

ENCLAVE™



TopWare
INTERACTIVE



CONTENTS

INSTALLATION	2
SYSTEM REQUIREMENTS	3
INTRODUCTION	4
MAIN MENU	5
CONTROLS	8
THE WORLD OF ENCLAVE	9
The Light Side	10
The Dark Side	11
THE ENCLAVE EXPERIENCE	14
The Mission Map	14
Character Selection	14
Character Equipment	15
The Game Screen	16
The Pause Menu	17
HOW TO SURVIVE ENCLAVE	17
HOW TO MASTER ENCLAVE	18
Close Combat	18
Ranged Combat	21
Magic	23
CREDITS	26

INSTALLATION

1. Close all active applications and insert the Enclave DVD in your DVD ROM drive.

Now the installation screen will appear which will guide you through the Enclave installation process. Just follow the instructions on the screen to successfully install Enclave on your computer.

Should the Autoplay function of your DVD ROM drive be disabled, Enclave has to be installed manually. To do this you just double click on the file Setup.exe which you find on the Enclave DVD.

2. Enclave requires DirectX 8.1 or an updated version of DirectX.

If you currently have not installed DirectX 8.1 (or better) on your system, please install DirectX 8.1 by executing "Install DirectX 8.1" in the Autorun menu. If DirectX 8.1 is required, Enclave will indicate this to you during the installation process and offer you to update your DirectX version.

3. You can change the ingame language of Enclave at any time. You can choose from the following languages: English, German, French, Italian, and Spanish. In order to choose, just click on the START button on your desktop, go to the directory in which you created the Enclave links and click on Select Language (default path: START\Programs\Starbreeze Studios\Enclave).

SYSTEM REQUIREMENTS

Hard Disc Space Required: 2200 Mb
Recommended swap space for gameplay: > 256 Mb

Minimum Specs:

Intel Pentium III 600
192 MB RAM
Direct3D 8.1 compatible 3D accelerator card with Transform & Lighting capability
(GeForce 1 or equal)

Recommended Specs:

Intel Pentium 4 1.5Ghz or Athlon 1 Ghz
256MB RAM
3D accelerator card GeForce3 or equal

Required Peripherals:

Direct Sound compatible sound device
Mouse and keyboard

Supported Operating Systems:

Windows 98
Windows ME
Windows 2000
Windows XP

Supported Video Cards:

(ALL Cards must have at least 16 MB VRAM.)
NVidia GeForce (Any revision)
ATI Radeon (Any revision)
Matrox Parhelia

Unsupported Video Cards that work with some issues:

NVidia TNT2
Kyro I
Kyro II

For further information and last-minute changes, refer to the readme file in the Enclave install folder.

INTRODUCTION

The ending was near. From all directions Vatar's dark hordes closed in on the nearly defeated army of Celenheim. But atop of one of the ridges a lone figure, clad in a wizard's robe, defiantly faced the demon. He lifted the staff high in the air and slammed it hard into the ground, unleashing the wrath of nature itself. Over a single night, the world erupted. The skies grew black, the soil turned crimson with fire, blood and chaos. The Rift raced forth, ripping the earth's crust asunder wherever it went. The demon was believed to be gone forever, and so was the wizard.

Light separated from dark, the world had become divided. On the side of Light the Enclave, known as Celenheim, was now protected from all sides by a wide rift, a bottomless abyss. Celenheim's population prospered and grew from its glory and peace. On the other side, dark, twisted forms struggled for survival, their hatred growing as they dwelled in the shadows.

To the people of Celenheim they became known as the Outlanders. In the darkness, their power slowly grew, and they knew that one day their time would come. They would cross the Rift and claim what they believed was rightfully theirs. The forces of Celenheim guarded the borders along the Rift, justifying any means to protect their lands, and fully prepared to slay any of the foul beings trying to invade their haven.

Through the centuries however, the Rift has started to grow back, becoming thinner. Skirmishes and wars are becoming more and more common, and the Outlander's thirst for conquest is growing stronger. Assassinations, raids across the Rift and sabotage have become common elements. It is only a matter of time before it breaks out into a full scaled war.

