



You are about to journey to the brutal mountains of the Rokaj. You are royalty of the mighty Empire of Haven, but your mother, the Queen, is ill. You have been sent on a routine diplomatic trip that has turned into a violent disaster. What will you do about it?

Queen's Wish 2 is designed to be easy for a new player to learn. There is a comprehensive tutorial and ample in-game help. However, like most fantasy role-playing games, it has a lot of detail. Fortunately, if you get stuck, these instructions are here to help you out.

No experience with previous Queen's Wish games is necessary to play Queen's Wish 2.

#### **Note About Computers and Tablets**

This is the documentation for both the computer (PC/Mac/Linux) and iOS versions. Some details are different for computers and tablets. For example, keyboard shortcuts only apply to the computer version. Parts of the interface with bigger differences will be noted. On computers, to see tips for a button, status icon, etc., move the cursor over it. On tablets, rest your finger on it.



**PO Box 30847**

**Seattle, WA 98113**

**Phone: (206) 789-4438**

**support@spiderwebsoftware.com**

**<http://www.spiderwebsoftware.com>**

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## **Chapter 1: System Requirements and Troubleshooting**

Queen's Wish 2: The Tormentor has the following system requirements:

1. PC Running Windows 7 or later or Macintosh running System 10.9 or later.
2. 1.6 GHz processor.
3. 512 MB RAM.
4. 900 MB hard disk space.

Should you have any problems running Queen's Wish: The Conqueror, consult the frequently asked questions below. Should you not find help below, go to the Queen's Wish support page at

<http://www.spiderwebsoftware.com/queenswish2/support.html>.

### **The Game Is Playing Slowly. How Can I Speed It Up?**

Queen's Wish 2's graphics needs are modest, but they might put some strain on older machines. Fortunately, Queen's Wish 2 has been tested and shown to run properly on even relatively old machines. However, some steps might be necessary to help it to run better on older hardware.

To see how quickly Queen's Wish 2 is running, load a saved game, press Shift-D, enter "fps", and press return. The FPS (frames of animation drawn per second) will appear in the upper left hand corner. That number should be at least in the teens to give a good playing experience.

If Queen's Wish is running slowly, try these steps:

1. Run as few other programs as possible in the background. Quit web browsers and other unneeded applications. This frees up memory and computing power.
2. If you are using Windows, download and install the newest version of your video card drivers. Even if you are running the newest version of your drivers, the files may have become corrupted.
3. An excellent way to make Queen's Wish faster is to reduce the size of the play area. On the Video Mode window that comes up when you launch the game, choose to play in a window and then select a small size for the window. Alternately, run the game, select Settings on the title screen, and set Game Area Size to Small.

### **I Have a Big Monitor, and Queen's Wish 2 Doesn't Fill All Of It. How Can I Change This?**

If you want Queen's Wish to always take up your full monitor, run the game, select Settings on the title screen, and set Game Area Size to Whole Window.

If this still doesn't show enough or graphics are hard to see, when launching the game run

it in Full Screen and choose a smaller screen resolution.

### **The Game Is Crashing (or Otherwise Malfunctioning). What Should I Do?**

Should you experience trouble with Queen's Wish 2 crashing or with odd behavior such as static in sounds or graphics, there are several ways you might be able to make the problem go away.

1. First, restart your computer and try again. Often, problems only happen once.
2. Sometimes files can become corrupted. If you have a lot of recurring troubles and crashes, uninstall Queen's Wish 2 (or, if using a Macintosh, throw away the Queen's Wish 2 application). Don't skip this step! Then go back to where you purchased the game. Redownload and reinstall a fresh copy of the game. This fixes a surprising number of problems.
3. If you are using Windows, download and install the newest version of your video card drivers. These files can easily become corrupted or out of date. This step is especially important if you are running Windows 7 or later. You can often find these by going to the web site of your computer or video card manufacturer.
4. Try playing Queen's Wish 2 with no other programs running. You can also try restarting your machine right before running the game.
5. If any common problems appear, we will tell you how to correct them on our web site. Set your web browser to

<http://www.spiderwebsoftware.com/queenswish2/support.html>.

These steps will solve most problems you encounter. If none of these things help, please let us know! If there are any bugs left, we want to squish them! Typo reports are welcome too! Write us at [support@spiderwebsoftware.com](mailto:support@spiderwebsoftware.com).

