

# Fame

## Game Manual

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## Installation and system requirements

The game should run on any computer. If it should not, it's time to change your hardware :-). The author usually owns the oldest computer available on market, so if it works on author's computer, it must work just everywhere ;-).

Fame requires Microsoft Windows XP (it is tested under Windows XP SP3) or Linux. If you are running Windows, you need to have DirectX 9.0c or OpenGL installed (you probably already have it). Under Linux, OpenGL is required. It is recommended that Linux users run Fame from the command line, or otherwise they will not be able to see any diagnostic messages if something should go wrong.

## Configuration

### *Configuration within the game*

In the main menu you can access the Options window using the appropriate button. There's also a button on the main interface, displaying the same window, so that you can change configuration while playing. Most of the settings are applied immediately after clicking the “OK” button, but switching language requires program restart.

### *Configuration with the game.ini file*

All of the game settings available through the Options window can be also adjusted by editing the game.ini file. It also contains some extra settings, mostly not relevant to players, but included here for completeness.

The file is by default generated in the Documents & Settings directory (Windows) or in the home directory (Linux). If, for some reason, you cannot find the file, you can generate it manually (see the Command Line chapter) and copy it into the Data subdirectory in the game directory (or into one of the mentioned default directories).

The settings are presented in the table below:

Setting name	Description	Default value
lang	Game language (en for English, pl for Polish)	en
lang_script	For internal usage only, do not change!	pl
fps_limit	Not used	30
center_radius	Not used	1
one_line_log	Log messages are displayed one per line	0 (disabled)
log_colors	Use colored messages in the log	1 (enabled)
log_images	Use small images in the log	1 (enabled)

all_available_langs	For internal usage only, do not change!	pl en
cmd_line	Additional arguments to pass to the game engine	(empty string)
force_files	Force loading secret data from files (not from Untitled.dat)	0
opengl	Enable OpenGL (always enabled on Linux)	0 (disabled)
immersion	Enable immersion mode	0 (disabled)
fullscreen	Enable “true” full screen in the immersion mode	1 (enabled)
tutorial*	Enable tutorial mode	1 (enabled)
tips*	Enable tips in the character creation window	1 (enabled)
world	World file to load	"big.world"

\*These settings are available in the Character Creation window (when you are starting a new game).

If you want to revert the settings to the default values, either delete the current game.ini file or use the appropriate command line argument.

## Keyboard shortcuts

### *Keyboard shortcuts in game*

You can configure all keys used in the game. To display the configuration window, either go to the Options window in the main menu and press the “Keyboard” button, or press the “?” button on the main interface. There are several other ways to access the keyboard configuration window, including keyboard shortcuts... By default, it's the [/] key.

You can use one of the predefined keyboard schemes or define your custom scheme. The custom scheme is stored in an XML file in your system's settings directory.

Each command can have zero or more key bindings. You can use almost every standard key and create combinations with Alt, Ctrl and Shift keys. It is possible to bind two commands to the same key, but one of the commands would be inaccessible in that case. You are always warned about duplicated key bindings, though.

It is possible to use extended commands, i. e. using two key strokes instead of one. This feature has been created exclusively to support ADOM keyboard layout, but can be used in your custom schemes as well.

## Keyboard shortcuts in the Location Editor

0 to 9	Switch to particular <b>object group</b> (0 to first, 1 to second one and so on)
[	<b>Previous</b> object group
]	<b>Next</b> object group
D	Switch to the ' <b>Doors</b> ' page in the Objects window.
I	Switch to the ' <b>Items</b> ' page in the Objects window.
M	Switch to the ' <b>Monsters</b> ' page in the Objects window.
N	Switch to the ' <b>NPCs</b> ' page in the Objects window.
O	Toggle <b>Objects window</b>
P	Switch to the ' <b>Portals</b> ' page in the Objects window.
S	Switch to the ' <b>Signs</b> ' page in the Objects window.
T	Switch to the ' <b>Terrains</b> ' page in the Objects window.
W	Switch to the ' <b>Walls</b> ' page in the Objects window.
X	Switch to the ' <b>Special objects</b> ' page in the Objects window.
Mouse X1 / X2	<b>Previous</b> / <b>Next</b> object group (Windows 2000 or newer, of course it requires a 5-button mouse or better)

## Mouse

You can control the character movement with mouse. Left mouse button can be used to move to the specified cell. If you want to leave the current location, use mouse wheel (does not work in dungeons!) Right mouse button displays information about the object. If you are standing next to the object, the left button can additionally be used for special actions such as attack, talk, open door etc.

