

File

I'll be short about this because it's a very simple topic.

There are two file menus in this game. One is on the main startup screen and the other is on the adventure screen.

MAIN SCREEN FILE MENU

On the main screen file menu you can do three things. You can start a new game, load and play an old game, and exit Spirit Riders.

ADVENTURE SCREEN FILE MENU

What a list of choices. You can either save the game you are playing to load and play another time, or you can exit.

OKAY! I'M FINISHED!! WHAT ELSE DO YOU PEOPLE WANT FROM ME!!!

Begining the Game

Wait a second! If this is your first time stop right here and goto the Introduction to learn the story, items, characters, ect.

When you loaded up the game you saw the Bleeding Software Logo and a couple of names flashed across the screen. Next you were presented with a screen showing the Spirit Riders Logo (this is probably the screen you accessed this help from).

In this screen you have some options: You can either start a new game or load and play an old game. To do these you can either click on the corresponding buttons or the commands in the File menu.

Adventure Screen

What is the Adventure Screen? The Adventure Screen is where you'll be playing the game. Here you make your choices of where to go, to use an item, browse your inventory, ect. I also realize that this is a very unattractive and clunky interface but I do not plan to do any more programing on it. The interface has been greatly enhanced for Spirit Rider, vol.2 'Death in the Swamps'.

Below is a list of commands and there functions. They are there for you to use them and some you'll just have to use to make it through.

***Quit* - At first look at this game this is the first button you're gonna want to hit. Please don't. Give it a try. The game may not be that challenging and maybe boring but there are things important to find and the story, as in all the upcoming sequels, will be important in understanding the next one.**

As soon as you get tired, hopefully not very soon. Click on this button to exit. You will see a brief add for Spirit Riders 2 and then you'll be returned to Windows.

***Status* - Click on this button to active the status screen. Click on one of the character's names. Up will come the statistics on the character's hit points, magic points, and levels (like they'll ever advance some time soon. Actually it'll take a while, if not never, for your levels to advance in this game.)**

***Inventory* - Click on this button to activate the Inventory screen. This will tell you how much Omsib, Saletha, and Potions of Healing (4 to 5 HP). Also if you've found Chaos or not and he gave you the**

Chaos Globe.

Search - The search button is used to find secret doors. I'm sorry to mention this but there is only one secret door in this game and you need to find it and enter it to beat the game.

The search button only looks for secret doors around your current area (see location) in the North, South, East, and West directions. Example, if a secret door existed NW from your current location you would not find it.

Use - Clicking the Use button activates the use window. In this window you can choose an item to use and use it on a character.

Directions - You can move in four directions: North, South, East, and West. If the button is grayed out you cannot move in that direction in your current location.

Location - Location isn't a command, it's a concept. Location tells you the coordinates that you are in (if you down loaded this game from the Internet or copied it from someone you will probalby not have the map. When you buy Spirit Riders 2, notify that you wish to have the map for Spirit Riders 1. I'm sorry but you have to buy SR 2 to get the map.)

Menus

File

Use

The purpose of the Use Screen is to let you use items on the characters in your party. Just click on the name of the item you wish to use (if it is greyed out you have no more of that particular item). Then click on the character you wish to use the item on (if the name is greyed out you cannot use the item you selected on that character. Ex: you can't use Potion of Healing on a dead character or Saletha on a living character.)

Inventory

The concept of the Inventory screen is to tell you what you have left of your items. To see what you have click on the SHOW button (a peticullary annoying task that I have gotten rid of in SR 2). Below are some other items that you probably need explained to you.

Chaos Globe - shows weither or not you've gotten the Chaos globe. When you find Chaos he will give you the Chaos Globe. You need to find Chaos in order to finish the game.

Gold Pieces - shows how many gold pieces you have left. You use up gold when you execute chaos attacks using the Chaos Globe. Gold Pieces are also important because in SR 2 you'll have to buy all new weapons, not to mention you'll probably want to stock up on more items.

Status

The Status Screen's purpose is to show you how much HP and MP each character has along with what Level they are at. Click on the status button to bring up the Status Screen. There, click on the character's name you wish to view. Walla! Their stats appear on the screen. If their HP is 0 or less, they're dead.

Click Exit to Exit.

