

# Shadow Pendant



# epik 25

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*Game Manual*

Summary:

A thousand years ago a vicious war was fought. Malzant, harnessing the powers of darkness, led his corrupt army against the people of Damascus. A group of brave warriors stood up against his might. Led by three warriors wielding sacred weapons, they destroyed Malzant's forces and confronted him. When the shadow cleared, Malzant's head lay at the warrior's feet. Evil was repelled from the land and peace returned. But not forever. Malzant's heart continued beating and with his last breath, he cast a spell on his own soul, with the intention of returning one day.

Players take the role of Rokai, a young man living with his grandfather in the peaceful village of Nyru. One day Rokai arrives to his house to find his grandfather being threatened by a man demanding an orb. The man escapes with it and Rokai vows to retrieve his grandfather's orb and discover what the man is up to. You will travel across the land of Damascus in pursuit of him, traveling through towns, ruins, and meeting plenty of people along the way.



How to Play:

In Shadow Pendant, players must fight enemies and gain experience to grow stronger. In certain dungeons, there are boss battles that may be too strong without leveling up. Players must buy items and weapons in order to grow stronger and effectively battle numerous enemies.

Goal:

Player's goal is to capture and defeat the man who attacked Rokai's grandfather. Players will fight several battles throughout the game. Players win by successfully attacking enemies until their hit points reach zero. Players die when all their party member's hit points reach zero.

The goal of the game is to reach the end of the story. Since the main character is in pursuit of a man, the game is basically linear. Players must travel through towns to find information and dungeons to find treasure in order to finally find the main enemy.

Controls:

Arrow keys: Move character; navigate menu

Enter: Action key; talk to NPC, select attacks, items, ect

Escape: Back key in menu and battle; brings up menu

