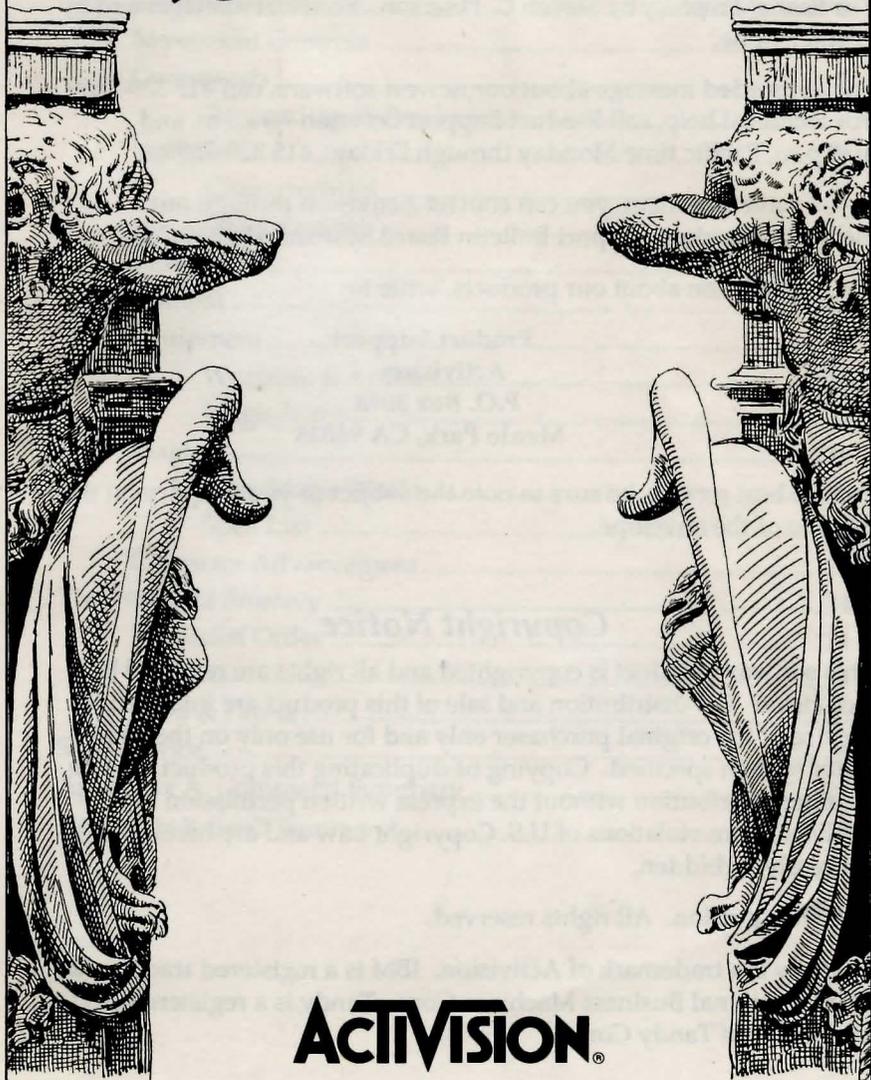


The Book of
Prophecy



ACTIVISION®

Prophecy

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The Adventure Begins

While you sleep, images from your earliest childhood memories parade before you. Swords flash in the torchlight as your father fights the hideous creatures of the Empire. You dimly remember a running battle, screams of pain, hiding in vast dark forests, days and nights of terror. Then all is calm, and with a blurring sensation of passing years, you see your father talk of those frightful days, his face twisted in pain. "We fled the terror of the Empire," says your father in grave tones. "The way was long and hard, and many lost their lives. But we escaped Krellane's cruel servants, despite their power. Now we live in hiding in our little village of CrissCross, and we pray that the Empire will never find us."

A montage of scenes appears, as you recall the years of weapons training at your father's hands. "There may come a time when the Empire will find us, hidden though we are, and you must be ready," you see him saying. "Let's practice that maneuver again with long sword and shield."

Then appears the little village of CrissCross you know so well — the neat homes, the well-tended fields, the council chambers where the old men gather and tell stories of their days in the Empire. You see them speak, their faces made frightening by the flickering firelight. "Beware the power of Krellane and his Empire, and his vile creatures," they say. "You cannot stand against them — only the great Knight of Truth Richard could prevail, and even he failed in the end. But someday the hero of the Prophecy will appear and vanquish Krellane."

The chilling stories of Empire atrocities continue, and the old men warn of the ever-present danger. But you never see the minions of the Empire in your peaceful village as the years pass. You see the face of your constant companion, Newell, laughing about it. "The Empire will never find us. Why worry?" he says with a grin. But you feel a chill, and his words seem hollow.

As Newell's laughter echoes, the image of CrissCross' church appears. "The church is your refuge," your father says. "If trouble ever comes, that is where you should go." You see your father and a few companions, armed with all of CrissCross' scant weaponry, leave to investigate reports that Empire soldiers have been seen nearby in the forest. A terrible feeling comes over you now as you toss and turn in restless sleep. You feel that danger is near, and drawing closer still. With a scream echoing in your ears, you sit bolt upright in bed, and your adventure begins...

Introduction

Prophecy is an action-oriented role-playing game. Your character, guided by your lightning reflexes and quick wits, must fight his way through numerous obstacles to avenge the slaughter of his friends of the village of CrissCross. You must try to fulfill the ancient Prophecy and save the world from Krellane and his evil Empire. Along the way, you'll encounter wondrous creatures and find vast treasures as you struggle to piece together the puzzle and find a way to defeat Krellane.

This game combines the challenge of fast arcade-style action with the depth of a role-playing adventure. You'll have to choose the best weapons and armor for each situation, learn dangerous spells, and equip yourself with potent magical items to complete your quest. It won't be easy — but then, true adventure never is.