Battle

The Battle screen is my least favorite place in this game and I'll bet it will soon become your's. The battle screen is where battles take place. As you're walking through the game monsters will appear (be sure to mark them on your map) and attack you. It's best if you try to avoid them.

When you are attacked a message box will come up saying what's attacking you. When you click OK you will be immediatly sent to the Battle Screen. Each of your characters (the ones that are alive) gets to make an attack. This is making a pysical attack, using something, casting a spell, using Chaos with the Chaos Globe, ect.

Also you are bound to come across some bugs. Below is a discription of the buttons and any miscellaneous stuff you will see in the Battle Screen. The ones that appear in green take you to different screens in the game. If you click on them here they will take you to the appropriate help topic.

Inventory

Status

Begin - Click this button to start the combat sequence. This is annoying and cumbersome and I have thrown it out the window in SR 2.

Chaos - This will appear when you have the Chaos Globe. Click on it to summon Chaos for attacks.

Skip - Skips the current character's turn and moves on to the next character.

Spell - Is avalable on Mordaric's or Theodin's turns. Click on it to cast spells.

Use

Attack #2 - When clicked, the current character will attack monster #2 (if there is none or it has been killed, button will be grayed out.)

Attack #1 - When clicked, the current character will attack monster #1 (if dead button will be grayed out.)

MagicPoints - Shows how many MP the current character has.

Hit Points - Shows how many HP the current character has (when HP is 0 or less that character will not have a turn.)

Spirit Riders, vol.2

Okay, you've play SR 1 and you know it sucks. You place money on it you would give to someone on the street and they'd immediatly give it back to you and run away. You wouldn't even use the floppy it came on the spackle you wall or even to pry the SPAM that your gonna use for spackle out of the can.

THAT'S COOL!

Anyting is cooler than this game. And playin' SR 2 is cooler than spacklin' you walls. So what da ya say. It's worth it. Uh-Huh! You callin' me a liar? Why I aughta!!!

Were talking graphics (Ooooh! Aaaaah!). You don't just have to look at text anymore. No more ugly grey buttons to push. The whole interface is driven by icons.

And I know that everyone out there hates the battle screen. So do I. There are so many bugs in there I just gave up on it. In SR 2 you get to see the monsters and you get to see yourselves. Not to mention you make all your moves with a 3-D icon interface.

WHAT ARE YA WAITIN' FOR!!!!!!!

Why don't ya get it. It's ten bucks! It's worth it. Get off your fraggin' AS I was saying, **JUST BUY IT!**

Hey. How'd ya get this copy of Spirit Riders, did ya download it or get it from a friend. Chances is that you don't have the map. It makes thing easier, although it doesn't point out the locations of the monsters or secret doors. When (and only when) you buy SR 2, just include in your order that you would like a **FREE**. If you're dislectic (I don't know how to spell it but it means that you see words backwards. If ya know how to spell it, contact me) I should say **EERF**. Absolutly free for five bucks. Just kidden. Sorry, no CODs or Credit Cards. Check or Money Order.

SR 2 - \$10.00

SR 1 MAP - FREE (or EERF)

SHIPPING AND HANDLING (don't ya just hate this concept) - \$3.50 (country other than the US - \$7.50)

