Entertainment

Nemesis

SuperSoft

NEMESIS

FOR CP/M

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INTRODUCTION

WELCOME to Nemesis...a unique role-playing game modeled after the Dungeons and Dragons epic simulations.

Very generally, Nemesis is set in pre-history in a world not unlike the one described by J.R.R. Tolkien in the "Rings" trilogy.

Unlike "adventure games" with their specifically limited text, and third person characters, Nemesis is a true epic journey, where YOU, represented by the cursor on your terminal's screen, enter a world populated by more than 200 different kinds of monsters, all of whom believe you to be an intruder to be devoured...a world made up of a friendly castle, where the Armory, Hospital, Inn, and Archives are at your disposal to assist you in your trek...a world of 10 levels of dungeons beneath the castle, each increasingly difficult to explore and each increasingly dangerous to your very existence...a world of almost unlimited gold, of powerful spells, of constant growth of your character to combat the increasing powers of evil you will meet.

To survive in Nemesis, you will need quickness of thought and quickness of hand. Your reactions, both mental and physical, will determine whether your character will survive the moment to face even more trying moments at deeper levels of the dungeons.

Nemesis runs in real time. It is asynchronous, which means that the program will not present you with a question mark and wait patiently for you to make some kind of decision. The monsters are ever-active and will strike as you are thinking, or even in the midst of input from the keyboard.This feature alone sets Nemesis above all other microcomputer entertainments.

Part of the beauty of Nemesis is in your discovery of the game itself. This manual will tell you enough so that you can proceed on your journey, but it will not lay out everything for you in total detail.

USING THIS MANUAL...

As with any new program, you should read this manual from cover to cover, and be sure you understand it before ever loading the program and attempting to use it. Since we don't do that ourselves, though we should, here's a suggested way to use this manual so as to get up and running most efficiently and beginning your quest as soon as possible with some idea of what's going on.

Check the SYSTEM REQUIREMENTS in the following section.

Next, follow the steps in the COPY THE MASTER DISK section.

Third, read the TERMINAL DEFINITION SECTION, and then create the term.def file for your specific hardware.

Fourth, read the CREATING YOUR CHARACTER section carefully. There is a lot of information in that section which is useful to playing the game as well as creating the character. Then create a character. It might be useful to create a character, then ERAse it with the CP/M command, just to get an idea of the range of characters available.

Fifth, read the Section pertaining to the CASTLE. Then load the program and wander around in the CASTLE for a while. You can't get hurt there, and it will become a very familiar place eventually, so become comfortable with it at the start.

Then read the sections beginning with ENTERING THE DUNGEONS, which cover how you move in the dungeons, what to expect in the way of physical charcteristics and monsters, how to fight them, use spells and so on. Next, take a deep breath, and enter the DUNGEONS.

Finally, if you have problems with the game, check this manual carefully. Most common questions raised in the past are answered in these pages.

SYSTEM REQUIREMENTS AND TECHNICAL DATA

Nemesis requires 52K of memory, the CP/M operating system, a 24x80 display screen with CRT unit capable of cursor addressing, and total disk drive capacity (whether one or two drives) of 120K. It is suggested that the terminal operate at 9600 baud so that the pace of the game is at an enjoyable level, though the game will run perfectly well at both lower and higher baud rates. Nemesis will run on any combination of hardware that provides those minimum requirements.

Nemesis is written in the C language, using the powerful C Compiler offered by SuperSoft. It is a very large program, and would have taken an unprofitable length of time to write in Assembler or some other low-level language. Similarly, it probably would have been too big to run on your microcomputer had it been written in BASIC or a similar high-level language.

Nemesis provides the heaviest use of the character graphics capabilities of the CP/M operating environment available, without the addition of any hardware, boards, or other peripheral devices.

Miscellaneous notes on this Version:

--Because of a change in where the overlays are loaded, COM files from Version 1.0 cannot be used with this Version.

--Similarly, if characters created with the earlier Version are used with this Version, the deja vu maps of the dungeon levels will be incorrect.

--Because the ASCII math package in the program does not check for valid character input, entering numerics when the program is expecting character strings can cause irrevocable damage to the character.

WHAT YOU SHOULD HAVE IN THE NEMESIS PACKAGE

You have received a complete Nemesis "Dungeon & Dragon" type of entertainment if you received documentation including this manual, the user's agreement and registration card, and either two 5 1/4" disks or one 8" Disk, depending on your specific system. The 8" disk contains all programs. In the 5 1/4" format, the same programs are listed as follows:

```
Disk 1 of 2::
  NEMESIS.COM - Main entry program
  CASTLE .COM - Castle routine overlay
  CASTLE .O   - Castle information file
  DUNGEON.COM - Dungeon routine overlay
  LEVEL.O TO LEVEL.10 (No 9) - Dungeon Information files.

Disk 2 of 2:
  PERSON .COM - Character creation program
  TERMDEF.COM - Terminal Definition program
```

The programs on Disk 1 are the actual programs needed to play out the scenario. The two programs on Disk 2 are the installation routine TERMDEF, which is needed only once to configure the program for your terminal, and the character creation routine, PERSON, which is only used when you want to create a new character.

COPY THE MASTER DISK....

As with all master disks, the first thing you should do is make copies of the original Factory Master Disks you received from SuperSoft...and use the copy, not the original disk. You are allowed under the user agreement to make a maximum of 5 backup copies for your use only. Put the factory disk away after making copies and only get it out again if something disastrous happens to your working disk.

