

Darkened Dreams

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What is Darkened Dreams?

In the world of Darkened Dreams, there is a war going on. This war is the people of the world fighting against the encroaching darkness. However, the people are not warriors, and focus mostly on holy rituals to hold the darkness back. Holy men made contact with another world, a world where people glory in combat and power. After years, the holy men were able to make a deal with the other world so that the warriors would allow themselves to be summoned to the world where they would fight against the darkness. There have been many heroes, and some of them became great. Among those who became great are Samuel, Adam, Stocc, Kable, Myrrcat, Ortak, Stratos, and Califer. Now, a new hero enters the world to get a name for him/herself. That hero is you.

Credits

All programming, game design, story line and everything else done by Curtis Mirci, student at the University of Utah, majoring in Japanese and Computer Science. Is currently working on a master's degree in computer science.

System Requirements

For this release? If you can't play this you probably want to get a new computer. Since it's a java-based program it should be able to run on any operating system. You may need to download the latest java runtime environment which may be found at <http://java.com/en/download/index.jsp>

How to play?

This game is currently all text. This means that you need to type in what you want to say or do and the game does it for you. For a list of commands, see the Commands section. You also get to use your imagination for now for what many of the monsters and landscapes looks like. For a quick start of the game, view the Starter's Guide.

Classes

There are three starting classes. They are the only classes available in this version. They each have their strong and weak points, and their own special skills.

- **Warrior** – Warriors are physical warriors, always ready to destroy an opponent with their brute strength. They excel in the mastery of various weapons and in battle tactics. Tactics allows them to take even more control of a battle by controlling their enemy by crippling them or dealing even more damage. Warriors don't gain as much magical power or mana reserves as the other classes.
- **Scout** – Scouts are best known for being sneaky and for being in touch with nature. Scouts are the middle ground between warriors and wizards when it comes to attributes, but are very different when it comes to skills. The scouting skill is very useful for gaining information and items, as well as keeping yourself safe.
- **Wizard** – Wizards are physically weak, but powerful when it comes to magic. They are masters of the element-based magics of fire, ice and lightning. This gives them a wide range of spells to cast and also lets them specialize where they choose. Wizards are not good with many different weapons, and prefer to specialize with the staff.

Skills

Skills are gained through the use of them. Better skills allow you to learn more abilities and increase the power of some spells. The current skills in the game at this time are

- **Unarmed** – Fighting without any weapons to slow you down.
- **Knife** - Fighting with a knife. Fast weapons, but don't get too powerful in this version.
- **Sword** - Fighting with a sword. Well-balanced weapons.
- **Bow** - Fighting with a bow.
- **Throwing** – Throwing weapons.
- **Axe** - Fighting with an axe. The most powerful, but slowest weapons
- **Staff** - Fighting with a staff. Staves are defensive weapons.
- **Blunt** - Fighting with a blunt weapon. This covers clubs, maces and war hammers.
- **Ice** – Ice spells have some nice side effects, like making the opponent cold, which slows them down, or freezing them, which makes it hard for your opponent to attack.
- **Fire** – Fire spells have the effect of setting the target on fire and distracting them from fighting you.
- **Lightning** – Lightning is potentially the most powerful when it comes to damage spells, but it is unpredictable. There are many side effects from lightning spells, like getting set aflame, stunned, even getting knocked out.
- **Tactics** – Tactics is the skill of the warrior. It can be used for stronger attacks, or for attacks that can cripple your opponent in various ways.
- **Scouting** – The skill to sneak around and know about animals. This lets you grab the hide and other parts of dead animals and monsters.

Abilities

The better that you are at using skills, the better abilities you can learn. Abilities are not learned automatically. You must go to the appropriate trainer and ask to learn it. Type in “Learn <ability>” and press enter. For example, ‘learn fire dart’. If you have the money and have an appropriate skill level for that ability, the trainer will teach it to you.

Scouting

Scouting abilities focus on knowing the animals, moving stealthily, and living off the land. Skilled scouts can also use a number of darts to get their point across. The following is a listing of most of the scouting abilities.