There are also rumours of an ancient ally of the Enclavers, located far away on the other side of the Outlands. But after so long times of isolation, who knows where their loyalties lie!

Here, it is up to you to choose. Will you lead the desperate people of Celenheim, and save them from destruction, or will you ally with the dark hordes of the Outlands and overrun the Enclave, getting back what you claim to be yours? Make your decision and experience the fascinating world of Enclave!

MAIN MENU

Use the arrow keys on your keyboard to navigate through the Enclave menu system. Press the Enter key to confirm your choice and press the Escape key to cancel any process. This way you can make your way through the game settings in no time and start your adventure in the world of Enclave.



1. New Game

Choose this option to explore the fascinating world of Enclave, you can start a new campaign from here.

Before you start, however, you will have to enter a name by which you want the game to be saved. Then you get to the campaign selection screen.

Here you can only choose the Light Campaign at first unless you already have completed it successfully and therefore unlocked the Dark Campaign.

After the campaign selection you are prompted to select a difficulty level. You can choose between Easy, Medium, and Hard.

DIFFICULTY LEVELS:

Easy:

In Easy your attacks inflict more damage to your enemies than usual whereas your enemies' attacks are less powerful. As you progress through the game, you can activate checkpoints which enable you to restart the game from an advanced starting point within a certain mission without having to start that level all over again if you fail the mission. Furthermore, health potions restore more energy than in the other difficulty levels.

Medium:

In Medium you can use the checkpoints but your attacks cause just regular damage. Each time you use a checkpoint, however, you have to pay 10 pieces of gold.

Hard:

If you think that you are "strong" and experienced enough to play Enclave without checkpoints, then the Hard mode will be for you. Here you will have to prove that you can take the challenge to survive Enclave in its hardest form without any assistance whatsoever.

2. Continue

Here you can directly proceed to the most recently saved game and continue it without having to select it in Load Game. You can use this option as a shortcut to continue Enclave exactly from the point where you left the game last time.

If you continue a game or load any save game, previously activated checkpoints will be ignored and you will have to continue the game at the beginning of the level.

3. Load Game

When you are playing Enclave, your progress will automatically be saved to the hard disc under the name you entered as soon as you have fulfilled a mission.

Here you select the save game which you would like to continue and go on with your mission.

Enclave offers you the possibility to start from any level that you completed in the selected game – you can repeat any mission with the character of your choice, improve your performance or collect more gold, it's up to you.

4. Options

Here you can change the settings to customise controls, graphics, sound, and general game options according to your needs.

Controller:

Customise the controls according to your individual needs by configuring key bindings and mouse sensitivity for example.

Video:

Here you can set, among other things, resolution, colour depth, refresh rate and brightness according to your needs and the system requirements.

Graphics:

Here you can visually optimise the game for your system. Choose according to the character of your system whether you want to enable decals, quality shadows, complex surfaces, how detailed you want your character to appear and in what resolution curved surfaces are to be displayed.

Textures:

Determine in what resolution textures will appear in Enclave and select a degree of anisotropy to control the depth of focus that corresponds best with your system.

Sound:

Here you can make the usual volume settings. Additionally you can enable 3D sound if you have a 3D sound system for your computer.

Game:

Here you can switch on/off damage indication or subtitles for example.

5. Exit Game

Here you can leave the world of Enclave and return to your desktop.

CONTROLS

The controls listed below represent the default configuration which is valid after the game has been installed. You can change key bindings and mouse settings in the game options according to your personal preferences any time.