Make the copy on a new disk. If you have a utility program that checks to make sure the disk is good, such as the Disk Doctor set of programs offered by SuperSoft, use that before copying. Then format the new disk and copy the CP/M system tracks from your own CP/M master onto the new disk. Then copy all the programs you received in the Nemesis package onto the new disk, except TERMDEF. That will give you a fresh and complete game that is lacking only two more files you need. One is term.def, which configures the program to your particular terminal and which will be created as the next step by using the TERMDEF file. The other file is the file which describes your character, which will be created by using the PERSON program. Both procedures will be explained in detail in following pages.

A word about disks: Floppy disks are durable and long-lasting, among the most reliable mass storage devices known. But they require careful handling. Do not bend them, expose them to excessive heat or cold, allow them to come near magnetic substances, or leave them out of their protective sleeves for any longer than necessary.

INSTALLING THE TERMINAL DEFINITIONS

The TERMDEF program configures your copy of the Nemesis game specifically for your terminal. This is an important part of the procedure, since the game relies heavily for the individual terminal's graphics capability and its ability to access those capabilities.

Load TERMDEF by typing in that word after the CP/M prompt.

When installing the game for the first time, follow the prompts in the TERMDEF program, and do as they say with the following exception, for first time users: Start by calling up Option No. 2 (Option 1 presumes the existence of a terminal definition file, called term.def. Since you have not used the game before, there will be no such file.) Option 2 then will present a listing of 17 different popular terminals, such as the Soroc 120, the Hazeltine 1500, and so on. If the terminal you own is among those 17 listed, and there is a very good chance it will be, the terminal parameters already have been determined for you. Simply type in the number listed in front of the name of your terminal, and the program will return to its main menu. Next, type in 6 to test those terminal definitions, and watch the test display. If everything seems right, according to the test display, the program will again return to the main menu. This time, type in 7 to install the terminal definitions permanently in a file which the program will automatically create called, oddly enough, term.def. Transfer the term.def file to the disk which contains the game programs themselves. Term.def must be on the same disk to make the programs display properly. As the main menu will indicate, you are now ready to return to the operating system. If properly done, you never should have to install the terminal definitions again.

If your terminal is not one of the 17 listed, select option 0, which provides a separate subroutine to create your own, one-of-a-kind terminal definition file. Answer the questions asked in order, referring to the manual for your terminal if necessary.

A final note on the term.def file. The various "packaged" terminal definitions for the 17 terminals have been designed using the manufacturers' specifications and all have been tested in use. However, there is a faint possibility that something may be awry, either with your individual terminal, or with some particular batch of terminals produced by an individual manufacuter. If the test in the installation procedure is not correct, check the media integrity of your disk, then rerun TERMDEF, making sure you are specifying the correct terminal. If that still fails, go back to option 1 of the TERMDEF file, then option 5 (editing) to see if it might be some small matter that can be handled by responding to the program prompts. Soroc users, for instance, have found that padding of the last four parameters may be necessary occasionally to get proper display.

If all else fails, phone the SuperSoft Hotline number and ask one of the technicians to talk you through the terminal definition installation procedure. It's part of the service.

OBJECT OF THE GAME...AND ITS PHILOSOPHY

The object of the game is to explore all levels of the dungeons...and survive.

Once you have become familiar with the game, you can set your own objectives: attaining a certain amount of gold, reaching a certain character level, pushing your character to the ultimate use of his growing powers, and so on.

You do NOT play against the Nemesis program itself; its role is that of the Dungeonmaster in familiar D&D games: it keeps track of the rules, provides the random factors, and records for you all the things that have happened. You DO play against the denizens of the dungeon levels, and you find them taking on a very real character and personality as you come to know them.

Similarly, your character, as you have selected it--and that character can be one of 15 types, ranging from human to Uruk-hai, with any one of 15 classes ("occupations"), ranging from Cleric to Valkyrie--will become very special to you. It is a role-playing game, and your character is truly unique to you as participant, unique probably to every other character played anywhere on the more than 2,000 Nemesis games sold in the first year of its existence.

CREATING THE CHARACTER...

Your character is created by using the PERSON program. Load that file by typing in PERSON after the CP/M prompt. Once the character is created, there is no further reason to use PERSON until the need for creating another character arises.

PERSON will ask you to do four things: provide a name for the character, select a Type of Being, choose a mental alignment, and finally choose a Class or occupation for the character.

A. First, PERSON will ask you to name your character. Simply type in the name you wish to give it, such as Aragorn, or Willie, or Ariel, or whatever you choose. If you use spaces in your character's name in the first 8 bytes, they are replaced in the CP/M file system with a $. The altered name should be used when invoking the character later. This will become the directory entry name for the character's continuing data file. The PERSON program will automatically create the file and provide the CP/M file extension, .CHR, to the name you have selected.

B. Next, PERSON will display a list of 15 Types of Being that your named character can be. A few key points of each are noted:
   0. Human--Greatest potential but slow to grow in attributes.
   1. Elf--Intelligent, agile, but physically weak.
   2. Dwarf--Strong, wise, durable, but slow and not too smart.
   3. Halfdwarf--Similar to Dwarf, but more agile and weaker..
   4. Halfelf--Like the elf, except more agile and grows faster.
   5. Hobbit--Dextrous, grows fast, but weak.
   6. Orc--Strong but dumb and ugly.
   7. Uruk-hai--Very strong, durable, but relatively stupid.
   8. Ogre--Strongest character, durable, lacks intelligence.
   9. Pixie--Charismatic, agile, but weak and lacking wisdom.
   10. Goblin--Grows very fast, mediocre in all other respects.
   11. Hobgoblin--Like the Goblin but stronger and dumber.
   12. Kobold--Fastest growing of all, weak in everything else.
   13. Ur-vile--Wise and agile, but lacking charisma.
   14. Grey elf--Most intelligent of all, but weak; ages slowly.