Name	Description	Required Skill	MP cost	Gold cost
Flee	Run away from an opponent	0	2	25
Sense	Know more about the enemy than the name	2	2	100
Harvest	Pick up the pieces of your fallen opponent	5	0	200
Sneak	Starts sneaking	7	5	600
Backstab	If sneaking, can start a battle with a powerful attack	12	10	900
Distract	Distracts the opponent	15	12	1250
Calm Beast	Calms a creature	18	16	1800
Enrage Beast	Makes a creature go berserk	20	18	2200
Mask Scent	Used to make it less likely to be noticed while sneaking	23	25	3000
Poison Dart	Poisons opponent	27	22	5000
Entropy Dart	Confuses an opponent	32	30	5500
Tranquilizer	Puts an opponent to sleep	42	32	9000
Flurry	Many quick attacks that damage strength and speed	50	50	12000

Tactics

Tactics is the domain of the warrior. These abilities focus on wounding your opponent and staying alive in battle.

Name	Description	Required Skill	MP cost	Gold cost
Taunt	Makes your opponent more ferocious	0	1	25
Threaten	Threatens opponent	4	1	100
Leg Strike	Slow down your opponent	10	3	200
Arm Strike	Damage your opponents strength	14	3	600

Dodge	Increases the odds of dodging while active	19	10	1250
Bash	Increased damage	26	7	1800
Block	Block an attack, and may damage opponents speed	32	10	2200
Light Touch	An attack that won't kill	34	15	3000
Smite	Improved version of Bash	387	20	5000
Fire Strike	Does fire and normal damage	42	25	7500
Aura Strike	An attack that damages HP, MP, and magic	45	30	9000
Super Combo	Attack 3 times more than usual	50	50	12000

Spells

Spells are the main form of action for wizards, though anyone can use them. The abilities in the elemental skills of the wizards are as follows. (Spells are cast by typing “cast <spell name>”)

Fire

Fire spells focus more on flash and strength. Successful damage spells can also set an opponent aflame! The following is a listing of most of the fire abilities.

Name	Description	Required Skill	MP cost	Gold cost
Fire Dart	A weak fire attack	0	4	25
Torch	Sets a creature aflame	4	9	100
Cleanse	Burns poison away	8	12	200
Enhance	Increases strength	12	18	350
Demonic Visage	Frighten an opponent	18	17	600
Thaw	Cures freeze or cold	26	12	1000
Flash	Blinds opponent	32	22	1800
Fire Bolt	Middle fire attack	38	25	3000
Enchant	Adds fire to regular attack	41	50	5000
Flamethrower	A continuous flame on a target	47	60	6750
Heart Aflame	Chance to incinerate the heart of a target	50	50	7500
Explosion	Deals tremendous damage, but can set you aflame as well!	60	100	12000

Lightning

Lightning spells focus on speed and somewhat random effects. Lightning damage spells have the potential to be the most powerful, but they also have a tendency to be more random in the damage that they deal. A successful damage spell has a chance to stun an opponent, set them aflame, knock them out, or any number of things. The following is a listing of most of the lightning abilities.

Name	Description	Required Skill	MP cost	Gold cost
Lightning Dart	A weak lightning attack	0	4	25
Float	makes you start floating	5	17	100
Speed	Boosts your speed a little	8	20	200
Stun	Quick and numerous low level shocks	12	25	600
Sparks	A random amount of sparks strike the target	24	37	1250
Quicken	Puts haste on your character	29	40	1800
Weaken	Reduces the strength of the target	32	42	2200
Thunderstorm	A thunderstorm showers lightning on the battle field. Lasts for a few turns	36	60	3000
Lightning	One large blast of electricity	43	60	6750
Quicksilver	Haste + Speed boost	47	80	7500
Paralyze	Paralyzes target	50	80	9000

Ice

Ice spells focus mostly on damage. Ice damage spells can make an opponent cold, slowing them down, or even freezing them! It can also be used to cure some status effects as well as afflict them on an opponent. The following is a listing of most of the Ice abilities.

