever you increase a single elemental Attribute, you also modify the secondary attributes associated with it (such as Attack and Defense).

Elemental Attributes	Secondary Attributes
Metal	Increases Attacks and the power of attack skills.
Wood	Increases HP and HP recovery speed.
Water	Increases MP, MP recovery speed and the power of secondary skills.
Fire	Increases strike and dodge rates.
Earth	Increases defense.

Each character's class best utilizes specific elemental attributes. Therefore, whenever you receive points to allocate to your attributes it's best to concentrate on the ones that directly affect your class. In this way you'll ensure your character is the best of the best in her field.
A character's **primary attribute** is determined by her highest rated elemental attribute. If two or more attributes have the same value, then the game assigns the primary attribute in the following order: Metal, Wood, Water, Fire and Earth.

The Attribute Interface

This interface displays the sum total of your character's in-game existence. Her attributes, experience points, current level, and free attribute points are presented here.
To call up the Attribute Interface, press the **C** button on your keyboard or click the Character icon on the game screen's

main control panel. You can also open it whenever you see the notice that says "The party has upgrades (*n*)" (where *n* is the number of upgrades available) by clicking on the that appears beside the message.



Leveling Up

A **level** represents your character's overall power. The higher her level, the more powerful she is. Non-player characters also have levels. If there is a large disparity between your character's and a particular NPC's level, then the chances of

you defeating that NPC in combat are pretty slim. Each level requires that the character acquire a set number of **experience points** (also abbreviated as **XP**). Defeating opponents and successfully completing quests are the only two ways you can receive XP. When you accumulate enough XP to raise your character level, this is known as **leveling up**. (Feel free to shout "ding!" at the top of your lungs in the timeless tradition of gamers everywhere when you do.)
Every time you level up, your character receives 5 Attribute Points. These may be allocated how so ever you deem appropriate. Click the "+" button to increase an attribute.

Enemies

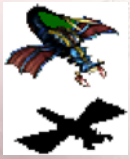
Your character will encounter hundreds of enemies upon her quest to save Baiyue. Their sole purpose is to keep her from succeeding. No two enemies are alike, despite appearance. As a result, you should not underestimate them: just because you defeated one Mantrap doesn't mean the next one you encounter will fight with the same tactics or possess identical abilities and attributes. Enemies are a good source of revenue for your characters, as well, because they often drop gold or treasure, such as snake teeth, Sod Fiend bark, Mantrap petals, and so on.

Sod Fiend



It is said that after Chi You was defeated, his anger became an air of resentment over the Mantrap Woods. Some plants in the wood had previously absorbed a considerable amount of the Earth element, and attached themselves to the corpses of dead animals to feed an ever growing hunger. Animal and plant merged, transforming into this hideous half-breed creature. Because they also absorbed Chi You's anger, they also became psychotic, attacking anything that encroaches upon their territory.

Kong Wei



A bizarre breed of mountain fish. Originally, the kong wei were the creatures spawned in the chaos of creation. They guided floodwaters from the East Sea to the Baiyun lands, taking great delight in the destruction and havoc they caused. The God of War despaired at seeing his faithful people drown, so he forced the earth to swell and block the flood. As the waters faded, the primitive Baiyun survived, as did

a few kong wei fish. In time they adapted to their new environment, their fins becoming more and more wing-like, giving them the ability to fly.

Snake King



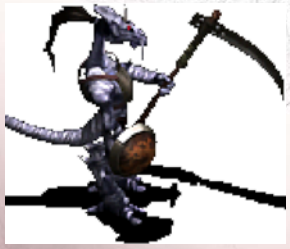
The Snake King was born one thousand years ago to mortal parents. As a child he always had a special fascination for the serpent breed. The snake fairies living in the wood near his house loved him like a brother, and so on the day he was fated to die they intervened. The snake-fairy queen kissed him with her mystical venom, transforming him into the near-immortal snake king. After the people of Baiyun wiped out the snake fairies, he was the sole survivor. Since then, he's been living in a remote cave, coming out only to feed upon the flesh of mortal men. When he can get that, he feeds on his beloved snakes, an act which further submerges his mind in the waters of insanity. It is thought that the snake king's flesh can make potent medicine.

Shadow Crab



In ancient times, after the floods and fires of chaos were squelched, the God of Fire concealed the power of fire beneath the earth. All underground creatures except for Shadow Crabs went extinct as a result of the terrible flames. The crabs gradually learned how to become invisible, the better to hunt foes by the terrible light of the earth's blazing lava. Although they live in fiery regions, their bodies are not yet fully adapted to flames. Lava can still kill them.

Guardian



According to the *Classic of the White Orchid*, there existed at one time nimble beasts that walked upright like a human and possessed scaly bodies of reptiles. They wielded unusual weapons meant for harvesting medicinal herbs and slaying sacrificial animals. Some say they protected the sacred fields where the herbs grew and the animals lived. Then, when the Yellow Emperor was establishing the Middle Kingdom, he requested their

service, which they gladly gave. After his death, however, they disappeared and no one ever saw them again.

Double-Headed Creature



In the far north where it is extremely cold and everything is covered in thick snow and ice, there lives a race of huge, double-headed monsters. They are massive beasts whose bodies are built to withstand the harsh northern hardships, with incredible strength and diamond-hard claws that they use to smash apart glacial ice looking for food. They consume raw earth and rock. Although they have twice as many brains as other creatures, they are in fact quite stupid. For some strange reason, they only have two eyes instead of the expected four.

Fire Demon



People believe that Zhu Rong and Gong Gong were both the descendants of the Farming God. During the first war between the two, Zhu Rong achieved complete victory, but Gong Gong, in a final act of spite, caused a disastrous flood to descend upon the human world. In order to stop the raging destruction, Zhu Rong sent a fire dragon to consume the water. As the water evaporated into steam, the fire dragon's holy fire went with it. Later when the steam became rain and the rain fell to the earth, the essence of its holy fire transformed the mountain cats of Buzhou mountain into fire demons.

Enemy Attributes

Like the main characters in *Seal of Evil*, all enemies have elemental attributes to represent their physical, spiritual, and martial aptitude. How they fight depends on their attribute strengths and weakness. Once you identify their battle style, your best bet is to counter their weaknesses with your strengths.

Enemies with strong elemental attributes will always apply those attributes to their defenses, especially against characters coming at them relying on opposing elements.
For example: When confronted by an enemy whose strength is Water, you should be aware that skills and weapons that are strong in the Fire element will have little or no effect against your enemy (Water and Fire cancel each other out). However, if you employ skills and weapons strong in the Earth element, you will maximize your power against that opponent and defeat him more easily. See *Appendix II* for more details on the interplay between the Five Elements.
Enemies will also adjust their attacks to counter a character's strengths, relying upon attributes and skills that use elements that will easily by-pass your defenses.
For example: An enemy with strength in Water will always attach some special Water effects to their attacks and cause more damage to the heroes who are low in Defense against Water attacks. But if you can equip those heroes with protective equipment strong in the Earth element, which restricts Water, you will achieve the best outcome in defense. (Again, see *Appendix II* to learn about how the Five Elements restrict one another).
You can make a superficial evaluation of your enemy by examining their avatar:



After moving your cursor over the enemy avatar, an information bar appears over his head, displaying the following:

1. Enemy name
2. Primary elemental attribute (shown as an icon behind the name)
3. Relative health (shown inside the bar)

Non-combatant NPCs do not display such information as they have no stats worth mentioning.

Non-Player Characters

As you play *Seal of Evil*, you won't just encounter enemies who are all out to kill you. In fact, most of the encounters you'll have inside the various villages, towns and cities will be with **non-player characters** or **NPCs**, as they are abbreviated.

Talk to the NPCs you meet in order to learn important information regarding Lan Wei's quest, or local quests for the area through which you are traveling. Successfully helping out the locals gives you both good karma (and a warm fuzzy feeling) and, more importantly, nice rewards. Quests can also impact the larger goal of saving Baiyun from the Qin aggressors.

Lan Xiong



Lan Wei’s father and the Chieftain of East Baiyue. Although he is very strict with her, he loves his daughter very much. Ever since he lost his wife and son during the last Qin invasion, he hasn't been the same. A compassionate and wise ruler, much beloved by the Baiyun people.

Chi Huan



The Chief Wizard of East Baiyue is also Lan Xiong's oldest and best friend. In fact, it was he who introduced the chieftain to his late wife. As such, Chi Huan is regarded by the chieftain's daughter, Lan Wei, as nothing less than a blood relative, an uncle whom she loves very much. His magic is strong, tempered with the wisdom of a lifetime and the patience of a saint. Whenever Lan Wei gets into trouble, he is always there to help her out.

Yin Cheng



Yin Cheng the Merchant is an amiable fellow, one of the few tribal elders with whom Lan Wei can share her deepest secrets. He is a very well-traveled man. Whenever he returns from doing business abroad, he has a special gift or two for her, making him her favorite "uncle" after the tribe's chief wizard, Chi Huan.