Basic Character Controls:

Move Forward	W
Move Backwards	S
Strafe Left	A
Strafe Right	D
Look / Aim	Mouse
Crouch	C
Jump	Space
Equip / Change Weapon	Q
Equip / Change Item	E
Drink Potion	F
Use Item / Perform Action (when hand icon appears)	Right Mouse Button (RMB)

Swords, Hammers, and Axes:

Basic Attack	Left Mouse Button (LMB)
Blow from left	LMB + A
Blow from right	LMB + D
Overhead Blow	LMB + S
Combo Attack	2x / 3x LMB
Block with Shield (if equipped)	RMB

Crossbows & Bows:

Shoot Crossbow	LMB
Shoot Bow	Press and hold LMB to draw, then release LMB
Select Arrows / Bolts	E
Reload Bow / Crossbow	RMB (also repeatedly with bows to load several arrows for one shot)
Sniper View (when available)	1x / 2x RMB

Grenades & Firebombs:

Short Throw

LMB

Long Throw

Press and hold LMB to reach back,
then release LMB

Staffs:

Basic Attack

LMB

Protection Aura

RMB

Defence Spell

Press and hold RMB until
Protection Aura appears,
then press LMB

Summon Creature

(using Astral Staff (Light)

or Darkness of Despair (Dark)

Press and hold LMB

General:

Menu Navigation

Arrow Keys

Pause Menu

Escape Key

Camera Mode

G

THE WORLD OF ENCLAVE

The people of Light and Dark share the same crust of soil, yet they are divided forever by a large rift that runs from the frozen glades in the north to the barren deserts in the south. It is said that the Rift is endless. The people of Light see themselves as the true harvesters of truth and justice, they consider themselves an Enclave, one land in the whole. Everything around them is the Outlands, where the twisted and corrupted people of the Dark resides.

THE LIGHT SIDE



The lands of Light, the Enclave, are prosperous and rich. The people has a strong sense for justice and truth, something that tends to be taken to the extreme. Picky rules and bureaucracy run strong in the veins of the Enclavers. They believe themselves to represent order, while the scum and rascal on the other side, the Outlanders, represent chaos, and must be held back or put down for good. The Enclave is ruled by Queen Aylindril, an elf of the True Blood, with support from the Assembly Elders.

PATH OF LIGHT: "CROSSING THE OUTLANDS"

Celenheim, a small enclave of hope in the midst of a large landmass of darkness and doom, is struggling for survival. A party of men and women are assembled and sent out on a perilous journey in hope of saving Celenheim from destruction. The journey will take them across the hostile lands, in search of the people of Meckelon, their ancient ancestors they were separated from long ago. Perhaps there they will find the aid they are so desperately seeking.

CHARACTERS OF LIGHT

Knight



The Knights are strong warriors, revered and feared for their bravery and valor in combat. They are picked out as young boys, already, and go through a rigorous training in the Ancient Code and warfare. Among the people of Celenheim, their bravery on the battlefield and skills in melee combat are unmatched. While superior in hand-to-hand combat, the Knights' abilities in magic and ranged combat are very weak, and more often than not they resort to the use of sword and shield.

Huntress



The Huntresses of Aylewood are more nimble with the bow than anyone else, perhaps even the Dreg Atar Assassins. The Elves have a natural vision that strongly exceeds that of the other races. They are a secretive lot however, and not even the Queen herself and the Assembly may know for sure where they exactly come from, and how they are trained.



Druid

The Druids are a secret order, which lives on its own, independently of the Enclave's government or the Assembly of Six. Nature itself shapes them as their guardians, with knowledge and memories passed from generation to generation. They are seldom seen outside their own kind, but have a strong affinity to sense disturbances in the balance of nature. And the Outlanders are the worst disturbance of all.



Halfling

The halflings have always been faithful to the elves in the lands of Celenheim, and are often taken into service as spies or scouts. They are very fast, agile and can hit their enemies hard, in spite of their small size. Although the halflings are indeed fast, they instead lack when it comes to physical strength.



Engineer

The Gnomes are very important to the people living in the Enclave. They are the craftsmen, workers and engineers of the population, and unmatched in their dexterous skills in handwork. But just as they are skilled in creation, they are very talented in destroying things as well.



Wizard

The Wizards are powerful wielders of elemental magic, and have a wide array of devastating spells at their disposal. Unlike the rogue Sorceresses of the Outlands, the Wizards of Celenheim are trained according to strict rules and conduct within a guild structure. This is crucial for the safety of the Enclave, and the Wizards themselves. They are one of the strongest assets to Celenheim, and very loyal to their cause. On the downside the Wizards are physically weak, and nearly defenceless when it comes to melee combat.