C. The PERSON program then will roll 4 six-sided internal dice, generating random numbers which in turn are translated into characteristics for your particular Type of Being. These characteristics and their value to your performance in the dungeons are:
   1. STRength. This characteristic determines the character's ability to go through doors, and is the basic statistic for determining how much damage is inflicted in a battle.
   2. INTelligence. Determines how long certain spells will last and provides the capability to recognize items found in the dungeon.
   3. WISdom. Determines the length and power of certain spells.
   4. CHArisma. The physical appearance of the character. (Of little importance in Nemesis; will be vital in Nemesis II, the multi-player version.)
   5. CONstitution. Determines how much increase there is in "hits," which is the basic survival and attack parameter and is also related to the growth in strength.
   6. DEXterity. The measure of a character's agility in avoiding attacks, his noisiness in moving through the dungeons, and has a part in determining the length of certain spells.

At the creation of the character, these numbers may range from 4 to 24. The higher the number the better. The program takes the random numbers it has rolled and adds various bonuses (or subtracts points) according to the Type of Being you have selected to reach the final total. (See Table 1 in the Appendix for the bonus numbers, listed by Type of Being.)

If you are satisfied with a set of characteristics presented you, type a Y. Otherwise, press any other key and the PERSON program will roll another random set of numbers for your consideration. The most important of the six characteristics are STRength, INTelligence, and DEXterity, so it is suggested that you have PERSON roll its internal dice until you get a high balance of these three attributes.

D. Once you have typed Y, the PERSON program will ask you to select whether the character shall be of Lawful, Neutral, or Chaotic alignment (state of mind). These are traditional alignments in D&D, but have limited effect on the play of NEMESIS. They are primarily important for constructing the overall character, and determine what Type of Being can have which occupations. A Chaotic character cannot be a Cleric or Paladin, for instance. A Lawful character cannot be a Raver or Demonidim. The full set of restrictions, along with the minimum attributes necessary to become a particular Class or Occupation are shown in Table 2 in the Appendix.

Briefly, characters with a Lawful alignment tend to behave legally, do good, and try to bring order to a disordered Universe. Neutral characters are perhaps the most truly "human" of all, inexplicably at least to the Lawful character, doing both good and evil, and Chaotic characters tend to go about destroying, pillaging, raping and breaking E strings on guitars. These alignments will be vital in SuperSoft's Nemesis II multi-user game, as will the CHArisma attribute, but have only one part in the actual play of the present Nemesis game beyond that just described. The monsters in the dungeons also have alignments and will usually not attack a character with the same alignment. (You will have no way of knowing that a monster passed you by because of your similar alignments, but know that it happens regularly.)

Next, the PERSON program will present you with a list of possible Classes (or "occupations") that your character may be, given the attributes you have approved and the alignment selected. The following list is necessarily incomplete, not out of oversight, but rather to preserve much of the "discovery" process, which is one of the fascinations of Nemesis according to extended user testing and which the National Nemesis User Group maintains is at the heart of serious play. All classes available are listed and a few points about each are noted:

1. Cleric--This Class has cleric spell powers, but is limited as to which weapons he can use. As a result, he is not a good fighter. He, like the Demondim below, and a few other characters, can heal himself.

2. Demondim--An "unholy" Cleric with the same powers. Where the Cleric is only Legal, the Demondim is only Chaotic.

3. Featheror--Attempts to charm monsters but is very vulnerable and usually fails. (This Class will be more valuable in the multi-user game)

4. Hirebrand--The warrior/foot soldier is a strong fighter, can use all standard weapons. However, he is limited in intelligence, definitely not officer material.

5. Mage--Limited to soft armor and pointed weapons, he is a powerful Magic spell user. In fact, Mages who attain high character levels are incredibly strong characters.

6. Minstrel--Similar to the Mage, but with more weapon choices than the Mage.

7. Ninja--This character is a restricted fighter who grows rapidly at the first levels of the dungeons.

8. Paladin--Another fighter type, similar to the Hirebrand, with the ability to cast Cleric spells. He is Legal only.

9. Raver--Just as the Demondim is the evil mirror image of the Cleric, the Raver is the evil or Chaotic mirror image of the Paladin.

10. Peasant--Anyone, with any roll, can be a peasant. This is the true common demoninator among Classes. The Peasant grows very rapidly, in fact faster than any other character. He is limited to a simple weapon and minimal armor.

11. Ranger--An almost-omniscient character at the highest levels, there is only one item in the entire game that he cannot use. This is a very hard character to create and using him in play takes great patience because of his slow growth.

12. Rogue--The highwayman of the characters, he is very agile and sneaky with fast growth, but is restricted in armor and weapons. He lives by his stealth. Very difficult to keep him alive in the deepest regions of the dungeon.

13. Sage--A wise man who can use both magic and cleric spells. He has spent his life studying and thus is very restricted as to weapons, armor, and fighting ability.

14. Samurai--There is a single powerful item he can use which no one else can. He is a powerful fighter with some similarities to the Rogue.

15. Valkyrie--A female Paladin.

Male and female designations have no bearing, in this equal rights pre-history world, on a character's fighting ability or other powers.

You complete creation of the character by selecting one of the Classes just described. (The probability of achieving a particular Class is shown in Table 3 of the Appendix.) Nemesis will then file the fledgling character in the .CHR data file created when you named the character, and return to the operating system.

You will see the CP/M prompt, and are ready to begin the epic journey through the dungeons below the Castle.