Yan Peng



Yan Hong's uncle is also the man who raised him after the Qin massacre of West Baiyue. Yan Peng was originally sentenced to death because he taught himself Black Summoning Magic, which violated the tribe's traditions. Fortunately, Yan Bo, the Chieftain of West Baiyue, felt pity for him and let him go. After saving the chieftain's only son, Yan Hong, he left the boy in Lan Xiong's care in order to continue his life of wandering and learning.

Tie Lang



Sometimes known as the "Iron Wolf," Tie Lang was Liang Hu's best friend as a child. He is widely regarded as the greatest warrior the Beastmen have seen in a long time. However, his pride got in the way and he failed to become the Beastman tribe's chieftain, a position he feels he was born to hold.

Gobbler



The Gobbler is the very essence of avarice. It is a foul, fat demon possessing an enormous mouth for consuming just about everything it can get its greasy hands on. Its greed sustains it, generating a twisted form of natural energy with each feeding.

Stone Creature



This humanoid abomination is an example of earth energy gone awry. Anyone who touches it receives a massive influx of tainted energy, which turns them to stone.

Chapter 6: Skills



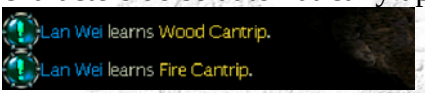
A god named Chao Xian taught people to defend themselves against the poison worms and other terrible monsters. Sui Ren, another god, taught people how to cultivate the soil, to fish and hunt, and to make fire. And the Farm God taught people how to fight sickness and improve their crops. Since that time, humans have spread far and wide but they haven't learned anything new. Why is that?

– Traditional Chinese Creation Myth

Skills are very important for adventuring characters. They make each character unique, giving her specialized abilities and powers to give her the edge against her opponents. This chapter describes *Seal of Evil*'s skill system.

Learning and Improving Skills

There are many skills available for characters to learn. They can be improved by wandering the world and finding **skill scrolls**, or by successfully completing **quests**. Once a character acquires a scroll, simply put it in her inventory then click it to learn. Those quests that confer skill learning upon characters do so automatically upon completion.



There is no level requirement for learning skills, and once a skill is learned the character can use it from that point forward. As skill levels increase, your character will learn new **skill effects**.



The Skill Interface

This interface displays your character's collection of skills. The interface separates skills into two distinct categories: Battle skills, and Item Creation skills.
To call up the Skill Interface, press the **V** button on your keyboard or click the Skills icon on the game screen's main control panel.



Click a skill bubble to view that skill's description.



Skill Effects

During game play, skill effects will vary according to how you allocate attribute points, choose weapons, and combine skills. Furthermore, many skills have hidden effects which become apparent under specific conditions.

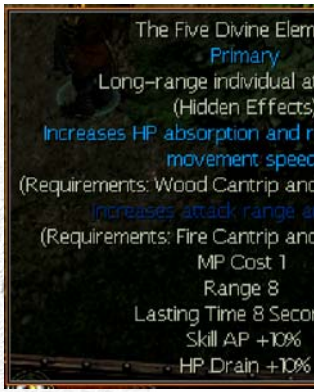
For example, the Five Divine Elements skill for the Witch class possesses two hidden effects: the ability to drain HP and to slow down opponents. These only become apparent when

your character wields a wooden weapon and uses the Wood Cantrip.

Unlocking the effects of a skill is called **activation**.



Before activation



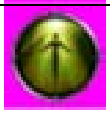
After activati

Skill Descriptions

The following skill descriptions are broken down according to class: **Witch**, **Beastman**, **Wizard**, **Assassin**, and **Paladin**. For the most part, class skills are unique to each class.

Witch Skills

	Stick Strike: Effect: Basic close-quarters attack skill.
	The Five Divine Elements: Effect: Basic long-range attack skill. Different weapons result in different effects.
	Poison Wave: Effect: Wood-based group attack skill. Attacks multiple enemies.
	Choking Thorns: Effect: Wood-based area attack skill. Attacks multiple enemies.
	Insect Swarm: Effect: Wood-based attack skill. Causes great damage to an individual enemy.
	Fire Dragon: Effect: Fire-based area attack skill. Attacks multiple enemies.
	Heaven's Fire: Effect: Fire-based attack skill. Attacks all the enemies around you.

	Inferno: Effect: Advanced fire-based group attack skill. Attacks multiple enemies.
	Wood Cantrip: Effect: Increases your own attack and HP recovery for a specific duration. Increases the power of wood-based attack skills.
	Fire Cantrip: Effect: Increases your own attack and movement speed for a specific duration. Increases the power of fire-based attack skills.
	Ten-Thousand Death-Encumbered Demons: Effect: Reduces the power of enemies in a certain area.
	Red Bird: Effect: Witch's Martial Skill. Causes deadly damage to all the enemies in a certain area. Available only after Anger is at maximum.

Beastman Skills

	Mantis Strike: Effect: Basic close-quarters attack skill.
	Peace of the Earth: Effect: Counteracts The Flow of Life, Power of the Earth and Unleash Monkey's Spirit.
	Tiger Claw: Effect: Attacks many enemies in front of you.

	Berserk: Effect: Attacks a row of enemies.
	Setting the Plains Afire: Effect: Exerts all strength on one strike. Causes great damage to an individual enemy.
	Throw Stone: Effect: Long-range attack. Attacks an individual enemy.
	Explode: Effect: Attacks all the enemies around you.
	Quake in Heaven: Effect: Attacks the enemies in front of you and reduces their attack power.
	The Flow of Life: Effect: Increases your own HP recovery and defense for a specific duration.
	Power of the Earth: Effect: Increases your own attack and the power of your long-range attack skills for a specific duration. Cannot move for the duration
	Unleash Monkey's Spirit: Effect: Increases speed and attack for a specific duration. Gradual loss of HP for the duration.
	Untame the White Tiger: Effect: Beastman's Martial Skill. Greatly increases attack and movement speed for a specific duration. Available only when Anger is at maximum.

Wizard Skills

	Divine Retribution: Effect: Basic long-range attack skill.
	Summon Sod Fiend: Effect: Summons Sod Fiends to fight for you.
	Summon Kong Wei: Effect: Summons Kong Wei to fight for you.
	Summon Fox: Effect: Summons Foxes to fight for you.
	Summon Tree Spirit: Effect: Summons Tree Spirits to fight for you.
	Summon Stone Creature: Effect: Summons Stone Creatures to fight for you.
	Summon Fire Demon: Effect: Summons Fire Demons to fight for you.
	Divine Favor: Effect: Recovers your HP and that of your party.
	Divine Blessing: Effect: Increase your defense and that of your party.

	Divine Spirit: Effect: Summons Five-Element fighters to fight against the enemies in a certain area.
	Ebon Turtle: Effect: Wizard's Martial Skill. Causes deadly damage to all the enemies around you. Available only when Anger is at maximum.

Assassin Skills

	Fang Xiang Cut: Effect: Basic close-quarters attack skill.
	The Remorseless Heart: Effect: Attacks an individual enemy. Can be used to make up a combined skill.
	Windsong: Effect: Attacks all the enemies around you. Can be used to make up a combined skill.
	Sweep the Clouds: Effect: Long-range attack skill. Attacks a row of enemies. Can be used to make up a combined skill.
	Fire Rides the Sky: Effect: Attacks an individual enemy. Can be used to make up a combined skill.
	Lightning Strike: Effect: Individual powerful attack skill. Can be used to make up a combined skill.

	Startling Thunderclap: Effect: Lessens the duration of abnormal state for yourself and your party members.
	Shadowless: Effect: Increases your own dodge rate and movement speed for a specific duration.
	Shooting Star: Effect: Increases your strike rate and attack speed for a specific duration.
	Snake Crawls on His Belly: Effect: Quickly move to the destination. Increases your own dodge rate for a specific duration.
	Stars Fall and Clouds Disperse: Effect: Assassin's Martial Skill. Attacks all the enemies in front of you. Available only when Anger is at maximum.

Paladin Skills

	Harvest Thorns: Effect: Close-quarters attack skill. Attacks an individual enemy.
	Split Asunder: Effect: Close-quarters attack skill. Attacks many enemies in front of you.
	Return to the Fold: Effect: Individual powerful attack skill.

	Flying Dragon, Dancing Phoenix: Effect: Creates many avatars to attack enemies.
	The Diving Dragon Ascends to Heaven: Effect: Jump to a specific place. Increases your own attack in a short time.
	Meditate to Rest: Effect: Increases your own HP recovery for a specific duration.
	Indestructible: Effect: Reduces the damage to you for a specific duration. Cannot move for a specific duration.
	Imperial Aerial Defense: Effect: Increases your own strike dodge rate for a specific duration.
	Protecting the Body with the Golden Bell: Effect: Increases your own defense for a specific duration.
	Thunder's Might: Effect: Increases your own attack for a specific duration.
	Black Dragon: Effect: Paladin's Martial Skill. Attacks all the enemies in a certain area. Available only when Anger is at maximum.