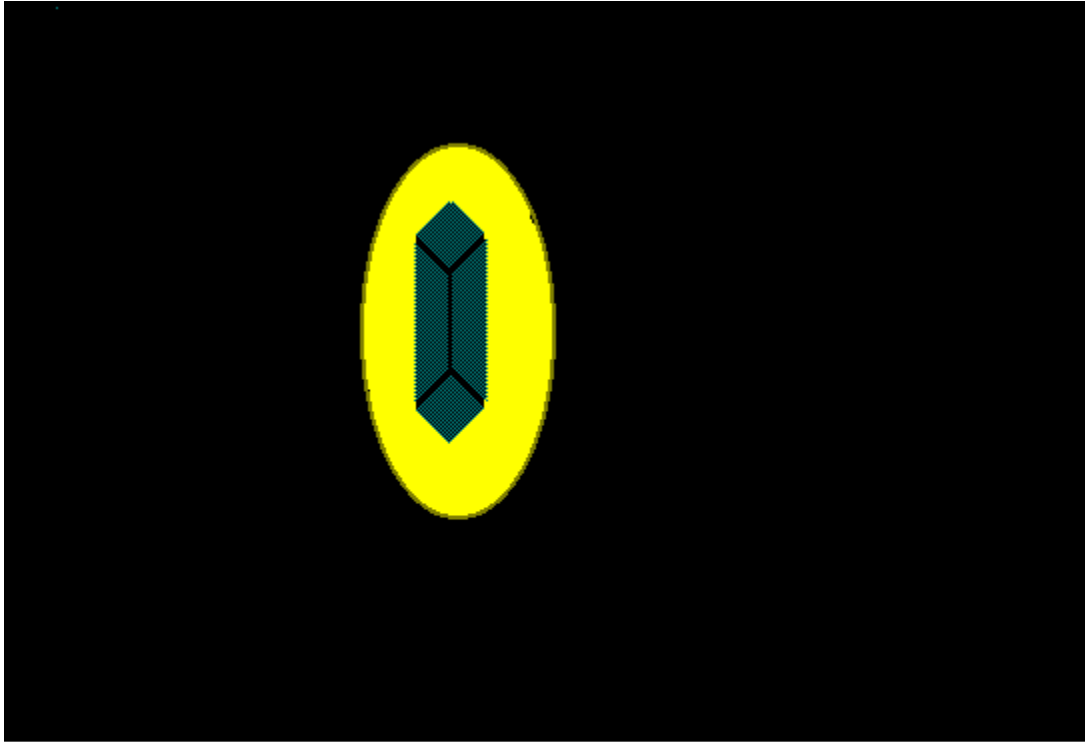
TAX - \$0.00 (Why even bother to write it? Why not? Drink a beer and choke on the neck.)

Send it to

NOTE: Bleeding Software and/or Adam VanderHook are not

responsible for any "accidental" choking of beer bottles or other beverage products without prior agreement, written consent, a cash payment of 25 grand, and a TV with a baltien hammer smashed through the screen. If you want to blame Andrew McCloskey, go ahead!

The Dark Crystal



The Dark Crystal was formed on Jupiter a long time ago. In it is the soul of the vilest, and most powerful being this world has ever seen, Anialoator. He's like the equivalent of the Devil.

If the energy is drained from the crystal by someone, that person will become Anialator. After his imprisonment, the crystal landed on Earth and was forgotten about, until now.

Now someone has stolen it and is threatening to drain it's powers and you have to stop him, her, or it before word gets out.

HA! YOU'RE TOO CHICKEN!! YOU'LL NEVER DO IT!!!

Welcome to Hell



Do you here the bleeding yet. You soon will with Spirit Riders, vol.1 'The Quest for the Crystal'. Spirit Riders, vol.1 is the first volume in a many volumed series so always be on the look out for new Spirit Riders games like [Spirit Riders, vol.2](#) 'Death in the Swamps'.

[Bleeding Software](#) is a new name to you out there. Now that Windows '95 is coming out DOS will be out of the picture here. And being that it is just coming out there is bound to be a few bugs when accessing DOS games so the games you will play will be Windows based applications.

Enough about that. Lets get on with the game. Below is a click and view menu of some of the Topics discused in this help file. Inside each area is more detailed descriptions of it's contents and what not. Enjoy.

[Click and View Menu](#)

[**Story**](#)

[**Items**](#)

[**Characters**](#)

[**Spell List**](#)

[**Overview on Screens**](#)

If Ya Still Don't Understand
Begining the Game
How to get Spirit Riders 2
Bugs in the Game

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The Story

In the beginning of the Earth's history, there was nothing. Then one day a beam hit the Earth, starting life. This beam had all the data for all the different types of organisms on Earth. But, being the beam had to travel millions of light years, there was some malfunctions in the data, thus causing the humans.

Now you might be wondering where this beam came from. It was sent by extra-terrestrial beings from another galaxy. Now these beings realized the error and sent a pod to Earth to check on the planet to make sure the humans weren't destroying it. This was the start of all the problems.

The humans were obsessed with technology and power. They had just discovered that they can make machines to do their work for them. Now these machines, primitive as they are, were big smoke belchers.

Now all this smoke was disturbing the Earth's atmosphere, causing the alien pod to crash. If you think about it, a space craft powered by a nuclear generator that crashes isn't going to go unnoticed. The humans with their immense curiosity went to check it out. They had discovered a ship with a technology greater than theirs.

