



ECLIPSE SOFTWARE

TELENGARD

COMMODORE 64

INTRODUCTION

TELENGARD is a computerised fantasy role-playing game. This means that by using your computer you control a character whose role YOU will assume. Your character will get the opportunity to descend into the depths of **TELENGARD**, and there you will be given the chance to battle fierce monsters and find gold and magically-enchanted items. Adventuring into the dungeon time after time, you will grow stronger and gain new kinds of magical spells.

STARTING THE GAME

After the program is loaded (see back of this booklet for loading instructions) the screen will ask:

WOULD YOU LIKE TO
(S)TART A NEW CHARACTER
(R)EAD IN AN OLD ONE

If you wish to start a new character, press the S key and the screen will begin to display a series of six Character Attributes, each followed by a number from 3 to 18 (see section on Character Attributes below) for what these Attributes mean in terms of combat and survival). A new set of Attributes will be displayed periodically; pressing any letter key will "fast forward" the screen. Press the **RETURN [ENTER]** key when you are satisfied with a set of Attributes.

After the stats are selected the player will be prompted to enter a name. Any name of seven characters or less is legal. Names

longer than seven characters will be chopped off after letter seven.

NOTE: The beginner may type in **DEMO** at this point and the game will not be played in Real Time. It is not the same as the time-dependent game, but it is a good chance for a novice who is trying to learn the ins and outs of the commands.

If you wish to read in an old character saved on cassette from a previous game, type in that character's name and **RETURN [ENTER]** for the computer to find the stored character. If the file is found, the player's character will be placed at the dungeon location where he was saved from. If the character was saved in a surface Inn he will be deposited directly below the Inn. In addition it is possible to recall a dead character providing he has been saved at least once before and his name begins with SV. The characters will be recalled with the same stats he had when last saved, not the stats he had when killed.

All new characters entering **TELENGARD** for the first time start at Experience Level 1 (see below). It is up to you to advance your character to higher and more powerful levels.

REAL TIME: It is imperative to understand that the adventure you are about to embark upon is played in Real Time. That is, you have a limited amount of time (about 5 seconds) to key in a command before the computer will do one for you. It is critical therefore to be familiar with the basic commands (see Commands section). It is also suggested that you refer to the list of commands on the back cover of this booklet.

A game of **TELENGARD** consists of a number of Player Turns,

limited only by a character's fate, your patience, or by a special agreement between multiple players. Furthermore, each Player Turn consists of two possible segments: the ACTION Phase and the ENCOUNTER Phase. In each Phase you have certain commands at your disposal. The ACTION phase marks the start of all Player Turns in the dungeon; the ENCOUNTER Phase occurs only if the character "encounters" something.

The ACTION Phase: In this phase the computer will prompt the player to do some form of activity. The start of the ACTION Phase is marked by the appearance of the right-pointing cursor arrow below the dungeon graphic display. You now have five seconds to input a command (for commands you can give in the ACTION Phase, see Commands section).

CHARACTER ATTRIBUTES

Each character in **TELENGARD** is composed of six basic Attributes. The relative strength a character possesses in each of the different Attributes in addition to the character's Experience Level will determine that character's personality and abilities.

The **HIGHER** the number following the Attribute the better. Attribute numbers range from 3 to 18. A character's Experience Level is virtually unlimited. As always, the higher the number the better. The abbreviations in brackets after the Attributes and such below are the abbreviations used in the stat chart on the computer screen.

EXPERIENCE LEVEL (LVL) All characters start at level 1. Due to gaining experience points by fighting monsters and recovering treasure a character's Experience Level may go up. See Experience Points for the points necessary to advance to higher levels. The Experience Level characters can obtain is limited only by their prowess and daring.

ATTRIBUTE LISTINGS

1. **STRENGTH (STR)** A number from 3 to 18 describing a character's relative strength. This is used mainly to determine success during combat.

2. **INTELLIGENCE (INT)** A number from 3 to 18 which determines a character's relative intelligence. Intelligence is important in casting magical spells.

3. **WISDOM (WIS)** A number from 3 to 18 which measures a character's relative wisdom. Wisdom is important in casting healing spells and spells dealing with Undead Creatures.