THE DARK SIDE



The Lands of Dark, the Outlands, are barren, twisted and worn. Wars, famine and greed are common parts of daily life, and the only thing that can keep their miserable souls in check is power and fear. The Outlanders believe that the lands of Light are rightfully theirs. The rich soil theirs to harvest. They are ambitious, and will strike at any time a chance arises. The Outlands is ruled by the Council, lead by Mordessa. She claims to get her orders directly from Vatar, a dark spirit imprisoned in the depths of the Underworld itself. With the Rift having cracked open, there may be a chance to free him. But can he be controlled?

PATH OF DARK: „THE RIFT – AND BEYOND“

Summoned before the dark, mysterious leader of Ark Moor, a tough trial awaits. Trust is not given easily. It is said that Mordessa intends to bring back the ancient demon Vatar from the very depths of the Underworld, and lay claim to the magic lands of Celenheim she hungers for. Her servants are sent out to retrieve an artifact of forbidden knowledge that has been hidden from mankind, the Tome of Souls. With this, and what its content holds, she'll have the key to the Underworld itself, and to powers beyond those of mortals.

CHARACTERS OF DARK

Assassin

The Assassins of Ark Moor are bred since generations and live, or shall we say, suffer a very strict and harsh upbringing. From early on, still being mere infants, they are molded and shaped into the coldest and most precise assassins. The Assassins don't rely on strength, but on skillful marksmanship and backstabbing.

Sorceress

The Sorceresses are powerful wielders of magic, having at their fingertips the strongest offensive powers among all in the Outlands. Their training goes only from one Sorceress to her disciple, and they tend to be loners. Therefore the High Council of Ark Moor has to search the lands for them, and then convince them to join their ranks with promises of powers. Sorceresses tend to be very ambitious and keen on power. While being powerful casters, the Sorceress is very inferior when it comes to melee combat, and may only wear light armour.





Berserker

Every year, the strongest warriors of the Ogre clans battle amongst one another in a duel. A duel to the death. The survivor is bestowed the great honor of being sent to Ark Moor, to be enlisted in the service of Head Councillor Mordessa herself. The Berserkers are the front-line soldiers of the Outland armies. Their size, strength and skill in warfare make them perfect warriors. War is all the Ogre know. They are not famous for their brains, they have very little of it. But they are strong, cruel, and brutally efficient in melee combat. On the downside they are somewhat slow.



Goblin

The Goblins are small, but their sheer viciousness more than makes up for their lack of size. They like to fight in large numbers, and with their considerable speed they are excellent scouts.



Bombardier

The Bombardiers consist of the most crazy, deranged fanatics of the entire continent. Their task is probably the most dangerous of all: Sabotage and blow up enemy installations including the enemies themselves. In addition, they work to keep their own siege weapons and installations intact, in the midst of the most furious of battles. The Bombardiers are of average strength in melee combat. Their true strength lies in their ability to cast bombs and set deadly traps.



Lich

Who could possibly know more about life than those returning from the dead? Many beings in the Outlands are denied the luxury of a peaceful death. The High Councillors of Ark Moor use Liches, undead magic wielders among their ranks. With their souls trapped, and an existence in constant agony, they have no choice but to obey the commands of their creators.

THE ENCLAVE EXPERIENCE

THE MISSION MAP

The mission map shows you the locations of the missions you have unlocked so far. Using the arrow keys, select a location and confirm your choice with the Enter key to list the mission(s) that is/are playable at this location. Here you can also see how many gold coins are contained in the mission and how many of them were already found in the previous game.



To start the highlighted mission, press the Enter key again. At any time of the campaign you can replay any completed mission in order to find all the gold for example.

CHARACTER SELECTION

As you progress through the campaigns you can unlock additional characters. From these you can choose your character for the next mission in the character selection screen. With any unlocked character you can play any completed mission including the missions for which the selected character class was not yet available when you played it for the first time. According to which character class you have selected, you can choose from different weapons and items in the character equipment screen.