Name	Description	Required Skill	MP cost	Gold cost
Ice Dart	Weak ice attack	0	4	25
Eyewash	Cures blind	4	12	100
Pure water	Heals HP	10	20	200
Cold	Makes an enemy cold	15	32	600
Freeze Tongue	Freezes the tongue of an enemy. (Silence)	20	35	900
Extinguish	Reduces length and damage of aflame	24	30	1000
Freezing Cone	A freezing cone of ice shards	28	35	1250
Snow Flurry	Distracts an opponent	33	25	1800
Soak	Soaks Target	37	40	2200
Ice Hammer	A large hammer made of ice pummels the target	42	50	5000
Ice Wrap	Wraps an opponent in ice	45	55	6750
Absolute Zero	Freezes all enemies, but also makes the hero cold	48	60	7500
Snowstorm	Powerful ice attack on all enemies	52	100	9000

Monsters

There are many different monsters and animals roaming throughout the land. Here is a listing of some of the earlier creatures with descriptions and the levels of these creatures.

Name	Lvl	Type	Description	Aggressive?
Bunny	0	Animal	Small animals with soft fur	No
Lizard	1	Animal	Small animals with scaly skin	Yes
Rat	3	Animal	Some of the rats are sick and can give you the plague.	Yes
Crab	5	Animal	Crabs live nearby water	No
Snake	7	Animal	While non-poisonous, these snakes can still be dangerous	Yes
Grunt	17	Animal	These larger creatures are docile until threatened.	No

Items

There are many different types of items in the game, and here is a sampling of the items that are available during the first release.

Food

Eating food is the best way to get you healed. It takes a short amount of time and can save you trouble by trying to fight with a bad status effect dragging you down. In order to eat, simply type “eat <food>”. Here is a sampling of some foods. The make cost is how much the shop will charge if you bring the ingredients. See Shopping for more details.

Name	Effect	Cost	Items to make	Make Cost
Jerky	Restores some health	11	2 Meat	2
Roast Meat	Restores more health	46	2 Meat, 2 Salt, 2 Pepper	8
Berry Juice	Restores some mana	27	8 Berries	5
Sparkling Wine	Restores more mana	89	5 Berries, 2 Fruits, 2 Sparkling Water	16
Antidote	An antidote to poison	81	2 Spring Water, 2 Poison Fang	15
Pure Water	Eyewash	22	Spring Water	4
Salad	Cures Berserk	54	3 Lettuce, 2 Vegetables	10
Spicy Roast	Cures Calm	73	1 Spicy Meat, 1 Spices	13
Quickened Dish	Cures slow, or indices haste	197	1 Forbidden Fruit, 1 Magical Eye	36
Stew	Cures distract	63	3 Meat, 2 Veggies, 2 Spring Water	11

Weapons

Use weapons for a stronger attack. To use a weapon, you must equip it. Type “equip <weapon name>” to equip, and ‘view equip’ to see everything that you have equipped. The following is a listing of many of the early weapons by skill.