4. **CONSTITUTION (CON)** A very important number from 3 to 18 which measures a character's relative constitution. This number is used to determine a character's original Hit Point total (see Hit Points below). The higher the number the more damage a character can absorb before being killed.

5. **DEXTERITY (DEX)** A number from 3 to 18 which measures a character's relative dexterity. This is used mainly to determine a character's success in running away from unwanted combat situations and avoiding pitfalls. The higher the number the more successful a character will be in evasion tactics.

6. CHARISMA (CHR) A number from 3 to 18 which measures a character's relative charisma. This is used mainly to determine certain creatures' reactions to a character.

7. HIT POINTS (HP) A measure of a character's physical condition and a very important concept in the game. When a character runs out of Hit Points he can absorb he will die.

At the start of the game a Level 1 character's Hit Points equals his CONSTITUTION number. As damage is inflicted on the character during the course of play the Hit Point total drops.

If the character gets a chance to recuperate overnight in an Inn above the dungeon all lost Hit Points will be replaced. Furthermore, a Ring of Regeneration will restore a number of Hit Points equal to its "plus factor" for each player-turn spent in the dungeon.

Hit Points are expressed in a figure as: "Hit Points remaining/total Hit Points". Therefore, a figure such as 3/10 indicates a character with a constitution of 10 who has lost 7 Hit Points.

As characters gain Experience Levels they will gain additional Hit Points.

EXPERIENCE POINTS (EXP) A character's experience is tallied through the use of Experience Points. Gaining Experience Points is the means by which a character advances to higher Experience Levels (see above). There are two basic methods of gaining Experience Points: for every gold piece brought OUT of the dungeon and for every monster killed or "turned" away, a

certain amount of Experience Points is awarded. Additionally, characters may sometimes be given Experience Points by doing such activities as drinking from a Fountain or sitting on a Throne, though it's certainly a risky procedure.

At certain Experience Point totals new levels are awarded to the character. When characters advance a level, they will gain additional Hit Points. Note, however, that characters may only advance one Experience Level at a time regardless of the number of Experience Points accumulated.

Experience Points needed for each level is as follows:

EXPERIENCE LEVEL	EXPERIENCE POINTS NEEDED TO ATTAIN
1	0
2	2000
3	4000
4	8000
5	16000
6	32000
7	64000
8	128000
9	256000
10	512000
(× 2 for each additional level)	

The number of Experience Points necessary to attain the next level after Level 2 is always twice the number that was necessary to reach the character's present level.

SPELL UNITS (SU) A measure of magical spell-energy available to the character. It costs one Spell Unit to cast a first level spell, three to cast a third level spell, etc.

When a character advances a level he will gain additional Spell Units.

Spell Units are represented on the stat table by a figure such as: "Spell Units remaining/total Spell Units". Therefore, a figure such as 2/3 indicates a character with a normal total of three Spell Units that has already used one Spell Unit. When a character has no more Spell Units left he will be unable to cast any spells.

Spell Units, like Hit Points, are replenished in full upon visiting a surface Inn.

Spell Units may also be acquired in the dungeon by drinking from a Fountain. Of course, it's risky.

THE COMMANDS

There are many commands available to a player throughout the turn. It is wise to be familiar with these commands as the game commences. The commands below are divided into commands that can be given in the ACTION Phase and commands that can be given in the ENCOUNTER Phase. Letters and words in bold type are the actual keys that must be pressed.

ACTION Phase Commands

Below is a list of all the commands that may be input during the ACTION Phase:

CAST SPELL The Character wishes to cast a non-combat spell.
C

NOTE: Spells can be cast in the ACTION or ENCOUNTER Phase. For a more detailed explanation of the basic spells, see below. The screen will return to the "Ready State" (i.e. the appearance of the right-pointing cursor arrow) following a spell cast in the ACTION Phase.

RELOT A "Relot" of the screen will show what "duration" spells are still in effect beneath the dungeon graphic display. Relot is also helpful to check that a duration spell has been cast successfully. If a character moves, relot is automatic. If a "Stay" is used or is defaulted to, relot does not take place. A "duration" spell could run out and the character would be unaware of the fact. The screen will return to the "Ready State".
P

HELP A "Help" command will list the ACTION Phase commands at the player's disposal. Repeated pressing of the H key can be used to delay the game during the ACTION Phase. The screen will return to the "Ready State".
H

STAY
S A character elects to stay in the same dungeon spot presently occupied. This command automatically occurs if the character is a bit too indecisive. A "Stay" command will advance the turn to the ENCOUNTER Phase.