### **Where can I securely order online?**

You can learn how to order Queen's Wish online in a secure, hacker-proof way at:

<http://www.spiderwebsoftware.com/queenswish2>

### **I Want To Back Up Or Transfer My Saved Games. How?**

If you are using Windows, go to your My Documents folder. Look in the folder Spiderweb Software\Queen's Wish 2 Saved Games. You will see folders titled 'Save0', 'Save1', etc. All of your saved games are in there. You can then back them up or copy them into the "Spiderweb Software\Queen's Wish 2 Saved Games" folder in a different machine.

If you are using the Macintosh, it is slightly more complicated. Go to the Finder, press Command+Shift+G to go to a folder, and enter "~/Library".

From there, enter Library/Application Support/ Spiderweb Software/Queen's Wish 2. You will see folders titled 'Save0', 'Save1', etc. All of your saved games are in there.

If you are using the Macintosh OS Lion or later, your Library folder defaults to being hidden. To open it, go to the Finder, press Command+Shift+G to go to a folder, and enter "~/Library".



## **Chapter 2: The World of Queen's Wish**

Haven is one of the greatest powers in the Known Lands. It is an Empire and not shy about admitting it. Its conquests are not gained by war (usually), but by diplomacy, cunning, and clever use of its small but highly disciplined military and powerful wizards.

In its early days, Haven was one of many small, wild, violent city-states. More disciplined, more cautious, but still one of many.

The true founders of Haven created the pattern of their domination: Look for lands full of small, warring powers. Ally with the most powerful one and give it the magic and weaponry needed to defeat its enemies. In return, once their chosen faction takes power, demand trade and partial control of that nation, making it a vassal state.

If the nation ever tries to back out of the deal, ally with one of its rivals and help Haven's new friend destroy the disobedient former vassal state. Then demand loyalty from the shattered nation that remains.

Haven has its own warriors and wizards. They fight, and very well. However, there are not enough of them to conquer the world by force of arms. Is it by alliances that Haven grows. That is why Haven's symbol is the scroll. Haven makes deals, and it lives by them. Haven buys the independence of smaller powers, and it is brutal when they try to regain it.

### **The Rulers of Haven**

Haven's ruler is Queen Sharyn III. She has ruled for thirty years, bringing rewards to allies and punishment to foes with equal confidence. However, she has grown very ill over the last few years. Her sickness was hidden for a time, but the rumors have spread. More and more attention has been paid to her three children.

Her oldest child is Sutter, first in line for the throne. Happily, he seems well-suited to be king. Cheerful, well-liked, bright, and energetic, he is fully ready to ascend to the throne and expand Haven's power and influence.

His younger sister is Princess Delia. She has been raised since birth to be a scholar and advisor. Few know more than her of the history of Haven, its triumphs and mistakes. She is a kind woman and a true patriot, eager to aid Haven and all of its allies.

Queen Sharyn's youngest child is you. From an early age, you resented your role: Too young to have true power and influence, yet never freed for a moment from the expectations and limits placed on you. Nobody ever knew what your role would be, and your irreverence, mischief, and general laziness didn't help. Fortunately, Queen Sharyn, in her wisdom, found a purpose for her errant child.

### **Sacramentum**

It was the year 530 of the Empire. A hundred years earlier, the ships of Haven discovered the continent of Sacramentum. It was a small land, occupied by three squabbling nations. It was simple for Haven to play them against each other, drawing tribute from each of its three new vassal states in return for protection against the others.

Then the continent was struck with a horrible calamity. The crops failed. The weather turned. The Queen was forced to abandon Haven's vassals there.

Your mother has been assembling long lists of things left undone during her reign, and she has been sending her children to correct those mistakes. You were forced to go to Sacramentum and reclaim it for the Empire. Eventually, victorious, you returned to the palace.

At last, you were a full, serving part of the royal family. You expected a long break to rest and enjoy your customary amusements. Your mother had other plans. Her list of undone projects grew ever longer, and you and your siblings were put to constant work dealing with them.

For the last two years, Prince Sutter and you have been travelling all over the Empire, aided by Princess Delia, doing diplomacy, ending local wars, and solving problems. It has been a long, exhausting journey. As your mother grew weaker, you were forced to work harder and faster.

