

# TORCHLIGHT



Bind skills or spells to hotkeys by pressing F1-F12 when your cursor is over their icon in the skill foldout.

# TORCHLIGHT

<b>Name:</b>	Torchlight	<b>System requirements:</b>	<b>Installation:</b>
<b>Developer:</b>	Runic Games	<ul style="list-style-type: none"><li>• Windows 2000 or later</li></ul>	<ul style="list-style-type: none"><li>• agree with the agreement</li></ul>
<b>Publisher:</b>	Perfect World	<ul style="list-style-type: none"><li>• X86-compatible-800MHz</li></ul>	<ul style="list-style-type: none"><li>• 531.4MB space on hard disk</li></ul>
<b>Genre:</b>	Action RPG	<ul style="list-style-type: none"><li>• 512MB of RAM</li></ul>	
<b>Price:</b>	\$19.95	<ul style="list-style-type: none"><li>• 400MB Hard Drive space</li></ul>	
<b>Model:</b>	Single-player	<ul style="list-style-type: none"><li>• DirectX-compatible video card with at least 64 MB of addressable memory</li></ul>	



## Quick Overview (keywords)

- Torchlight town
- Randomized dungeons
- Ember
- Lone hero
- Syl
- Alric
- Quests from NPCs
- Lots of enemies and bosses
- Get frame and experience
- Fall of past civilization
- Ordrak

# TORCHLIGHT

## Player's Role

### Destroyer

An endless wanderer, who is drawn to conflict with his dual-welding blades, was led to Torchlight after hearing of the evils befallen it. Through channeling the power of his ancestors, the Destroyer excels at close-quarter combat and is able to smite his foes with such ferocity as to easily dispatch multiple enemies at once. With a strong sense of virtue, the Destroyer sets out to deal justice with his blades, but things may not be as simple in Torchlight as they appear.



# TORCHLIGHT

## Player's Role

### Alchemist

Drawn to the power of Ember as a cornerstone of his magical art, the Alchemist came to Torchlight for his own ends. Being the largest cache of Ember ever found, the temptation may lead the Alchemist never being able to break free of its influence and ultimately to his downfall. The power of Ember is beyond imagining, but the price is very high.



# TORCHLIGHT

## Player's Role

### Vanquisher

Part of an ancient order dedicated to justice and bringing balance to the world, the Vanquisher was sent out to Torchlight to investigate the mysterious slayings and missing town folks. Unknown to her, the darkness below the small town of Torchlight runs far deeper than the mines beneath. As an expert marksman, the Vanquisher is able to take enemies from afar as well as use traps to confuse and deliberate her foes from all directions.





## User Interface

- Control: easy, just by keyboard & mouse
- Style: a little bit cartoon, simply but clear. No blood or violence scene, fits teenagers and adults.
- Special features: cool, glaring, developers pay lots of work on this part.



## Sounds and Music

- Every movement and skill has it's unique sounds
- About 40 minutes' background music that fits the atmosphere.





## Score

Kill enemies and bosses can get frame , experience and gold

- Frame level up can get points to enhance old skill or learn a new skill
- Experience level up can get 5 points to add on 4 attributes which are strength, magic, agility and defense
- Gold can buy weapon, armor, maps and so on, also gamble with a unique merchant.



## Bugs

- Different heroes can't finish the same quest sometime.
- Nothing fit the quests.
- Those things quests need can be put in the store box.
- Those enemy die from continuous harm won't drop equipment.



## What's good?

- New style with attractive GUI
- Lower computer requirement
- Different Level up (frame & experience)
- Shape unique hero
- Off-line



## What's bad?

- Repeated map style
- Bugs
- Few hotkey for skills
- Alone
- Boring



## Compared with Diablo 2

- Better user interface
- Control the difficulties much better for different level players
- Less monsters and loots
- Not available for multi-players online and LAN.



In all

Deserve to purchase, because:

- Bugs can be fixed in the next editon
- Good feeling
- Torchlight 2 will publish soon.

# TORCHLIGHT II

## What's new?

- Peer-to-Peer Multiplayer system supporting internet & LAN
- More types of monster and loot
- More towns and longer campaign
- Day cycles
- Weather effect
- New GUI
- Character with gender, face, hair style