STARTING THE GAME

Insert your disk in Drive A and boot up the system. For purposes of this manual, we're calling the character ARAGORN. In your game it should be whatever you have decided to call it during the character creation process using the PERSON program.

Then type in immediately after the CP/M prompt the following:

NEMESIS <Character Name>

In our case we would type in NEMESIS ARAGORN. (You need not add the extension, .CHR.)

If you are using two drives with the character's .CHR file stored on a disk in a drive other than the one containing the NEMESIS programs themselves, add the drive specification after the character name:

NEMESIS <Character Name> <Alternate drive>.

After some disk activity, you will see the program name, publisher and copyright information. As that display asks, simply press any key to continue.

Nemesis then decides where to enter the game. The first time, you will enter the Castle; subsequently, you will enter at the same point where the last game was suspended, whether that was in the CASTLE or on some LEVEL of the dungeons.

Presuming this is your first visit, the drive will become active again and you will see the CASTLE menu. Be at ease in the Castle. Nothing can harm you here, not even the wenches in the Inn. You now have begun the quest...a wanderer seeking fame, fortune and adventure, arrived at the Gamemaster's Castle, to plumb the depths of the fearsome dungeons.

THE CASTLE

The first menu details your options while in the safe haven of the CASTLE.   These are the options:

      A. Armory: Items bought and sold
      B. Hospital: Wounds healed
      C. Inn: Wine, wenches and rest
      D. The Archives
      E. Entrance to Dungeon
      F. Display character
      G. Exit Nemesis

The first four are facilities vital to your quest; the last three are miscellaneous routines.

Pressing the G key will end the session with Nemesis, and store your character in the data file with his name, to be used at some later date. It will store the character up to the minute, with all its latest attributes and items. After pressing G, the disks will become active again, and you will have to go back to typing in, after the CP/M prompt, NEMESIS ARAGORN, to reenter the game.

Press the E key--don't do it yet!--and your character will walk down the steps to Level 0 of the dungeons, the first and tamest level.

Pressing the F key will display your character. Much of what you will see is old hat; after all, you did create the character. However there are some new things to be very concerned about. Press the F key to see these new items of information. First of all, the full character title will be displayed at the top of the screen. In the sample we'll be using, that reads:

ARAGORN the Lawful Male Human Ranger

Level: 0 Hits: 12 Expr: 0
Age: 16 AC: 10 Gold: 0
Str: 19
Int: 15
Wis: 18
Cha: 9
Con: 16
Dex: 17

Magic Units: 0
Cleric Units: 0

Every time your character is displayed, it will be displayed in the fashion shown, with appropriate items increased or decreased depending on what has happened to him. You can always get the Character display while in the CASTLE by pressing F. When in the dungeons, you get exactly the same display by pressing the ESC key. As you buy items in the Armory in the CASTLE, or find them and pick them up on your journey, they will be automatically displayed beneath the listing of Magic and Cleric Units. This display gives you a full reading on your character's condition at all times.

Let's look at each of the notations in the Character file.

"Level" means the Level of growth the character has attained and has nothing to do with the levels of the dungeons. Think of "Level" in the character display as the character's rank in the military or grade in school. The higher the better. The character's level increases according to the experience he gains and a complicated formula which the Nemesis Dungeonmaster watches automatically. It depends on the Type of Being, the Class, the present Level attained, and some other factors. Suffice it to say that increases in character Levels are relatively easy to achieve at first, but become significantly harder as the current character level becomes higher.

"Hits" is probably the most significant single figure in the display. When your Hit total declines to 0, you die. And there is no rebirth or restoration. Hits are used to compute the outcome of battles with monsters. They will always be returned to the starting level--or to some higher current number of hits reached because of increases in the character's Level--when you return to the CASTLE and visit the Inn or Hospital.

"Experience" is what you gain by killing monsters, or merely surviving in the dungeon levels. If you stay alive for 100 seconds on dungeon level 0, you would gain 10 experience points. The experience point total is kept by the Dungeonmaster automatically. When your total exceeds a certain amount of experience, and you return to the Castle, your character's Level will be increased, along with Hits, and the six primary attributes, though a combination of factors may prevent or even decrease those six primary attributes. Also, as the Level of the character increases, the magic and cleric units available to him (if he is a magic or cleric spell user) may also increase.

"Age" is another key factor. Each Type of Being, with one exception, begins the journey at Age 16. The program keeps track of time spent in the dungeons, in the Inn, and in the Hospital, and notes the aging of the character. While prowling the dungeons, aging takes place. When the character reaches 65, it becomes possible to see a decrease in statistics instead of gaining them upon advancing in level. Nemesis characters slow down with age.

"AC" stands for Armor Class. As you gather shields, body armor, and other defensive devices and spells, your character's AC will decline. It starts at 10, which is equivalent to coming naked and emptyhanded to the CASTLE, which is perhaps why you had so much fun at the Inn the first day. The lower the AC, the better. In fact, to survive at the lowest levels of the dungeon, the character should have a significant minus (-) Armor Class.

"Gold" is just that. You find Gold Pieces in certain rooms of the dungeon and each time you kill a monster you get his gold. Gold is used for a number of purposes, including buying weapons, healing yourself in the Hospital, disclosing items in the Archives and so on. Collecting Gold is very important in the early parts of the game, but becomes less important as your character matures and reaches the full approximation of his potential powers.

The six primary attributes were discussed in the earlier PERSON section, and will be skipped here. Magic and cleric units are important to those characters who can cast spells. A chart showing all the spells and the number of units necessary to cast them is included later.

Finally, the bottom part of the character display will show the items you have accumulated. You are limited to a maximum of 10.