CHARACTER EQUIPMENT

As you progress through the missions, you can collect gold that is dispersed in the level environments. You can also receive gold (or equipment) as a reward for completed tasks or defeated enemies.

In the character equipment screen, you can spend all the gold you collected.



After each accomplished mission, you can buy new weapons and ammunition, improve your armour or sell equipment items you no longer need. For successful trading, follow the procedure below:

In order to equip your character, highlight the desired weapon or equipment category (slot) using the Up and Down arrow keys. Having done this, for each category you can switch between the different weapons and items contained in this slot in no time by using the Left and Right arrow keys. Having made a choice, you can go to the next slot by simply pressing the Up and Down arrow keys.

Furthermore you can view a list featuring all available weapons and items for the slot that you are currently looking at. To view a list with all available items press the Enter key in the highlighted slot.



It must be pointed out that there are two different kinds of slots. They are marked differently. If a slot has green arrow indicators, as you can see here, this means that you can switch between weapons and additionally (optionally) have a list displayed by pressing the Enter key.

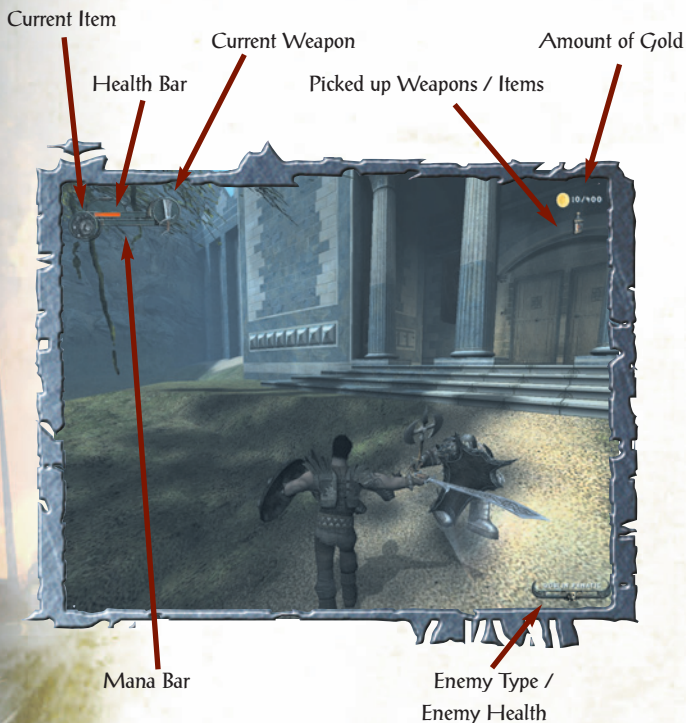


If a slot is marked by red arrow indicators, as you can see here, then you will have to call up the list by pressing the Enter key in order to be able to make a choice.

If you equip a slot, the value of the item previously occupying that slot will be deducted from the purchase price of the new item. Example: If you already own the Broad Sword worth 100 gold and exchange it for the Runed Blade worth 500 gold, only 400 gold will be deducted from your displayed gold supply.

When you have equipped all the slots, you can enter the next mission by selecting "Start Game".

THE GAMESCREEN



THE PAUSE MENU

Using the Escape key you can stop the current game and get to the Pause Menu at any time. There you can choose from the following options:

- Resume
- Show Briefing
- Restart Mission
- Quit to Map
- Load Game
- Options
- Quit to Menu

HOW TO SURVIVE ENCLAVE

Difficulty Levels



Checkpoints



For further explanations on this matter, read section "1. New Game" on page 5 of this manual.

Heavy Weapons

In some missions and in bonus games you will have to deploy siege engines or cannons in order to progress or successfully complete the level. Approach these heavy weapons, press the Right Mouse Button to take the gunner's position and trigger the shot by pressing the Left Mouse Button.

Health Potions

In the course of the missions or in the character equipment section you will find health potions. Having collected / bought a health potion, you can drink it by simply pressing the F key.