# Gameplay

## **Character creation**

After starting a new game, the player needs to create a hero. You may select hero's appearance (this determines gender, too), enter name and age, set five out of the basic six attributes (Strength, Dexterity, Vitality, Intelligence, Appearance). The Reputation is always at 5, you can only change it by your actions further in game.

You can also choose your starting item set and skills. Item set consists of three items that are displayed in the creation window (plus some more that will become visible later, the 'surprise' item set is always the same no matter which item set you choose).

You can select one of the weapons group you want to be skilled with and two extra skills like Swimming or Mining. (Note: most of the non-weapon skills that appear in the list are not implemented, so you better choose the ones that are described in this manual! Shields and hand-to-hand fighting count as weapon skills.) You receive +5% to the weapon skill you have selected (initially you have 1% in all weapon skills) and +1% to the extra skills (initially you do not have any extra skills).

The 'Shuffle' button lets the fate make decisions about attributes, skills, item set and even name (but of course you will have a chance to modify them all later).

## **Items**

As in almost every RPG, you may collect dozens of items in Fame. You will probably easily know the usage of them; if not, you will find it in this chapter.

A typical item description in the Inventory window looks like this:

- Spellbook of Fireball, 4/4, weight: 2

The 4/4 designates item's condition. 4 is a maximum durability for a Spellbook of Fireball. If the book gets damaged, its condition descriptor might change, for instance, to 2/4, which means that the item is half-destroyed. When the condition goes down to 0, the item is completely destroyed and disappears. Items can be repaired to prevent this (see the chapter '**Repairing items**').

A weight of 2 is approximately equal to 1 kilogram (2.2 lbs), but it is not very precise, as fractions are not used here and thus the smallest possible weight is 0.5 kg (so it immediately turns out that a bunch of rings might weigh several tons...).

Weapon descriptions also include damage information, of the following form:

- Mace (3-8), 40/40, weight: 2

...which means that the item does 3 to 8 points of damage (it is decided randomly each hit).

Armor, helms and shields have a parameter called Armor Class (AC):

- Leather jacket, AC 1, 10/10, weight: 2

The higher AC, the better protection it gives. Shields usually have very high AC, but it is interpreted differently (as a percentage chance to block enemy's stroke).

Some items may include a material information or other details. For example:

- Metal rod [short sword, iron] (2-2), 30/30, weight: 4

Metal rods can be made from several different metal types (in this case, from iron) and can be transformed into a particular type of weapon (in this case this is a short sword).

Do not drop valuable items on the ground, especially in towns! There are thieves everywhere. If you need to store something, look for a building with door.

## Item details window

If you right-click an item in the Inventory Window, another window will appear, displaying more detailed information about the item. This includes item category (useful if you have no idea what the item might be for), material and more. In case of unique items (artifacts), as well as “regular” magical items, special features are also listed here.

## Blessed and cursed items

Items may be cursed or blessed by the gods. You don't know the blessed/cursed state of an item until you use a scroll of identify on them. You can also find out that the piece of armor or the weapon you are currently using is cursed when you attempt to un wield it. You cannot un wield a cursed item, so you have to wear it until it is destroyed or discover another way of uncursing items.

Cursed items appear **red** in the inventory/trade window while blessed items are **green**. Normal items (neither blessed nor cursed) are **yellow**. Unidentified items are **white**. Additionally, in the Item Details window (see the previous section), the blessed/cursed status is displayed as a text.

Blessed items are usually better than normal ones. The exact effect depends on item type (for example, a Fireball spell cast from a blessed scroll does twice as much damage). Cursed items usually don't work in the way they are supposed to (or don't work at all). Using them may have disastrous effects for the hero (for example, a Fireball spell cast from a cursed scroll explodes immediately, hurting the caster). It's up to you to discover the other effects of curses and blessings.

Hero can create blessed items by dipping them into holy water (blessed bottle of water), as well as cursed items by dipping them into unholy water (cursed bottle of water).

## Scrolls and spellbooks

Magical scrolls and spellbooks are a bit different from other items, because you don't know their real nature until you actually use them. You can, for example, collect a "Scroll labeled WEHBJHDDYCJUHX". If you read it, you will learn that it is actually, for example, a Scroll of Fire Ball. Since then, all "Scrolls labeled WEHBJHDDYCJUHX" you possess or that you will find in future will be already identified as Scrolls of Fire Ball, but all other type of scrolls will have to be identified separately. The same applies to spellbooks.