Assigning Skill Shortcuts

To assign your default left- and right-handed skills, click the appropriate skill on the game screen's main control panel and then choose the skill from the list that appears along the edge of the screen. For more details on this, see *Chapter 4: Playing the Game*.

You can also assign **hotkeys** as shortcuts for your character's skills. This is useful for gaining immediate access to those skills without having to take the time to open the skill interface (this is especially important in the heat of battle!)





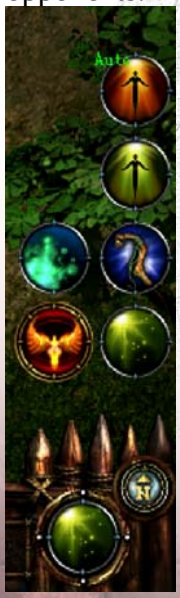
To assign a hotkey to a skill:

1. Click either the left- or right-handed button on the game screen's main control panel. All available skills appear along the edge of the screen.
2. Place the cursor over a particular skill, then press the key you want to use as a shortcut.

NOTE: You can only use the following keys for skill hotkeys: Q, W, E, R, T, A, S, D, F, and G.

Defining Auto-Skills

Auto-skills are those skills which your character will automatically use when the appropriate situation presents itself. If no auto-skills have been defined, then by default a character attacks with its default left-handed skill. By defining auto-skills such as healing, spellcasting, creature summoning, or switching between long range and close-quarters weapons, characters can engage in more advanced tactics while battling opponents.

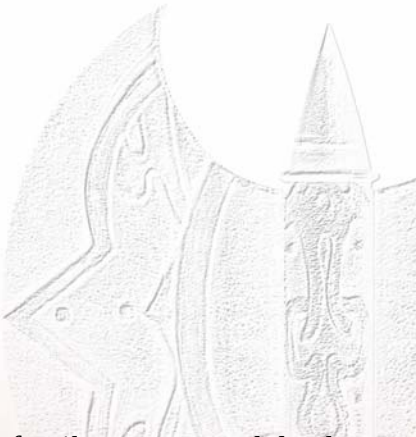


To define an auto-skill:

1. Click either the left or right-handed button on the game screen's main control panel. All available skills appear along the edge of the screen.
2. Place the cursor over the skill you want to define as an auto-skill, then **right-click**. The word 'auto' appears over the skill.

To cancel an auto-skill, repeat the procedure. The second time you right-click over the skill it un-defines it as an auto-skill.

Chapter 7: Items



It's said that both gods and monsters possess powerful armor and weapons forged in the primordial fires at the creation of the world. They are tied intricately to the Five Elements, and if humans wear them they will gain tremendous knowledge of said elements. They'll become as powerful as the gods.

– Traditional Chinese Creation Myth

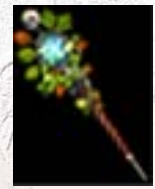
Seal of Evil presents a rich landscape filled with dozens of powerful magic items and equipment. Your characters will purchase some of it from vendors. They'll receive some as a result of successfully completing certain quests. They'll also discover other items in the remains of their vanquished foes or hidden in secret chests. Finally, when they gain enough experience and accumulate enough item components, they'll be able to create their own.

Item Types

There are five different types of items, each corresponding to one of the five classes (and to one of the Five Elements). Because each of the major characters in the game represents one of class, items are categorized by character name for easy reference.

Lan Wei

Weapons: The Staff of Sacrifice is the most important weapon for a witch. Besides increasing her Attack power, it is also a symbol of position and status. Lan Wei can equip four kinds of weapon: Staff of Sacrifice, Magic Staff, Staff of Power and Crystal Staff.



Clothes: Since witches often cast spells, they cannot wear heavy armor. Light and brilliantly brocaded clothes are the most common defensive equipment for them. Lan Wei can equip three kinds of clothing: Fancy Clothes, Embroidered Cape and Silk Clothes.





Hats: A witch's hats are more for decoration than protection. They often wear beautifully adorned hats when singing and dancing during sacrificial rituals dedicated to the gods. Lan Wei can equip three kinds of hat: Jeweled Coronet, Fancy Coronet and Silk Headband.





Shoes: Witches must usually walk to and from the many villages of their tribes in order to carry out sacrificial ceremonies. As such, a pair of light shoes is most suitable for them. Lan Wei can equip three kinds of shoe: Motley Shoes, Embroidered Shoes and Silk Shoes.



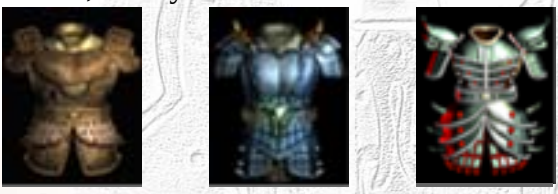


Liang Hu

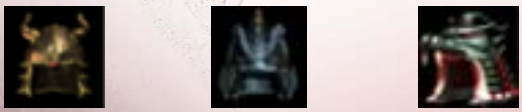
Weapons: Beastman weapons are modeled on the natural features of many animals. This kind of weapon enhances their fighting ability. Liang Hu can equip four kinds of weapon: Paw, Hook, Fork and Tooth.



Armor: Beastman armor is very heavy and thick and it is made by traditional methods handed down over the generations. It is said, therefore, the armor has mysterious power. Liang Hu can equip three kinds of armor: Scale Armor, Heavy War Armor and Totemic Armor.



Helmets: The Beastman tribe is characterized by an abiding will to fight for what is right and just. These helmets exhibit their somewhat violent worldview. Liang Hu can equip three kinds of helmet: Scale Helmet, Heavy War Helmet and Totemic Helmet.



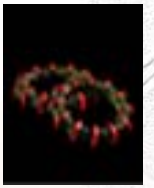
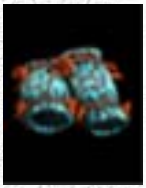
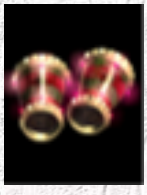
Boots: Beastman warriors excel at close-quarters fighting. With fighting boots, their feet can also be used as effective weapons. Liang Hu can equip three kinds of boot: Scale Boots, Heavy War Boots and Totemic Boots.





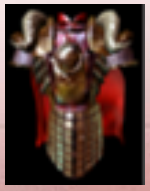
Yan Hong

Weapons: A wizard's primary objective is to serve the gods and heal sick people. With mysterious and powerful spells, everything in their hands can be used as a weapon. Yan Hong can equip four kinds of weapons: Bracelet, Palm Guard, Bracers and Gauntlets.


Armor: During a sacrificial ceremony, a wizard will wear elaborate robes to display his fealty to the gods. In the various tribes, his brilliant sacrificial robes are also a badge of office. Yan Hong can equip three kinds of robe: Wizard's Robe, Sacrificial Robe and Battle Robe.





Hats: Wizards adorn fancy ceremonial hats in conjunction with their robes. Whereas the robes are an overt display of

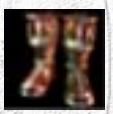
fidelity to the gods, hats constitute badges of social rank and honor within the tribal community at large. Yan Hong can equip three kinds of hat: Wizard's Headpiece, Sacrificial Headpiece and Warrior Helm.





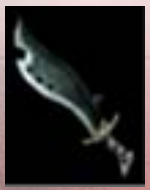
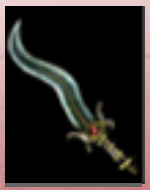
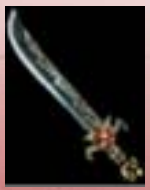
Boots: Although wizards typically walk everywhere in just their bare feet as a show of faith in the gods' ability to protect them, they usually wear shoes during sacrificial ceremonies as a sign of respect and cleanliness. Yan Hong can equip three kinds of boot: Wizardly Boots, Sacrificial Boots and Warrior's Boots.





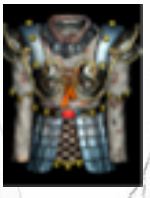
Cai Xin

Weapons: Assassins are very much concerned with dexterity. Therefore, they almost always choose to wield light weapons. Cai Xin can equip four kinds of weapon: Short Blade, Light Blade, Scimitar and Miao Blade.

Armor: Heavy armor reduces an assassin's dexterity, giving her opponents the advantage in battle. So she generally chooses to don lighter armors. Cai Xin can equip three kinds of armor: Chain Mail, Padded Armor and Light Armor.



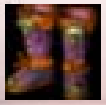


Helmets: Like her armor and weapons, an assassin's helmets are for the most part small and light. They not only protect her head but also won't hamper her movement. Cai Xin can equip three kinds of helmet: Chain Coif, Soft Helmet and Light Helmet.





Shoes: Movement plays an extremely important role in an assassin's trade. It is also the most important aspect in her particular style of kung fu. A pair of light boot is a necessity. Cai Xin can wear three kinds of boot: Chain Boots, Soft Boots and Light Boots.