How to Use This Guide

This guide is organized so that you can get started right away, if you're familiar with computer games. If you're not, you won't have to spend too much time reading before you start playing.

Beginning players: You should read the "Getting Started" section and follow those directions before doing anything else. If you want to try out the game before you spend too much time reading, look through the "Game Controls" and "Commands" sections. Then you'll know at least enough to have some fun. After you've played for a time (and probably died a few times), you may then want to read through the rest of the guide to learn about the helpful powers your character commands.

Experienced players: All you really need is the "Getting Started" section, the "Command Summary" in Appendix A, and your well-honed gaming instincts. The "Magic" section is also highly recommended, though you can play for a time without it.

Everyone should read "The Adventure Begins," where the machinations of the evil Krellane are revealed to you, as you start forth on your quest...

Note: See "Responding to Prophecy" on page 9, to learn how to move from one area of the game to another.

Getting Started

This section describes how to install *Prophecy* on your system, configure it for best results, and start up the game. *Prophecy* can be set to any of several different configurations to give you the best results on your particular hardware. Please read all the way through this section and follow the directions carefully.

Note: Whenever you need to type in a specific command, the key (or keys) to press are listed in **boldface**.

Hardware Requirements: *Prophecy* is designed for IBM PCs or PS/2s, all Tandy computers, and 100% IBM-compatibles with at least 512K of memory. DOS 2.1 or higher is required. *Prophecy* can be used with CGA, EGA, MCGA, or VGA, or Tandy 16-color graphics displays. The game can be played entirely from the keyboard; use of a joystick is optional.

Installation

This section tells you how to copy your *Prophecy* game disks and how to install *Prophecy* on a hard disk.

Your *Prophecy* package includes two copies of the game: one copy is on two 360K 5 1/4 inch disks, and the other is on one 720K 3 1/2 inch disk. These disks are not copy-protected.

IMPORTANT NOTE: Make a backup copy of your game disk(s) before you begin playing the game. *Prophecy* will make changes to the game disk as you play, so it's important to keep at least one copy of the game in its original form, in case you want to replay the game or something happens to your copy.

There are two ways to copy *Prophecy*:

- Copy each game disk(s) onto a blank disk using the standard DOS copy procedure (consult your DOS manual for details). Put the originals away in a safe place and play the game using the copies.
- Install *Prophecy* on a single 720K or greater disk or on a hard disk by using the "installh" program included on the *Prophecy* disk.

It's recommended that you run *Prophecy* from a hard disk (or a single high-capacity floppy) to avoid disk-swapping during the game.

To install *Prophecy* on a hard disk (or on a 720K or larger floppy disk):

1. Boot your system and load in DOS.
2. Place the *Prophecy* Disk 1 in your disk drive.
3. Access the drive with the *Prophecy* disk by typing **n:** ("n" being the device number of the drive, usually **a** or **b**) and press **Enter**.
4. Access the *Prophecy* directory by typing **cd prophecy** and pressing **Enter**.
5. Type **installh n:** ("n" being the device number of the drive where you want *Prophecy* to be copied; for instance, if your hard drive is **C**, type **installh c:**) and press **Enter**.

Prophecy automatically installs itself on the designated drive. *Prophecy* prompts you for the second disk when it has finished copying the first disk. During the copying procedure, the names of the files being copied appear on your screen. When the copying process is finished, label the new copies and put the original disks away in a safe place.

Startup

This section tells you how to select the graphics mode for the game and how to begin play. To start the game:

1. If you want to use a joystick, make sure it is plugged in **BEFORE** you turn on your computer.
2. Boot your system and load in DOS (version 2.1 or higher).
3. If you are playing *Prophecy* from a floppy disk, place the *Prophecy* Disk 1 in your disk drive.
4. Access the drive with the *Prophecy* disk by typing **n:** ("n" being the device number of the drive, usually **a** or **b** if a floppy, and **c** or **d** if a hard drive) and pressing **Enter**.
5. Access the *Prophecy* directory by typing **cd prophecy** and pressing **Enter**.
6. Type **prophecy** and press **Enter**. The game loads automatically.

In a few moments, a prompt appears asking you to tell *Prophecy* the speed of your system. Use the arrow keys to move among the selections (4.77, 8, 12, or 16 megahertz). Choose the system speed that's the closest to your system speed without being higher (for instance, if your system runs at 10 MHz, select 8 MHz). Press **Enter** to confirm your choice.

A new prompt appears, asking you to select the graphics mode that *Prophecy* uses for display. Use the arrow keys to choose among CGA, EGA, MCGA, VGA, or Tandy 16-color graphics. The CGA display is the least colorful, but it has the virtue of running faster than the other display modes — if speed of action is most important to you, use the CGA mode. Press **Enter** to confirm your selection.

The title screen appears and *Prophecy*'s theme music plays. You can cancel the theme music and proceed to the game by pressing the **spacebar**.

After you've left your hometown of CrissCross, the mystic forces that control the world of *Prophecy* will present you with a magical question every time you load the game or transport from one area to another. In each such case, they'll ask you for the name of the creature displayed on the screen. The pictures of these creatures and their names are scattered throughout this guide. Find the picture of the creature in this guide, and the correct name is listed underneath its picture. Type in the correct name and press **Enter**, and you will be transported to the land of *Prophecy*.

The game begins with your Status screen; enter the action by pressing any key (see the "Status" section for more information on this screen). If you've played the game before, the game begins at the last saved position.

Playing Prophecy

This section tells you how to play *Prophecy*, with descriptions of combat, movement, magic, and items. The "Game Controls", "Movement Controls" and "Commands" at the beginning of this section give you enough information to start playing right away.



If you want to get the full use of your character's abilities, you should read the rest of this section before getting too far into the game.

Game Controls

These controls govern various aspects of how the game plays. You can enter these commands whenever the game is not paused.