## **Repairing items**

Items may receive damage as they are used. If they are seriously damaged, they may be even totally destroyed (they just disappear then). So you should remember to repair your items frequently. It's easiest to find a NPC skilled with making repairs (a blacksmith, usually). They also say that magic may be very helpful.

## **Fighting**

*"Ja tylko chciałem dalej bić te ludziki" (Ghallerian)*

Fighting is turn-based, just as usual movement. To attack a monster (or NPC), just move against it. Monsters (or NPCs) you encounter may be your enemies, but they may also be neutral or even friendly. You should not attack friendly creatures, but it's up to you whether you attack a neutral one or not. If the creature you attack is not your enemy already (i. e. it is neutral or friendly), you will be prompted to answer Yes or No before you actually attack it. Already attacked, a creature becomes your enemy and tries to attack you as well.

As you are attacked, you lose your Hit Points (HP). You may restore them drinking proper potions, casting healing spells or using certain special skills. Some of HP slowly restores as you wait – if you wait long enough, you may get completely healed. Of course, in the middle of the battle you will probably not get a chance to wait.

Some of monsters (such as Vampires) cannot be destroyed using conventional weapons. You must use magic. In case of Vampires there's another way: find a weapon made of silver and wield it every time you see a Vampire. Just a good old-fashioned anti-vampire weapon ;-).

## **Ranged weapons**

In addition to classic melee weapons like swords or axes, you have a plenty of bows and crossbows for choice, along with several special ranged weapons. To use it, you need some kind of ammunition (arrows for bows, bolts for crossbows). Ammunition must be placed in one hand, and the ranged weapon in another. To shoot a ranged weapon, press the W button. You will be allowed to select a target then.

Some kind of ranged weapons, like thrown knives, don't need ammunition.

You can use almost any kind of items as thrown weapons. Some of them are not very effective in this role, but some are the most effective, like thrown grenades or exploding potions.

## ***Magic***

You learn a spells reading proper magic books. You'll probably find a lot of them in various places in the game. The more often you use a spell, the more skilled in it you are. If you do not use a spell at all, you may gradually forget it, so that next time you try to cast it, you may become surprised, as numerous undesirable side effects might occur then.

All spells that you have learned are listed in the Spell Window. In order to cast them, you must assign them keyboard shortcuts, selecting them by mouse and pressing 1-4. When no spell is assigned a particular shortcut, it will be bound automatically. Pressing 1-4 in the main window you invoke a spell. Your character must be focused enough to cast a spell. The more complicated the spell is, the more focus it requires. You can learn to concentrate your mind quickly, but when it's not quick enough, you may use blue potions to restore your focus immediately.

You can also use magic scrolls. A single scroll allows to cast a particular spell once (then it disappears).

**Fireball** – a huge ball of fire, blowing anything it hits and burning everything standing nearby

**Snowball** – potentially less dangerous than Fireball, a ball of ice and snow damages its target and freezes creatures standing nearby

**Heal** – increases hero's HP

**Polymorph** – transforms a monster into a goblin, doesn't work on NPCs.

**Telekinesis** – moves an item (or many items of the same type from the same cell) just to hero's inventory. If the item is too large or too heavy, it ends up under his (her) feet.

**Detect Items** – displays a list of all items that lay on the ground in the current locations. Items of the same type, if they're laying in separate cells, are displayed separately too. Quantity is not displayed (e. g. 1000 gold pieces is shown as 'gold piece').

**Freeze** – temporarily transforms a creature into an ice cube. Ice cubes don't move an aren't generally too dangerous. It is not recommended to freeze your hero to wait for a better years.

**Delirium Tremens** – cool name for an effect of being drunk as a pig. Creature under this spell finds it very difficult to move straightly, although it fights just as well as normally.

**Repair** – repairs selected item. The item must be placed on ground (but no other items can lay in the same cell). The more skilled you are with the spell, the more efficient it is (i. e. more damage points are restored at time). At the very beginning you must cast it several times to repair an item completely.

**Animate Skeleton** – transform a dead body into a skeleton, which becomes your slave. It follows you and obeys your commands until it is destroyed.