And so, at last, you came to the Rokaj.

### **The Rokaj**

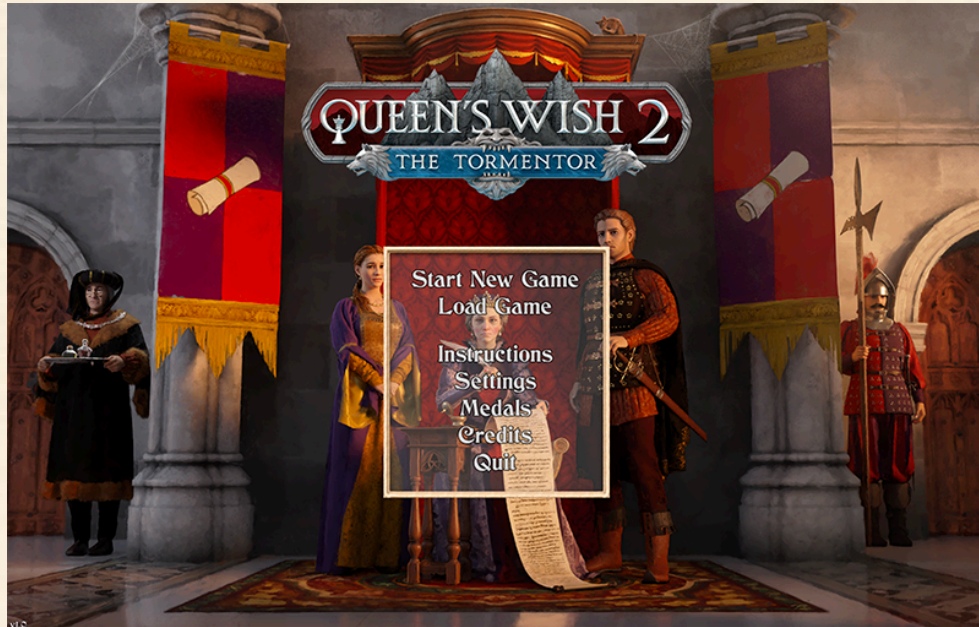
The Rokaj is a wild, mountainous land of deadly warriors. It is one of the most difficult lands in the Known World. It has been conquered many times, and it has always shaken off those who would master it.

It has been a vassal of Haven for 200 years, an unusually long time for someone to master it. There was a savage and bloody rebellion, the Great Uprising, a century before, but things have been calm since then.

The Rokaj is a land of deep principles and strange beliefs. It is also the land of your father. His name was Consort Darmal, and Queen Sharyn met him during a diplomatic mission. She brought him back to Haven, married him, and had three children. Then he died in a hunting accident.

After his loss, the Rokaj was neglected. The Queen has barely spoken of the place for decades. Now, at last, Sutter and you have returned to it, hoping to show the Queen's affection. You have only just arrived and spend several days hunting and resting. Hopefully, this visit will be quick and uneventful.

## **Chapter 3: Getting Started**



When you launch Queen's Wish 2, you can select from these options:

**Start New Game** - Start a new game. You can set the appearance of your character and choose the game difficulty. After you edit them, you will enter the world of Queen's Wish 2.

When you are in the game, you will be asked if you completed Queen's Wish: The Conqueror and got a code. If so, you can enter it now. If you don't have a code, don't worry about it.

**Load Game** - Displays a window where you can select and load a saved game.

**Instructions** - See these instructions.

**Settings** - Brings up a window where you can tinker with the game's difficulty and other settings. You can also change most of the keyboard shortcuts.

**Medals** - See the medals you have earned while playing Queen's Wish 2.

### **Creating Your Characters**

After selecting Start New Game on the title screen, you will be able to name and change the appearance of your main character. When you are ready, press the OK button.

### **Choosing the Game Difficulty**

When you have created your party, you can choose how difficult you would like the game to be. If you prefer a relaxing experience, feel free to choose Casual. If you like a real gaming challenge, select Torment. If you want the default, relaxing, not-too-tough Queen's Wish experience, choose Normal.

If you want the standard, old-school gaming experience, try starting out on Veteran.



## **Chapter 4: Skills and Training**

When you play Queen's Wish 2, you can maintain a roster of eight characters. One of them is your main character. The other seven can be recruited, trained, and dismissed while in your forts.