Name	Attack	Speed	Defense	Req Str	Req Skill	Cost	Make Cost	Make items	Skill
Rusty Dagger	3	95%	10%	2	0	135	41	3 Iron	Knife
Obsidian Knife	6	90%	5%	5	3	150	45	6 Stone	Knife
Knife	10	95%	10%	4	6	225	68	5 Iron	Knife
Sharp Knife	15	95%	15%	6	12	413	124	5 Steel	Knife
Bent Sword	4	85%	25%	2	0	360	108	8 Iron	Sword
Short Sword	7	85%	25%	6	3	495	149	11 Iron	Sword
Sword	13	80%	30%	13	7	585	176	13 Iron	Sword
Steel Sword	26	85%	35%	24	10	1073	322	13 Steel	Sword
Dull Hatchet	5	85%	25%	2	0	279	93	3 Iron, 7 Wood	Axe
Hatchet	13	85%	30%	7	4	335	101	3 Iron, 8 Wood	Axe
Axe	28	75%	25%	22	10	990	297	12 Steel	Axe
Battle Axe	55	60%	20%	37	18	1980	594	24 Steel	Axe
Worn Bow	3	50%	5%	2	0	200	60	8 Wood	Bow
Shaggy Bow	10	50%	5%	8	3	250	75	8 Wood, 4 Pelt	Bow
Bone Bow	16	45%	5%	16	6	400	120	10 Bone	Bow
Short Bow	22	50%	5%	22	9	250	75	10 Wood	Bow
Rock	2	70%	5%	2	0	2	1	1 Stone	Throwing
Stone Dart	6	70%	10%	8	2	25	8	2 Stone	Throwing
Iron Stars	12	70%	10%	12	5	45	14	1 Iron	Throwing
Leather Glove	5	100%	25%	6	0	90	27	3 Leather	Unarmed
Fang Glove	12	100%	25%	10	5	390	117	6 Leather, 6 Fang	Unarmed
Clawed Glove	28	100%	25%	18	12	625	188	10 Leather, 10 Claw	Unarmed
Tree Branch	3	90%	75%	2	0	250	75	10 Wood	Staff
Staff	6	90%	75%	6	3	300	90	12 Wood	Staff
Thick Staff	12	85%	85%	10	6	600	180	12 Hard Wood	Staff
Flexible Staff	10	100%	70%	15	10	250	75	10 Wood	Staff
Iron Staff	21	90%	85%	22	16	675	203	15 Iron	Staff
Steel Staff	33	90%	85%	28	22	1238	371	15 Steel	Staff
Stick	3	85%	25%	2	0	125	38	5 Wood	Blunt
Club	9	80%	30%	7	4	200	90	6 Hard Wood	Blunt
Stone Club	18	75%	40%	15	8	150	45	6 Stone	Blunt
Mace	23	70%	30%	27	10	260	108	8 Iron	Blunt
Steel Mace	40	70%	30%	38	19	660	198	8 Steel	Blunt
Steel Club	27	80%	40%	8	14	495	149	6 Steel	Blunt

Armor

Armor is useful for keeping you alive longer than you normally would live. Simply type “equip <armor name>” to equip armor. Here is a listing of some of the earlier armors.

Name	Speed	Def	Req str	Req Int	Cost	Materials	Make Cost
Leather Vest Cracked	95%	6	3	2	300	20 Leather	60
Leather	90%	2	2	0	150	10 Leather	30
Fuzzy Jacket	95%	3	1	0	125	20 Pelt	25
Bone Armor Reinforced	70%	15	14	7	600	30 Bone	120
Leather	90%	10	8	5	450	30 Leather	90
Wooden Armor	75%	21	20	8	325	20 Wood	65
Stone Armor	40%	33	30	11	500	40 Stone	100
Iron Armor	50%	43	30	12	900	40 Iron	180

Gathering/Mining/Harvesting

Throughout the game, you’ll be able to get items by picking them off the ground, getting them from fallen enemies through the scouting ability ‘harvest’, or by mining them in dungeons. The following is a short list of items. Note that you’ll need a pickaxe to mine, and that you will have to know the scouting ability to harvest from a dead enemy. There have been rumors that there are a few pick axes in a dungeon on the northwest coast . . .

Name	Cost	Method	Edible?	When Eaten . . .
Pelt	5	Harvest	No	
Meat	5	Harvest	Yes	Recovers little health
Leather	12	Harvest	No	
Berries	3	Gather	Yes	Recovers little health
Salt	8	Gather	No	
Pepper	8	Gather	No	
Fruit	8	Gather	Yes	Recovers little health
Lettuce	9	Gather	Yes	Recovers little health
Spring Water	10	Gather	Yes	Recovers little health and magic
Vegetables	11	Gather	Yes	Recovers some health
Wood	13	Gather	No	
Seasoning	14	Gather	No	
Herbs	15	Gather	Yes	Recovers little magic
Stone	10	Mine	No	
Iron Ore	18	Mine	No	

Shopping

Before you do any shopping, make sure that you are next to a shopkeeper of some type. Now, simply type “buy <item>” to buy the item you want. To sell what you have, type “sell <item>”. Note that you cannot sell what you have equipped. Type “view shop” to see everything that the shopkeeper sells and makes.