Key	Command
-	Reduces game speed; when you reach the minimum, press again to reset the game to maximum speed.
+	Increases game speed; when you reach the maximum, press again to reset the game to minimum speed.
Control-Q	Quits the game and returns you to DOS.
Control-T	Toggles keyboard buffering (the default is OFF); when buffering is on, the game remembers repeated keystrokes and uses them as fast as possible.
Control-V	Turns the sound on or off.
Control-P	Pauses the game (press any key to continue)
Control-J	Enables joystick control (the game starts with keyboard control).
Control-K	Enables keyboard control.
Control-S	Saves the game (with your character's current position and Status).
Control-L	Loads the last saved position.

The following commands work only in CGA display mode:

!	Selects CGA palette #0 with low color intensity
---	---

Gnome (old man with white beard) – Ancient Sage



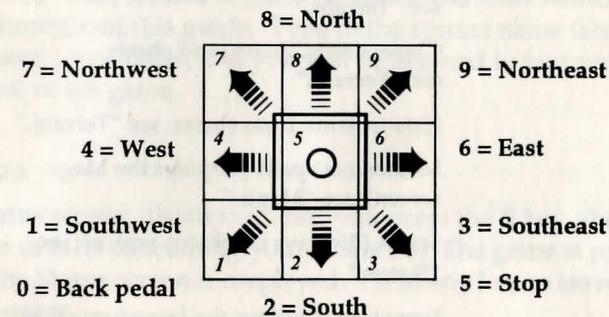
Responding to Prophecy

@	Selects CGA palette #0 with high color intensity
#	Selects CGA palette #1 with low color intensity
\$	Selects CGA palette #1 with high color intensity

Movement Controls

Num Lock must be on for the numeric keypad to control movement. The keys on the numeric keypad move the character in the compass directions corresponding to the keys (the top of the screen is North).

Once a key is pressed, the character continues to move in that direction until he hits an obstruction, he attacks, or you press the 5 key.



The joystick is activated by pressing Control-J. The top of the screen corresponds to the top of the joystick. The character moves in the direction indicated by the joystick as long as you hold the joystick. When the joystick is released, the character doesn't move. Pressing Control-K returns control to the keyboard.

Commands

The following table shows the various commands available in *Prophecy* and their keyboard or joystick equivalents. These commands are all you really need to know to play *Prophecy*. A further explanation of each of these commands is given in the sections noted.

Goblin (small green-lizard like) – Goblin King of Gobar



Key	Command
A	Attacks (using the item in your hand); see "Combat."
Space bar	Attacks (using the item in your hand); see "Combat."
Joystick button 1	Attacks (using the item in your hand); see "Combat."
Joystick button 2	Retreats.
T	Talks to the creature you are next to; see "Flora & Fauna."
R	Reviews last message; see "Flora & Fauna."
L	Looks for traps in the area; see "Terrain."
O	Opens closed doors, gates, and chests; see "Terrain."
C	Closes doors, grates, and chests; see "Terrain."
G	Gets treasure from chests; see "Terrain."
M	Memorizes spells (displays the Magic screen); see "Magic."
S	Status (displays the Status screen); see "Status."
I	Inventory (displays the Inventory screen); see "Equipment."
E	Equip (displays the Equipment screen); see "Equipment."
F1-F10	Activates memorized magic spells; see "Magic."
Esc	Exits from the Status, Magic, Equipment, or Inventory screen.
Home	Takes you to the top of Equip or Inventory list, depending on which is active.
End	Takes you to the bottom of Equip or Inventory list, depending on which is active.

Helf (wolf-like, carrying a bow) – Lord of Ertraxia



Responding to Prophecy

When long text messages appear in the course of the game, they won't fit on one screen. You must press any key (or the joystick button) to move to the next part of the message; do this whenever you see the word "MORE" in parentheses. When the word "DONE" appears, press any key (or the joystick button) to continue the game.

At certain points in the game, you're asked to make a response to a question. Many of these are simple yes-or-no type questions; in such a case, type either **yes** or **no** (just typing **y** or **n** will also suffice) and press **Enter**. Other questions may require a specific word (or words) in answer (such as a name or an object); type in the correct word and press **Enter**. Make sure that you don't have any extra spaces in the word, or it might not be accepted.

Whenever you move from one area of the game to another, a magical question appears, asking for the name of the creature displayed on the screen. The pictures of these creatures and their names are scattered throughout this guide. Type in the correct name (shown in *italics*) and press **Enter**, and you will be allowed to journey to the next part of the game.

Status

The Status screen, displayed when you press the **S** key, shows a number of facts concerning your character. The game is paused while the Status screen is displayed. Press any key to leave the Status screen.

Characteristics

These are listed at the top left of the Status screen. Each of these Characteristics can be altered by certain magic items. Explanations of each Characteristic follow:

Strength: The greater this score, the stronger you are. A high Strength also adds to the amount of damage you can do when you use a weapon, and can affect the number of Hit Points gained when you go up a Level.

Man in Full Plate (carrying a mace) – Lord Richard



Intelligence: This shows your intellect; a higher Intelligence means you are a smarter character. This score also affects the number of Spell Points you get when you go up a Level.

Will: This score reflects your strength of mind, and affects the number of Spell Points you get when you go up a Level.

Vision: This score shows your mental power, and affects the number of Spell Points you get when you go up a Level.

Charm: This score reflects your general charisma, influencing how well other characters may respond to your questions.

Agility: This score shows your quickness, and a high Agility means that monsters are less likely to hit you.

Endurance: This score reflects your physical toughness, and affects the number of Hit Points you get when you go up a Level.

Defense: This shows how much damage your armor can absorb. In combat the amount your armor absorbs each time you're hit is a random amount from 0 to your Defense score. For instance, if you have a Defense of 28, your armor will absorb between 0 and 28 points of damage each time you're hit. If you're lucky, the amount absorbed will be closer to the high end of the scale.