By typing RETURN, you leave the CASTLE's character display and return to the main menu. The four facilities are:
   A. The Armory.
   B. The Hospital.
   C. The Inn.
   D. The Archives.
Their functions are relatively simple but vital to the continued health and well-being of your character. In other words, staying alive.

   A.   The Armory is really two stores in one...an outfitter who sells various items useful to your quest, and a pawn shop where you can sell items. There's no haggling over price in the weapons shop. It gives you a complete catalog and the price list. If you have the gold, you can buy. In the Pawn shop, the owner will make offers of varying amounts of gold for the particular item you are trying to sell. You accept by pressing Y, or reject his offer by pressing any other key.
   B.   In the Hospital, you will be told of your physical condition, the length of stay necessary to restore you to full health, and the price per day will be quoted. You then will be asked how long you want to stay. The point of the hospital is restoring your Hit points to their maximum amount.
   C.   Similarly, you can lounge about the Inn and restore your Hit points, but it takes a much longer time than treatment in the hospital. Also, the Inn is the only place where you can restore spent Cleric and Magic units.
   D.   The purpose of the Archives is to help you find out what items really are. You will come across many items on your journey and you may even buy items in the Castle's armory, but usually they will be displayed in lower case letters. That means the item may or may not be what the lower case letters say it is. By donating gold to the Archivist of at least half the true value of the DISCLOSED item, you will be told what the item really is. Of course, you have no way of knowing what its true value is, so your donation may be too small, in which case the Archivist will keep your gold anyway, leaving you with an income tax deduction, but no information. Also, should you ask the Archivist to tell you about a previously DISCLOSED item (one in capital letters), he will blind your memory of that item, returning the item to its lower case undisclosed state, and keep your gold.

ENTERING THE DUNGEONS

   Be warned...It is very difficult to survive at the start of the game. Your character comes into the world naked, without armor or weapons, and with the minimal kinds of physical characteristics allowed during creation of the character using the PERSON program. Expect that your first characters will be killed quickly as you become familiar with the game... But it gets better...
   When entering a level of the dungeon for the first time, you will see a blank screen, with the cursor displayed somewhere on it. As you move about the level, the dimensions and characteristics of the corridors, rooms, and other features of the dungeon level will be shown and remembered by the program.

MOVEMENT AND OTHER COMMANDS IN THE DUNGEONS

Once your character has entered the dungeon, it will be up to you to move about to discover the wonders there. The movement commands are as follow, depending on your particular terminal:

R or Control L or the right arrow--Move one room right.
L or Control H or the left arrow---Move one room left.
U or Control K or the up arrow-----Move one room up.
D or Control J or the down arrow---Move one room down.

(One set of direction commands will work on your terminal. The Soroc 120 and TRS Model II can use the arrow keys, for instance, while other terminals may not.)

ESC--Display character
M--Throw a Magic Spell
C--Throw a Cleric Spell
E--Suspend the game at the present point
H--Store what you know about a current level in the file HARDCOPY, which then can be printed out on the printer using the PIP LST command, or viewed on the screen using the CP/M TYPE command. The HARDCOPY command has no bearing on play of the game.
P--Replot the display.

The character's exploration of the dungeon level is shown on the screen as it proceeds. The following list provides the topographical features of the dungeon, as displayed on the terminal. All of a character's previous exploration of a level is remembered by the program and displayed each time the character re-enters that particular level. If the character dies, the memory of the dungeon dies with him.

This "deja vu" feature of Nemesis is unique. The program provides you with a map of where you have been on each level...no more, no less. When you enter a level you have visited previously, the screen will display what you already have learned about it. You don't have to keep paper maps at your side.

Physical characteristics are shown as follows:

Vertical	Horizontal	Meaning
!	--	Solid Wall (you can not pass through)
:	..	Closed door
#	,,	Magic door (Walls may be magic doors)
Blank	Blank	Open hallway

When faced with a closed door, some characters may not be able to open the door because they lack sufficient STRength. You will see a reaction from the character in the Upper left of the screen if he didn't get through the door on a particular try. The character does not lose hits for failing to open a door, but he does use time in the effort. The farther a character descends in the dungeons, the harder the doors become to open.

Magic doors are only shown if a light spell is cast, either through using an item that carries such a spell, or casting a Light Spell directly. Any character can use an item that casts a light spell; not all characters can cast the spell unaided. The answer to what seems an unsolvable situation, or hopeless dead-end, sometimes lies behind a magic door...

Those are the visible physical characteristics of the dungeon levels. There are a number of other features, whose presence is not shown graphically as are the walls and doors, but whose existence may be noted in the upper left portion of the screen. These include the following additional features of the dungeon levels:

Stairs--Each level may have up to three staircases. A stairway need not lead to the dungeon level directly above or below the dungeon level where it is found. All stairways go both up and down. If you descend a stairway, then ascend again, you will return to the top of the same stairway in the same place. It is obviously wise to remember where they are.

Chutes--Chutes, on the other hand, are one-way: down. You cannot go back up a chute.

Pits--There are rough areas in the dungeons which contain pits. Falling in one costs hit points. It is said that the deeper you go in the dungeon, the deeper are the pits.

Darkness--There are certain areas of the dungeon so dark that even light spells are rendered useless and the journeyer is left baffled by what might be there.

Teleporter rooms--Should a character enter one of these rooms he will be randomly placed somewhere else on the same level, or when below level 5, he may be teleported to another level entirely.

Anti-Magic rooms--Magic spells and items fail. This does not effect character statistics which have been raised by magic or items, but does negate the current spell. The effect lasts as long as one is in the room.