### **The Edit Party Screen**



To change your roster, while in one of your Haven forts, press the Edit Party button.

To change the order of your party, press the arrow buttons to the left.

Use the Create Character and Delete Character buttons to make new characters. As you expand into different provinces, you will be able to recruit characters with different sets of abilities.

You can have up to four characters when you leave your fort. Press the Add To Party/Remove From Party buttons to the right to change your party makeup.

Press the Edit Character button to change your character's name and appearance.

### **Skills and Levels**

Your characters have a level, which is a number that starts at one. As your level goes up, your characters will gain health and magical energy. You will also get Skill Points, which can buy and improve your abilities.

When you complete a quest or achieve a few other special goals, you will earn experience points. When you gain enough experience, you will gain a level.

Killing enemies also gives a small amount of experience, though you can only get it from each enemy once. If you kill a monster, leave its dungeon, and return to find it has reappeared, killing it won't give more experience.

To see a character's skills, press the '?' button by his or her portrait. When a character has unspent skill points and you are in one of Haven's forts, this button turns to a '+'. Press this button to train the character.

When you gain a level, up to level 20, you gain another skill point. In Haven's forts, press the '+' button by a character to spend that skill point.

### Training a Character



When a character gains a level and you are in one of Haven's forts, a '+' button will appear by its portrait. Press this button to train your character.

You can spend that skill point in the panel to the right to add or improve an ability. Use the tabs at the top to switch between the four sorts of abilities.

When you are in one of Haven's forts, you can shift your skill points around if you want to change how your character is trained. Select a skill you have bought to unlearn it and get the skill points back.

Your skills are on four different tiers. To buy skills on a tier, you must spend at least two skill points on the tier below it. When you buy your first skill on a tier, you get a bonus. This is given to the right.

The skills in the rightmost tab are special. Some of them are only available for characters from certain provinces. Other abilities can't be trained until someone in the game teaches them to you.



## **Chapter 5: The Queen's Wish 2 Screen**



When you've started a new game or loaded an old saved game, you will see the Queen's Wish 2 screen. It is divided into four areas:

### **The Terrain Area**

Where your adventures happen. To move your group, select the spot you want them to move to. You can also use the keypad or arrow keys to move. In the terrain area, north is up and east is right.

To shift the terrain view, move to the edge of the visible area or use the cursor to drag the screen. You can also turn an option on in Settings to shift the view when you move the cursor to the edge of the screen. To shift the view to a character, select its portrait in the roster.

To talk to a character, search a box or other container, open a door, or use an object (like controls), select it.

### **The Character Roster**

This is to the upper left and displays the portraits of the members of your group as well as status information about each character.

**The Portrait** - Select a character's portrait to make it active (you can also do this by typing '1'-'4'). That character's Quick Use buttons will become visible on the bottom of the screen.

When you want one of your characters to cast a spell, buy something, or use an item, select that character.



When you're casting a spell on one of your characters, select the portrait to pick the target.

**The Info/Train Button** - Press the button with a '?' to bring up the Statistics screen. When you gain a level and are in one of Haven's forts, this button turns into a '+'. Press the '+' to train your character.

**Health and Energy Bar** - The two bars to the right of a portrait show your current health and spell energy. The longer the bar is, the more of your points remain.

**Inventory** - Select the bag to see a character's inventory.

### **The Map**

Displays a rough map of the area around you. Select a point on the automap to shift the terrain view to a different area. When you move your cursor over the map, empty areas you have mapped will be drawn in light gray, clearly indicating where you have not yet explored.

When you find interesting locations, they will automatically be marked by a '!' marker on the automap. Hover your cursor over the marker to see what is there and (when outdoors) what quests you might have there.

### **Game Buttons**

There are buttons at the bottom of the screen that let you do things. You can find out what a button does by moving the cursor over it. You can also find the keyboard shortcut for each button by mousing over it.

The buttons are, from left to right:

**Start/End Combat** - You can press this button in group mode (when it looks like a peace symbol) to enter combat mode. Later, you can press this button during combat (when it looks like crossed swords) to end combat. If no foes are visible, combat will end.

**Buy Shops and Furniture (Haven fort only)** - Spend your resources and gold to buy shops and furniture for your forts. For more information on that, read the section on Resources.