Speed: This score is always 1 unless you cast a spell or use an item that affects Speed. If your Speed is greater than 1, you can move that many times faster than the monsters, which can be extremely useful.

Other Listings

In the top right corner of the Status screen are the following listings:

Level: This shows your character's current Level, which is a measure of your overall power. The higher the Level, the more Hit Points and Spell Points your character has (see "Character Advancement").

Experience: This shows the current number of Experience Points your character has. When enough Experience Points are accumulated, your character advances to the next Level. See "Character Advancement."

Archer – Empire Elite Soldier



Hit Points: This shows the current number of Hit Points your character still has. The more damage your character has taken, the lower this number will be. When it reaches 0, your character is dead (at that point, the game proceeds from the last saved position). You get Hit Points back with the passage of time in the game by using healing spells or magic items, or through certain encounters in the course of the game.

Max. HP: This shows the maximum number of Hit Points your character has — the total amount of damage your character can sustain before dying. This number increases as you gain Levels; certain spells can also raise this temporarily.

Spell Points: This shows the current amount of Spell Points remaining to you. The more spells your character has cast, the lower this number will be. When it reaches 0, your character can cast no more spells until more Spell Points regenerate. You get Spell Points back through the passage of time; certain special events in the game may also regenerate Spell Points. Each time you advance to another Level, your Spell Points increase.

Max. SP: This shows the maximum number of Spell Points your character has — the total number of Spell Points your character can use to cast spells. Each spell costs a certain number of Spell Points when used (see "Magic"). This number increases as you gain Levels.

Damage: This is the number of Hit Points you inflict as damage with each blow. Different weapons give you different damage ratings. This is also influenced by your Strength, and by certain magic items.

Gold: This is the number of gold pieces you have. Gold can be used at certain places in the game to buy healing, or other services.

Equipment: The center of the Status screen shows the items you are currently using and how you are using them. The items held in the right or left hands are shown on the top line (some items require both hands to use, and are so listed). The "Armor," "Helmet," and "Gauntlets" listings describe the exact items being worn by your character.

Krellane (Ming the Merciless) – Gendorian Overlord



Spells: The spells that the character has memorized are listed here. Each spell has a number listed in front of it; this is the Function key that activates that spell (for instance, a spell in slot 3 would be activated by pressing F3).

Movement

Prophecy is a game of constant action, and in order to be successful in combat, your character must move frequently. You can use the keyboard or a joystick to control your character's movements; your character moves differently under each type of control.

Under joystick control, your character moves only as long as you move the joystick in a certain direction; when you leave the joystick in the center, your character doesn't move. Under keyboard controls, your character keeps moving once you've pressed a direction key, and doesn't stop until you meet an obstruction, you attack, or you press the 5 key. Whichever method you choose to use, the more practice you have with it, the better you'll fight. Some battles, especially later in the game, will require all your movement skills to survive.

Your movement may be blocked by objects such as tables or boulders, or by monsters. In some cases you can get boxed in by monsters, making it difficult to move. Keep trying different directions to free yourself from such a predicament. The size of your weapon will affect your movement, so you may find it helpful to switch to a smaller weapon if the one you are currently using is too large and is hampering your progress.

If the game action is too fast or too slow, use the + and - keys to change the speed (see "Game Controls").

Combat

There are many foes trying to stop you from completing your quest, and though you can avoid some of them, you'll often have to fight to survive.

Arch Mage (red robes) – *Dark Necromancer*



The main screen of *Prophecy* shows your character's current Hit Points and Spell Points in the lower left-hand corner. Hit Points for any monsters on the screen are displayed in the lower right-hand corner. Attacking monsters is simple; just move up next to them (using the joystick or the keyboard to control your movement as described in the previous section) and press the joystick button (if you're using the keyboard, press the A key or the spacebar). You attack using the weapon in your hand (see "Equipment" for more details on arming yourself).

You may not do any damage if you're not in the right position when you attack, so move around until you do score a hit.

As you obtain weapons and try them out, you'll notice that they do different amounts of damage (as shown on your Status screen next to the Damage rating) and that different graphics are used on screen to show each weapon. The weapons also have different fighting characteristics; some are easier to hit with than others, or have a longer reach. In general, longer weapons require more space in order to use them. If you find yourself in a situation where you try to attack and nothing happens, you may need to move to a different position or a more open area or to change to a smaller weapon.

A bow or a crossbow can be used at a distant target, as long as there is no other object in the way. You must equip yourself with a bow or crossbow (which takes both hands) and have a supply of arrows before you can use the bow. Once equipped with a bow, activate it just like any other weapon, and an arrow is released in the direction you're pointing. One thing to note: missile weapons may not work in very close combat.

You'll also find that different weapons can alter your Defense value. A complete list of the weapons and their attributes are given in the "Weapons and Armor" section. Use the Equip command to change weapons (see "Equipment").

Casting spells and using magic items are also handy in combat, especially when you're facing multiple opponents or are in tough tactical situations. See the "Magic" section for more details.

Axeman – *Empire Hatchetman*



The monsters you encounter will often be constantly maneuvering to get you into a position where they can hit you and you can't hit them. You must maneuver to try to make sure this doesn't happen.

Equipment

You obtain the various weapons, pieces of armor, and other items you use to defend your character by finding them in treasure chests or purchasing them from merchants you meet along the way. In order to use these weapons, you must equip your character. Only Equipped items give you the benefit of their abilities; use the Status screen to see the changes that various items make to your listings.

Press the E key to display the Equip screen; the game is paused while this screen is displayed. At the top of the Equip screen, your current amount of gold is listed. Below that are listed all of the items you have acquired so far, in the following order: Weapons, Gauntlets, Helmets, Armor, and Magic Items. In the first four categories, the items are listed in increasing order of power; the most powerful item is at the end of its category. For instance, if you have a halberd, a short sword, a dagger, and a battle axe, the halberd is listed last because it does the most damage. Magical items are listed with their category (magic weapons with Weapons, for instance) unless they don't fall into one of the four categories, in which case they're listed randomly under Magic Items.