The aliens weren't about to let another mistake happen. This started the War of the Worlds. The humans figured they would need to make a weapon more powerful than any one had seen before, The Master Blade. This angered the aliens and they decided to get rid of this blade once and for all, so they made the Lazer Blade.

Using the Lazer Blade the aliens banished the Master Blade to the pits of hell. But that didn't stop the humans. Individuals tried to make it to the ship. The aliens captured these people and brain washed them to protect the ship and the Lazer Blade.

A thousand years have passed since then...

People have forgotten about the crash but greed still remains. And with this greed comes crime. And with this crime comes heroes, the Spirit Riders. They come at the strike of a lightning bolt and leave just as mysteriously, just like a group of spirits. One day their mentor visited their hideout.

"I have job for you, my sons," he said, "In this land there is a crystal, the Dark Crystal. No one knows where it came from but I can tell you it is extremely dangerous. It holds the soul of the vilest being there ever was, Anialator. Whomever has this crystal has supreme power. Some one has this crystal and is threatening to

use it. And on top of that, they have somehow managed to retrieve the Master Blade. You must stop him before he destroys the world. Stop and talk to the people in the town, they might know something we don't. You might also want to buy supplies. On last note, there is a rumor that a dragon has been sighted near the ruins of the old city. Good luck, my sons."

And with that he disappeared into thin air, and the Spirit Riders head to the town, where no one suspects that they're the Spirit Riders.

In the town you buy some supplies and a map of the mines from a pedlar. He also tells you the story of the mines.

"You see sonny," he says, "200 years ago the miners went to work. But when it came time for them to come home, they never did. People went down to look for them but they also were never seen again. After time, a disgusting smell started arising. Maybe you would like to try your luck and solve this mystery."

You also came across a beggar selling information. He told you that he's seen a gigantic goblin near the mines lately, but you think he's seen the inside of the ale house once too often. But in the end you decide to start there, being that you have no other leads.

Wow! What a story, huh? What did you expect? It's FREEWARE. I will tell you one thing, in SR 2 you'll find the Spirit Coin and in SR 3 if you transfer a saved game from SR 2 with the Spirit Coin you'll learn that you're not the first Spirit Riders.

SPAGNOODLENOGIN!!!

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Characters

When you start out you have four character's. You need five to reach the boss. The fifth one is Chaos. Throughout the series I'm planning on inserting many hidden characters and for you who think I'm sexist think no more. The first hidden character is a female and should appear in the third one.

Overview of Characters



Mordaric

Mordaric is the mage of the party. His spells are powerful yet costly so always have Omsib on hand. When he goes up in level he will be able to cast different spells and his MP will raise. The only weapon he can wield is a dagger so it's best to keep him out of physical combat and have him stick to his spells.



Weilder

Weilder is a powerful fighter. His chances of hitting an enemy are the greatest of anyone in the party.



Theodin

Theodin is the Cleric of the party. His spells are intended to keep the party alive. Only use his healing spells after you've run out of Potions of Healing because you want to save as much Omsib as you can for Mordaric.



Gilmi

Gilmi is a mighty warrior who likes nothing more than hewing your head off with his axe. Don't worry about him that much, the other three are more powerful characters but he adds to the damage inflicted to your enemies in battle.

Choas

Choas is the hidden character in this volume. He is a black dragon with a nack to kick some AS I was saying, you need to find him in order to compleate the game, other wise you'll have a nice trip. I'm sorry no picture is avalabe but I want to keep his apperance a secret until SR 3 or 4. Bummer, but It'll be worth it.

That's all of 'em in this volume. I know the pictures are cheesy but they were done in a hurry. The next group will be much better, as will all the graphics.

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Items

There are five items you will use throughout this game. Below is a discription of their effects. Sorry, no pictures available. The only ones I have are icons and they can't be integrated into the help file.

Potion of Healing (+4 and +5) - The potions of healing are a good thing to stock up on. They will help you from dying (that could be good). Their concept is very simple. Potion of Healing +4 restores 4 HP (but not over maximum HP). Potion of Healing +5 restores 5 HP (not over maximum).