**Place Shops and Furniture (Haven fort only)** - Place the shops and furniture you have bought.

**Edit Party (Haven fort only)** - Edit your roster of characters. For more information, read the section on the Editing Party Screen.

**Use Melee/Missile Attacks (When not in Haven fort)** - The first two buttons set whether this character attacks with a melee or missile weapon. The weapons you have equipped will be visible on the buttons. Press the left button to have the character attack with a melee weapon. Press the right button to have the character attack with a missile.

**Use Ability (When not in Haven fort)** - Choose an ability for your active character to use. Each ability costs energy.

**Use Item** - Use one of the items in your pack, like a potion or a scroll. Using a scroll consumes it. Some items, like potions, can only be used once during an adventure, but resting in an inn or returning to a Haven fort will recharge them.

**Get Items** - Opens your active character's pack and shows your inventory. You can equip and unequip items or give items to other characters.

**Quick Use Button** - The buttons in the middle can be programmed to activate commonly used abilities or items. Press a button to assign an ability or item to it. To clear a Quick Use Button, right-click it. (Command-click it on Macintosh. Drag it up off the button bar on mobile.)

**Journal** - See text you have recorded, quests that are active, and a list of your special items (like keys).

**World Map** - See the Rokaj and all of the locations you have discovered. Mouse over a location to see any quests active in it and what resources that area is giving you. When you are outdoors, you can select a discovered location to fast travel to it.

**File Menu** - Opens the File menu. Save the game, load a different saved game, change settings, or quit.

### **The Text Console**

If you want to see a text console showing detailed information about what is happening, type 'c'. Type it again to hide the console.

## **Chapter 6: Queen's Wish Settings**

You can edit the game settings from the title screen. In the game, you can also change them from the Game Menu. Of particular importance are:

**Difficulty: Casual/Normal/Veteran/Torment** - Determines how powerful your foes are. You can only change this after you have loaded a saved game.

**Walk Animation: Animated/Snap Movement** - Whether the movement of your character is animated. When set to Snap Movement, your characters will move more quickly.

**Missile Animation Speed: Normal/Fast** - How fast battle animations move in combat. Set this to Fast to speed up the game.

**Warning Before Pause In Combat: On/Off** - Turns on/off a warning when selecting on a character to end his or her turn in combat.

**Shift Terrain When Cursor At Edge: On/Off** - Turns on/off whether the terrain view moves when you move the cursor to the edge of the screen.

**Auto Scroll Terrain View While Walk: On/Off** - If you turn this feature on, the terrain view will automatically jump to follow your characters as they move.

**Resolution and Window Size** - Choose whether you will be given the chance to set window size at start up or not.

**Graphics Extra Details** - Turn on and off extra graphical effects.

**Game Area Size: Normal/Small/Whole Window** - By default, to improve performance, Queen's Wish will only use up to a certain amount of a large monitor. Change this setting to alter the maximum amount of screen space the game will use.

**Sound Volume** - How loud the game's sounds are.

**Background Sounds** - You can toggle these on/off.

**Set Keyboard Shortcuts** - You can change the keyboard shortcuts for most common actions.

## Chapter 7: Items and Inventory



Press the bag button by a character's portrait in the character roster, press the getting button at the bottom of the screen, or type 'g', and you will see the Inventory window.

You will also see the inventory window when you select a chest or other container.

To move an item, select it and then select where you want it to go. To equip an item, select it and then select your character's paper doll.

To put an item in a container, open the container. Then select the item, then select the container area to the right.

To give an item to another character, select it and then select the portrait of the other character.

### **Theft**

Sometimes, an item in a container will be marked with 'Not Yours'. You can't steal it if a friendly townspeople can see you.

### **Equipping Items**



To have a character equip an item (like a sword), select it and then select the paper doll in the center of the inventory window. To remove the item, select the item and then select a free spot in your pack or in a box.

Some items are marked as Tier 1, 2, or 3. They can't be equipped unless your skills are high enough. Arcane gear can't be equipped until you train in the magic tab. Other armor or weapons require you to train in the battle tab.

### **Potions and Using Items**

To use an item, press the Use Item button on the main screen and then choose the item to use.

Potions and some artifacts can only be used once on each adventure. To recharge them, rest in an inn or return to a Haven fort.

You can change the sort of potion in a potion bottle. To do this, build an Alchemist in one of your forts and talk to it.

