

# N·GAGE

1-4 PLAYERS

ONLY ON  
N·GAGE



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R/XXXXXX/YY

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Printed in China.

Package contains one game on one game card.

The information contained in this user guide was written for The Roots: Gates of Chaos. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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## EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



### PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.  
Follow any restrictions or rules in the device's user guide.



### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



### USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

## Inserting the N-Gage™ Game Card

### Nokia N-Gage™

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



### Nokia N-Gage™ QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically.





(Please ensure the auto-start feature is enabled on your game deck)

## Starting a game


### Nokia N-Gage™


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

### Nokia N-Gage™ QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

## Bluetooth® Multiplayer Game Play\*

\* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

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*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

*Note: Do not use the USB port during gameplay.*



## Introduction

Welcome to The Roots: Gates of Chaos. Choose your character from five available heroes: mighty Paladin, ominous Warlock, fierce Warrior, proud Sorceress or

mysterious Thief. Face the evil Demon Lord's hordes of darkness, whose ambition puts the very existence of the land of Lorath at stake. Let the epic quest begin.

## Story

It is a time of turmoil, where gods wage war against one another in a titanic struggle between good and evil. The struggle, which has raged on for countless millennia, has now become an all-out war. Hordes of hideous monsters roam the world, ravaging the countryside, as the gods mobilize their armies in preparation for a final battle of world domination. Meanwhile, the prayers of the weak and helpless are ignored by deities intent on destroying one another.

While the war of the gods proves a curse to many, some view it as an opportunity. The Lady of Life and the Demon Lord train their armies, each determined to destroy the other. Both sides draft creatures, humans and lesser gods into their armies, promising riches beyond imagination in exchange for their loyalty. As her goal is to rid the world of evil, the Lady of Life has been able to enlist the aid of some of the most powerful heroes in all the land to fight for her cause: a Paladin, whose devotion to good is unwavering; a power-hungry Sorceress; a barbarian Warrioreess seeking to avenge the deaths of her family; a silent Thief with a mysterious past; and a Warlock who, like the Lady of Life, is dedicated to the Demon Lord's destruction.

In their battle to end the Demon Lord's reign of tyranny, these stalwart heroes will discover that a god's perception of good and evil is far different than that of

mortals. A god is willing to sacrifice anything in order to emerge victorious. Even though the heroes' personal goals might differ, all seek the destruction of the Demon Lord. In this process, they will discover many things—including things that humans were never meant to know.



## Game Objective

The object of the game is to complete a series of Quests. Quests in *The Roots: Gates of Chaos* are tied to locations—when you enter a Quest location, you are provided with the details of the Quest at hand. Each time a Quest is successfully completed, you receive a reward, gain experience and advance to the next Quest. There is a total of 20 Quests available in the game.



## Main Menu

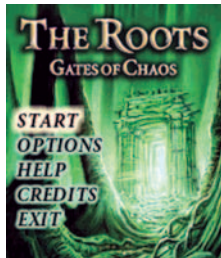
Use the **Controller Key** to scroll through the available options. Press **Key 5** or the **Left Selection Key** to select an option.

**START:** When you select this option, you can create a new character, start a new game, join an existing multiplayer game or complete the game tutorial.

**OPTIONS:** Set sound, music and game language options and customize the game controls.

**HELP:** Access detailed information about the game and the game controls.

**CREDITS:** View the game production credits for *The Roots: Gates of Chaos*.



## The Roots: Gates of Chaos Game Controls

**Controller Key** – Move



**Left Selection Key** – Menu

**Key 1** – Help

**Key 2** – Character Menu

**Key 3** – Map Access

**Key 4** – Use Healing Potion

**Key 5** – Interact

**Key 6** – Use Energy Potion

**Key 9** – Use Skill 2

**Key 8** – Use Skill 1

**Key 7** – Attack

**Key 0** – Quick Skills

**Right Selection Key** – Menu



## Explanation of Game Controls

**Controller Key:** Move your character.

**Key 1:** Help—open context sensitive help window.

**Key 2:** Character Menu—open the character and inventory window. Press **Key 2** or **Key 7** to return to exploration mode.

