**What is Glimmerscape?**

Glimmerscape is a mod that I started around 2006 or so when I learned about Exult. There was no planning or gameplay in mind when it was started; the entire idea of it was just me making a new city and building conversation trees in the existing Serpent Isle world. As time progressed I added more cities and more conversations, and tried to make it more “game-like” by adding an overarching plot and mini quests in many areas. This eventually led to me completely gutting any Serpent Isle related story-line/plot.

Much of the content was made at different times when I had an idea pop into my head. I have tried to connect all related areas enough to have some sort of cohesive storyline for playability. There are areas where you can travel that have zero impact on the overall story line. Hensall is an example of this; if you follow the main storyline there is never a reason to visit this location. What I have tried to do is at least make any non-core area have something interesting within it. As for the name, Glimmerscape has no meaning. I needed to call it something and that’s what I decided on.

**Gameplay Resolution**

Much of the creation and design was done in 800x600 resolution. This means mountains, adjoining areas, etc, were created with this resolution. I recommend that you go no higher than 1024x768 resolution.

**Other notes**This mod was based off of Serpent Isle and a redesign of the map. There are some issues I’m aware of that I do not have the know-how to fix. One example is if you attack friendly NPC’s in areas that used to be a city, such as Fawn and Moonshade, the city guards will come to take you away. As much as I enjoy slaughtering NPC’s everywhere, I suggest you do not do it, partly for this very reason. Critical NPC’s **can** be killed, so it is best if you do not go on a mass slaughter for that reason as well.

**Usecode**

I have included the usecode source files for Glimmerscape however I am by no means a programmer. The source is very patchwork and likely fairly inefficient from a programming point of view, but for the most part it accomplishes what I intended.

**Other files**

There are some other informational files that have been included in this that I started making mid-way through creation. These are not complete records of everything in the game but may be useful. Included in this is a walkthrough containing the overall storyline and some side quests however it does not have detailed information such as NPC number, NPC coordinates, etc. As I fix issues I try to update these files.

**Credits**

As this was a small side project for me, unfortunately I did not keep track of everyone who helped me. Marzo Sette Torres Junior was a great help as I bumbled my way through usecode. Malignant Manor was also a help and I utilized his BG-SI shapes merge. Thanks to Knight Captain for taking my mess of a patch folder and making it into a proper mod, among many other things. Also a thanks to Duke of Disorder, TIM and Olarin for being the first players to go through the mod and letting me know about various issues/bugs and helping me track them down. Unfortunately I cannot remember the others but to those who did help me, and to the entire Exult team, thank you!

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