### **Shopping and Selling**

When you talk to a shopkeeper, you can choose to buy items. Items for sale will appear to the right. Select one to buy it.

### **Giving Items**

To give an item to another character, select an item and then select that character's portrait to the upper left.

### **Augments and Runes**

These are gems you can install in a weapon or piece of armor to improve it. Armor can contain augments. Weapons can contain runes. Helmets can contain both.

To install these, talk to a blacksmith in one of your forts and choose to place augments. (You will have to build a Smithy to get one.) Select an item and then select the rune or augment to try to install.

You can remove runes and augments later. Talk to the smith, select the item that contains the rune/augment, and then choose the one to remove. It does cost some gold.

### **Crafting Resources**

You can find special resources during your travels: Flawless Crystals, Relevant Lore, Ancient Amber, Deep Metal, and Clarity Brew. These aren't kept in your pack. You can

find out how many of them you have by opening your character details window and switching to the Magic Tab.

You can trade these for special items or upgrades in the Tower of the Erudico. Some upgrades can't be researched until you dedicate your forts to a specific purpose. Go to a fort and purchase "Upgrade Fort" to be able to dedicate it.

## **Chapter 8: Town and Outdoors**

You will spend most of your time in Queen's Wish wandering in towns (settlements of friendly people who sell you stuff and give you quests), the outdoors (huge, unsettled areas between the towns), or dungeons (dark, dangerous places full of unfriendly monsters). The Rokaj is an enormous place, with dozens of towns, settlements, castles, towers, dungeons, and so on.

### **Not Getting Lost**

If you are having trouble finding your way outdoors, press the World Map button (to the bottom right) to see a map. Your approximate position is marked by the glowing weapons.

Once you have gone to Laskara and received permission to travel through the Rokaj, you can select a discovered location on the World Map to fast travel to it.

### **Dialogue**

To talk to a character in town, select it. You will then learn what it has to say and ask questions in return. Be careful. Characters will pay close attention to what you say, and your decisions can have effects later.

Some characters give quests. You can review your quests by pressing the Journal button. This can help you find dungeons to clear out. Beating dungeons gives you experience, though you don't usually need to get a quest to beat a dungeon and get the reward.

You can also buy and sell items by talking to the right people.

There are two buttons at the bottom of the talking area. The OK button, when available, ends the conversation immediately. The Record button saves what this person just told you in your journal. You can review this dialogue by pressing the Journal button.

### **Movement, Leaving Town**

To move around, select the space you want to move to or use the keypad or arrow keys.

If you want to move a long way, select a space on the automap to shift the view. Then select a spot on the terrain to walk to. If you didn't pick a spot too far away, your party will find its way there.

### **The Great Outdoors**

When you are indoors, the edges of towns will be tinted. Walk on the tinted area to leave town and enter the outdoors. You will see smaller versions of your adventurers standing in a little clump.

Moving outdoors works the same as walking around indoors. When you find a town or dungeon entrance, walk up to it to enter.

You will sometimes encounter groups of characters outside. Some are hostile and some are friendly.

### **Using Objects, Doors**

To search inside a dresser, desk, barrel, etc., select it. This will bring up the Inventory Window. You can leave excess items in boxes.

Sometimes, you will find machinery and controls that can only be used when you select them (like wheels that open gates).

### **Doors and Stairways**

You will often find stairways, ladders, doors, and other ways to change your location. Select them to move through.

### **Dungeons, Respawn**

When you defeat the boss of a dungeon, the location is cleared out. Monsters there will be gone when you return. If any monsters are unbeaten and their treasure unclaimed, they may be gone when you return.

If you leave a dungeon without completing it, most of the enemies will have reappeared when you return. To progress, you will need to complete dungeons in a single run.

When you defeat a hostile location, you can get more than just experience. Some locations are full of magical items. In towns and forts, people will give you quests to go to dungeons. Completing these quests can get resources for your forts.



## **Chapter 9: Resources and Buildings**

Your forts and conquered dungeons generate resources: wood, stone, iron, quicksilver, and gold.

You can use these to buy shops to install in your forts. This will be one of your main ways to gain power.

Iron primarily comes from the Kranas Woods. Stone comes from the Low Dhaga. Quicksilver comes from the High Litha. You can find wood everywhere.