## ***Skills***

Hero can learn some skills that would make their life slightly easier. Just like with spells, the more hero uses a skill, the better they do it and if they do not use a skill for a long time, they may eventually forget it. Some of the skills are available from the beginning of the adventure, some can be taught by NPCs. Some of them are used automatically (like Swimming) and some must be invoked from the Skills window (like Smithing).

If you possess more skills, you need to switch between skill pages in the Skills window. You can either use arrow buttons in the window or Page Up / Page Down keys.

## **Literacy**

This skill enables you to read and write. Without it you cannot read magical books and scrolls. You cannot also read non-magical stuff like road signs or letters. Mastering Literacy reduces time needed to read books, especially spellbooks. This can be important, as reading for too long may cause your character to die from starvation (or something else could happen, breaking the reading activity). The Literacy level also affects chance of learning a new spell from a spell book (or improve in using an already known spell).

## **Butchery**

Almost every character has this skill from the start. Without it, corpses of killed monsters are virtually useless for you. The skill enables you to “transform” corpses into edible pieces of meat. You need a sharp item (a knife, a sword or an axe) in your inventory to make use of the Butchery skill. The more experienced you are, the more meat you will obtain.

## **Cooking**

If you have a cooking set and some water, you will be able to cook your meat to make it more nutritious and less prone to rotting. You can only cook raw meat, but corpses cannot be cooked (most of them will not fit into a pot).

## **First Aid**

In case of emergency, for example when your character is bleeding or gets poisoned, it is extremely important to react quickly. The First Aid skill gives you a chance to reduce the danger of bleeding to death or die from poisoning.

## **Food Preservation**

Your character needs food, but his inventory capacity is limited and what is more, the food in the

backpacks quickly starts to decompose. With the Food Preservation skill you can store your food supplies in a more clever way, so that it is edible for a longer period of time.

## Founding

This skill allows the hero to transform nuggets into metal ingots and ingots into rods (that can be later transformed into a weapon using the Smithing skill). You need to stand next to a furnace to use this skill and press the button in the 'Skills' window. You also need a crucible and some coal in your inventory. Then you are asked to select a nugget (or an ingot) from the inventory.

If you are dealing with a nugget, you are going to create an ingot. Iron (ore) nuggets transform into iron ingots, silver nuggets transform into silver ingots and so on. The only exception are tin nuggets and copper nuggets, which are melted together to create a bronze ingot (bronze is generally harder and more durable than copper, so it is more suitable to create weapons and tools).

If you are about to create a metal rod out of an ingot, you additionally need a mould. Each mould can create one type of weapon (so you need two separate moulds of proper type to create, for example, short swords and broad swords).

Each material has its skill level requirements. Bronze is said to be the easiest material, iron is slightly harder, then comes silver, gold, mithril and durabium. Generally, harder materials make better weapons.

## Mining

With this skill you can mine for ore. Rocks containing ore are quite rare and distinguishable. You need a pick axe (hold it in your hand when invoking the skill from the 'Skills' window!). You must also stand next to a lode.

The miner's job is very hard and can exhaust your energy quickly, so get some sleep and collect sufficient food supplies before you begin. It is also very time-consuming, so you need to stay away from hostile monsters which might attack you while you are working.

The skill level determines the energy requirements (more experienced heroes use up less energy and are able to finish in shorter time). Additionally, experienced miners usually receive more nuggets, the nuggets are in better condition and the pick axe used for this operation does not get damaged so quickly.

## Smithing

Being a blacksmith you are able to forge some kinds of weapons (particularly swords). You need to stand next to an anvil and carry a sledgehammer (note that small hammers and warhammers are not suitable for this task). Additionally, you need a metal rod. One type of rod makes only one

particular type of weapon (for example, a short sword).

Just like Mining, Smithing requires a lot of energy and time, but the more experienced you are, the less time (and energy) you consume during this task.

## **Swimming**

This skill enable you to pass through large water areas. It is used automatically if you possess it. If you move closely to a water, you are asked whether you want to dive into the water. Being a good swimmer you pass through the water smoothly, but otherwise you are probably about to drown.

## **Traps**

With this skill you can detect and disarms traps, as well as construct and set your own traps. You will often find trapped doors in dungeons. There are various kinds of traps. They may explode or release a cloud of poisonous gas, for instance. If your character is already wounded, a trap may kill them, so it's generally not wise to open door unless you have ensured that it doesn't contain any trap.