Anti-Cleric rooms--Like the Anti-Magic rooms, except these rooms negate cleric spells.

Fire rooms--Some rooms are filled with flame, which engulf the character and cause hits on him unless he has a fire resistant spell in effect.

Melee rooms--You will be attacked more often, and more fiercely in these rooms

Special treasure rooms--There are vast treasures in these rooms, but the cost of obtaining them is great.

You will be told in some cases, in the upper left corner of the screen, that you have entered one of these feature rooms, such as a chute or pit. In other cases, you will note some sudden failing in your charcter's attributes that indicates you have encountered an anti-magic or anti-cleric room.

Not all levels have all features; some levels may seem to abound in a particularly nasty kind of room. But one thing is certain: the deeper your character goes, the less he is going to like it, especially in terms of level features.

ITEMS

Your character can become stronger by acquiring various items. Obviously, you have a better chance in battle using weapons and wearing armor than you do empty-handed and naked.

The first time you will come upon items the character may use is in the Armory at the CASTLE level. If you opt to buy items there, a complete list of items, and their prices in gold, will be displayed. You are allowed to buy whatever you can afford at that time and in subsequent visits to the Armory.

The second way to gain items is by finding them in the dungeons. As the character walks through the dungeons, it may come upon an item. What the item appears to be will be displayed at the top left of the terminal. At this time you must decide whether to pick it up by typing a Y or reject it by typing anything else. If the character is already carrying the maximum 10 items and tries to pick up an item, Nemesis will automatically display the character and ask what item you wish to drop. If an item is dropped, it is unrecoverable.

There are two important things to note about items. First, when they appear in the Armory shopping list or when they are found, they are shown in their generic form, not specific form. "Boots", for instance, may be LOUD BOOTS, which tend to attract monsters while in the levels, or SOFT BOOTS, which allow you to move more quietly, or some other kind of boots, which have other properties. Second, everything in the armory shopping list is in CAPITAL LETTERS. That means that what you see is really what the item is. It is shown in its "disclosed" or true GENERIC form. Later, in the dungeons, you will find items that are noted in lower case letters. Those items may or may not be what the lower case letters say they are; you can only be sure by DISCLOSING the item in one of three ways.

Those three ways are:

1.Visiting the ARCHIVES in the Castle and donating an amount equal to at least half the true value of the DISCLOSED item. The Master Archivist then will disclose the true nature of the item to you in its specific form. The "Flask" you found on Level 5, for instance, will be shown immediately as a very valuable and useful "FLASK OF RESTORATION", or perhaps as a relatively useless "BOTTLE OF WATER."

2. Using the Magic or cleric spell DISCLOSE. When you throw this spell, Nemesis will ask which item you want to disclose. The dungeon master may then tell you what it really is. Obviously, your character must have the capability to cast spells, and have accumulated the necessary number of magic or cleric points in order to cast the spell, or be carrying an item that has the spell attached to it before he can DISCLOSE anything.

3. Using the character's INTELLIGENCE to determine the real nature of the object. While in the dungeons, the character can be displayed by hitting the ESC key and then entering I for Information. If the character's INTelligence is high enough, NEMESIS will disclose the true nature of the item. Be forewarned that Nemesis feels that anyone with an INT of less than 20 not worthy of assistance; and there are no guarantees that NEMESIS will help those with higher INTs every time.

(As with some other facets of NEMESIS, there are deliberate exceptions for you to discover. For instance, a "HANKY", purchased in the Armory, is really just that...a worthless capital letter HANKY, but it can be changed to a "Scroll", which in its turn and time, may be DISCLOSED as a SCROLL OF CURE or some other scroll of great value to the character.)

Once you have an item, you will want to find out if you can use it. Characters can pick up everything they come across, and even DISCLOSE any item, but various characters are barred from using certain items. To find out whether your character can use an item, hit the ESC key while on a dungeon level, then type U. If the character can Use the item, a '+' will appear just to the left of the item in the listing. However, two items of the same class--weapons, shields, armor, etc.--cannot be used at the same time. Once Used, an item may be "Un-used" by pressing a Q while viewing the character display, then responding to the dungeon master's question with the number of the item you wish to Un-use. The '+' will disappear from in front of the item. Once used, some items in their DISCLOSED form have the power to alter the character's six primary statistics, Armor Class, or the damage a character can do in battle.

Some items also have inherent magic or cleric powers. To obtain access to these powers, the item must be DISCLOSED and have a '+' next to it, meaning the character can use it. The next time a character tries to use it, a list of its inherent spells will be typed below it on the character display, which is reached by hitting the ESC key.

While on the character display page, the character may drop any item he is carrying by entering D. The program then will ask which item the character should drop, and the response should be the letter designation of the item. Also, the character may "un-use" any item by typing Q while on the character display page.

In general, items followed by a +Number are more valuable than plain vanilla items, and items followed by a -Number are not particularly useful. Only a few items carry such + or - numbers. After you Use an item for the first time, you should check to make sure it really is a good item to have. Check your character's statistics and if Using the item has weakened him in any way, you probably should Un-use the item.

Finally, most characters can find sufficient items on a level to give them a fighting chance to survive for a while anyway in the next lower level.

MAGIC AND CLERIC SPELLS

Certain characters can use magic and cleric spells. Certain items, as noted above, carry with them spells that the character can use, even though he may not be allowed to cast that spell directly as a character. When the spell is associated with an item, it is "free" to use--it does not cost the character any magic or cleric spells. The LIGHT spell associated with a Magic TORCH is the most common example of this. The LIGHT spell is used frequently in Nemesis and costs 2 magic or cleric units each time it is cast directly by a character. At the beginning of the game, even spell users may not have any units at all, and thus cannot cast the spell. Even they must find a magic TORCH, at least until they increase in character Level and accumulate the necessary units to cast the spell directly.