Omsib - This pink bubling liquid will restore a character's MP to full. Try to save as many as you can for Mordaric because his spells will drain MP quicklly.

Saletha - Boy are you lucky you entered the mines with these babies in your pack. Once a character is dead you can use one of these on him to bring him back to life. Use sparingly, though, for I only give you a few, and there are none to be found in the mines. Just to make your mis-adventure more perilous.

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Spell List

This file lists all of the spells that you'll use in Spirit Riders, vol.1. The spells are organized as follows: Mordaric's spells, Theodin's spells, and Chaos' attacks.

Each spell listing has certain parts.

NAME
DAMAGE/CURE
MP USED
GP USED (if any)
KEYWORD
EFFECT

To clear up some confusion that you might have, **KEYWORD** is what you type when you are prompted in the game for which spell you wish to cast. Also in the game you might be prompted for which enemy to attack. The first enemy listed, type 1. The second (if any), type 2. If you are prompted for a person then type their name with a capital letter at the beginning:

Mordaric
Weilder
Theodin
Gilmi

Remember, character's can only reach up to the 3rd level in volume one so I listed all available spells in SR 1. SR 2's list will have new entries so be sure to check them out.

Click to view:

Mordaric's Spells

Theodin's Spells

Chaos' Attacks

Mordaric's Spells

Level One

Magic Missile

DAMAGE: 1D6+1

MP: 2

GP: 0

KEYWORD: magic missile

EFFECT: This spell fires a glowing arrow at an enemy.

Burning Hands

DAMAGE: 1D3 + 2 x Mordaric's current level

MP: 2

GP: 0

KEYWORD: burning hands

EFFECT: Mordaric will touch one enemy and inflict minor burns.

Chill Touch

DAMAGE: 1D4

MP: 2

GP: 0

KEYWORD: chill touch

EFFECT: This spell is like the Burning Hands spell but inflicts frost bite on an enemy.

Level Two

Web

DAMAGE: 1D6

MP: 4

GP: 0

KEYWORD: web

EFFECT: This spell will entangle one enemy in an acidic web.

Magic Missile Level 2

DAMAGE: 2D6 + 1

MP: 4

GP: 0

KEYWORD: magic missile 2

EFFECT: Same as the first level magic missile but inflicts more damage.

Flaming Sphere

DAMAGE: 2D4

MP: 4

GP: 0
KEYWORD: flaming sphere
EFFECT: Rolls a ball of fire at one enemy.

Acid Arrow
DAMAGE: 2D4
MP: 4
GP: 0
KEYWORD: acid arrow
EFFECT: Shoots an arrow of acid at one enemy.

Level Three

Fire Ball
DAMAGE: 1D8
MP: 8
GP: 0
KEYWORD: fire ball
EFFECT: Will hurl a flaming ball of fire at one enemy.

Lightning Bolt
DAMAGE: 1D6 x Mordaric's current level
MP: 8
GP: 0
KEYWORD: lightning bolt
EFFECT: Will send a lightning bolt at one enemy

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Theodin's Spells

Level One

Cure

CURE: 1D6 + 1

MP: 2

GP: 0

KEYWORD: cure

EFFECT: Cures the wounds of one character.

Flying Stone

DAMAGE: 1D4

MP: 2

GP: 0

KEYWORD: flying stone

EFFECT: A stone falls from the sky striking one monster.

Level Two

Cure Level 2

CURE: 2D6

MP: 4

GP: 0

KEYWORD: cure 2

EFFECT: See LEVEL ONE, Cure

Flame Blade

DAMAGE: 1D4+1

MP: 4

GP: 0

KEYWORD: flame blade

EFFECT: A firey blade slices one enemy.

Level Three

Cure Level Three

CURE: 3D6 + 1

MP: 8

GP: 0

KEYWORD: cure 3

EFFECT: See LEVEL ONE, Cure

Atheleas from the Gods

CURE: Ressurrect

MP: 8

GP: 0

KEYWORD: atheleas from the gods

EFFECT: Resurrects one player will full Hit Points but not full Magic Points.

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Chaos' Attacks

NOTE: Chaos' Level = Mordaric's Level + 1 (That's why we start with level 2)

Level Two

Bite

DAMAGE: 1D4

MP: 2

GP: 0

KEYWORD: bite

EFFECT: Chaos will bite one character.