Making

Certain items can be made. Practically everything that you cannot gather, harvest or mine can be made from the items that can be. Type “view <item>” to see what it takes to have an item made from spare parts. Note that it is cheaper to bring the materials to a shopkeeper and have them make it than just buying it. Also, there are some items that the shopkeeper will not have on stock and you will need them custom built.

Status

There are numerous status effects that can happen to you, an animal or a monster. Here is a list of all the status effects at this time.

Dead	You are dead! You can only quit the game or load a saved one.
Stone	Cannot move until it wears out. High defense
Poison Length	How long the poison lasts
Poison Strength	How much health is decreased with each tick
Blind	Cannot see. Decreased chance to hit, plus problems with the map.
Sleep	Unconscious. Chance to wake when struck. Recovers health and magic
Berserk	Forced to use regular attack. Bonus to strength and speed
Calm	Strength and speed down. Creatures must be calmed before they can be tamed
Slow	Speed by half
Stop	Cannot move
Haste	A bonus to speed
Elemental Defense	Raises elemental defenses
Physical Defense	Raises general defenses
Regen	Slowly increases a percent of life with each tick
Auto-Life	Restores to life after dead
Invisibility	Increased chance of avoiding a hit
Aflame Length	How long the flame lasts
Aflame Strength	How much health is decreased with each tick
Cold	Speed down.
Frozen	Chance that you cannot do anything and speed down
Confuse	Chance of hitting self, plus you may have trouble really knowing what's going on.
Mini	decreases all stats by half and exp by ¼
Undead	Healing spells damage. Defense against dark.
Float	Raises earth defense. Lets you walk in new areas
Silence	Cannot cast magic. May be used for a monk fighting style

Distract	Reduced chance to hit and higher chance to be hit. Also the map viewing range is decreased.
Soaked	Electricity and Ice have a good time, but fire doesn't have so much fun
Strength Curse	Curse on Strength
Speed Curse	Curse on Speed
Defense Curse	Curse on Defense
Magic Curse	Curse on Magic
Strength Blessing	Blessing to Strength
Speed Blessing	Blessing to Speed
Defense Blessing	Blessing to Defense
Magic Blessing	Blessing to Magic
KO	Unconscious even if struck
Paralyze	Cannot move, but can get healed sooner
Fireheal	Fire heals instead of damaging

Saving and Loading

To save your game, go to a save room (noted in the description when you enter the cell. The starting room is a save room.) and type “save <game name>”. You can only save in a save room. You can load from anywhere by typing “load <game name>”.

Basic Map information

You start in the Golden Fields map, a quiet place with not too much going on. It's a mostly safe area for you to level up in and to talk with the people in Adam's Village, located at the center of Golden Fields. To the north is coral cove, where there are a lo of crabs. To the west is the murky swamp, a place where Coral Vampires used to live before the hero Adam killed them all off. Their cave is still there, and might be worth looking at. To the east there is the Forest of Light. There is a large clover patch here where rabbits like to play, and also a shrine or two. To the southwest of Golden Fields is Stocc's Beach. Here you'll find the ruins of an orc civilization, before Stocc came in and cleared them all off. To the south east of Golden Fields is North Stocc's Field, a slightly forested area with a large grunt ranch. To the south of that is South Stocc's Field. There is a maze game that you can enter into. To the south of Stocc's Beach is White Iron, the first town that you'll be going into. There are a lot more shops, people, and other goings on than in Adam's Village, and here you'll have your chance to get into the rest of the story when more of the game comes out. Pictures of the maps can be found on the main page.

Key NPCs in Golden Fields

Here is a list of the more important NPCs in the Golden Fields map.

Mayor Jones – The mayor of Adam’s Village, and a questgiver for heroes
 Sammy – A young girl who likes to play hide and seek
 Sheila – An energetic young ice magic trainer
 Rainor – Lightning magic trainer
 Katie – Fire magic trainer
 Grimm – A lazy fighting trainer
 Acorn – A scouting trainer
 Mattai – A grizzled old tactics trainer
 Martha Clark – A kindly old woman who loves to help heroes
 Harry – An old cook in the Apple’s Eye tavern
 Reynold – A fat man who does a little armorsmithing
 Wallace – An arrogant man who makes and sells basic weapons

Commands

Here is a list of the current commands in the game.