### **Buying Buildings**

When in one of Haven's seven forts, press the Buy Buildings button. You can spend your resources to buy shops and decorative furniture. Move the mouse over a building (or rest your finger on it on mobile devices) to see the bonuses it gives you.

You can only buy one of each shop and upgrade in each fort.

### **Dedication**

When buying shops for your fort, you can also purchase the "Upgrade Fort" option. In addition to reducing resource theft, this enables you to dedicate the fort to a specific purpose.

There are three choices. Dedication to Knowledge or Industry improve your performance in battle. Dedication to the Ro uses your resources to aid the Rokaj. Whatever you pick also unlocks new research options in the Tower of the Erudico.



## Placing Shops

When in a Haven fort, you need to rebuild buildings to place shops in them. Select the stone markers to rebuild structures. You can choose whether to rebuild a stall or a building. Stalls keep all of your workshops outside, and buildings enable you to place things inside.

Press the Place Shops button to put a shop. You can put shops on wooden floors. When you place one, the shopkeeper will appear. Be sure to talk to all of your shopkeepers to learn what they can do.

You can only put one of each sort of shop in each fort.

## Upkeep

The amount of resources you have reflects income. When you buy a shop, you are dedicating this income to maintaining the shop. You can only buy one of each shop in each town. You can pick up a shop and move it somewhere else in town, but when you buy a shop in a town, those resources are permanently dedicated to it.

Every two days, you will get a report of how many resources you have and how many you have spent.

### **Theft**

Sometimes, your resources will be stolen.

Upgrading Forts and building Barracks and Guard Towers in your forts reduces the theft chance. Building the second fort in a country increases the theft chance.

Some quests and decisions can affect the chance of theft.

If theft reduces the resources coming in below the amount you have already spent, you will get penalties in combat. Reduce theft or gain more resources to make up for it.



## **Chapter 10: Combat**



When something attacks you, you enter combat mode automatically. You can also enter combat by pressing the Start Combat button (or the 'f' key).

You spend most of the game wandering around in group mode. In this mode, one character moves and the rest of the party follows behind. In combat mode, each character moves separately, one at a time.

### **Taking Turns**

Every character has a speed. Heavy armor reduces it. Haste effects and items increase it. The faster you are, the more often you will act in combat.

### **Action Points**

Each turn, a character starts with a base of 5 action points. If you have any action points, you can do any action. When you use up more action points than you have, your turn ends.

Moving 1 space costs 1 action point. Attacking consumes 8 action points. Abilities use 4-6 action points, depending on the ability. Using an item (like a potion) uses 4 action points. Switching between melee and missile weapons costs 2 action points. Changing an item you have equipped in the inventory window costs 6.

To end a character's turn early, select the space it is standing in (or press the space bar).

### **Abilities and Movement**

When you use an ability or item, your character can't move any more that turn.

When you move out of a space next to a creature, you lose 4 action points.



## **Resting**

Using abilities costs energy. Your maximum energy goes up when you gain levels. Every few foes you kill during an adventure, you will regain one energy.

To get all of your energy back (and recharge your items), rest in an inn or return to a Haven fort.

## **Critical Hits**

Every attack has a base 5% chance of being a critical hit. These attacks do an extra 50% damage. Some items can increase the chance of your getting critical hits.

## **Default Attacks**

The two buttons at the bottom of the screen to the far left determine your default attack. If you press the button on the left, every time you attack, you will use your equipped melee weapon (sword or pole weapon). If you push the button on the right, whenever you attack, you will use your missile weapon (like bows).

## **Moving in Combat**

To move a character in combat, select the space to move to. When you choose to attack a foe, select the space it is standing in. Your character, if using a hand-to-hand weapon, will move there and attack.

Sometimes, however, that route may take your character well out of the way. This is especially likely to happen in a crowded passage, where the only clear route to the target is along a roundabout route.

To have a character move directly to the battle, you may have to make him or her switch places with another of your characters. To have the active character switch places with another, select the space that character is standing on.

## **Damage**

When foes hit you, you will take damage. You can restore your health by drinking healing potions or casting healing spells. As you cast spells, your energy will drain away.

If your character takes a blow which knocks him or her below 0 health, that character will fall unconscious.

To restore all of your health and energy, stay in an inn or enter a Havenite fort.