To search for a trap, press the search button ([F] for Find). The better you are at the 'Traps' skill, the less time-consuming the activity will be and the greater chance for a success. If you find a trap, you will be asked whether to disarm it. If you are not skilled at 'Traps', disarming is quite dangerous.

If you have all necessary elements, you can construct a trap. To construct an exploding trap you need a fistful of gunpowder, a box and an igniter. To construct a poisonous trap you need a bottle of poisonous gas, a box and an igniter. You will also need a toolbox for both kinds of traps. To start constructing you press [Ctrl+U]. A window will appear and you will be able to select all required elements. If you fail, all the elements will be lost.

To set a trap, stand next to a doorway, press [A] to display the Skills window and press the button next to the 'Traps' skill. The inventory window will appear and you will be able to select the trap.

## **Alchemy**

The skill of Alchemy enables you to make potions. To successfully use it, you will need a recipe first. You can either find a recipe (which is not as easy as it may seem, though) or learn it through tedious experimentation. You can use the Recipes window (press [Ctrl + R]) to browse all the recipes that are already known to you.

To use Alchemy, you will also need an Alchemy Toolkit. Once you have it, you can press [A] to display the Skills window and then press the button next to the 'Alchemy' skill. The Alchemy window will appear (it is very similar to the Construction window) and you will be able to choose ingredients from your inventory. Don't forget a bottle of water – it is required for all potions! After you have chosen all the ingredients, press the 'Mix' button. If nothing happens, either you have chosen wrong ingredients or you don't have an Alchemy Toolkit. Otherwise you will successfully make a potion, which will appear in the window. You don't need to move it back into your inventory.

It is useful to also have the Herbalism skill to easily identify required ingredients.

When you choose an ingredient (or ingredients), you will be told whether it makes any sense or not to mix them, so that you do not waste resources on a completely ridiculous combination.

## **Herbalism**

Having this skill, you can identify plants that you have picked up. It works automatically. Just wait for some time and plants you have in your inventory will become identified. The higher the skill level, the less time it takes to identify a plant.

Herbalism is very useful at the beginning, because you don't know the names of the plants you may find (plant pictures are different every time you start a new game). As you progress in the game, you may just remember the picture and name of each identified plant, so you will not need Herbalism anymore, but not everybody has such a good memory :-).

## **Trading**

A couple of the NPCs would trade with the hero. You will discover which one is a trader by chatting with him (or her). Usually the option for trade is visible as a separate dialog option (e. g. as '[Trade]' button), but sometimes you will have to make a long talk to see it.

Trade window interface is similar to the inventory window, but there's no drag & drop here. You just use left and right mouse button. Your items are on the right, while merchant's items are on the left. In the middle, there is some place to make our offer. By moving items to the small panel by the right, you decide to give it to the merchant (for a price, most often). If you left-click your item, it is moved to the small panel by the right. If you left-click merchant's item, it's moved to the small panel by the left. Usually you buy items from the left panel and sell the ones from the right panel. Total price of items on the left must be less or equal to the price of the items on the right. There's no negotiation.

Appropriate buttons become available as they are needed, for instance if you place a loaf of bread

from the merchant's inventory on the exchange slot, the “Buy” button will appear. If you click it, you will pay for the loaf with your gold (assuming that you have enough golden coins). On the other hand, placing an item from your inventory on exchange enables the “Sell” button. The appropriate amount of gold from the merchant inventory will go to your sack after you press the button. If you place both your item and merchant's item on exchange, the “Exchange” button will appear, allowing you to pay for the merchant's item with something different than gold.

As already mentioned, there's no negotiation of any kind. You can only agree to the merchant's price or just abandon the trading attempt. The exchanged items on both panels should have the same value, but if you want to make the merchant a gift, it would be appreciated :-). Nevertheless, the merchant would not give you anything for free.

If you have several identical items (that is, a number is displayed on item), left-clicking these items just moves one of them. To move all items, right-click them. You can also press Shift before you left-click items – you will have a chance to enter an exact number of items to move.

If you try to buy an item which is too large or too heavy to be placed in your backpack, the items is dropped under your feet. You may return for it as soon as you get stronger or make some more room in your backpack.

Every merchant buys and sells only certain categories of items, e. g. a blacksmith would only buy weapons and armor, and will not accept spellbooks, food or jewels. A jeweler, in turn, would not accept weapons. Few merchants would, nevertheless, trade in various items and will buy anything that has its value.