STORE
F1 The "Store" Command will save a character on cassette for later play. You may want to make a note of the character's name for recall purposes in case you cannot later remember. The character will begin at the same spot he left off.

STRENGTH
F7 The character will drink a magical Potion of Giant Strength, providing he has found one to drink. This will, for a duration, give the character super-human strength. This will return the screen to the "Ready State".

HEAL
F5 The character drinks a magical Potion of Healing (again, providing he has previously found one to drink). A Potion of Healing will automatically restore some or all of the character's lost Hit Points. The "Heal" command will return the screen to the "Ready State".

RESCUE
F3 The character activates his magical Scroll of Rescue (providing he has one to activate). Reading the scroll, the character will be immediately deposited at the bottom of the

stairway that leads up to the Inn from which all characters first start. It is important to note that when the scroll is used a character **MUST** drop all gold-value treasure presently held. The character may, however, take along all magical treasure items being carried. The screen will proceed to the ENCOUNTER Phase. Each Scroll of Rescue used (as each Potion of Giant Strength or Healing consumed) is automatically deducted from the character's stats.

MOVE
COMMANDS The following commands will move a character one space in the dungeon. A character may always move through doors (thin lines), but not through walls (thick lines) without spellcasting. Any "Move" command (as well as "Stay") is followed by a possible Encounter.

WEST
A The character will move one space towards the left if allowable.

NORTH
W The character will move one space towards the top of the screen if allowable.

EAST
D The character will move one space towards the right if allowable.

SOUTH
X The character will move one space towards the bottom of the screen if allowable.

ADDITIONAL MOVES Characters starting their move in a stairway location will be given the option to take the stairway up or down to a different level, depending on the stairway's vertical connections. Additionally, the **ENTER [RETURN]** key is used to reenter the dungeon from an Inn or to enter a Grey Misty Cube.

QUIT Q The character, seeing his situation is hopeless, elects to quit the game the fast way. Suicide is painless in **TELENGARD**.

ENCOUNTER Phase Commands

There are three basic commands a character has at his disposal after encountering a ravenous monster. To survive in the dungeon, you must learn to think and act quickly during encounters or else . . .

FIGHT F The fearless character elects to battle the ugly creature in order to inflict enough Hit Point damage on the hulk to annihilate it. If the monster is not killed the fight will continue.

EVADE E The dexterous character chooses to evade the monster by attempting to flee. Providing the character is not "rooted to the spot", the screen will print the direction in which the character fled.

NOTE: After evading a monster an @ sign will appear on your screen to the left of the stat chart. This sign indicates how many dungeon spaces away the just-evaded creature is. The more you move the farther away you will get from the ugly beast; if you stay put it's likely to find you again.

CAST C The wise and clever character wishes to cast a spell upon the predator. If this option is taken, you will then be prompted with the question, "**WHICH LEVEL?**" spell you wish to cast. Enter a number from **1** to **6** (see **Spells** section). Remember, characters at Experience Level 1 or 2 may cast only level 1 spells.

PICK UP ITEM [RETURN] In addition to the above three commands used during the **ENCOUNTER** Phase, if the character comes across a monster in his path, the **RETURN [ENTER]** Key can be used to pick up any gold-value or magical Treasure item. Act quickly if you want it, or the words "**LEAVE IT**" will appear.

Sometimes you will not get a chance to Fight, Cast or Evade. The encounter may be out of your control if something is stolen, the monster strikes first or you receive a gift. Stranger things may happen, too. Not all monsters are enemies.

THE SPELLS

Characters' life expectancies in the dungeon can be directly linked to their ability to cast spells. Spells can be used for a variety of purposes including help in thwarting a monster attack or aiding a lost adventurer. Characters' Intelligence and Wisdom play a part in determining their success in casting spells.