**Key 3:** Map—access the map and Quest tags. To close this screen, press **Key 3** again or **Key 7**.

**Key 4:** HP Potion—drink a healing potion (restores your Healing Points).

**Key 5:** Action key—interact with objects, pick up items, enter shops, use waypoints and more.

**Key 6:** AP Potion—drink an energy potion (restores your Action Points).

**Key 7:** Attack—trigger physical attacks (e.g., swing your sword). In menus, this key serves as the back/cancel control.



**Key 8:** Use Skill 1—activates the Skill you have assigned and locked in using the quick Skills menu.

**Key 9:** Use Skill 2—activates the Skill you have assigned and locked in using the quick Skills menu.

**Key 0:** Quick Skills—access a list of your character's Skills. Use the **Controller Key** to highlight Skills on the list. Select **HELP (Key 1)** to learn more about the highlighted Skill, including the level required to attain the Skill. When the Skill is highlighted, press **Key 8** or **Key 9** to select it. This assigns the Skill to the associated key. You can use these keys to activate the Skills during combat.

**Left Selection Key, Right Selection Key:** Menu—pauses the game and opens the game menu.

## Map

To open the **MAP** screen at any time during the game, press **Key 3**. There are two options available on this screen.

**Map:** The map displays an overview of the area, with an outline showing your current location and the surrounding terrain. Key objects (including town teleportation signs—shortcuts that enable you to return quickly to a town) and topographical elements are clearly displayed.

**Quests:** Accesses a travel diary that provides a summary of your **QUESTS**.



## Character Menu

To open the Character Menu at any time during the game, press **Key 2**. There are a number of options available on this screen.

**WEAPON:** Displays the weapons you are carrying.

**ARMOR:** Displays your armor.

**MISCELLANEOUS:** Displays non-weapon and non-armor items in your inventory.

**STATISTICS:** Displays your character's Statistics.

**SKILLS:** Displays your character's Skills.

**TALENTS:** Displays your character's Talents.

The **WEAPON**, **ARMOR** and **MISCELLANEOUS** inventory screens function in the same way. The screen displays the type of items selected. Use the **Controller Key** to highlight an item, then press **Key 5** to open an options menu for the selected item with the following options:

**Sell/Buy:** Sell or buy the selected item.

**Use/Equip/Take Off:** Use the selected item (if you are holding it), equip yourself with the item or take it off (if you are wearing it).

**Combine With the Item:** Use the selected item with another item.

**Drop:** Drop the item on the ground at your current location.

**Give/Place in Chest/Take from Chest:** Give the item to another character, place the selected item in a chest for storage or remove the selected item from a chest.

The other three options on the main Character Menu display information about your character's abilities.

**STATISTICS:** Displays your character's name, class, attack and defense Statistics, HP (Healing Points), AP (Action Points), Experience Points (including the amount of experience needed to advance to the next level) and magical resistance. **STATISTICS** also displays the amount of gold you are carrying and your current carrying capacity for other items. Use **Key 5** to distribute available points amongst your Statistics. Select **HELP (Key 1)** for more information.

**SKILLS and TALENTS:** This screen displays the Skills and Talents your character has thus far. Talents are additional features that modify your character's Skills and Statistics. To get more information, select **HELP (Key 1)**. If you have points to distribute amongst your Skills and Talents, use **Key 5** to do this. Talents/Skills that are grayed out are not yet available to your character.

## Bluetooth® Multiplayer Gameplay

The Roots: Gates of Chaos includes a multiplayer mode where up to four players can play. The multiplayer mode is virtually identical to a single-player game. As host of the game, you are responsible for setting the game parameters and accepting players as they join the game. You also determine when to end the game.

When you join a multiplayer game, you can join or leave the game, but cannot set options or end the game. If you already have a character from a previous game, you can start from locations in the game world that you have already explored with your character's possessions, Quests, and Experience Points intact.



## Understanding Your Character and Playing the Game

In *The Roots: Gates of Chaos*, you develop your character by completing Quests and killing monsters. The following sections describe how your character advances through the game.

### Experience Points

Every time you kill a monster or complete a Quest, your character gains Experience Points. When you achieve certain pre-set totals of Experience Points, your character advances a level and gains special advancement points that you can use to improve the character's Statistics, Skills and Talents.