Claw

DAMAGE: 1D8

MP: 6

GP: 25

KEYWORD: claw

EFFECT: Chaos will slash at one character with his massive claws.

Level Three

Lightning Bolt

DAMAGE: 1D6 x Chaos' level

MP: 10

GP: 20

KEYWORD: lightning bolt

EFFECT: Chaos fires a lightning bolt at one enemy.

Level Four

Double Dead Bug

CURE: All

MP: 18

GP: 250

KEYWORD: double dead bug

EFFECT: Chaos will revive every character, dead or alive, with full HP and MP.

Flaming Breath

DAMAGE: 1D10

MP: 6

GP: 5

KEYWORD: flaming breath

EFFECT: Chaos will swoop down breathing fire on one enemy.

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Bugs

There are bugs in this game and I am aware of them, but the fact is it's more difficult to debug them then it is to play it. Players will die unnecplanidly (that's bad for you). In battles with two monsters: when one of the monsters die the otherone does (that's good for you).

If you encounter a bug don't whine to me. Just continue playing. If it weren't for them the game would almost be too easy (not to say that it isn't).

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Point of the Game

To put it simply, someone has stolen the Dark Crystal and the Master Blade. Your job is to stop him, her, or it before word gets out and you have a whole panicky stricken planet just waiting to kill you (you are the heroes, aren't you?). So the characters set out with no leads to the local town. There they pick up a map, some useless info, and decide to go to the mine, being things have been seen around there.

The game starts with you in the mind. You should check the map that accompanied the game (if you downloaded SR 1 or copied it from a friend then you probably don't have it. To get it, [click here](#)) to see where you are when you start.

At the end of the game you'll have to kill Severer, the Goblin King, and you'll also get a glimpse of the Dark Crystal. Then the story will move onto [SR 2](#).

Now that you know what to do, you should read the topic:

Beginning the Game

Screens

The purpose of this help topic is to provide you access to help on the many screens in Spirit Riders, vol.1 "The Quest for the Crystal". Screens discussed are:

Battle Screen
Use Screen
Inventory Screen
Status Screen
Adventure Screen

Glossary



B

Bleeding Software

C

Chaos Globe

Chaos

H

Hit Points

M

Magic Points

O

Omsib

P

PCs

Potions of Healing

S

Saletha

Slice

Omsib

Omsib is a pink, bubbling liquid that when drank will restore a character's MP to full.

Saletha

Saletha is a green, fern like plant that when crushed into boiling water and poured onto a dead character's wounds will awaken him from that eternal slumber we know as DEATH.

Potions of Healing

In this game there are two types of Potion of Healing. Each have about the similar effect.

Potion +4 restores 4 HP

Potion +5 restores 5 HP

Now tell me you couldn't have figured that out for yourself.

Chaos

Chaos is a Black Dragon that will join your party, if you manage to find him. His level is always one more than Mordaric's.

NOTE: Chaos is a character created by Andrew McCloskey and any use is prohibited without prior written consent.

Chaos Globe

When you befriend Chaos and he joins your party he gives to you the Chaos Globe. When in battle you can use the Chaos Globe to call upon him for a special service, a service that is never free (check the spell list for a list of Chaos' attacks and their cost in GP and MP.)

NOTE: Chaos is a character made by Andrew McCloskey. Any use is prohibited without prior written consent.

Magic Points

Magic Points, or MP for short, is a character's uncanny ability to cast spells (or use the Chaos Globe). Each casting of a spell or use of the Chaos Globe takes away Magic Points. When the character runs out of Magic Points or has too little of them they cannot cast certain (or any) spells and are restricted to Chaos Attacks.

Magic Points can be restored by the drinking of a Omsib, which will return the character's MP to their full and normal state.

Hit Points

Hit Points, or HP for short, is the character's ability to live. When they all are depleted (by attacks) the character dies. To bring back his life use a Saletha.

Bleeding Software

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Slice

Slice is the temporary name of this female, elven ninja. If you have some other suggestions send them to:

Adam VanderHook
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Honesdale, PA
18431

Email: acpason@postoffice.ptd.net

PCs

There are four main characters and one hidden one. The four main are:

- Mordaric (Mage)
- Weilder (Fighter)
- Theoding (Cleric)
- Gilmi (Warrior)