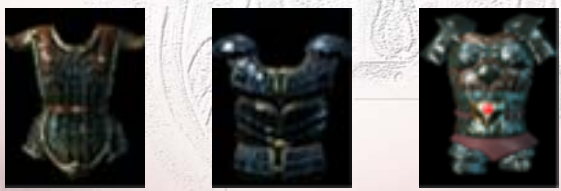




Gai Nie

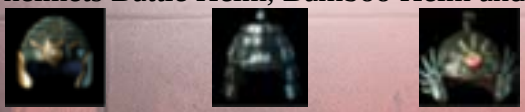
Weapons: Paladins excel in using all kinds of weapons, but blades and swords are their favorites. Gai Nie can equip four kinds of weapons Falchion, Broadsword, Longsword and Sword.



Armor: Paladins are both strong and nimble, thanks to their lifelong training and implacable dedication. Even wearing heavy armor, they can still act very quickly. Gai Nie can equip three kinds of armor: Battle Armor, Bamboo Armor and Iron Armor.



Helmets: Metal helmets are much more solid than cloth hats and provide better defense. Gai Nie can equip three kinds of helmets Battle Helm, Bamboo Helm and Iron Helm.



Boots: Although heavy metal boots are cumbersome, they

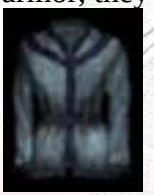
provide better protection than any other type of footwear available to paladins. Gai Nie can equip three kinds of boot: Armored Boots, Bamboo Boots and Iron Boots.





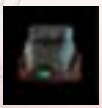
Common Equipment

Any character can wear the following equipment
Clothes: Although clothes are no where near as sturdy as armor, they can still provide some small measure of Defense.

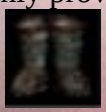
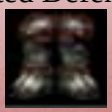




Hats: People usually wear generic hats to protect their heads on rainy and windy days. Although simple, they can still provide some small measure of Defense.


Cloth Shoes: Typically made from thin strips of hide and/or cloth, they can only provide limited Defense.

Ring: A common decoration. People believe wearing rings

can bring them good luck or ward off evil and misfortune.



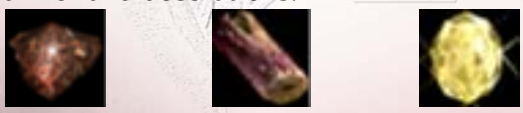
Necklace: A common decoration. People believe wearing necklaces can bring them good luck or ward off evil and misfortune.



Item Creation Components

If you find some unusual items such as the ones presented in this section, consider carefully before discarding them. They may be valuable components for Item Creation. For more information on Item Creation see *Chapter 8*.

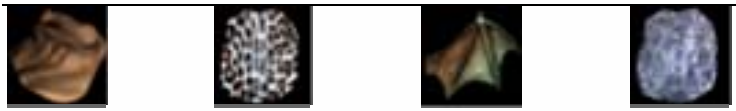
Common Components: These can be used to make weapons, armor and decorations.



Weapon Components: These can be used to specifically create weapons.



Armor Components: These can be used to specifically create armor.



Decorative Components: These can be used to create decorations.



Medicinal Materials: These can be ingested directly, but the effect will be much more pronounced if you ingest medicine made from them.



Other Items

Medicine: The game world is a dangerous place, so you'd better prepare plenty of medicine. Medicine can restore your HP, MP and counteract abnormal effects.



Quest Items: These are odd or unique items that, at first glance, seem to be entirely devoid of usefulness. However, many are important for fulfilling quests.



Scrolls: These contain useful information or, in the best cases, secret

knowledge once thought lost to the generations. Studying these scrolls can upgrade a character’s skill level.






The Item Interface

This interface displays your character's collection of items, equipment and armor.
To call up the Item Interface, press the **B** button on your keyboard or click the Inventory icon on the game screen's main control panel.



The buttons in the inventory screen are:

1. **Use** – Use or wear an item.
2. **Equip** – Open the Equipping Interface.
3. **Create** – Use the various components in your possession to create new equipment. This button appears only after the Item Creation skill is learned.
4. **Refine** – Use the various components in your possession to upgrade equipment. This button appears only after the Item Creation skill is learned.

5. **Drop** – Drop an item to the ground.
6. **Sort** – Move an item to the relevant box automatically.
7. **Exchange** – Exchange items among different characters.

The amount of gold shown is the total amount of gold possessed by the entire party.

Shared Inventory

In addition to each character owning her own equipment, the party has a shared inventory of equipment they can all access and use. The buttons along the top edge of any single character's item interface are shared inventory categories.



The categories are:

1. **Main Inventory** – The lead character's inventory.
2. **Components** – Generic components for all kinds of equipment.
3. **Weapon Components** – Components for weapons.
4. **Armor Components** – Components for armor.
5. **Decorative Components** – Components for decorations.
6. **Medicinal Components** – All kinds of materials for medicine.

Using Items

Consumable or "one-off" items can be used directly in the item interface.
To use an item:

1. Open the Item Interface by pressing the **B** button on your keyboard.
2. Click the **Use** button. The cursor changes to the *use* icon.
3. Select an item in the inventory window. The item is consumed.

You can also use an item by dragging it from the inventory window to the character portrait in the item interface. However, the easiest way to use an item is to simply right-click on it in the inventory window.

Exchanging Items Between Characters

Sometimes you'll acquire weapons or armor that are better suited to another character in your party. In such a case, you'll want to exchange items.
To initiate an item exchange:

1. Open the Item Interface by pressing the **B** button on your keyboard.
2. Click the **Exchange** button. The other character's inventory window appears.

3. Drag the item you want to exchange from your inventory window to the other character's, or vice versa.

You can also drag an item from your inventory window to the target character's portrait in the Party Control panel to give it to him directly.

Dropping Items

When your inventory gets too full, you'll probably want to discard stuff you can no longer use, such as quest items for incomplete quests, or components for items you can't make, and so on.
To drop an item:

1. Open the Item Interface by pressing the **B** button on your keyboard.
2. Select the item in question, then click the **Drop** button. The item is removed from your inventory and placed on the ground at your character's feet.

You can also drop items by dragging them outside the inventory window and letting go.

Stacked Items

Consumable materials like medicines and raw components can be stacked inside their inventory windows. Simply drag segregated items to a common window to stack them. At most, a single inventory window can hold 9 items. Generally when

you pick up stackable items that you already have, the game automatically stacks them for you. To move an entire stack, just left-click on it and then drag.

Shortcut Inventory Boxes

Each character has eight shortcut inventory boxes on the game screen's main control panel. When you place an item in any of the shortcut boxes, it is removed from the main inventory (thus saving a modicum of space). The advantage to this is you gain immediate access to the item in the heat of battle, without having to open the item interface. This is especially useful for medicines.
To use a shortcut inventory item, right-click on it. The eight boxes also correspond to the F1-F8 hotkeys, from left to right.

Equipping Characters

Having weapons and equipment in your character's possession isn't quite good enough. In order to use them, you must equip. As with the real world, a person can only wear a certain number of armor pieces and can only wield a few weapons at a time (unless you belong to a circus…)

The Equipping Interface

This interface displays your character's equipped weapons and armor.

To call up the Equipment Interface, first open the Item Interface then click the **Equip** button. You can also open it by pressing the **N** key on your keyboard.



Each character possess 6 areas for equipping:

- Head – Receives hats, headbands, and helmets.
- Body – Receives armor, clothes, and robes.
- Left Hand – Receives weapons.
- Neck – Receives necklaces.
- Right Hand – Receives rings.
- Feet – Receives shoes and boots.

To equip a character:

1. Open the Item Interface by pressing **B** on your keyboard.
2. Click the **Equip** button. The Equipping Interface opens beside the Item Interface.
3. Drag a piece of equipment from its inventory window to the appropriate location in the Equipping Interface. If an item is highlighted in red, then that means it cannot be equipped as the requirements for using that piece of equipment haven't been met yet.

You can also automatically equip non-consumable items by right-clicking on them in their inventory windows.
Items can be placed in the shortcut inventory boxes of the game screen's main control panel for instant equipping.
As soon as an item is equipped, you'll see a notification message telling you how your attributes and skills have changed as a result (if at all).

Item Attributes

Every usable item in the game has a set of attributes based on the Five Elements. You'll notice an elemental icon beside many item names indicating with which element they are primarily associated. Because the Five Elements are so

pervasive in the game world, you'll not be surprised to learn that each item's elemental attributes affect your characters. For example, wielding a Metal-based weapon enhances your overall Metal Attack and Defense, albeit at a significant price when you go up against someone wielding Fire-based weaponry.

Also, as with skills, many weapons have hidden effects that only come to light when they're used in association with other items or upgraded with certain components.