### Primary Statistics

**Attack**—character's attack power.

**Defense**—character's protection from physical attacks.

**HP**—character's current and maximum Healing Points. When it shows 0, the character dies.

**AP**—character's current and maximum Action Points that can be spent on Skills.

**Summon Points**—gauge available during exploration that indicates current and maximum Summon Points needed to summon a powerful ally.

**Exp**—Experience Points a character has gained during the game.

### Secondary Statistics

Every character needs protection from magical attacks (displayed in %). Magical attacks require special defenses or Resists. Resists are derived from various types of magic. There are six schools of magic in the game—water, fire, air, earth, life and death. As the game progresses, each character can accumulate Skills, Talents and special items that increase Resists to certain schools of magic. The maximum amount of resistance a character can have to any one school of magic is 80%.

### Skills

Skills are actions your character can perform above and beyond his/her normal Statistics. For example, a character can acquire Skills that enable him/her to cast magic spells or perform special attacks. Each character can develop up to eight Skills over the course of the game. The character's ability to use these Skills is governed by his/her available Action Points.

### Talents

Talents are passive abilities that your character can acquire throughout the game. Unlike Skills, Talents are passive in nature—once learned, they automatically modify one or more of the character's Skills, Statistics or Resists.

## Characters and Lands

There are five characters in the game and five different regions to explore in the game world.

### Characters

In The Roots: Gates of Chaos, you can choose to play as one of the following heroes.

**Paladin:** A member of the Lady of Life's order, the Paladin is a warrior of great strength and courage. Due to his exceptional talents, he was granted the highest position in the hierarchy. He is skilled in the use of many different weapons and wields powerful magic and auras for defense.

**Warlock:** A former servant of the Demon Lord, the Warlock is now desperately seeking a way to protect himself against the effects of Chaos, and the only way to truly escape from these effects is to confront and defeat his former master. The Warlock is able to wield death magic for both attack and defense and can use his abilities to regenerate his own powers.

**Warrioress:** A skilled student of the magic of the shamans, the Warrioress has many mystical abilities, chiefly the ability to change shape. Since her village was destroyed by the Demon Lord's minions, she has been seeking vengeance. Practiced in the art of thrown weapons, the Warrioress will not rest until the enemy is vanquished.

**Sorceress:** The Sorceress was cast out of her order many years ago and lost both her position and status in the community. She is extremely talented in fire and water magic and can summon the elements themselves for attack and defense, but she is physically weak in close combat. In order to regain her former position, she has vowed to do the Lady of Life's will.

**Thief:** Quick and talented, the Thief is an expert with both bow and steel. An accomplished burglar, he has also mastered the art of air magic. An intriguing individual, the Thief's reasons for following the Lady of Life on her Quest are shrouded in mystery.

### Terrain and Locations

There are five different types of terrain, each of which is vastly different in terms of flora and fauna.

**Woodlands:** The forests in southern regions of Lorath are known as magical places. In these areas, the inhabitants are prey to an array of horrible and savage creatures. It is said that, hidden in the depth of backwoods, there is a locked gate that serves as a portal to another plane of existence.

**Mountains:** Dangerous and deserted, the mountains are home to many evil creatures, freed from the deep places when a great cataclysm destroyed the greatest peaks. These creatures are constantly on the prowl,

always ready to pounce upon unwary travelers. Deep in the mountains is a sinister monastery, inhabited by monks in service to the Demon Lord.

**Flying Islands:** A testament to the great craftsmen of old, the flying islands were once home to huge workshops and mighty forges. Now, the peaceful nature of these islands is a memory. Goblins and trolls launch frequent raids and air pirates attack travelers and inhabitants.

**Great Desert:** The Great Desert is a harsh environment. The hardy inhabitants of these lands fight a constant battle to protect themselves from the evil creatures and raiding bandits that frequent the area. Many enemies inhabit the heart of the desert, but no area compares with the evil found in the Valley of Kings.

**Outworld:** Once a resting place for the dead, the Outworld is no longer a place of peace. The Demon Lord has taken over this land and uses it as a staging point for his armies. The only way to reach the Outworld is to cross the great river—and the Boatman's services come at a high price.



# Credits

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## Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

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## Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com)

## Register Your Game Online

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

*...and now, GET READY TO N-GAGE!*

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**N-GAGE**  
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Single Player

Multiplayer

Bluetooth®

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