SPELL LEVELS: Magical spells are divided into six levels (1-6) of relative power. Each spell level also has six distinct spells (1-6). A character at Experience Level 1 or 2 has only the six level 1 spells at his disposal. As the character gains levels of experience the use of higher (and more powerful) spells becomes possible. Note that spell levels do not necessarily correspond to a character's Experience Level.

Below is a chart showing the Experience Level a character must attain before being able to cast a spell of a certain level:

SPELL LEVEL	EXPERIENCE LEVEL NEEDED TO USE
1	1
2	3
3	6
4	9
5	12
6	15

Characters may always cast level 1 spells providing they have the necessary Spell Units available.

SPELL UNITS: Each spell cast uses a certain amount of Spell Units depending upon the level of the spell cast. It costs one Spell Unit to cast a level 1 spell, three Spell Units to cast a level 3 spell and so on.

Spells may be cast in **EITHER** the ACTION Phase or the ENCOUNTER Phase of a player turn by pressing the C (CAST) key. After striking the C key the screen will prompt for a number from 1 to 6 for the level of the spell the character wishes to cast. Once the spell level has been determined the computer will again prompt for a number from 1 to 6 for the actual spell of that level to be cast.

While spellcasting is going on the attacking monster is mesmerised by the character's posturing. As long as the player strikes a key periodically after entering a spell level the monster will be unable to attack. However, it will be waiting . . .

DURATION SPELLS and COMBAT SPELLS: It is helpful to realise that some spells are strictly "combat" spells (to be used when engaged in mêlée with nasty monsters) while most others are non-combat "duration" spells. Duration spells will last for a few player turns before their effect wears off and should generally be cast when NOT in combat. Other spells, such as "Cure Light Wounds", fall in neither category.

Combat Spells are noted by the appearance of an asterisk (*) before them in the Spell Descriptions and the **TELENGARD Spell Guide** on the back cover.

SPELL DESCRIPTIONS: Following is a list of the 12 different level 1 and 2 spells along with a brief description of each. Look

on the back cover for a complete list of the spells. Effects and purposes of the higher level spells will be left for the brave warrior to find out in the course of play.

LEVEL 1 SPELLS

1. * **MAGIC MISSILE** This spell is used to inflict damage upon an attacking monster. Throwing the deadly magic missile at an evil monster in the **ENCOUNTER** Phase will result in a certain amount of Hit Points being absorbed by the monster.

2. * **SLEEP** When using this spell the character is attempting to mesmerise the attacking monster; that is, put the beast to sleep. If the monster snoozes you will then be given the chance to slay the poor deluded hulk before it realises you are not so nice after all. But be on your guard — the monsters sometimes sleep lightly.

NOTE: This spell has **NO** effect on Undead creatures. Also, you may find that this spell works effectively even on very high level Living monsters.

3. * **CURE LIGHT WOUNDS** Use of this incantation will quickly heal some of an ailing character's wounds.

4. * **LIGHT** This spell enables a character to detect Features in nearby dungeon spaces. Such Features are represented on the screen by white squares of light. A wise warrior never uses this spell when battling with rabid monsters. Light is a Duration Spell.

5. * **TURN UNDEAD** The character is relying on his wisdom to attempt to banish ("turn" away) filthy Undead creatures that may be tormenting him. This spell has no effect on Living creatures.

6. * **PROTECTION FROM EVIL** This spell provides the character with a measure of protection from the evil lurking in the dungeon. Protection From Evil will prevent a character's level from being drained by creatures such as Spectre or Vampire. This is another Duration Spell.

LEVEL 2 SPELLS

1. * **WEB** The character attempts to throw a powerful web over the predator. If successful the character will then be given the chance to dispatch the helpless hulk. Just be careful not to cut the net while cutting its throat!

2. * **LEVITATE** When levitating, the character is floating above the surface of the dungeon floor. This can be useful in avoiding nasty pitfalls (pits are more dangerous the deeper you go). Levitate is a Duration Spell.

3. * **CAUSE LIGHT WOUNDS** This spell will inflict a certain number of Hit Points upon an attacking monster. Use it wisely.

4. * **DETECT TRAPS** The noble adventurer is given the power to foresee and therefore avoid some of the hidden traps of **TELENGARD**. This is another Duration Spell.

5. * **CHARM** The warrior may find this incantation useful in taming a mad and troublesome monster. The Undead may

resist your wiles.