If a character is a spell user, such as a Demondim who can cast cleric spells, Minstrel who can cast Magic spells, or Sage who can cast either type of spell (see Table 2 of the Appendix for which Classes can cast which spells), he begins the game knowing all the spells available to him, but with zero spell points. As the character increases in Level, the number of spell units that he has increases. Spell units come in two types--Magic and Cleric--and pertain to the type of spell for which they can be used; they are not interchangeable.

Further, some spells can only be cast during battle; others can only be cast while traveling unmolested.

To cast a spell, the user types an M to throw a Magic Spell or a C to throw a Cleric spell. The program then will expect you to type in the name of the spell, from the following list.

The effect and duration of spells are determined by the character's DEXterity and INTelligence for magic spells and by his DEXterity and WISdom for Cleric Spells.

Following is a complete list of the spells:

SPELL	TYPE	UNITS	WHEN	WHAT IT DOES
LIGHT	M,C	2	TRAVEL	Allows the character to see magic doors.
CURE	C	4	TRAVEL	Restores some of lost Hit points.
SHIELD	M	6	TRAVEL	Lowers AC based on Character's level.
PROTECT	C	8	TRAVEL	Same as SHIELD
STRENGTH	M	8	TRAVEL	Raises STRength based on character level.
HEAL	C	8	TRAVEL	Like CURE, but stronger.
RESTORE	C	10	TRAVEL	Restores all Hit points.
DISCLOSE	M,C	10	TRAVEL	Attempts to discover true nature of item.
SPEED	M	14	TRAVEL	Raises DEXterity based on character level
SILENCE	C	15	TRAVEL	Same as SPEED
LEVITATE	M	16	TRAVEL	Floats character over pits
DAMAGE	M,C	4	ATTACK	Takes Hits from one monster.
SLEEP	M	4	ATTACK	Kills a number of monsters in one group.
FIREBALL	M	10	ATTACK	Throws fireball at attacking monsters
LIGHTNING	M	10	ATTACK	Hurls a Lightning bolt
ATTACK	C	10	ATTACK	Damages a group of monsters
DISPELL	C	10	ATTACK	Stops monsters from attacking
FEAR	M	15	ATTACK	Frightens attacking monsters
CLOUDKILL	M	20	ATTACK	Generates powerful poison gas cloud
HOLY WORD	C	20	ATTACK	Very Powerful attack spell
POWER WORD	M	25	ATTACK	Same as HOLY WORD

Some monsters have the ability to turn spells, which means that the character will receive half the damage of his own spell. A few monsters are unaffected by even powerful spells.

FIGHTING THE MONSTERS

You will meet a rich and varied horde of monsters. There are more than 200 different named types lurking in the various levels. As you descend into the levels, the monsters become faster, stronger, and more deadly. They range from Orcs, the weakest of all, to Earth, Fire and Water Elementals, which are too powerful and hideous to describe. Those three dwell in Level 10 of the Dungeons, your ultimate goal.

When you are attacked by something in the dungeons, the display will move automatically to the character display, if that is not already on the screen. The number of monsters attacking you will be shown at the upper right. It is possible for more than one group of monsters to attack you at the same time. In fact, the longer it takes to kill the first monsters who attack, the better is the chance that other monsters will join the fray. The newcomers also will be displayed in the upper right portion of the screen.

During an attack, the monsters will not wait for a character to swing at them, as in adventure-type games. If a character is too slow it will be dead before it gets to place one blow. The speed at which a monster attacks is based on the difference between its DEXterity and the DEXterity of the character. If the monster's DEXterity is higher than the character's, the monster will attack faster than if they were the same.

To battle a monster, the player may hit the F key, causing the character to swing at the monster with whatever weapon it is carrying, or its bare hands if it has no weapon. In addition, the character may cast one of the ATTACK spells if it is a magic or cleric spell user, or Use the spell powers of one of the items it is carrying by typing U, then typing the name of a spell associated with the item.

For each battle command used, the program will compute the damage done to the monster based on the character's STRength, hit points, DEXterity, and other factors. If the total becomes enough to kill the monster, he will vanish from the character display. When all monsters are killed in a battle the display will return to the dungeon map.

STRATEGY HINTS...

While one of the fascinations of Nemesis is in discovering the game itself, there a few hints that may be useful to the first time user:

1.   When beginning, select as a Class a "fighter" occupation, such as ogre or hirebrand. These characters tend to survive longer in the first three levels, with minimum attributes, than the subtle characters such as the various magic users, whose great strengths come in the lowest levels and in their maturity.

2.   Concentration is important. Because of the asynchronous nature of the game, you must pay attention every moment.

3.   Your mental alertness and keyboard dexterity will be tested. It is wise to sometimes remember and be ready to execute a certain series of commands in the quickest possible time.

ERROR MESSAGES:

Nemesis will display standard CP/M error messages where something goes awry that causes the error condition. In addition, there are certain error routines built into Nemesis which are specific to the game. These are, along with an explanation of what caused them and how to correct them:

MESSAGE: Sorry, cannot enter dungeon.
REASON: Level 0 is either missing or damaged.
         The CHR file may have become damaged.
FIX: If Level 0 is present, check the CHR file in the following manner.
         1. Exit to operating system.
         2. Enter DDT <character name>.CHR
         3. Enter D, then return
         4. Check the first word in the mnemonics at the right. If it is anything but "LEVEL" then proceed with Steps 5 through 8.
         5. Enter S100, then return
         6. Replace the shown character, 4A for instance, with 4C by typing 4C immediately after the shown character. 4C is hexidecimal notation for L.
         7. Control C
         8. Enter: SAVE 5 <Character name>.CHR.