If all of your characters fall unconscious, dramatic things will happen.

## **Outdoor Fights**

Sometimes, when exploring the outdoors, groups of creatures will attack you. When this happens, the battle will take place on a small battlefield. When your foes are dead, press the End Combat button to leave the battlefield and resume your travels.

During most outdoor battles, you can flee your enemies by moving one of your characters onto the tinted area at the far end of the battlefield. If that tinted area is absent, you won't be able to flee.

## **Ending Combat**

When you are through with combat, press the End Combat button or type 'f'. If there are no enemies visible, combat ends immediately. Otherwise, it will cease at the end of the current round. Note, however, that if you still have a foe nearby, combat will immediately begin again.

## **Armor**

Each piece of armor absorbs a percentage of damage you take, and each piece has a maximum amount of physical or magical damage you can absorb.

For example, iron chainmail blocks 60% of damage. It can block up to 9 points of physical damage and 4 points of magical damage. If you take 20 points of physical damage, 60% of that is 12 points, so the armor will block 9 of that, you will take 3 points of damage.

Some armor provides better protection against magical damage and some is better against physical damage. Most weapons do physical damage, but some do magical damage.

## **Chapter 11: Abilities**



When you train your characters, you can spend skill points to buy abilities. For most abilities, you can spend a second skill point to make that ability stronger.

Some abilities heal or protect your characters. Others do damage immediately.

Some Battle abilities improve your next attack by adding stun or other effects. Use the abilities and then attack. Those abilities can also improve missile weapons and wands.

### **Using Abilities and Items**

Press the Use Ability button to select an ability. If it is an attack ability, choosing it will instantly put you into combat mode.

Press the Use Item button to use an item (like a potion or scroll).

### **Targeting, Summoning**

Some spells are cast on a character in your party. To select the target, select the character's portrait (or type '1'-'4' on Mac/Windows).

Some spells are cast on your enemies. When you cast such a spell, you will be asked to indicate a target. Some spells affect a single foe.

Other spells affect a circular or cone-shaped area. On Mac or Windows, when you move the cursor, white lines will indicate the targeted area. On mobile devices, tap a location to see what spaces will be affected by the attack. Select that space again to launch the ability.

## **Summoning Spells**

Some spells summon allies to fight by your side. They will stay around a short time and then disappear. They aren't very bright. If there are no foes nearby, they will just stand around until they disappear.

Summoned creatures are powerful but hard to control. Each character can only have one summoned creature at one time.

## **Statuses**

Your characters can get good statuses (like Bless or Haste) and negative statuses (like Charm and Poison). Each time that character gets a turn in combat, the statuses fade away.

Some statuses, like Poison, stack. If you get poisoned twice, you take twice as much damage.

Some spells, like Cure, can remove negative statuses.

When a character gets a status, an icon will appear to the right of its portrait. Mouse over it to see a description.

## **Cultural Abilities**

When you build your first fort in a new province, you become able to recruit characters from that country. For example, when you make your first fort in the Kranas Woods, you can use the Edit Party button to recruit warriors from there.

Characters from different provinces are able to buy new, special abilities.

In addition, your Prince or Princess is able to learn special Havenite abilities nobody else can get.

The fourth tab in the training window also contains nine special abilities. You can learn how to train in these during your adventures. Some of them can be researched at the Tower of the Erudico.



## **Chapter 12: Final Notes**

So here is the second chapter in the Queen's Wish trilogy. I'm getting older, and this will very very likely be the last all-new game series I write. So it's hard to not be reflective.

The Queen's Wish games are odd. Everything I have learned in life about game design, family, history, politics, how people interact with each other, they are all in these games. And they are odd, eccentric games.

Queen's Wish sold well and got great user reviews. I'm pleased with how it was received. Yet, I don't think these games can be hits.

Honestly, I think I tried to put too much stuff in Queen's Wish 2. Too many characters, too many ideas, too much going on for me to do everything justice. As I near the end of my career, I want my reach to exceed my grasp. On the other hand, you enter the Rokaj as a tourist in the world. You stumble in, mess around, and leave. So the surface you see is the surface your character would see.

I really hope you enjoy the game. If nothing else, know that I like playing it, and I like these characters. I really do. Even Sutter. Hope you have fun, and thank you for your precious time!

**- Jeff Vogel, June 2022.**