Items have **primary attributes**, which describe the basic requirements a character must meet in order to use or equip that item:

Primary Attribute	Description
Level	To equip an item, characters must have already achieved the requisite level. Otherwise, the item will be unusable (highlighted in red in the item interface window).
Elemental Attributes	If there is an elemental icon beside the item, it means that the item has an elemental attribute. An elemental weapon can attack with the same elemental power it possesses. For example, a Fire-based elemental weapon can attack with the Fire power. Elemental armor resists weapons that have elemental attributes in opposition to it. For example, Fire-based armor has better defensive traits against Metal-based attacks or weapons. Finally, an item's elemental attributes

	will have an effect on other equipment in your possession.
Attributes	To equip an item, the character's elemental attributes must have already achieved the requisite level. Otherwise, the item will be unusable (highlighted in red in the item interface window).

Items may also possess one or more **secondary attributes**:

Secondary Attribute	Description
Attack	Damages the target. Usually appears on weapons. Elemental attributes determine attack attributes, e.g. Metal weapons have Metal attack power and Wood weapons have Wood attack power.
Defense	Defends against the attack. Usually appears on armor. An elemental defense will have 1.33 times defense power against its opposition attribute attack and 0.66 times of defense under its restricting attribute attack, e.g. a piece of armor with +100 Metal defense will have 133 defense against Wood attack and 66 defense under Fire attack.
Rear Attack	Increases the damage of rear attack. This usually appears on Metal equipment.
Attack While Wounded	Increases attack for a specific duration when the character is wounded. This usually appears on Metal equipment.
Critical Attack	Causes double damage to the target. This usually appears on Metal equipment.
Rebound	Rebound damage occurs when the character is

Damage	under close-quarters attack. This usually appears on Metal equipment.
Deadly Attack	Causes deadly damage to the target. Deadly Attack only takes effect with Metal attack. The target will lose 1/3 HP at once. But for major non-player characters, damage will be reduced. This usually appears on Metal equipment.
Max HP	Increases the max HP of the character. This usually appears on Wood equipment.
HP Recovery	Speeds up HP recovery. This usually appears on Wood equipment.
HP Recovery after Each Kill	Restores some HP after the character kills an enemy. The higher the enemy's level, the more the character's HP restores. This usually appears on Wood equipment.
Poisoning Attack	Inflicts poison damage. A Poisoning Attack will take effect only with Wood attack. Enemies who are poisoned will lose HP gradually. This usually appears on Wood equipment.
Max MP	Increases Max MP of the character. This usually appears on Water equipment.
MP Recovery	Speeds up a character's MP recovery. This usually appears on Water equipment.
MP Recovery after Each Kill	Restores some MP after the character kills an enemy. The higher the enemy's level, the more the character's MP restores. This usually appears on Water equipment.
Freezing Attack	Inflicts freezing damage. A Freezing Attack will take effect only with Water attack. Frozen enemies will move and attack slowly. This usually appears on Water equipment.
Drive Back	Drives an opponent back. When Drive Back

	exceeds 100, it may knock down enemies.
Strike	Allows attack strikes on the target more frequently. This usually appears on Fire equipment.
Dodge	Reduces the number of strikes against a target. This usually appears on Fire equipment.
Attack Speed	Increases attack speed. This usually appears on Fire equipment.
Movement Speed	Increases the speed when the character is running. This usually appears on Fire equipment.
Dodge Rate	Increases the success possibility of avoiding being hit. This usually appears on Fire equipment.
Flaming Attack	Sets enemies afire. A Flaming Attack will take effect only with Fire attack. Enemies lit on fire will suffer double damage. This usually appears on Fire equipment.
Damage Reduce	Reduces damage.
Anti-shock	Reduces the possibility of being interrupted, driven backwards and the damage of Rear Attack. This usually appears on Earth equipment.
Anti-Abnormal	Reduces the possibility and duration of being in abnormal state. This usually appears on Earth equipment.
Exorcism Attack	Strips an opponent of defensive and attack buffs. This usually appears on Earth equipment.
Vertigo Attack	Causes enemies to experience a state of vertigo. A Vertigo Attack will take effect only with Earth attack. Those enemies in the state of vertigo cannot attack and move. This usually appears on Earth equipment.

Item Effects

Some items possess hidden effects that only come into effect when it is **activated**. To activate an item's hidden effect, you must equip another item that is the first item's catalyst. If the activation is successful, the hidden effect is revealed.
For example, the Staff of Sacrifice's hidden effect is only activated when you've equipped a Water-based ring because it is a Wood-based weapon.



Before activation



After activation

The chain of activation is as follows: Rings activate Weapons; Boots activate Armor; and Necklaces activate Helmets.

The relationship between the Five Elements is: Water promotes Wood; Wood promotes Fire; Fire promotes Earth; Earth promotes Metal; and Metal promotes Water.
Also note that hidden effects can **grow**. This means that after they've been activated, the more you use them in battle they more powerful they become.

Equipment Sets

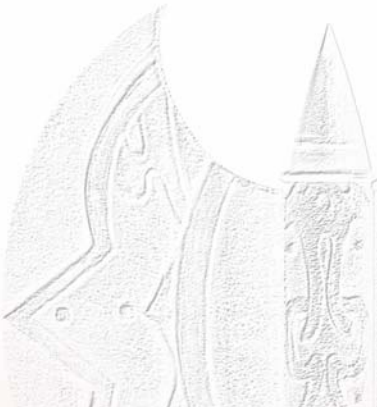
There is a special class of equipment called the **set**. A set is a collection of equipment that all share a common theme, such as armor made from the same special material or weapons and accessories that all come from the same animal. For example, the witch's Silk Clothes, Silk Headband, and Silk Shoes constitute a set related by a common material: silk.



When you wear a set, the frame around each item in the set within the Equipping Interface changes to indicate they are interconnected. Sets of armor and weapons unlock extra abilities that are otherwise unavailable.

Note: If you wear only a portion of the entire set, these abilities remain locked and inaccessible.

Chapter 8: Item Creation



Armor worn by the gods was called "divine vestments," while the kind worn by monsters was known as 'black scale'. The black scales were lost in the mortal world, and no one has found them yet. Humans, of course, forged their own armors but they lacked the true power of the Five Elements."

– Traditional Chinese Creation Myth

One of the more unique systems built into *Seal of Evil* is **item creation**. With this ability, your characters are able to forge new weapons, armor, and equipment in addition to upgrading existing equipment to make it more powerful. To build or upgrade items, you need the raw **materials** that they require. Once you have them, building them is only a matter of time and skill.

There are three primary methods for collecting raw materials:

1. Killing enemies
2. Searching for ore and lumber in wilderness areas

3. Discovering treasures chests

Furthermore, certain quests reward you with materials and some vendors may sell them.

Classifying Materials

Raw materials are classified according to **type** and **function**.

Type	Function
Common Material	Can be used to create all kinds of weapons, armor and decorations.
Weapon Material	Can only be used to create weapons.
Armor Material	Can only be used to create armor.
Decorative Material	Can only be used to create decorations.
Medical Material	Can be used to make medicine or can be taken directly to recover HP and MP.

Item Creation Skills

Characters will learn the four item creation skills while adventuring, either as the result of completing certain quests or from rare scrolls. Once the skills have been learned, they may begin to create items as soon as they have the appropriate raw materials.
The four item creation skills are:

- Eight Diagrams
- River Map
- Lou Book
- Five Elements

Each skill has its own unique features and requirements. Item Creation skills can be upgraded at a blacksmith's forge, although doing so is never cheap.

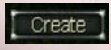
Creating Items

After your characters have learned an Item Creation skill or two, it is time to begin making stuff.



To create an item:

1. Press the **B** button on your keyboard to open the Item Interface.
2. Next, click the **Create** button to open the Create Interface.



3. Select a **classification** (either **weapon**, **armor**, **helmet**, **boots**, **ring**, or **necklace**).



4. Select the hero for whom the equipment will be made.



5. Next, the creation **method** appears. Select one. You can always change the method by clicking the appropriate button at the top of the interface window.



6. Drag all the components into the appropriate boxes.



7. If you have put all the required components in the boxes, and your Item Creation skill level is sufficient, then the **Create** button appears. Click it.
8. Name your new item.



That's all there is to it.

Elemental Promotion

When you use certain elemental materials during Item Creation, you may notice a chain of arrows appearing. This indicates there is a promotional relationship between those items and if you can activate one or more of them, you'll be able to create an even more powerful item.



Tips for Item Creation

You can make high level equipment only after you learn high level item creation skills. Therefore, you should try your best to get your Item Creation skills as high as possible.
A material's elemental attributes are transferred to equipment produced from it. Therefore, the attributes possessed by a material are very important. Generally speaking, a material's attributes should be as good as possible and a material's level should be as high as possible when creating items with it. That way you'll be sure to get the best piece of equipment.
The final product's classification is determined by the properties of the one material that outnumbers the others. For example: If a piece of equipment is made from three iron rocks, one gold rock and two silver rocks, then the product possesses the iron classification. If two or more materials exist in equal quantities, then the classification of the final product is determined at random. The elemental attribute of the final product is also be determined on the same basis.