Your character can only have a maximum of five items in use at any time; one in the left hand, one in the right hand, a helmet, a pair of gauntlets, and a set of armor. Some items take two hands to use (such as a two-handed sword or a tower shield).

To equip yourself with an item, display the Equip screen by pressing the E key. Use the joystick or the arrow keys to move the highlight to the item you want to equip. As the prompts at the bottom of the screen show, press L to put the item in your left hand, R to put the item in your right hand, G to put on gauntlets (this only works for gauntlets or gloves), H to put on a helmet, and A to put on armor. If you want to remove an item, either select another item for that



Gendor (large green lizard) – Gendor of Trinadon

location (thus automatically removing the first item) or press U to Unequip the item. When you've finished making your selections, press Escape to return to the game.

Choices can also be made using the joystick. Press joystick button 1 (the top button on many joysticks) to put an object into your right hand; press button 2 (the lower button on many joysticks) to put an object into your left hand. Selecting Armor, Helmet, or Gauntlets can also be done with the joystick by moving the cursor to the desired item and pressing either joystick button. Press both buttons simultaneously to leave the Equip screen and return to the game.

You can also view your equipment by pressing the I key to bring up the Inventory screen, though you cannot Equip from this screen.

Weapons & Armor

There are many types of weapons and armor that are used in the Gendorian Empire. Many are magical, and their properties are unknown. The following list describes the common types of weapons and armor. The weapons appear on your Equipment and Inventory screens as you pick them up from the treasure chests or purchase them from merchants, and they are then arranged in their category according to the amount of damage they do. The least powerful weapon is listed at the top of its category, and the most powerful is at the bottom. The other weapons range in power according to their position on the list.

You may need to experiment with different weapon combinations, since a magical shortsword may be more deadly than a battle axe or even a halberd. The usual combination is a shield in the left hand and weapon in the right hand. A dagger or a short sword can be used in the left hand instead of a shield, reducing your Defense but increasing your Damage. Some weapons and some shields require two hands to wield. Daggers and short swords are secondary weapons; these are the *only* weapons that can be used in combination with axes and long swords.

Daggers: These are small, usually double-edged knives, quite commonly used by goblins. One type of dagger, the main gauche, is useful for parrying, and so adds to your Defense.



Priest (blue robes) – Arch Priest

Short swords: These double-edged weapons are no longer than 24 inches, but still can be effective in combat, especially when held in the left hand as a backup to the main weapon.

Axes: These double-bladed weapons are designed for hewing foes, not wood. They are a favorite weapon of the ancient dwarves, who crafted especially fine battle axes. Though the axes are deadly in combat, they are sometimes awkward.

Long swords: The favorite weapon of many of the Empire's soldiers, this double-edged blade is very dangerous. Several magical varieties are known to exist, and you could find one during your travels.

Two-handed swords: This mighty sword is up to six feet in length, and must be wielded with both hands. The loss of the Defense value from not using a shield is made up by the tremendous killing power of this huge weapon.

Halberds: This long pole arm consists of an axe-like blade at the end of a long shaft. This is the most terrible of all weapons, though it must be wielded with two hands and is often difficult to use in close quarters.

Bows: If you have a good supply of arrows, the bow is often the best way to destroy the enemy, for you can attack at a safe distance. Of course, this doesn't help when foes get extremely close. A bow requires two hands to use, which means that you cannot use a shield. You may come across a magical bow; several magical varieties are known to exist, and they propel ordinary arrows with much greater force.

Crossbows: Both mechanical and magical crossbows are known to exist, and they are used in much the same way as ordinary bows. With the advanced designs of the Empire, the crossbows use the same arrows as the bows. Crossbows do more damage than bows, and also require two hands to use.

Gauntlets: These are heavy gloves designed to protect your hands and lower arms in combat, thus adding to your Defense score. There exist magical gauntlets, which are said to aid one's ability to attack.

Wizard (green robes) – *Mystic Enchanter*



Helmets: The helmet is vital for the warrior's protection, adding to his Defense score. Some helmets cover more area, thus adding more to the Defense score. Legends tell of the wondrous Mambrino Helm, the helmet that guarded its warrior-king wearer like a suit of fine armor. This magical helmet is said to exist still; if you could find it, you could greatly benefit from its magical protection.

Shields: The shield comes in several shapes, but all are designed to be worn on the left arm and help guard the wearer against attacks.

Tower Shields: These huge shields were designed for the defense of Empire battlements and corridors, and must be wielded in two hands. Though you cannot use a weapon while bearing a tower shield, remember the words of the Sage: "There may be times when you want all of the Defense you can get."

Leather Armor: This body armor is made of thick tanned animal hide, and offers some protection against attacks.

Scale Mail: This body armor is made of leather sewn with overlapping metal plates, and gives better protection against weapons than plain leather.

Chain Mail: This armor is constructed of closely interlinked metal rings, offering flexibility and a high degree of protection. The masters of this craft were the dwarves, and the legends say that there may yet exist a product of their lost art somewhere in the treasure troves of the Empire.

Plate Mail: This fine armor is made of chain mail fitted with metal plates for even greater protective value.

Full Plate: The highest product of the armorer's skill, this body armor is made completely of cunningly fitted plates of metal. The Gendors are rumored to plate armor of wondrous construction.

Magic Items

There are many mystic items in the Gendorian Empire, with strange and wondrous properties. Many magical weapons were created in the forges of the Helves and the Goblins, as were stout suits of armor.

Servant (prisoner) – *Toad Man Terry*



More mysterious were the wands, powders, and potions, which can do such things as heal wounds or cast lightning bolts.