6. **STRENGTH** This spell gives characters quick boosts in strength so that they might more effectively combat evil creatures. This is similar to a Strength Potion. Strength is a Duration Spell.

THE MONSTERS

The monsters of **TELENGARD** are many and varied. All monsters have Experience Level ratings. Like a character's rating, the higher the number the more powerful it is. A level 76 Wraith is nothing to sneeze at.

Whenever characters banish monsters (by killing it or "turning" it away) they will automatically be given a certain number of Experience Points. The exact number of points awarded is dependent upon two factors: the overall rank of the monster relative to other monsters (see Monster Listings) and the Experience Level of the monster.

The number of points received can be computed by the following formula:

$(\text{Experience Level of Monster}) \times (\text{Rank of Monster} \times 10) = \text{Experience Points awarded}$

A monster's Experience Level rating will be displayed on the screen at the moment of encounter with the monster, as will the type of monster encountered.

UNDEAD and LIVING: It is crucial to realise that there are two very distinct types of monster in **TELENGARD**: Undead

monsters and Living monsters. Spells that work effectively on one type of monster will sometimes not work on the other type.

Undead monsters are vile creatures that have managed to live past their appointed hour of death due to some foul curse. They have no heartbeat, no breath; they do not sleep and cannot usually be charmed. You will no doubt find that they have not lost their appetite however! Undead monsters have a (U) after their name in the Monster Listings.

Living monsters are just that — living. They are normal creatures (if anything in **TELENGARD** can be called normal!) that eat — sometimes as if it's their last meal — sleep, drink and dance upon dead warriors' bodies. Living monsters have an (L) after their name in the Monster Listings.

MONSTER LISTINGS

Due to past warriors' reciting of their encounters, we are able to provide you with a list of the creatures you may contend with in the labyrinth known as **TELENGARD**. These brutish monstrosities are listed according to "rank", from the wimpiest Gnoll to the most ferocious Dragon. Undead monsters have a (U) after their name; Living monsters have an (L).

1. **GNOLL (L)** A sawed-off freak, not too tough but nasty nonetheless. Lowlife of the dungeon.

2. **KOBOLD (L)** A close relative of the Gnoll, fond of goring unwary adventurers with its cranial horn. Like a Gnoll, it likes to hamstring you and slit your throat.

3. **SKELETON** (U) Your basic rampaging bag of bones. No brains but will attack relentlessly until vanquished.

4. **HOBBIT** (L) Not the nice type you're used to, this nimble little creature is definitely not to be trusted. It'd sooner make off with a magical item than have a confrontation.

5. **ZOMBIE** (U) A newly-risen corpse, slightly cannier than a skeleton only because it's not completely rotted.

6. **ORC** (L) Sly, foul-smelling and not too nice. Orcs have taken a liking to munching on unwary travellers.

7. **FIGHTER** (L) A competent mercenary out to make a fortune by dispatching you as quickly as possible and stealing your gold and valuables.

8. **MUMMY** (U) A bandage-wrapped monster fresh from the crypt. More deadly than a zombie due to its more preserved state.

9. **ELF** (L) A nimble and cunning threat. Elves fight well when forced to and are skilled at thieving as well.

10. **GHOUL** (U) A creature with a rather tainted reputation for feasting upon corpses and robbing graves for meat. Beware — its touch can paralyse!

11. **DWARF** (L) A brawny, tunnel-dwelling creature that feels at home in **TELENGARD**. Skilled at using an axe to lop off heads; also known to pick pockets.

12. **TROLL** (L) A nine-foot tall, loathsome man-eating brute you'd do best to avoid altogether.

13. **WRAITH** (U) The undead spirit of a dead warrior out for revenge. Wraiths have been known to take away Experience

Points, draining a character's Level.

14. **OGRE** (L) A stocky, ill-tempered eight-foot hairy cousin of the Giant. A vicious opponent that never shows mercy.

15. **MINOTAUR** (L) An ugly result of cross-breeding between an Ogre and a large bull. Their breath alone can kill small dogs and feeble adventurers.

16. **GIANT** (L) A grotesquely overgrown humanoid. Fond of fighting with a club or small tree. The Giants of **TELENGARD** are no pushover.