Make good use of the elemental promotion theory to obtain unique equipment.

Upgrading Items

Enhancing an already existing piece of equipment is called **upgrading** it. This allows you to improve upon items purchased from vendors, harvested from enemies, or received from quests. The theory for upgrading items is the same as creating items, with the only difference being your character isn't creating the item from scratch but rather **refining** it.
To upgrade an item:

1. Press the **B** button on your keyboard to open the Item Interface.
2. Click the **Refine** button. The Upgrade Interface opens.
3. Select the equipment type and method, similar to creating items.
4. Fill the boxes with components.
5. Click the **OK** button.

When the process is complete, the selected item will be effectively upgraded.

Tips for Item Upgrading

Only weapons, helmets, boots and armor can be upgraded; Rings and necklaces cannot.
Upgrading items also requires Item Creation skills. If the character's skill level is not high enough, the equipment cannot be upgraded to a higher level.
Only half of the attribute values from the components can be transferred to the equipment.
After upgrade, some equipment may not be usable anymore as you no longer meet the minimum level or attribute requirements.
After you finish upgrading an item, feel free to name it.

Appendix I: World Map





Appendix II: The Five Elements

The concept of the Five Elements is an ancient and enduring one in Chinese culture. It permeates all aspects of life, from daily living to spirituality to science. They are not true elements *per se* in the Western sense or tradition, but rather five states of the singular spiritual and material force known as *qi*. These states are given rather ordinary names: Metal, Wood, Earth, Water, and Fire. They are the most fundamental and ubiquitous components of existence, and their movement, their waxing, and their waning influences everything in the world.

The Five Elements have the following worldly correspondences, to name a few:

- **Metal** – White, Autumn, dry weather, West, lungs and large intestine, sorrow, pungent, spherical, Tiger and Venus
- **Wood** – Green, Spring, windy weather, East, liver and gallbladder, anger, sour, rod-like, Dragon and Jupiter

- **Earth** – Yellow, late Summer, humid weather, Center, spleen and stomach, calm, sweet, cubic, Phoenix and Saturn
- **Water** – Black, Winter, cold, North, kidney and bladder, fear, salty, waveform, Tortoise, and Mercury
- **Fire** – Red, Summer, hot, South, heart and small intestine, joy, bitter, triangular, Pheasant, and Mars

They do not exist in isolation of one another. Rather, they are a continuum. One fades into another, one influences the next, one transforms the subsequent. The Five Elements exist in a continual state of flux. They are always in motion, always influenced by changes in the physical and spiritual environment.
The Five Elements create or promote one another in the following order:
Water promotes **Wood**, **Wood** promotes **Fire**, **Fire** promotes **Earth**, **Earth** promotes **Metal**, **Metal** promotes **Water**



The Five Elements destroy or restrict one another in the following order:

Metal restricts **Wood**, **Wood** restricts **Earth**, **Earth** restricts **Water**, **Water** restricts **Fire**, **Fire** restricts **Metal**



In the context of the game, the Five Elements are the heart of the magic and combat system. A character trained in their theory and philosophy can manipulate the elements to achieve certain supernatural effects. These types of people are colloquially called witches and wizards, although they do not fit the Western stereotypes those words conjure. A Chinese wizard is in charge of ritual sacrifices and interfacing with the spiritual realm, namely the various gods, goddesses, spirits, demons, and their consorts. His power to manipulate the Five Elements stems directly from the denizens of the spirit world, Heaven, and Hell and is more or less influenced by them. A

witch on the other hand is able to manipulate the Five Elements through strength of will. She doesn't depend on other supernatural agencies or entities, but rather channels the elements through her body and controls them through sheer determination.

Every witch and wizard has his or her strong and weak points. For example, some are more talented at using Fire and weaker at using Water, the element in opposition to it.

Ying Zheng, the King of the Qin people, was a firm believer in the theory of the Five Elements and embraced an offshoot theory called the *Cyclic Revolution of the Five Elements* which was very popular during the Warring States period. According to this theory the Five Elements, Metal, Wood, Earth, Water and Fire, succeed one other in an endless cycle, each destroying its predecessor to confer its dominant character upon the Age in which it is ascendant. A sagacious ruler could therefore harness the dominant element of his own time and use it along with its associated color and number to legitimize his rule. Ying Zheng chose Water as his element, Black as his paramount color and six as his paramount number.

Appendix III: Historical Overview

The following is a brief historical overview of the period in Chinese history in which *Seal of Evil* is set. Hopefully, it will put the events that happen in the game within their proper context.

The Warring States Period

The Warring States Period lasted for over 250 years from 475 to 221 BC. During this time China was composed of seven different major states, each named after the pre-dominant ruling family. The seven states were **Qi**, **Chu**, **Han**, **Zhao**, **Wei**, **Yan** and **Qin**.

As the name of the period suggests, it was a time of brutal warfare. The families of each state wanted to consolidate their power and, if possible, put the others under their political and social thumbs. Hundreds of thousands of men, women and

children died during this tumultuous period. If war is an ugly affair, then it was most despicable at this time. At the **Battle of Changping**, for example, when more than 400, 000 Zhao troops ran out of weapons and food, they surrendered to the Qin army only to be buried alive at the order of the Qin General, Bai Qi. Even today the Changping battlefield is thick with the bleached bones of the dead.

One of the pre-eminent philosophers of the Warring States period, Mencius, said of the cruelty of war at this time: “After every battle, the fields of war and the streets of the conquered cities would be thick with the moldering corpses of the newly dead.”

It was not only the unending warfare that filled the hearts of the common folk with fear at this time but also the absurd rivalries between the seven states, rivalries which ultimately resulted in causing greater hardship and suffering than the people have ever known. Some examples of such rivalry include: using the fields in neighboring kingdoms as waste runoffs; waging war over water rights when the Yellow River was low; and breaking apart the dykes and floodwalls when the river was high, flooding the villages along the banks and killing untold numbers of innocents.

In the early years of the Qin state's existence, it was quite weak. In fact, the other six states refused to entertain notions that the Qin were a sovereign state and never invited them to the periodic treaty councils. In 356 BC, **Duke Xiao** authorized a bureaucrat named **Shang Yang** to reform the Qin state. He wanted a state where the rule of law maintained peace and

stability, and he rewarded those who made meaningful contributions to Qin society, whether they were on the battlefield or off. He abolished private land ownership, and allowed the Qin state to be governed by a centralized military administration which, in theory, meted out justice impartially. Every capable citizen was forced into a productive occupation, such as agriculture and soldiering, whereas mercantilism and academia were regarded as both counterproductive and harmful.

Shang Yang was the founder of Chinese **Legalism**, a philosophy that believe man is born evil and undisciplined, and that the only way to correct this travesty is by keeping him in line through rigid discipline, order, and punishment. Naturally, this policy did nothing to endear the general population to the government, but it certainly had a dramatic effect on the Qin state's stability. It quickly became the most commercially dynamic of all the states, and its military prowess soon knew no equal. Despite being the main impetus for the Qin government's policy of reform, Shang Yang was nonetheless quite an unpopular person. He ended his days not in peace but rather in pieces, as he was ripped apart by chariots driven by agents of the conservatives who vigorously opposed his reform policies.

Invigorated by the late Shang Yang's reform philosophy, the Qin state had, by the time of **King Zhao** (206 – 251 BC) become the most powerful and prosperous state, boasting an army with more than one million soldiers and an agrarian society that produced an abundance of food. King Zhao also

succeeded in shattering the alliance between the other six states, who were united against him. At the heart of his success against his enemies was a kernel of wisdom given to him by the strategist **Fan Sui**, which stated quite simply, "the enemy of your enemy is your friend." By allying with the enemies of the other six states, he was able to ultimately crush their alliance. In the end, only the Qin state remained to unite the whole of China.

In 259 BC, **Ying Zheng** – the man who would become the First Emperor of the imperial **Qin Dynasty** – came into the world. He ascended to the throne at the age of 13 after his father, King Zhuang Xiang, died. Because he was so young, the **Queen Dowager** and the prime minister, **Lu Buwei**, ruled in his stead. However, their tentative proxy rule ended abruptly when Lu, nervous because of the Queen Dowager's unwholesome amorous advances, attempted to placate her with a friend of his, a notorious scoundrel who snuck into the imperial palace disguised as a eunuch and whose own advances on the Queen Dowager outraged her. She had Lu Buwei exiled for his duplicity (and had his friend castrated for real, among other punishments). Later in life, he committed suicide after Ying Zheng publicly denigrated Lu's contributions to the great empire. From 238 BC, Ying Zheng was the sole occupant of the gilded dragon throne.

