

# DARKHORN<sup>®</sup>

## PLAYER'S AID CHART FOR APPLE<sup>®</sup> II SERIES

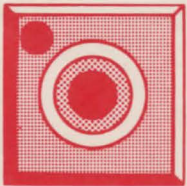
### Cost to Recruit

Player	Race	Symbol	Man	Elf	Dwarf
Balt	Human	(star)	4	6	6
Grum	Dwarf	(cross)	6	6	4
Aura	Elf	(eagle)	6	4	6
Dred	Changeling	(shield)	5	5	5

### Keyboard Entry (Strategic Orders)

Player	Location	Scan Backward	Scan Forward	Select
Balt	lower right	<	>	?
Grum	lower left	Z	X	C
Aura	upper left	1	2	3
Dred	upper right	8	9	0

### Joystick Entry

Deploy	Up	Switch
		
Move Left		Move Right
Fortify	Down	Recruit

### Terrain Effects Table

Type	APs to Enter	Defender's Bonus	Notes
Town	1	3	1
Hills	2	2	2
Woods	2	4	3
Tower	1	7	4
Mountains	3	10	
Plains	1	0	
Desert	2	0	
Castle	1	7	4
Lake/Swamp	prohibited		

### Button Executes Order

### Combat Orders

Player	Keyboard Entry			Joystick Entry	
	Low	High	Thrust	Low/high	Thrust
left	1	2	3		
right	8	9	0	Down/up	Button

*Using the Paddle:* in the strategic orders mode, players scroll through the orders using the paddle, and execute an order with the button. In the combat order mode, the weapon is moved using the paddle, and thrust with the button.

### Special Keys

Pause the game: ESC

Save game to disk: CTRL-X (this command saves the position of all warriors to the User disk. The User disk cannot be used for any other game until the saved game is played).

Toggle sound effects off and on: CTRL-E

Pressing CTRL-Q when the "Hit a key" prompt appears lets the computer resolve the combat quickly.

Increase or decrease game speed: press CTRL-I or CTRL-D, respectively.

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### NOTES

1. Men are recruited here.
2. Dwarves are recruited here.
3. Elves are recruited here.
4. A random warrior may be recruited for 20 APs.

### Warrior Table

Type	Symbol	Where Recruited	Strength	Notes
Man	(sword)	town	35	
Dwarf	(axe)	hills	20	1
Elf	(arrow)	woods	12	2

### NOTES

1. Dwarves reduce the cost of building forts.
2. Elves use ranged weapons in combat. Strength is 55 when fighting a man.

### Combat Bonus Table

Home terrain: 10 if terrain is home terrain of lead warrior.

Friendly forts: 5 each (4 forts max.)

Ranged weapons: 2 for each elf in party, except for lead warrior.

Combined arms: 5 for each warrior different from lead warrior.

Defender's bonus: see Terrain Effects Table.

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# DARKHORN<sup>®</sup>

## PLAYER'S AID CHART FOR COMMODORE<sup>®</sup> 64/128

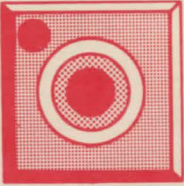
### Cost to Recruit

Player	Race	Symbol	Man	Elf	Dwarf
Balt	Human	(globes)	4	6	6
Grum	Dwarf	(crown)	6	6	4
Aura	Elf	(lion)	6	4	6
Dred	Changeling	(eye)	5	5	5

### Keyboard Entry (Strategic Orders)

Player	Location	Scan Backward	Scan Forward	Select
Balt	lower right	<	>	?
Grum	lower left	Z	X	C
Aura	upper left	1	2	3
Dred	upper right	8	9	0

### Joystick Entry

Deploy	Up	Switch
		
Move Left		Move Right
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### Terrain Effects Table

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Desert	2	0	
Castle	1	7	4
Lake/Swamp	prohibited		

### Button Executes Order

### Combat Orders

Player	Keyboard Entry			Joystick Entry	
	Low	High	Thrust	Low/high	Thrust
left	2	1	3		
right	8	9	0	Down/up	Button

*Using the Paddle:* in the strategic orders mode, players scroll through the orders using the paddle, and execute an order with the button. In the combat order mode, the weapon is moved using the paddle, and thrust with the button.

### Special Keys

Pressing the Run/Stop key causes a menu to appear that will allow you to quit the game, save it, increase or decrease the game speed, and change player skill levels. Pressing the Commodore and the Q key while the "Hit a key" prompt appears in combat will allow the computer to resolve the combat automatically.

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 Defender's bonus: see Terrain Effects Table.