

# Runesword 2

## Manual Addendum

Unofficial!

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### Runesword II guide

#### **Pg. 4**

- “Click the *Actions* button...” There is no ‘*Actions*’ button. Fortunately, there is no need for one. Just click the action for the highlighted character – Equip, Skills, etc.
- “Right-click to perform the character’s special action.” These can be changed in the Skills screen for a character – depending on the skill, it can be ‘set’ to be the default right-click action during – or sometimes outside of – combat.

#### **Pg. 11**

- A Xalite’s starting stats should be      Str: 10, Agl: 19, and Int: 13.
- A Gaulite’s starting stats should be      Str: 15, Agl: 15, and Int: 12.
- A Talantan’s starting stats should be      Str: 18, Agl: 12, and Int: 12.
- An Andorian’s starting stats should be      Str: 11, Agl: 11, and Int: 19.
- A Skandarian’s starting stats should be      Str: 13, Agl: 16, and Int: 12.
- A Zur’s starting stats should be      Str: 13, Agl: 13, and Int: 13.
- A Skandarian’s starting stats should be      Str: 13, Agl: 16, and Int: 12.
- A Morean’s starting stats should be      Str: 17, Agl: 14, and Int: 9.
- An Argosian’s starting stats should be      Str: 13, Agl: 10, and Int: 17.

#### **Pg. 12**

- “Vices also affect spell resistance.” Only for certain spells.

#### **Pg. 13**

- The Backstab skill costs 20, not 14, to learn and raise in level.
- The Charge skill costs 1, not 5, to learn (it cannot be raised).

#### **Pg. 14**

- The Deflect Arrow skill cannot be raised above the Novice level.
- The Leadership skill costs 9 to learn and raise, is a ‘choose’ type skill, and can be raised to Master + 1.

#### **Pg. 15**

- The Remove Traps skill costs 10, not 6, to learn and raise.
- Not listed: The Taunt skill. It is a choose-type skill, and costs 8 to learn and raise, and has a limit of Master. Description: “Insult, feint and jab at a short range enemy. Inflicts target with -3 Defense for 1 turn, uses 12 AP. Additional skill levels reduce

this AP cost.” It is also included as ‘Distract’ in some races, costing 4 and having a lesser effect on an enemy.

### ***Pg. 16***

- Each skill level requires you to earn the current level \* 1000 experience points in order to progress past that experience level.

### ***Pg. 17***

- You cannot click-and-drag the character creation map. Use the Next and Previous buttons to switch between different races/kingdoms.
- “In fact, if you save enough, you could raise a skill right away during play (using the Inventory screen).” Use the Skills (not Inventory) button, in the lower right, to open a character’s skills screen, where you can perform this action.

### ***Pg. 18***

- “Right-clicking on the map searches in the current location.” As far as I can tell, this is unimplemented.

### ***Pg. 20***

- “When next to a door, right-click to bring up the action menu and select Open.” There is no right-click action menu; use the Open button above the character portraits to do this.

### ***Pg. 30***

- Spells in the skill list have an asterisk to mark them as such.

## **Creator Guide**

### ***Pg. 33***

- (Step 2) There is no Library\Maps\ directory, and no ‘Underground’ map. Look in Library\CalmVillage\, and use one of the maps (anything with the ‘.rsm’ extension) there.
- (Step 2) The old map will be named ‘Regular Dungeon 1’, not ‘MAP1.’
- (Step 4) There is Library\Encounters\ directory. Unfortunately, this also means there’s no scorpion encounter to ‘place.’ Fortunately, you can paint the default, empty encounter on the map as described in the next step.

### ***Pg. 37***

- There is no pre-included Help directory; this was used in Runesword 1 – the manual replaces them.
- There aren’t as many directories under the Library directory, but many of these object sets can be found in VampiricDread’s RSII Library download (found on the Shrapnel Boards)

### **Pg. 38**

- Also on the Encounter property box is a “Is Active?” checkbox. This turns the encounter on (checked) and off (not checked). An encounter can begin inactive, and during play, can be turned on.
- To remove a placed background setting, right-click the spot.

### **Pg. 40**

- Exit property boxes now have a “Hide exit sign?” checkbox. Checked, this makes the ‘exit’ and ‘main exit’ hidden on-screen, but will fire when the party steps on it.

### **Pg. 41**

- Also on the creature properties box is the ‘Inanimate’ checkbox. When checked, this makes the creature immobile and part of the combat scenery – it won’t get a turn, but will get in the way.
- Also on the creature properties box is the Portrait button. Click this to switch to portrait mode, which defines the bitmap to be used when showing the creature on the bottom character close-up section of the in-game interface. The bitmap used here must be located in Data\Graphics\Portraits.
- ‘Will’ is now called ‘Intelligence’.
- Eternium is no longer used as a creature property.

### **Pg. 43**

- The factoid tab on properties does work now. Adding a factoid here causes an automatic check on the Tome’s properties before the topic is displayed when the party is talking to that creature within that conversation.

### **Pg. 48**

- Map Style is used. If set to wilderness or town, night and day cycles will occur.
- Also included on the map properties box is a choice-button (Runes: On or Off) for turning the visibility of the Runes on and off in-game.
- ‘Auto-generate’ is now called ‘Make tiles.’

### **Pg. 50**

- Instead of ‘Story Element Theme,’ ‘Is a quest’ and ‘Major Theme’ appear. The latter has preference over ones without. That is, it will be used to fill before others.

### **Pg. 51**

- Overall movement cost of a tile is the average of the three (if painted) tile layer movement costs.