An item can be used by Equipping it in your left or right hand. You can even Equip two items at once (say, two different potions) by putting one into your left hand and one into your right hand. To use an item, leave the Equip screen and then press the joystick button (if you're using the keyboard, press the A key or the space bar). The item is then activated. If you have more than one of a particular item, press the joystick button again (using up another one of those items), until you either run out of that item or go back to the Equip screen and remove the item from your hand.

Some items are of vast power, and may affect a large area — if you're not cautious, you could be affected by the item, which could be deadly. Unfortunately, no information exists regarding the nature of specific items, so you must experiment to determine their exact powers.

Some items have no use until you get to certain places in the game; those items cannot be Equipped, but will activate on their own when needed.

Magic

While a stout fighter relies on his sword, the crafty adventurer knows when to use magic. The spells listed in this section give you a number of different abilities, from curing damage to scaring monsters.

How Magic Works

Many spells are available for your character's use. Learning new spells is simple. Go to the Magic screen by pressing M; the game is paused until you exit the Magic screen. Determine which spell from the Spell List found in this guide you want to use. Move the selection arrow with the arrow keys to a place on the list, press Enter, then type the "true name" of the spell, and press Enter again. The spell is now memorized. The numbers of the list correspond to the function keys. For example, 1 = F1. Note: 0 = F-10.

Werewolf – *Lycanthrope*



The Magic screen shows you the spells your character has memorized and allows you to add new spells or delete old spells. The Magic screen lists the number of the function key that activates the spell, the spell name, and the Spell Point cost for each spell you've memorized, as the following example shows.

1 – Harlok	2 SP
2 – BaeHarlok	2 SP

Casting a spell is a matter of pressing the function key that activates it. The spell goes off; if it is a Missile or Area spell, it goes off in the direction that your character is facing at the time. If you don't have enough Spell Points left to cast a spell, nothing happens (except for a dull beep) when you press the function key. The Spell Points required to cast the spell are automatically deducted from your total. Spell Points regenerate very slowly over time; there are places in the game where you can purchase Spell Point regeneration. When you go up a Level, you'll also gain some Spell Points.

The time a spell lasts depends to some extent on your Level; the higher your Level, the longer the spell can last. Certain spells can last forever, though your knowledge of magic is not thorough enough to tell you which spells. You can learn this knowledge only by playing the game.

The spells are listed under their common names, and their "true name" is listed in parentheses. Only the proper true name can be used in the Memorized Spell list; using an improper (misspelled) name may cause you damage when you try to cast the spell.

Each spell can have its effects increased by adding the proper prefix to the spell name on the Memorized Spell list. You can add prefix to a spell name already on the Memorized Spell list, or enter the spell name with the prefix for the first time. When you enter the true name of a spell with a prefix, make sure that there are no spaces between the prefix and the true name; otherwise, the spell will not work.

Demon (big red demon) – *Hellish Fiend*



The prefixes affect the types of spells in two different ways, according to the following table:

Spell Type	Prefix and Effect on Spell			
	Par	Kru	Ala	Sun
Area Damage	2x	3x	4x	5x
Self/Missile	2x	3x	5x	8x

Both the cost and the effect of the spell are increased by the multiplier listed. For instance, a base Heal spell (Harlok) costs 2 points and heals 10 hit points, while the AlaHarlok spell costs 10 points and heals 40 hit points.

Decide what level spell you want when you memorize it. The level of the spell you want may change during the course of the game, particularly as you get more Spell Points and can afford to cast more powerful spells. You may want to keep two versions of a spell memorized at the same time, in case you need the different power level and Spell Point cost.

Area spells grow larger as the power of the spell increases. The patterns of the area radiate out from the detonation point; area spells detonate at the first obstacle they hit (be it wall, tree, or monster). When the area spell detonates in an enclosed space, the effect of the spell will splash back to fill the available area. With the larger patterns, it's quite likely that your character will be caught within the blast radius, and also suffer the effects of the spell. The most powerful spells are therefore very dangerous to use unless you have a large clear area around the target, and you are far away when you cast the spell.

To give you some idea of the area affected by different power levels, look at the following table:

Power Level	Squares Affected
Par	5
Kru	13
Ala	15
Sun	25

Flying Sword – *Unholy Flying Sword*



You can see from the relative sizes that the larger spells take up a much greater area than the smaller spells. A Sun spell will take up most of one screen.

Spell List

Air Wall (Arro): Creates a rush of wind that buffets all within it for 6 points of damage. Costs 3 Spell Points to cast.

Amnesia (Paxjed): Causes monsters in the target area to become stationary and passive for the duration of the spell, forgetting all desire to attack. Costs 8 Spell Points to cast.

Astral Armor (Magnin): Increases your Defense score by 1 point. Costs 4 Spell Points to cast.

Battle Fury (Killtenn): Increases your Damage rating by 2 points. Costs 4 Spell Points to cast.

Blade Missile (Millmeta): Shoots a many-bladed missile that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.

Blade Wall (Metabran): Creates a field of whirling razor-edged blades that cuts all within it for 12 points of damage. Costs 6 Spell Points to cast.

Confidence (Baainvofisk): Creates a random killer instinct in the monsters in the target area. Costs 5 Spell Points to cast.

Cure Disease (Cordane): Cures disease. Costs 4 Spell Points to cast.

Drain Wall (Schibane): Creates a field that magically drains away 8 Hit Points of creatures caught within it. Costs 8 Spell Points to cast.

Enlighten (Baeduhmasti): Causes monsters in the target area to follow your character without attacking for the duration of the spell. Costs 5 Spell Points to cast.

Enrage (Baepaxjed): Causes the monsters in the target area to blindly follow your character and attack mercilessly. Costs 8 Spell Points to cast.