17. **SPECTRE** (U) Spirit of an ancient warrior king long dead. Like a Wraith, the Spectre can drain a character's Experience Level. Beware!

18. **VAMPIRE** (U) The most hideous and distasteful of the "Undead". Its touch can paralyse and its bite can drain a character's blood as well as Level.

19. **DEMON** (L) A foul beast summoned from the nether plains. Demons are armed with a deadly whip and a flaming sword. The sword's dangerous but the whip's worse!

20. **DRAGON** (L) King of the nasties. Dragons like to barbecue young warriors with a small gust of their disagreeable breath. A good beginners tip is "Never fight a Dragon!"

THE FEATURES

The maze of **TELENGARD** is generously laced with unusual Features. These Features may be discovered during an **ENCOUNTER** Phase. Forget not that all Encounters are in

Real Time — if you wish to investigate a Feature you must act quickly.

All Features (as opposed to Treasure) are stationary. They may never be moved or picked up by the character.

Features of all types may be detected in adjoining dungeon spaces by casting one of the Light spells. ..

FEATURE LISTINGS

1. **GREY MISTY CUBE (GMC)** This Feature allows a character to transport himself magically to a new dungeon floor of his choice. But beware: the strange power that governs this wonder sometimes goes awry!

2. **ELEVATOR (ELE)** This strange platform will move the character to the next floor UP in the dungeon. This is a one-way ride.

3. **ALTAR (ALT)** A mysterious relic of the occult left behind by civilisations past. Penny pinchers and pagans beware!

4. **CIRCULAR STAIRWAY ([,↑ or /)** A Circular Stairway allows a character to go up or down in the dungeon, depending on the stairway's vertical connections. One is located beneath each Inn above the **TELENGARD** dungeon.

5. **PIT (PIT)** Characters that enter Pits (willingly or not) will find themselves on the next lower level of the dungeon. Casting a Levitation spell is a convenient way of bypassing known Pits.

6. **GEM ENCRUSTED THRONE (THR)** A valuable relic from a long-expired kingdom stored away by a dungeon beast.

Upon encountering a Throne, the character is given several options; these are yours to experience at your own risk.

7. **TELEPORTAL (TPT)** Upon encountering one of these Features the character is automatically teleported to another dungeon location. These are consistently one-way and very tough to map. Lots of fun, too!

8. **FOUNTAIN (FTN)** A basin filled with mysteriously-coloured liquids of many colours. These liquids can have a wide variety of effects. Drink and enjoy!

9. **SMALL BOX WITH BUTTONS (SAF)** Upon detecting one of these peculiar strongboxes, the character may attempt to open it by pushing the many brightly-coloured buttons in the correct sequence.

10. **INN** (not actually a Feature, but we'll talk about it here anyway) Inns are located above all "up" Circular Stairways on dungeon level one. Characters entering an Inn will spend the night and regain all lost Hit Points and used Spell Units. In addition, characters automatically deposit all Gold upon entering an Inn and may advance to a higher Experience Level.

THE TREASURES

TELENGARD is liberally sprinkled with Treasures, magical and valuable. Treasures may be found by the wandering adventurer in any ENCOUNTER Phase. There are two types of Treasure: "Magical" Treasure and Treasure with a "Gold Value". Treasures are represented on the screen by a glittering cache.

All Treasure may be picked up by a character in the ENCOUNTER Phase. There is no limit to the amount of magical items or gold an adventurer can collect; your shopping bag is big.

If the player presses the **RETURN [ENTER]** key within five seconds, the Treasure is added to the current character stats. Otherwise, the sometimes-dismaying message "LEAVE IT" appears. Furthermore, if any key is struck besides the **RETURN [ENTER]**, the character will ignore the item.

Treasures may sometimes occur one after the other. You have obviously found a large cache of a banished warrior. It can certainly give you a greedily gratifying feeling to pick up seven Treasures in a row!

"GOLD VALUE" TREASURE: Silver, gold, gems and jewels all have a certain "Gold Value", displayed on the screen after the character has chosen to pick the Treasure up. All "Gold Value" Treasure will earn the character Experience Points equal to its value, but **ONLY AFTER DEPOSITED AT ANY INN ABOVE TELENGARD**. "Gold Value" Treasure can be found in piles of rubbish, Treasure Chests or lying about in discarded piles. The "Bank Accounts" of all Inns are connected by computer.