A Campaign of Unification

King Zheng launched his unification campaign in 231 BC with an attack on the weakened Han state. It quickly succumbed.
Next came the Zhao. The Zhao state had a powerful military, and had a superb military commander by the name of **Li Mu**. In 229 BC the Qin army, led by generals **Wang Jian** and **Yang Duan**, launched a two-pronged assault against the Zhao. The Zhao king ordered **Li Mu** and **Sima Shang** to the front lines. After a long, drawn out battle fierce, the armies were deadlocked. Neither side could gain the advantage. A Qin official secretly bribed the Zhao prime minister to whisper falsehoods into the ear of his king, slandering Li Mu and accusing him of plotting treason. The foolish Zhao king had Li Mu replaced and ordered him jailed and subsequently killed on trumped up charges of disobedience. This insane action against such a great military hero as Li Mu effectively destroyed the Zhao army's morale and they were soon defeated.
Next, the Qin army marched north to the **Yi River**, which was the southernmost border of the Yan state. Yan was a desolate landscape with a sparse population. Its king and ministers were greatly dismayed by the impending Qin threat. **Prince Dan** of Yan had previously been a political hostage in the Qin state, and was extremely bitter about his poor treatment there.

He suggested that one of their number assassinate Ying Zheng, proposing the hero **Jing Ke** be given the honor.
Jing Ke failed however. During his attempt, he smuggled a dagger into the Qin imperial palace, hiding it within a map scroll he intended to bequeath to the king. When the blade came out, he would have killed Ying Zheng immediately if he hadn't slipped. The king and his royal guards leaped on Jing Ke, hacking him to pieces. In his fury, the Qin ruler dispatched more troops to Yan. The assault began, and the capital city of **Ji** fell soon thereafter. The Yan king and his son, Prince Dan fled for the lives, Four years later, Yan was conquered in its entirety and its king finally captured.
In 225 BC, Ying Zheng sent **General Wan Ben** to lay siege to **Daliang**, the capital of the Wei state. The general's sappers managed to divert the Yellow River to flood the city. Three months later the city's walls were breached and the King of Wei surrendered.
In 224 BC, the Qin king ordered **General Li Xin** to attack the state of Chu with 200, 000 troops. Chu was the most powerful of the remaining states, aside from Qin, of course. The old General Wang Jian suggested to his king that an army of at least 600, 000 was necessary to defeat their enemy. The king disagreed. Not so surprisingly, Li Xin suffered a huge defeat at the hand of the Chu warriors.
General Wang Jian was asked to come out of retirement to take command of the Qin army. The size of the army was increased to 600, 000 men, as he had originally suggested. Initially, he refused to engage the Chu army in battle, leading

its soldiers on wild goose chases and to all appearances he and his men acted like cowards. This was what he wanted the enemy to think; it was all a part of his strategy. When the General judged that the Chu had become sufficiently over confident in their ability to defeat his soldiers, he launched his attack. The Chu capital, **Shouchun**, fell almost over night, and his men easily captured the Chu king, **Fuchu**.

Finally, in 221 BC, the Qin troops invaded the Qi state. The foolish and corrupt **King Jian** of Qi relied entirely on an incompetent ministerial staff. As such, his people were caught completely off guard when the Qin soldiers arrived on their doorstep, weapons flashing and murder in their eyes. The Qi army surrendered unequivocally without incident.

Thus, in 221 BC China was unified for the first time in history. The Qin Dynasty was born.

Appendix IV: The Heroic Assassin

The *Seal of Evil* is set in the year 226 BC, at approximately the same time as the assassin **Jing Ke** failed to kill the Qin ruler, **Ying Zheng**. In fact, during the course of the game you'll encounter those who either know Jing Ke directly, or know of him and his mission (although you won't meet him yourself, at least, not in this particular adventure.)
If you are familiar with the Miramax movie **Hero**, then you are also familiar with a variation of Jing Ke's story: Jet Li's character, "Nameless," tricks his way into the presence of the Qin king. When the time comes to assassinate him, he fails. In the case of the movie, it was Nameless' conscious decision to fail, because he realized that it was not his place to second guess the Mandate of Heaven. Ying Zheng was the god-king of China, tyrant or not. He was the Son of Heaven, and by trying to kill him the assassin was forsaking his duty as an imperial subject, as a warrior, and as a man (according to traditional Confucian values.)

The source material of the movie comes from the legend of Jing Ke, as handed down through 2,000 years of Chinese history. Although the facts and circumstances surrounded the so-called hero-assassin's actions change with each retelling, the one constant remains: He managed to infiltrate the most heavily guarded fortress in the world and came to within an hair's breadth of cleaving Ying Zheng's head from his shoulders.

According to legend, Jing Ke was an **wuxia**, or a "martial knight." In the old days, the wuxia (pronounced "oo-shyah") were the heroes, the righteous, the sword saints who stood for justice and compassion in a land that was largely lawless and chaotic, thanks to the deprivations of the various rulers, dukes, lords, and kings. Jing Ke hailed from the state of Wei, where his family had for generations produced many public officials and ministers. Unlike his relatives, he never could stand the thought of being a sycophant in the service of corrupt bureaucrats and contemptuous aristocrats. So, he became a soldier, then a hired sword, and then later when he felt the noble calling, a wuxia. His fame spread far. Once he was even invited to meet the King of Wei, where he was asked his learned opinion regarding state governance. He believed the state existed to serve the people, not the other way around, and suggested the king look to the classics for guidance in ruling his land. The king promptly dismissed him, advice unheeded. Jing Ke, deeply disappointed, decided his sword arm was no longer welcome in such a place as Wei. He moved on to the state of Yan, in the far north.

At this time, the Qin armies were slowly crossing the Yi River into the state of Yan, preparing to launch an all out assault. At a border fort, General Fan Yuji took one look at them and nearly wet himself. Trying to buy time for himself (although he claimed to the men serving under him he was trying to give them time to bolster their fort's defenses), he offered the Qin general a temporary truce. In exchange for fresh grain and wine, the Qin would give Fan Yuji time to send a message encouraging all out surrender to the King of Yan. The Qin general, seeing an opportunity to win a bloodless victory, agreed. That night he and his men feasted on the Yan gifts. Because the food had been given under the flag of truce, none suspected it was poisoned. By morning, more than two-thirds of the general's contingent lay dead. Fan Yuji had also fled in the dead of night for the Yan interior, abandoning his men and his post in utter cowardice. The Qin general, who had barely survived, sent for reinforcements from Qin. He'd lead the charge against Yan, and no white flags would ever be honored again. He intended to lay waste to the entire country.
Meanwhile, the heir apparent to the throne of Yan, Crown Prince Dan, was returning in advance of the Qin army, having just been released from captivity as a political hostage. He had bristled under Ying Zheng's constant abuse while living in the imperial capital. His resentment towards the Qin ruler knew no boundaries as a result. He did not want a war, but he would not surrender. That was never an option, as far as he was concerned.

Back in the Yan capital of Ji, Prince Dan realized that if he didn't take swift, decisive action, his country would succumb to the invaders. So, he hatched a plot to kidnap the Qin king, and force him to abandon his campaign of unification and restore sovereignty to the states he'd already captured. If the other man refused, then he'd simply have him killed on the spot. Unfortunately, his country was barren of the sort of hero such a mission required. Without such a man, his plot was nothing. One of his lesser ministers, who served in the outlying borderlands, then suggested a man who had been helping his magistrates keep the peace: Jing Ke, a wuxia from the land of Wei. The minister told him that the knight was a truly gifted warrior with a righteous heart unlike any he had ever encountered before. Prince Dan, greatly pleased to hear this, asked that Jing Ke be summoned to the capital straight away.

When Jing Ke heard the Prince's plan, he agreed to help out. Prince Dan seemed like a good man to him, and he knew from first hand experience that the Qin king was not a righteous leader. Ying Zheng was taking the world down in the flames of war. He must be stopped, Jing Ke knew. So, he and the prince began to formulate a plan. They would need to get close to the king, a near impossibility since he was so hated; entire platoons guarded him day and night in the fortress that served as his imperial palace. The would-be assassin would never be allowed to carry a weapons in the king's presence, that much was certain. The prince offered him the Dagger of Madam Xu, which was renown for its master craftsmanship,

small size, and exquisite balance. If Jing Ke could smuggle the dagger in with him, then it would be an easy task to slash the king's throat, even if from a distance. To be sure of the king's death, they'd temper the blade with poison, so that the most meager scratch would put him in the ground once and for all.

The only issue that remained was how to get Jing Ke into Ying Zheng's presence. Jing Ke suggested that he offer General Fan Yuji's head to him. Fan was already a notorious figure amongst the Qin people for his cowardly betrayal of the truce he had made. The Qin were vowing to leave no man, woman, or child alive, no field unburned, and no wellspring untainted in their imminent takeover of Yan. If they offered him to Ying Zheng, along with a map detailing the state of Wei's defenses along the border they shared with Yan, it seemed an irresistible combination. With that map, the Qin army would be able to march into Wei unhindered. Unlike Yan, Wei had a powerful army that would not fall easily. The two gifts were certain to placate Ying Zheng. Jing Ke would present them, hiding the tiny dagger inside the heart of the map. When the map was unrolled, he'd seize the dagger and kill Ying Zheng. Assuredly, it was a good plan.