“attack”, “a” – attacks the animal or monster in the cell
 “buy <item>” – lets you buy from a shopkeeper
 “cast <spell>” – lets you cast a spell that you know
 “converse”, “say”, “speak”, “talk” – talk with a NPC
 “north”, “n”, “east”, “e”, “south”, “s”, “west”, “w” – moves your hero in that direction if the way is clear.
 “eat <item>” – eat an item
 “equip <item>” – lets you equip an item
 “quit”, “exit” – exit the game
 “gather” – gathers an item from the ground
 “help” – shows a list of what you can type after help
 “help <thing>” – get more help about a specific topic
 “learn <ability>” – learn a new ability
 “load <game name>” – loads a saved game
 “look”, “view” - view either the area you are in or the monster you are fighting.
 “look <thing>”, “view <thing>” – lets you view more information about an animal, item, or NPC
 “make <item>” – lets you make an item with a shopkeeper
 “mine” – mines something from a mine/dungeon
 “report” – reports your success to the questgiver who gave you the job
 “run” – attempts to run from an animal or monster
 “save <game name>” – saves your game if you are in a save room
 “sell <item>” – lets you sell an item in your inventory
 “train <skill>” – If you are talking to a trainer and you have the money and experience, you can train yourself in a skill.
 “unequip <item>” lets you unequip something you have equipped
 “work” – has a questgiver give you some work to do
 “shoot <direction>” – If you have a bow equipped, shoots in that direction.
 “?” – Lists all commands.
 “throw <weapon> <direction>” – throws a chosen weapon in that direction. If no weapon specified, attempts to throw the weapon you’re holding. If it’s meant to

be thrown.

“set <number>” – Sets a number for 0-9 to hold input.

“0” through “9” – Uses the input that you set.

“peer <direction>” – peer in the next cell over to check for monsters.

“profile” – Opens your profile for editing.

“summon <name>” - Summons a creature to fight for you.

“tame” – Tames the creature you are fighting.

“banish” – Banishes the pet that you have with you. It does NOT check to see if you are sure of your decision, so be careful.

“feed <food>” – Feeds your pet. Your pet is affected the same way

“attackmode <mode>” – Sets your pet into a certain attack mode.

“teach <ability>” – Teaches your pet an ability that you already know. They need to be smart enough to learn it.

“forget <ability>” – Makes your current pet forget an ability.

“store” – Puts your pet into storage. This can only be done in a save point.

“bring <pet name>” – Takes a pet out of storage to travel with you. Must be at a save point.

Note that to use any tactics or scouting ability, you simply need to type the name of the ability in. Also, if you type something that is not a command, your hero simply says it out loud.

Pets and Summons

In the alpha 2.0.0 release pets and summons have been added. There are six different types of summons to use, two for each of the magic skills. In the future summoning will be limited to the summoner class, but it will be a while before I can get it out and ready so why not let people summon for now? Each summon will have different strengths when created determined by the casting skill and magical power of the summoner. Summoned creatures have a limited amount of time in the world and will vanish when their times runs out, though they might die first.

Pets are related to the scouting skill, where a scout can tame any animal or monster in the game. To start with, a hero is limited to 3 pets, but more can be gained through extra scouting skills. Pets have the ability to learn new abilities from their masters, up to a total of five different abilities. They cannot learn all abilities that a master knows, however. Just imagine if you could teach a pet how to tame! You'd be running around with your pet snake, who tames a chicken, who tames a bunny, who tames a . . .

The GUI

The GUI is split into four parts. The story board, input box, map, and statistics box. In order to play the game you need to click on the input box. The story board displays all of the text, and the input box takes information from you to

know what you are doing. There are a number of keys that you can use to make things easier now too. F1-F10 use the quick keys without having to press enter. F11 is used to put the last text you entered into the input box back into the input box. The arrow keys are used to move around.