"MAGICAL" TREASURE: "Magical" Treasure items helpful to a warrior in the dungeon can be found strewn about the corridors and chambers of **TELENGARD**. It is important to remember that in the case of "Magical" items with a "plus factor" after them, the value of the object collected will

REPLACE the current value of the object carried (if any). For example, if a character has a **SWORD +5** and picks up a **SWORD +2**, the character will suffer a loss of three on sword power.

TREASURE LISTINGS

1. **SWORD** A character so equipped will inflict more damage upon a monster during combat.

2. **ARMOUR** Will help protect a character from beastly wounds.

3. **SHIELD** Acts like Armour. Will turn some Dragons into flame, rather than roasting the wearer.

4. **ELVEN CLOAK** Will tend to camouflage a character from nasty creatures, sometimes allowing him to surprise the residents.

5. **ELVEN BOOTS** Will make characters more stealthy in the dungeon, improving their dexterity. Will also make characters more nimble during combat. "IT MISSED . . ."

6. **RING OF REGENERATION** Will replace a number of lost Hit Points per turn equal to its "plus factor".

7. **RING OF PROTECTION** Helps to defend a character from the evil beasts of the depths. A Ring of Protection will absorb a number of Hit Points equal to its "plus factor" during each round of combat.

8. **SCROLL OF RESCUE** When used, this item will deposit a character at the bottom of the stairway that leads up to the Inn from which he started. The Scroll can only be activated in the "Ready State", NOT during combat (see Commands section):

9. **POTION OF GIANT STRENGTH** The character, upon drinking this, will for a short while assume super-human strength (see Commands section).

10. **POTION OF HEALING** Upon drinking this brew a certain amount of lost Hit Points will be restored to the character (see Commands section).

HELPFUL HINTS

All players will soon develop their own favourite strategy for exploring the mysteries of **TELENGARD**, but for those beginners who may wish to avoid unnecessary frustration, a few "Helpful Hints" are now offered.

1. Play your first game under the **DEMO** name to avoid Real Time.
2. Get familiar with the Commands.
3. Choose a character with a hearty **CONSTITUTION**. Strength, Wisdom, and Intelligence are important as well.
4. You may find it wise to stick close to the surface Inns until you get advanced to Experience Level 2. If you want to explore, be sure you know the way back!
5. Don't foolhardily take on a Level 5 Dragon if you are still a lowly Level 1 character. In fact, don't even take on a Dragon. Heroes die young.

6. Don't pick up a +2 sword if you are already carrying a +5 one.

7. Learn to differentiate between Undead and Living monsters. It's important when casting combat spells against them.

8. Be familiar with which spells you have at your disposal. Also, learn which spells are combat spells and which are not. Note that the spells are listed on the back cover of this manual.

9. Perhaps most important of all, keep an eye on the number of Hit Points your character has remaining. Don't die needlessly!

MULTI-PLAYER GAME SUGGESTIONS

Even though **TELENGARD** is an exciting solitaire game, enjoyment of its challenge does not stop there. Below is a list of some possible multi-player scenarios. More variations are limited only by your imagination.

1. **TREASURE HUNT**: See which character can extract the greatest amount of "Gold Value" Treasure from the dark dungeon in a given amount of time, 1/2 hour for example. Only Treasure deposited at an Inn counts. Suggestion: upon making a deposit, note the amount presently "on account" in case your adventurer meets with an untimely death. The winner is the character with the largest account at game end.

VARIATION: Allow a player to count gold extracted by ALL

characters used, not just the one with the largest amount (assuming more than one was used).

2. **HIGH WARRIOR:** See which player can advance his character to the highest Experience Level in a given time period. In case of a tie, the character with the highest number of Experience Points wins. Suggest $\frac{3}{4}$ hour playing time.

CAMPAIGN VARIATION: Each player plays his character for a set number of $\frac{1}{2}$ hour turns, saving his character at the end of the time period.

3. **BEAST SLAYER:** See which character can slay the most powerful beast in a given period. Use the Experience Points gained from the just-slayed monster to determine the "power" of the beast.