HOW TO MASTER ENCLAVE

In this section you can find an introduction in the basic combat tactics you can apply in Enclave. Please read these explanations carefully in order to be prepared for the inexorable battle.

CLOSE COMBAT

WEAPONS



Swords



The swords are the easiest weapons to control, it's a fast wielding weapon and it deals a fair amount of damage. The blade gets better and swifter the further you progress. Better blades result in faster attacks and heavier dealt damage. Do a combo attack to gain more power and deliver more damage. The third attack in a combo will do severe splash damage as well.

This is a good thing when you find yourself outnumbered by the enemy.

Most favoured by:

Did you know:

Knight, Berserker, and Bombardier

The Frost Sword freezes Stone Gnomes and makes them implode on a secondary hit.



Axes

Hacking through the masses is a strategic choice for those who know how to wield an axe correctly. A sharp cutting edge that will slash into the thickest of armours. It is a somewhat slower weapon to wield, but it's deadlier. Do a combo attack to gain more power and deliver more damage. The third attack in a combo will do severe splash damage as well. This is a good thing when you find yourself outnumbered by the enemy.

Most favoured by:

Knight, Berserker, Halfling, and Goblin

Did you know:

Combining the speed and size of a Halfling or Goblin and using axes gives them a great advantage against taller enemies.



Hammers

Hammers are the heaviest melee weapons. They will crush bones and take down the foes before you. Heavy and blunt, they will deliver severe damage to your opponent. Although it is lacking speed, it is still an excellent choice for a true warrior. Do a combo attack to gain more power and deliver more damage. The third attack in a combo will do severe splash damage as well. This is a good thing when you find yourself outnumbered by the enemy.

Most favoured by:

Knight, Berserker, and Engineer

Did you know:

Hammers are the most efficient weapons to undo skeletons.



Daggers

The daggers are a defensive weapon, light weighted and fast thrusting. Slashing and tearing up deep wounds, the enemy shortly gets paralysed from the cuts. This gives you an excellent opportunity to stab over and over again. You shouldn't stop stabbing once you have begun, often you find yourself outnumbered or cornered up against a wall. Take them down before they get an advantage in taking you down with their bigger weapons.

Most favoured by:

Assassin and Huntress

Did you know:

The poisoned dagger drains the life out of the enemy. Just hit and run.

Shields



A set of armour and a great sword do not make a warrior complete without a shield. Protection is a must for every warrior. One cannot survive long without a shield. Especially against range weapons and spell casters, Snipers might fire their arrows aiming for your head, using a shield will squat you down so it will be harder to hit the head. Blocking against a powerful melee blow is hard, but playing defensive will indeed keep you alive much longer.

Most favoured by:

Knight, Berserker, Engineer, Bombardier, Halfling, and Goblin

Did you know:

Shields do not protect against explosions and magical shockwaves.

TACTICS

Melee Combo Attacks

Pressing the attack button three times repeatedly and timed will trigger a combo. There are two combos. A two-step combo that delivers increased damage, and a three-step combo that will do a three blow hit, the first regular, the second increased and the third doubling damage with shock damage included. This will most certainly slay the foe before you. If you play defensively, you will find yourself using combo attacks to keep enemies off your back. Combining ranged and melee is the ultimate way to progress through the levels.

RANGED COMBAT

WEAPONS



Bows

With a sharp eye and a balanced sniper arrow, this weapon will slay all foes before you. Probably the hardest weapon to control. But then again, once you learn how to use it, this weapon will both have close quarter ability and long ranged distance. Bombs and fire arrows help you to cut the path for the enemy. Loading several burst arrows will take down anyone on close distance and hit several on range.

Most favoured by:

Did you know:

Huntress and Assassin

You can load up to eight arrows at once for a nice burst fire (applies to regular or fire arrows).



Crossbows

A warrior's choice of ranged weapons. Fast and deadly. Levelling out the numbers from range makes it easier to fight them in close combat. Crossbows vary from double-loaded, multi-loaded repeating crossbows to heavy long ranged. Poison tipped bolts are available for some characters. These prove very deadly and are quite useful when you are surrounded by enemies and need to retreat.