Walking Treasure Chest – *Guardian Chest*



Fear (*Invofisk*): Creates fear in all the monsters in the target area, so they will not attack as long as the effect of the spell lasts. Costs 5 Spell Points to cast.

Fire Ball (*Firalap*): Shoots a fiery missile that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.

Fire Wall (*Firalle*): Creates a firestorm that burns all within it for 15 points of damage. Costs 7 Spell Points to cast.

Harm (*Baeharlok*): Does 5 damage points to the target. Costs 2 Spell Points to cast.

Heal (*Harlok*): Restores 10 Hit Points. Costs 2 Spell Points to cast.

Hit Point Hype (*Phyrdalk*): Increases your Hit Points by 5 temporarily (if you were at your maximum Hit Points, this raises your maximum). Costs 4 Spell Points to cast.

Hold Monster (*Baenaturlik*): Reduces the speed of all targets in an area to 0. Costs 10 Spell Points to cast.

Ice Spear (*Colenses*): Shoots an icy cold missile that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.

Lightning Bolt (*Lomadahl*): Shoots an electrical bolt that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.

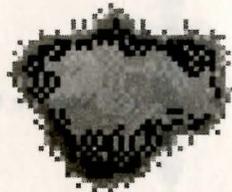
Lightning Speed (*Schnellt*): Increases your character's Speed rating by 1. Costs 10 Spell Points to cast.

Magic Arrow (*Millikat*): Shoots a magical missile that inflicts 1 to 6 points of damage. Costs 2 Spell Points to cast.

Melee Fumble (*Forablee*): Causes inaccuracy in the creatures' attacking abilities. Costs 6 Spell Points to cast.

Mystic Meteor (*Milleano*): Shoots a missile that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.

Neutralize Poison (*Corsane*): Neutralizes poison. Costs 4 Spell Points to cast.



Blob – Oozing Sludge Alan

Rock Wall (*Eano*): Creates a field that crushes all within it for 10 points of damage. Costs 5 Spell Points to cast.

Slow (*Baeschnellt*): Reduces the speed rating of all targets in the affected area by 1. Costs 10 Spell Points to cast.

Stupefy (*Duhmasti*): Confuses the monsters in the target area so that they move randomly without attacking. Costs 5 Spell Points to cast.

Water Wall (*Waewan*): Creates a wave of water that drowns all within it for 4 points of damage. Costs 2 Spell Points to cast.

Weakness (*Baekilltenn*): Decreases the target monsters' Damage rating by 2 points (to a minimum of 1 point). Costs 4 Spell Points to cast.

Wraith Drain Wall (*Wrahbane*): More powerful than Drain Wall, this spell creates a field that drains away 8 Hit Points of creatures caught within it and gives them to you. Costs 10 Spell Points to cast.

Character Advancement

In the course of your adventure, you will gain Experience Points as you slay monsters. When you get enough Experience Points, your character gains a Level, thereby adding to some of his characteristics and increasing both his Hit Points and his Spell Points by a random number. The following table shows the amount of Experience Points needed to gain each level:

Level	Experience Points Needed	Level	Experience Points Needed
1	1,000	9	25,000
2	4,000	10	28,000
3	7,000	11	31,000
4	10,000	12	32,000
5	13,000	all thereafter	32,000
6	16,000		
7	19,000		
8	22,000		



Vine Man – Vine Man

The World of Prophecy

This section gives you some facts about the world where your adventure takes place.

The Jedist Order

This rather peculiar religious order arose in an obscure village on the fringes of the Gendorian Empire. A peasant named Jed was struck by a falling orange and experienced visions and revelations. He preached rebellion against the Empire, and his message spread like wildfire. Through long years of brutal repression, the Empire has succeeded in crushing the outward signs of the rebellion, but there are still many secret supporters of the Jedist Way. Their symbols can be found in strange places, and it is even rumored that they have a stronghold hidden deep within the Empire. You would be wise to talk to any Jedists you may encounter.

Terrain

Your journey in the Gendorian Empire will take you to many strange places, some of them vast and complex. You may find it useful to sketch out on paper some rough maps to give you an idea of where you've been and the areas you haven't explored.

You can't go through certain types of objects, such as tables or stones — you must go around them. Some objects, like chairs, don't impede your movement. Don't worry about water — you can't fall in.

Beware of traps in your wanderings; use the L key when you suspect them, as this will inspect your immediate area for anything dangerous. Watch the text messages at the bottom of the screen for valuable clues.

Many actions, such as opening doors and taking treasure from chests, happen automatically when you get close. You can also use keyboard commands to perform these functions when you are not in the right place for automatic action. Press the O key to open closed doors, grates, or chests. Press the C key to close doors, grates, or chests



Skeleton – *Skeletal Giant*

(which may be useful to stop pursuit). Press the G key to get treasure from chests and add it to your Equipment.

Flora & Fauna

The denizens of the Gendorian Empire are usually dangerous. In your travels, you may meet goblins, helps, wizards, and warriors. Some of the creatures you encounter will prove immune to some or even most spells — you'll have to think about what types of spells would be likely to harm particular monsters.

Some creatures cast spells, others use missiles — these creatures can be particularly dangerous, especially when they're in groups, though they sometimes shoot each other by accident.

If you attack everything you meet, you'll find your quest difficult, if not impossible. Use the T key to talk to likely creatures; you may learn valuable clues. Sometimes creatures will attack you, but they may yet have something interesting to say. Sometimes you have to take a few lumps to learn a few nuggets of wisdom.

If you want to look again at the last text message, press the R key to review it. You may want to take some notes on some of the important messages, if you feel the information will help you later.

The Hit Points of the monsters are listed in one of three colors. If the Hit Points are in red, then you can slay the monster with one blow of your current weapon. If the Hit Points are in yellow, you can slay the monster with two blows. If the Hit Points are in green, then it will take three or more blows to slay the monster. A Hit Point rating of "HIGH" means that the monster has more than 1,000 Hit Points, and it will take at least 1,000 Hit Points to kill it.