MESSAGE: Lost him in <somewhere>
REASON: Usually indicates a minor hardware drive or disk problem.
FIX: Try running the entire program in another drive.

All other error messages are self-explanatory.

THE MULTI-USER GAME ... AND THE USER GROUP.

Nemesis II, a multi-user version of this game employing additional terminals and which truly approximates D&D played by groups, was being field-tested in early 1982 by users skilled in both Nemesis and D&D, and was expected to available later in the year.

Finally, a National Nemesis User Group is headquartered at:

Nemesis User Group
67 Northwood dr.
Urbana, IL 61801

and all Nemesis users are invited to contact the group with any non-bug related comments or suggestions.

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Table 1.    Bonus Points
TYPE          STR INT WIS CHA CON DEX   MULT
Human        | 0 | 0 | 0 | 0 | 0 | 0 | 19.5 |
Elf          | 0 | 2 | 0 | 2 | 0 | 2 | 22.5 |
Dwarf        | 4 |-2 | 2 |-2 | 2 |-2 | 20.5 |
Halfdwarf    | 2 |-2 | 0 |-2 | 2 | 0 | 20.5 |
Halfelf      | 0 | 2 | 0 | 0 | 0 | 2 | 21.7 |
Hobbit       |-2 |-2 | 0 | 2 | 2 | 2 | 19.2 |
Orc          | 2 |-2 |-2 |-2 | 0 | 0 | 18.2 |
Uruk-hai     | 4 |-2 |-2 |-2 | 2 | 0 | 20.0 |
Ogre         | 6 |-2 |-4 | 2 | 2 | 0 | 21.0 |
Pixie        |-2 | 0 |-2 | 2 |-2 | 2 | 19.0 |
Goblin       | 0 |-2 |-2 |-2 | 0 | 0 | 18.5 |
Hobgoblin    | 2 |-4 |-2 |-2 | 2 | 2 | 20.0 |
Kobold       |-2 |-4 |-4 |-2 | 0 | 0 | 17.4 |
Ur-vile      | 0 | 0 | 2 |-4 | 0 | 2 | 19.2 |
Grey elf     |-2 | 4 | 0 | 2 |-2 | 0 | 22.5 |
```

Table 2.   Minimum requirements and other information

CLASS	STR	INT	WIS	CHA	CON	DEX	MULT	CLER	MAGIC	ALI
Cleric	0	0	12	0	0	0	10.8	Yes	No	L
Demondim	0	0	12	0	0	0	10.8	Yes	No	C
Featheror	0	0	0	19	9	0	9.5	No	No	NC
Hirebrand	12	0	0	0	0	0	10.0	No	No	LNC
Mage	0	12	0	0	0	0	11.0	No	Yes	LNC
Minstrel	9	12	12	15	0	9	11.2	No	Yes	LNC
Ninja	15	12	0	0	0	9	9.5	No	No	NC
Paladin	12	9	13	17	9	0	11.2	Yes	No	L
Peasant	0	0	0	0	0	0	9.0	No	No	LNC
Ranger	13	13	14	0	14	15	11.8	Yes	Yes	LNC
Raver	12	9	13	17	9	0	11.2	Yes	No	C
Rogue	0	0	0	0	0	12	9.5	No	No	NC
Sage	9	14	14	0	0	12	11.5	Yes	Yes	LNC
Samurai	15	0	15	0	9	15	11.2	No	No	LNC
Valkyrie	12	9	13	19	9	0	11.5	Yes	No	LNC

	Cleric	Demondim	Featheror	Hirebrand	Mage	Minstrel	Ninja	Paladin	Peasant	Ranger	Raver	Rogue	Sage	Samurai	Valkyrie
Human	57	57	.71	57	57	4.9	2.2	1.1	100	.33	1.1	57	4.7	.66	.15
Elf	57	57	4.9	57	80	15	3.1	4.1	100	0	4.1	57	8.7	.66	1.2
Dwarf	80	80	0	94	30	.95	1.2	.36	100	0	.36	30	1.9	1.6	0
Halfdwarf	57	57	0	80	30	.84	2.6	.19	100	0	.19	57	1.9	1.6	0
Halfelf	57	57	.71	57	80	7.7	6.8	1.2	100	0	1.2	80	12	1.5	.17
Hobbit	57	57	5.5	30	30	5.1	.73	1.7	100	0	1.7	80	1.9	.46	.50
Orc	36	30	0	80	30	.45	2.6	.08	100	0	.08	57	.70	.42	0
Uruk-hai	30	30	0	94	30	.46	4.1	.10	100	0	.10	57	.71	.74	0
Ogre	11	11	5.5	99	30	1.3	5.3	.74	100	0	.74	57	.15	.14	.21
Pixie	30	30	4.0	30	57	5.1	1.4	.72	100	0	.72	80	1.9	.09	.21
Goblin	30	30	0	57	30	.41	1.1	.05	100	0	.05	57	.63	.19	0
Hobgoblin	30	30	0	80	11	.18	2.1	.05	100	0	.05	80	.21	1.0	0
Kobold	11	11	0	30	11	.04	.12	.01	100	0	.01	57	.02	.01	0
Ur-vile	0	80	0	57	57	.31	4.8	0	100	0	0	80	12	3.2	0
Grey Elf	57	57	3.9	30	94	14	1.0	1.8	100	0	1.8	57	9.7	.15	.51

Table 3. Probability of achieving a class