VARIATION: See which character can slay the greatest NUMBER of beasts in a given period. Also, you may find it interesting to limit the number of trips a character can make to a surface Inn instead of timing the game with a clock.

4. **THIRD LEVEL WARRIOR:** See who can advance a character to Experience Level 3 the fastest (timed with a clock). Novices may wish to play the scenario known as **SECOND LEVEL WARRIOR**.

5. **DEFYING DEATH:** Determine which player can keep his character alive the longest (timed with a stopwatch) on a

specified lower level of the dungeon — say level 25 for starters. This scenario assumes the knowledge of location and use of a Grey Misty.Cube on dungeon level one (there are a few).

6. **MAGIC EXTRACTOR:** Find out which character can find the most powerful (highest "plus factor") "Magical" Treasure item in a given period. Said item must be brought to a surface Inn in order to be claimed for victory purposes.

VARIATION: See which character can extract the MOST "Magical" items in a given period, possibly modifying the number extracted by their "plus factors".

7. **MAPPING THE DEPTHS:** See who can map the most dungeon spaces of a given dungeon level. Players may use more than one character in the given time period. Mapping suggestion: use graph paper.

VARIATION: Characters must bring their maps to surface Inns to "publish" them in order to be counted.

8. **DISCOVERER:** See which character can "map" and "publish" the most Features on a given level of the dungeon in a specified period of play. To win, the character must "map" (i.e. record on paper) where the Features are located as well as the type of Features (so that he could retrace his footsteps to them) AND "publish" the discoveries by successfully bringing the map to a surface Inn.

VARIATION: Assign point values to the different Features in order of importance. Also, count any "blank" dungeon space mapped as $\frac{1}{2}$ point.

CASSETTE LOADING INSTRUCTIONS

1. Assemble the Commodore 64 as described in your User Manual. Switch on the television set, then the Commodore 64.
2. Insert the cassette in the cassette deck. Check that the tape is at the start. Rewind if necessary.
3. Load the program by holding down SHIFT and pressing RUN/STOP. A message on screen will ask you to press the PLAY button on the cassette deck. When you have done that, the program will load automatically.
4. During the loading process, the tape may occasionally stop, the screen is sometimes blank, and colour bars also appear. This is normal. This program uses a fast loader, so you won't have to wait too long.
5. When the program is loaded, simply follow the instructions on the screen. More details of the program are given in this booklet.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

Credits

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TELENGARD

COMMAND KEY

ACTION PHASE COMMANDS

CAST SPELL	C
REPLOT	P
HELP	H
STAY	S
QUIT	Q
STORE	F1
STRENGTH	F7
HEAL	F5
RESCUE	F3

MOVE COMMANDS

WEST	A
NORTH	W
EAST	D
SOUTH	X

ENCOUNTER PHASE COMMANDS

FIGHT	F
EVAD E	E
CAST SPELL	C
PICK UP ITEM	ENTER/RETURN

TELENGARD SPELL GUIDE

LEVEL 1

- * 1 Magic Missile
- * 2 Sleep
- * 3 Cure Light Wounds
- * 4 Light
- * 5 Turn Undead
- * 6 Protection from Evil

LEVEL 2

- * 1 Web
- * 2 Levitate
- * 3 Cause Light Wounds
- * 4 Detect Traps
- * 5 Charm
- * 6 Strength

LEVEL 3

- * 1 Lightning Bolt
- * 2 Cure Serious Wounds
- * 3 Continual Light
- * 4 Invisibility
- * 5 Hold Monster
- * 6 Phantasmal Force

LEVEL 4

- * 1 Pass Wall
- * 2 Fireball
- * 3 Cause Serious Wounds
- * 4 Flesh to Stone
- * 5 Fear
- * 6 Finger of Death

LEVEL 5

- * 1 Teleport
- * 2 Astral Walk
- * 3 Power Word Kill
- * 4 Ice Storm
- * 5 Wall of Fire
- * 6 Plague

LEVEL 6

- * 1 Time Stop
- * 2 Raise Dead
- * 3 Holy Symbol
- * 4 Word of Recall
- * 5 Restoration
- * 6 Prismatic Wall



ECLIPSE SOFTWARE

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