That winter, the Prince urge Jing Ke to set off before it was too late, but because an old friend of his, Tu Gouzhe – a warrior who was supposed to accompany him on his mission had failed to show – he was reluctant. The Qin army continued to advance inexorably across the plains, albeit at a snail's pace for the snows that year were a particularly deep.

Days passed, yet Tu never arrived. Jing Ke could ill afford to wait any longer for him. So, Prince Dan summoned Fan Yuji to the palace, where he and Jing Ke supped with him. When they were all drunk, Jing Ke confessed his plans for the General. The General, to his credit, knew that his act of cowardice could not go unpunished, and now that he had time to consider his actions, he was deeply ashamed of them. Not only did he agree to the plan, but he took a knife from his belt and slit his own throat. They had their head and the map. On the day Jing Ke was to depart, the Prince hosted a glorious banquet for him on the banks of Yishui River. It lasted from noon until sunset, when the weather suddenly turned for the worse. Dark storm clouds rolled in from the east. Fearing that this was an bad omen, the Prince suggested Jing Ke take another man with him to replace the missing Tu Gouzhe. Jing Ke declined, saying that he could trust no one else. That night he left Yan, taking a small contingent of official envoys as part of his cover.

By the time Jing Ke arrived in the Qin capital, the entire state was in mourning for the death of the Queen Dowager. As such, envoys from all the surrounding states were arriving on a daily basis. Jing Ke presented himself and the ministers in his company along with them, having sent word in advance that he spoke for Prince Dan who wanted desperately to rectify Fan Yuji's terrible offense. At the same time, the envoys would convey their deepest respects for the Queen Dowager at the state funeral, hinting at the nature of the gifts they bore.

Although in mourning, Ying Zheng was ecstatic at the thought of receiving the Yan envoys. He would boil Fan Yuji's head in a stew, which he'd then serve to the soldiers who had survived his poisoning, for that would surely sate their desire for revenge. Moreove, he had no intention now of *not* invading Yan, but if he bade his soldiers to spare the state's non-combatants he could concentrate their energies on Wei. And with the promised map, Wei didn't stand a chance. Everything was falling into place.

Indeed, that was exactly the opinion of the conspirators. Everything was falling into place – for them. At the grand palace of Xiangyang, they were received with much pomp and circumstance. As the Yan diplomats approached the main hall, they saw thousands of the state's most elite soldiers standing guard along the walls and on the stairs. The hundreds of visiting dignitaries had to navigate a thick gauntlet of arms and armor on their approach to the king's hall. Weapons were confiscated and bodies were searched. Everything was examined for potential duplicity. Fortunately, the map Jing Ke carried was woven from thick plates of bamboo, inside one strip he had cleverly hidden the tiny dagger. Nobody discovered it.

When it was the Yan delegation’s turn, Jing Ke took the lead. Ying Zheng smiled broadly when he saw the box which undoubtedly contained Fan Yuji's head in one of Jing Ke's hands and the map case in the other. Jing Ke stopped the mandatory fifty paces from the king. He opened the box with the head, pulled out Fan Yuji's horribly grinning visage, and

held it aloft for all to see while proclaiming Prince Dan's sincerest apologies for the crude offense the ex-general had given the entire Qin nation. Then, he and the ministers kowtowed six times. The king was pleased. He bade them to come forward to twenty paces, although he did not want the head of Fan Yuji to come any closer. Perhaps he was disturbed by what he saw in the head's eyes.

At twenty paces, Jing Ke opened the map case, withdrawing the parchment and holding it high. He said that although he came in peace from the state of Yan, the Yan people would never submit to the Qin. However, if it was to be war then at the very least let it be a fair one. If the Yan army fell, then so be it. Let them fight with honor, or not all. Ying Zheng chortled. He knew the Yan would never surrender, and he thought it ironic that for all their boasting of fairness and honor their chief envoy still had the temerity to offer him the key to Wei through subterfuge. Ying Zheng acknowledged Yan's continued sovereignty, although not for long. Then he told Jing Ke to come forward and present this map to him. He also wanted to get a better look at such a bold man, thinking he could perhaps use someone like that in his own government.

Jing Ke stepped forward, map in hands. At five paces from the king, he kowtowed three times while holding the map out to Ying Zheng, who stepped down from his throne to receive it. As the king unfurled the map, the secret panel in the last of the bamboo strips snapped open, discharging the dagger of Madam Xu. All in the hall who saw the minute, flashing blade

were stunned, for weapons were absolutely forbidden here. The envoys who had arrived with Jing Ke moved to attack the guards with bare hands and feet. In the instant when the secret compartment opened, Jing Ke was already springing into action, hand darting out for the dagger. However, as he moved his left foot caught on the hem of his robe and he slipped a fraction of an inch. It was just enough to give Ying Zheng the time he needed to draw the blade from the sheath strapped across his back. Unfortunately, his sword was too long and got hung up on the wood and leather. Jing Ke grabbed Ying Zheng's leg with his free hand while slashing at the other with the dagger in his other hand. Ying Zheng stepped back, his attendants shouting for him to loose his blade and kill the assassin. Meanwhile, the other Yan envoys had already been killed by the royal guard, who were even now moving on Jing Ke.

Jing Ke dove again at Ying Zheng, slashing the king's robe and barely missing his flesh.

Ying Zheng shoved the palace physician, who had been crouching behind a small table nearby, into Jing Ke's path. The assassin's dagger felled him as it pierced his heart. Stepping over the dead doctor's body, he advanced on the king. His dagger darted forward, cutting deeply into the king's thigh. Fortunately for Ying Zheng, the poison on the blade had been expended on his physician.

With a ferocious snarl, Ying Zheng kicked Jing Ke away from him, finally managing to free his heavy broadsword from its sheath. He swung mightily at the off balance assassin, hacking

off his dagger arm. Jing Ke fell to the ground, gasping, bleeding profusely. By now the royal guards had arrived and started hacking at him, but Ying Zheng called them off. He wanted to know why the prince of Yan had put him up to this. Blood trailing from blue lips, Jing Ke said to him what he had said to the king of Wei so many years earlier, that the people do not live to serve the king, but rather it is the other way around and the king is meant to serve the people. That is the Mandate of Heaven. With a feeble chuckle, he also added that the king had only survived today because his original intention had been to take him alive and force him to reinstate the sovereignty of the other states, and that had made his actions uncertain at first. Outraged beyond belief, the king raised his sword and hacked him to pieces. He then had Jing Ke and the bodies of the other envoys dragged through the streets by five horses and then deposited in a nameless rice field miles beyond the city gates.

So angered was he by the Yan state's attempt on his life, Ying Zheng sent word to the generals leading his armies up there to press forward with the assault and to spare no one. The Yan king and his son, the crown prince, fled. Not long afterwards, realizing that he had brought this disaster down upon his own people, that he had failed to protect them according to the sacred mandate he had been given, by virtue of his birth and by Heaven, he slit his throat.

The Qin campaign to unify the land of China was unstoppable.

Appendix V: Credits

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Liu Gang

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Liu Jing

Program Supervisor
Wu Banghai

Art Supervisor
Xu Weichuan

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Shen Yi

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Liu Jing
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Xu Zhenzhou

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Xu Weichuan
Yang Junyuan
Xu Zhenzhou

NPCs
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Jia Hui
Xu Weichuan
Li Dong
Cao Erchun
Liu Jiaqi
Cheng Hongjie
Liao Zhigao
Jiang Fan

Portraits
Qiu Yongsheng
Cao Erchun
Jia Hui
Li Dong

Terrain
Wang Zhiguo
Liu Chunyang

Cao Erchun
Cheng Hailiang

Buildings
Wang Zhiguo
Chen Shujiang
Liu Chunyang
Cao Erchun
Cheng Hailiang
Qiu Yongsheng
Liang Longgang
Lu Ning

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Xu Weichuan
Jia Hui

Items
Jia Hui
Chen Shujiang
Cao Erchun
Liao Zhigao
Liu Lin

Special Effects
Wang Guoliang
Liu Jiaqi
Lin Tao

Jiang Fan

Level Assembly
Liu Wen
Chen Shujiang
Wang Zhiguo
Cao Erchun
Cheng Hailiang

Promotional Art
Xu Weichuan
Cheng Hailiang

Trailer
Cheng Hongjie
Wang Guoliang

Opening Scene
Xie Dan
Sun Yi
Zhao Yilong
Xiao Hong
Ma Jiang

End Scene
Chen Shujiang
Yang Junyuan
Xu Weichuan

Jia Hui

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Chris Jones

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Schreiner Garrett
Timothy Joseph
Karla Marie Kadlec

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Rachel Yang
Steven Barton
Robert Fehr
Jason Shih
Albert Hsieh
Christopher Hansen
Robert Chen
Jacques Stroebel
Edward Eng.

Other Voices
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Mitzi Yao
Darin Phaovisaid
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SEAL OF EVIL