The map is color-coded and active, it shows where you are and what's around you at all times. In order to increase your viewing range you need to increase your scouting skill. Every five levels increases your viewing range. The little circles around your character (the X) are in four types. Blue is an NPC, Red is an animal or monster, Green is something to harvest, and Purple is a link to another map. Lastly, the statistics box shows information about your life, mana, exp and level as well as your strength, speed, magic power, and defense. It also has bars for each skill that you have to show where you are. At the bottom there is also a place for your pet and your summon.

Future Version Information

Darkened Dreams isn't finished yet! I just wanted to get a version out for testing. After version alpha 2.0.0, only minor changes (mostly bug fixes) will be made to the alpha. Why is it being set aside? Because its text! I like the game, and I find it fun, but I'll admit that I've never been a big fan of text games. Also, I've done some programming in OpenGL, and I feel that it's possible for me to rewrite it in 3D. Hopefully, once I get a decent server, I'll be able to make it into an MMORPG. The following items are things that I plan on having in the MMORPG.

New Classes

Classes will be split into three different groupings; battle, crafting and healing. Each of these groupings will be separated so that a high level crafter that hasn't done any fighting still is no better at fighting than a new fighter. Each group also has different statistics attached to them.

Battle Classes: These new classes will be available to further advanced characters. You still start at the lower level classes first, and when your skill is high enough you can start doing quests to earn your class change.

- **Paladin** – Warrior of light. User of light magic and tactics. Bonus if calm.
- **Dark Knight** – Warrior of the shadow. User of dark magic and tactics.
- **Beast Master** – Keeps beasts as pets and use them in battle.
- **Berserker** - Suicidal attacks and learning enemy moves. Gains bonus from going berserk
- **Druid** – Druids call upon the forces of nature, and can gather totems that allow them to turn into certain beasts, or even werebeasts.
- **Necromancer** – Curse others and revive the dead as servants. Bonus if undead.

- **Summoner** – Summons creatures to fight at their side. The creatures that are available to a summoner depend on his other skills.
- **Weapons Master** – A warrior with complete mastery in all weapons.
- **Ninja** – A quick and deadly warrior with mystical arts.

Crafting Classes: This group of classes focuses on making items. The three starting classes are toolsmith, tailor, and cook.

- **Toolsmith** – Makes tools for other classes to use.
- **Tailor** – Makes clothes for other classes to use.
- **Cook** – Makes food, useful for healing.
- **Weaponsmith** – Makes weapons.
- **Armorsmith** – Makes armor.
- **Jewelsmith** – Makes amulets and rings, which can hold two enchantments.
- **Potion Master** – Makes potions, which have many uses and fill the stomach less than food does.
- **Enchanter** – Enchants items with rare essences.

Healing Classes: This group of classes focuses on healing heroes. They are split into two different types, the doctor-type, physical healers and the priest-type, magical healers.

- **Medic** – The basic medicine healer. Also makes basic medicines.
- **Combat Medic** – Ranged healing, and dodging to keep him alive during combat.
- **Doctor** – Strong healing, also works with disease.
- **Surgeon** – Strong healing. Focuses on wounds and implants.
- **Biochemist** – Makes most of the medicine.
- **Priest** – The basic magic healer.
- **Rose Mage** – Spells that affect many different statuses.
- **Oak Mage** – Spells that affect larger groups.
- **Eye Mage** – Powerful spells that only target one person.

New Skills

- **Nature** – This branch of magic involves earth, life, and the mysterious force of nature.
- **Shape-Changing** – Change your shape into that of a beast, or werebeast!
- **Necromancy** – Curse others and revive the dead as servants.
- **Darkness** – Dark magic.
- **Light** – Light magic.
- **Rage** – Suicidal attacks and learning enemy moves.
- **Beasts** – Train your pets to fight for you, among other things!
- **Shield** – Holding a shield can protect you when you are attacked, and getting attacked with a shield will increase your shield skill!
- **Gathering and Mining** – You will need to be a certain level before you can get certain items. This makes the rare items more difficult to get.