Most favoured by:

Did you know:

Huntress, Assassin, Halfling, and Goblin

Poison bolts are available for Huntress, Assassin, Halfling, and Goblin.



Bombs

Annihilation and destruction, blow your enemy away with a bomb. Bombs are ignited before you throw them, make sure you aim high.

Aiming low will toss them lightly before you, useful when you plant a bomb before a bull-rushing opponent. Using a grease bomb sets him on fire with a direct hit or he will get hurt passing through the fire blockade. Later on, bigger versions of bombs will be available.

Most favoured by:

Engineer and Bombardier

Did you know:

A well-placed grease bomb is perfect for blocking off the way for the enemies.

TACTICS

Eyes Like An Eagle

Using sniper arrow packs lets you go into sniper mode. You can zoom in on the enemy; you will also see what type of armour he has and what body part you are currently aiming at. Head shoots will slay him with these babies. Don't forget to get back into normal view to check if any enemies might flank up on you and don't try to run away in this mode, you will just run into a wall.

Into A Wall Of Fire

Fire arrows and grease bombs are excellent defensive weapons, shooting a great number of arrows in front or taking aim on their legs will burn your enemies. Placing a wall in front of them if you know that they are approaching and then taking them out with another weapon like burst arrows, bombs, or just a melee weapon. Bomb users might throw a secondary grease bomb to set them on fire as well. Continue, back up some more and place a new wall if you want to do more damage before they reach you.

Poisoning And Burning Attacks

If you find yourself weaker than your opponent, you can try to poison or burn them in order to get away unharmed. Using poison daggers, Tears of corrosion, poison bolts, Darkness of Despair, fire arrows, or just grease bombs will do an external damage to your opponent once you hit him. This will weaken him or might even kill him. Always keeping a distance between you and them will keep you in relative safety, while decimating their numbers. It's not the nicest thing to do, but after all they are your enemies.

MAGIC



Staves

The magic of Enclave is rich, ranging from the force of the elements to the twisted powers of the Underworld. Wizards and Sorceresses use the staves to enhance their powers. Druids and Liches can also use magic though much weaker than Wizards and Sorceresses. They use their powerful summoning skills instead. Magical shields and defensive blows will protect you in every situation.

Most favoured by:

Wizard, Sorceress, Druid and Lich

Did you know:

Midwinter Frost is the preferred weapon to kill a Stone Gnome.

Defensive Strike

Magic users have a great advantage in combining both protection and attacks at the same time. A most powerful blast that will instantly kill weaker foes or push them away from you. But be advised, this will drain most of your mana resource. Back off and regain your mana before you proceed. Lower level staves will do less damage but they will not drain as much mana as the more powerful staves do, but they will surely slay your attackers if they are close enough.

TACTICS

Seek And Destroy

Some of the Spells are homing magic that will seek the nearest enemy out until it hits the target. There are also more efficient homing spells that will pass through large objects and home in at their target as well. Still you have to aim at them for a direct hit, otherwise a foe might be running away with a spell chasing him. But be aware of that it doesn't mean that the spell has to gain in on him, the spell might travel in a slower speed than the foe.

Summoning Aid From Beyond

Weaker magicians like Druids and Liches have the ability to summon a defender. Keep him close to you but let him do all the action, if you want to help out in the process, attack the ones that he is not fighting. If he dies or runs out of energy, make sure you have enough mana to raise a new one. Upgrading your armour also enhances your summoning skills, it will give more energy to the defenders and give you a more powerful attack when using the summoning staff.

AND REMEMBER TO...

Run Away!

Don't be stupid and just stand there if you are out of arrows, bolts or mana. Run away, fool! Take cover. If you are severely wounded, you might search for some health potions if you are not carrying one. Drink one or two if needed and get back in there. If you are just out of mana, make sure you have enough to take them out when you face them again. Remember to better play safe than to bull-rush into a fight and then find yourself outnumbered.

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