Also, every merchant has his own prices. For instance, Elidral always buys two times cheaper than it's worth, while he sells two times more expensive (a wise guy!). So it's better to check prices before you attempt to trade.

## **Hunger and strain**

*"Co prawda przez przypadek kogoś zabiłem i zjadłem, no ale zdarza się..." - Liosan*

As you move, you become strained and hungry. You must gather some food and rest, if you don't want to die. Please note that fighting costs you most energy than walking, and casting spells can exhaust you even more (certain spells may just kill you if you're not experienced enough). To rest a while, press S. Ensure that you are in a peaceful environment, because you probably do not wish to be eaten by some monsters while asleep. Luckily, there are some potions (green ones!) that bring your energy back immediately (Red Bull?).

## **Religion**

There are two gods in the game. Locenax is pleased when you kill evil monsters, while Erysopixyr (the creator of most of those monsters) does not care. Both deities have a number of altars (found usually in dungeons) you can make sacrifices on. You can sacrifice items or monsters. Of course, the more valuable the sacrifice is, the more pleased a god will be. If you are already close enough to the god of your choice, you can pray in a dangerous situation (such as being low on Hit Points) and

you will probably be saved, but do not use this possibility too often!

## **Poison**

As you will quickly discover, the world of Fame is full of venomous creatures. The poison can be lethal for you at the beginning, but the longer you deal with poison, the more resistant you become. You can reduce the deadly effect of poisoning using the First Aid skill (if you have mastered it). You can also buy a supply of antidotes if you are able to find a vendor. They aren't cheap nevertheless.

Bottles of poison can be also used to make poisoned arrows or belts. Poisoned ammo intoxicates creatures as they are hit. This can be a deadly weapon if you know how to use it.

## **Vampires**

If a Vampire bites you, you may also become a Vampire. Being such a gloomy creature you can no longer digest a normal food. You will have to drink blood to keep yourself alive. Luckily for a Vampire race, someone has invented vials, so blood can be also stored for a later use.

Vampires are immune to a non-magic weapons except the ones made from silver. However, your hero transformed into a Vampire is usually perfectly vulnerable to any kind of weapon. And there is no way to restore your humanity...

## **Bestiary**

You can view all the monsters you have encountered (and defeated) in the Bestiary. More kills gives more detailed information. Of course, sometimes you will be able to gather information about a specific monster without killing it.

## Game customization

As of version 0.7.7, game customization (i. e. creating your own quests, monsters, items) is temporarily disabled. The feature will hopefully return in the future versions.

### ***WorldEdit***

WorldEdit is an external tool written in C++ and wxWidgets, which can be used to create and edit \*.world files. It is a new version of the same tool written in VB (it is currently not available, because it isn't compatible with new world file format anymore). The new version isn't available, either, 'cause it's under development ;-). I hope to include the tool in some future version of Fame.

## Command line

Some interesting things (especially if you are creating mods to the game) are to be achieved by running Fame.exe with following parameters:

### **Load a single location:**

```
Fame <location_name.map>
```

### **Script file syntax check:**

```
Fame <script_name.u>
```

### **Run a single script:**

```
Fame -exec <script_name.u>
```

### **Compile a script (make .dll file):**

```
Fame -compile <script_name.u>
```

### **Compile a script (make .exe file):**

```
Fame -makeexe <script_name.u>
```

### **Compile a script and keep intermediate files (\*.cpp):**

```
Fame (-compile|-makeexe) -ki <script_name.u>
```

### **Compile a script, but generate intermediate files only (no DLL, no EXE):**

```
Fame (-compile|-makeexe) -intermediate <script_name.u>
```

### **Run a game without creating a character:**

```
Fame -nocreate
```

**Skip main menu (immediately start a new game):**

```
Fame -new
```

**Run QuickChangeTools:**

```
Fame -qc
```

**Write current configuration to game.ini**

```
Fame -writecfg
```

**Run unit tests and exit:**

```
Fame -test
```

**Run world validator:**

```
Fame -validate
```

**Run location editor immediately:**

```
Fame -editor
```

**Load specified game:**

```
Fame -load <file.sav>
```

**Generate a makefile for Fame (rather useless for you, but I include it for completeness):**

```
Fame -makefile
```

**Take more parameters from *game.ini*:**

```
Fame @lp
```

**Notes:**

- all paths are relative (e. g. \Data\Locations is searched when you enter location file name and \Data\Scripts is searched when you enter script name – extension is analyzed to determine file type)
- all parameters can be combined, but not always this makes sense
- if we enter two location names, only the first one is loaded
- after syntax check the program exits, so if any other commands follow, they are ignored
- not all scripts can run from command line; if they contain any reference to the game itself (e.