- **Cooking** – Making food
- **Tailoring** – Making clothes
- **Medicine Crafting**
- **Etc.**

New Abilities

- **Fighting modes** – Gaining skill in a weapon gains access to different fighting modes, such as . . .
 - Defensive
 - Offensive
 - Two-Weapons
 - Grip (Two hands holding one weapon for more strength)
 These different modes will only be available for the weapon types that you have learned it for. (If you learn two-weapons with swords, you can't use two knives until you learn it for knives.)
- **Weapon-Specific Abilities** – Abilities that can only be used when you have the right weapon type equipped.
- **Weapon Mastery** – A passive bonus to using a certain weapon type.
- **All new skills will have new abilities**

New Items

- **Shields** – You'll be able to use both hands!
- **Traps** – Scouts can now make and set traps which can hurt and stop creatures. Some traps can even be humane (not hurt the creature). Why humane? Say you want to catch a rabbit and tame it. You set a humane trap (so as not to kill it), go into town and do what needs to be done, come back out to see if there's a rabbit in the trap. This is a maybe, though, perhaps only one trap per player to avoid congestion.
- **Magical Weapons** – Weapons that have a magical effect attached to them.
- **Conjured Weapons** – Weapons that are made by magic and disappear over time.
- **Mystical Shields** – Barriers that don't need to be held and can affect the attacker (Someone attacking a fire shield might get set aflame!)
- Much more **food**.
- **Pets** – Even though you need to be a Beast Master to use pets effectively, any character can have a pet. It just won't do anything until properly trained. Only a Beast Master can train pets to do things.
- **Gem weapons and armor** – Some of the most powerful items available. They require lots of gems to make, and are extremely expensive.

Combination Abilities

These are abilities that are a combination of one skill and another. For example, if you reach a high enough skill in Ice and Lightning, you can learn a spell that will soak your enemy before you shoot it with lightning. Knowing shield and fire will let you cast a mystical fire barrier around yourself. Etc.

Monsters

- **Pet Leveling** – Pets will be able to gain levels and become more powerful.
- **Multi-Combat** – You will be able to attack more than one monster, or lead a team against a single monster.

Other

- **Ability Points** – You have a limited number of ability points, which are used to purchase abilities, to limit everyone from learning everything.
- **Class Change** – You can change your class! Want to work on magic? Change you class so that it doesn't take forever to do.
- **Badges** – You can now earn badges, such as Bunny Killer (150 bunny kills), Master of the Flame (Knowing all fire magic spells, including combination abilities!), etc. Earning badges increases you maximum ability points!
- **Story line** – The story is not finished. Not even remotely.
- **New Shop** – There will be pet shops available for the hero to purchase pets. Any pet in the basic pet shop will be usable by any hero.
- **Reputation means something** – Some people won't deal with you unless you have a high enough reputation. Reputation can currently be gained by fighting monsters that are seeped in darkness. There will be quests that give you reputation also.
- **Prerequisite Abilities** – Some abilities require that you know another ability to learn it. For example, the Beast Master has animal magnetism abilities that allow you to have more and more monsters. You can't just save up and get the last ability in the series, you need to get each one along the way to get the last one.
- **Skill Building** – Skills that affect others will have limits for learning. For example, if you are a warrior with level 30 tactics, taunting rabbits will not teach you anything. Any enemy that is 5 levels below your skills will not increase your skill. Any enemy above five levels will give you extra experience. So if you are that warrior and you want to pick up fire magic for some nice tactic-fire abilities, you can cast fire dart (starting skill 0) at rabbits to build it up safely, or at marsh howls for more of a skill bonus.
- **Music** – I'm no musician, but I'll see what I can do.

- **Sound Effects** - If I can get music, I'll get sound effects too.
- **Breeding** – Monsters will have gender, and if you get a male and female of the same gender you can get baby monster which will slowly grow up. Different monsters will have different birthing rates (rabbits have babies more often than dragons), and you can spay/neuter your pets if you don't want any babies. Also, different monsters will have different amounts of babies. Not all babies will survive the growing up experience. Also, there will be a difference between egg-laying and live birth babies.
- **New Creatures** – Designed especially to be pets. Like fox, hound, wolf, tiger and bear. Perhaps rare ones for quests.
- **Pet Games** – Places to test your pet against other people's pets. Like fighting and racing and such.