Some creatures won't attack you unless you attack them first. Others are highly aggressive, and will attack with great ferocity the instant you appear. Some will wander about at random, and only attack you if you happen to get near them. As you adventure, you'll discover the different personalities and learn the best ways of dealing with each type.



Kobold (small red demon) – *Evil Incarnate*

Sage Advice

Some fragments from the teachings of the ancient sage known only as Sol:

When thy opponent's life forces are High, the danger is great. Avoid physical combat and seek thy salvation in the power of thaumaturgy, or perhaps in the lesson of the Artful Dodger.

When in a contest of arms, seek that spot where your blows find the mark and the foe cannot.

Missiles and magic cause no fear in those who fight when very near.

When you fear that death approaches, preserve yourself (press **Control-S** to save the game). The universe itself will preserve your memory as you pass between realms.

If you need allies, seek to cause dissension in the ranks of your enemies; in the right position, enemies wielding magic or bows may fight among themselves.

Look before you leap into battle; mayhap that you can scan the situation, withdraw and re-enter the fight at a spot more to your advantage, for your enemies will stay where you left them.

Though you are bold, look to your own safety — if your health grows precarious, use your magical healing or withdraw to safety before it's too late.

Discretion is the better part of staying alive.



Hydra – Vicious Hydra

Appendix A: Command Summary

Key	Command
-	Reduces game speed.
+	Increases game speed.
Control-Q	Quits the game and returns you to DOS.
Control-T	Toggles keyboard buffering (the default is OFF).
Control-V	Turns the sound on or off.
Control-P	Pauses game (press any key to continue).
Control-J	Enables joystick control (the game starts with keyboard control).
Control-K	Enables keyboard control.
Control-S	Saves the game.
Control-L	Loads the last saved position.

(The following commands work only in CGA display mode)

!	Selects CGA palette #0 with low color intensity.
@	Selects CGA palette #0 with high color intensity.
#	Selects CGA palette #1 with low color intensity.
\$	Selects CGA palette #1 with high color intensity.

Keyboard Movement (Num Lock must be ON)

7 = Northwest	4 = West	1 = Southwest
8 = North	5 = Stop	2 = South
9 = Northeast	6 = East	3 = Southeast
		0 = Backpedal

Ogre – Jedist Ogre



Command Keys

Key	Command
A	Attacks (using the item in your hand); see "Combat."
Space bar	Attacks (using the item in your hand); see "Combat."
Joystick button	Attacks (using the item in your hand); see "Combat."
T	Talks to the creature you are next to; see "Flora & Fauna."
R	Reviews last message; see "Flora & Fauna."
L	Looks for traps in the area; see "Terrain."
O	Opens closed doors, grates, and chests; see "Terrain."
C	Closes doors, grates, and chests; see "Terrain."
G	Gets treasure from chests; see "Terrain."
M	Memorizes spells (displays the Magic screen); see "Magic."
S	Status (displays the Status screen); see "Status."
I	Inventory (displays the Inventory screen); see "Equipment."
E	Equip (displays the Equipment screen); see "Equipment."
F1-F10	Activates memorized magic spells; see "Magic."
Esc	Exits from the Status, Magic, Equipment, or Inventory screen.
Home	Takes you to the top of Equip or Inventory list, depending on which is active.
End	Takes you to the bottom of Equip or Inventory list, depending on which is active.

Appendix B: Spell Summary

Common Name	True Name	Type	Effect	Cost
Air Wall	Arro	Area	6 points of buffet damage	3 SP
Amnesia	Paxjed	Area	Targets passive and still	8 SP
Astral Armor	Magnin	Self	+1 Defense	4 SP
Battle Fury	Killtenn	Self	+2 Damage rating	4 SP
Blade Missile	Millmeta	Missile	1-10 points of cutting damage	4 SP
Blade Wall	Metabran	Area	12 points of cutting damage	6 SP
Confidence	Baeinvofisk	Area	Targets become random killers	5 SP
Cure Disease	Cordane	Self	Stops disease	4 SP
Drain Wall	Schibane	Area	Drains targets 8 points	8 SP
Enlighten	Baeduhmasti	Area	Targets follow you, no attacks	5 SP
Enrage	Baepaxjed	Area	Targets follow and attack	8 SP
Fear	Invofisk	Area	Targets will not attack you	5 SP
Fire Ball	Firalap	Missile	1-10 points of fire damage	3 SP
Fire Wall	Firalle	Area	15 points of fire damage	7 SP
Harm	Baeharlok	Missile	5 points of damage	2 SP
Heal	Harlok	Self	Restores 10 Hit Points	2 SP
Hit Point Hype	Phyrdalk	Self	+5 to max Hit Points	4 SP
Hold Monster	Baenaturlik	Area	Targets become Speed 0	10 SP
Ice Spear	Colenses	Missile	1-10 points of ice damage	3 SP
Lightning Bolt	Lomadahl	Missile	1-10 points of shock damage	3 SP
Lightning Speed	Schnellt	Self	+1 to your speed	10 SP
Magic Arrow	Millikat	Missile	1-6 points of damage	2 SP

Appendix B: Spell Summary Continued

Common Name	True Name	Type	Effect	Cost
Melee Fumble	Forablee	Area	Targets attack inaccurately	6 SP
Mystic Meteor	Milleano	Missile	1-10 points of damage	3 SP
Neutralize Poison	Corsane	Self	Stops poison damage	4 SP
Rock Wall	Eano	Area	10 points of crush	5 SP
Stupefy	Duhmasti	Area	Targets won't attack	5 SP
Water Wall	Waewan	Area	4 points of water damage	2 SP
Weakness	Baekilltenn	Area	-2 Damage rating to targets	4 SP
Wraith Drain	Wrahbane	Area	Drains 8 points, gives to you	10 SP

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