- g. they call a function adding a new monster), they will probably crash, because the game is not initialized at the moment of examining the command line
- if you specify '@lp', a string given in the *cmd\_line* parameter in the *game.ini* file is appended to the current command line (using it you can specify parameters for Fame.exe without running a console window!)
  - when a single location file is loaded, its UID is equal to location name
  - to compile a script (DLL/EXE), a Microsoft Visual Studio 8.0 is required, the executable file of the compiler should reside in the c:\Program Files\Microsoft Visual Studio 8\Common7\IDE

## Known bugs

*"Trolls sacrificing rocks no longer crash the game." (from ADOM 1.1.1 change log)*

- There are some display errors when running in the full-screen mode with OpenGL on Windows
- Tooltips and pop-up descriptions in some windows disappear immediately when Winamp plays a file in the background
- Full-screen mode crashes on Linux
- Exiting the game causes a crash on Linux before configuration can be saved
- The 'Chatting' skill is not actually implemented, although it may appear in the Skills window
- The hero cannot attack friendly creatures, because moving at them causes that they just swap position with player. This is about to be changed, but at the moment the only way to fight a friendly monster is to use ranged weapon or magic.

Any other bug reports are welcome :-). Please send it to my e-mail address, which can be found at the end of this document.

# Greetings

Special thanks to:

- Ancient (Michał Bieliński), for providing valuable feedback and writing the first review of the game
- Civis, for creating many tiles of great quality
- Michael Ax, for literally flooding me with feedback and bug reports

Here is an alphabetical list of other persons that dared to help developing this little game (especially tracking down the evil BUGS):

- AgingMinotaur
- Albireo
- Bluemorph
- Compawo
- Comrade
- Czomolungma
- Darren Grey
- Doomtrader
- dRaiser
- Dynax
- Elayan
- Getter77 (Brian Emre Jeffears)
- Ghallerian
- Grabarz
- Haxy.M
- Hazardius
- Honoris
- Humman
- Iskendarian
- Jaccobo84
- Jo (Joseph Bradshaw)
- JollyRoger
- Kenji
- Korialtrash
- Kraflab
- Książdz Ivan
- Ktostamktos
- Kurak
- LCD
- Levy
- Liosan
- Luiz Carlos Mendonça Júnior
- Master Ar2ro
- Mattrick
- Mosenzov
- Netrick
- Nexor
- Pastan
- Paweł Tymura
- Randolph Goldstein

- Riddlemaster
- Rogal
- Skeletor
- Syriusz
- Van Firzen
- Varmack
- Vigmyn
- Xadas
- Z

If I forgot anybody, please forgive & contact me :-).

Fame uses some external libraries, tools, components and code snippets, here is a compact list:

- Irrlicht Engine 1.2 (originally by Nikolaus Gebhardt, now transformed into IrrLite, mixed with portions of Irrlicht 1.4 and 1.7 and my own modifications – yeah, I'm a crazy guy)
- FreeType 2
- CGUITTFont (by Zgock)
- CGUITextBox (by Matthias)
- The cave generating algorithm is based on an article by Jim Babcock
- The Mersenne's Twister algorithm is based on the implementation from:  
<http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/emt.html>
- The Bresenham's algorithm implementation (by Eugen Dedu)
- Field of View Library (by Greg McIntyre)
- Implementation of the copy\_if algorithm (by Alex Tingle)
- The profiler was taken from the open-source library CommonLib (by Adam Sawicki)

Some of the graphics come from:

- <http://www.reinerstilesets.de>
- <http://pousse.rapiere.free.fr/tome/>

## Author's e-mail

If playing Fame was a boring and annoying experience, then... you must have mistaken it with some other game :D.

If playing it caused serious damage to your computer, your house, your relatives, your cat, your car, has ruined your education, your marriage, your friendships, caused your boss to fire you, your neighbors to call police, the pope to curse you – I cannot be responsible for that!

In any other case, you can write me at:

**[pbednaruk\[you-know-what-to-put-here\]gmail.com](mailto:pbednaruk[you-know-what-to-put-here]gmail.com)**