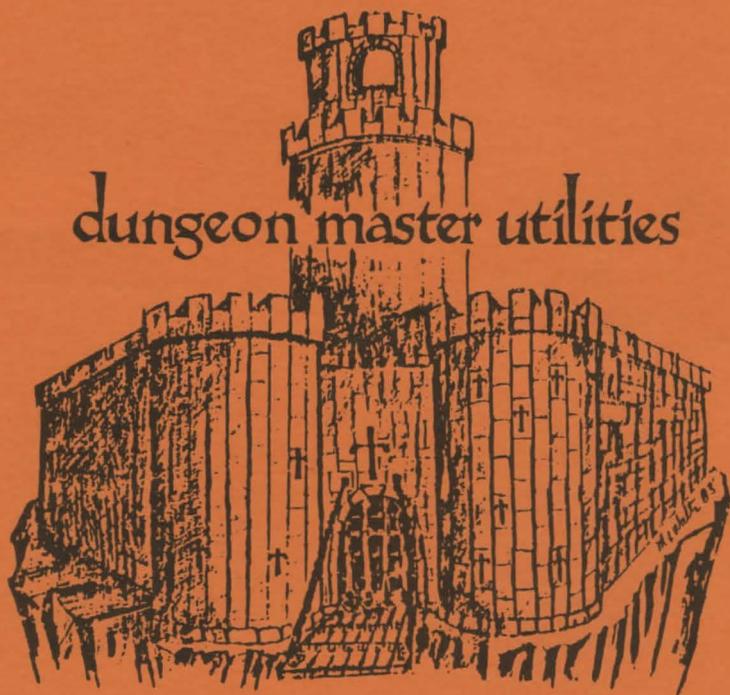


Game Master's Guide III TM

dungeon master utilities



Created by Michael T. Walter

PUBLISHED BY

walter computer services

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PARADISE, PA 17562
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Apple II, II+, IIe, IIc, III and Compatibles (Dos 3.3, 48K) 1 OR 2 Disk Drives, Printer Optional

Commodore 64, 1 Disk Drive, Printer Optional

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Game Master's Guide III™

Welcome to the third volume of the Game Master's Guides! All of the Guides are designed to make the task of designing and running games easier and more efficient, and to help the Game Master to become more creative! The first volume contains utilities that eliminate much of the time-consuming drudgery that dulls the imagination of Game Masters and makes games lose momentum. The second volume has numerous features that may be used within games, making them more varied and exciting for the players, as well as spurring the Game Master's imagination.

The third volume of the Game Master's Guides allows the Game Master to do things never before possible, or possible only with a lot of work! All the Game Master's Guides are available for several computers, each with its own way of doing things. This instruction booklet covers the features common to all the programs, and the insert card gives additional information specific to your computer.

HOW TO GET STARTED

1. Make a backup copy of the Master "Game Master's Guide III" disk, then put it in a safe place and use your backup. Please read and comply with the copyright notice! You will need one blank formatted disk for BOTH the Monster generation and the Army generation sections unless you plan to put the files generated on backup copies of GM1 and GM3, respectively (if this confuses you, read on).
2. Glance through this manual, then boot the program and take a look at the Main Menu. Read the instructions for each section, then see what it can do for you! After looking at everything, take the time to browse around in the various sections some more to get a feel for the program. Note that the Monster Generation feature also may be used with GM1 and the Bonus Tricks file works only with GM2.
3. Since you will be anxious to explore all the features of the third volume, and the creation of large armies and groups of monsters takes time, we suggest that you keep the size of armies and groups small while browsing through the programs. After you are more familiar with what the GM3 will do, you can create larger numbers.
4. While exploring the programs, always be thinking of how you may use the various features. The Game Master's Guide series were written with the idea of helping you become even more creative, so let your imagination loose! We would like to hear how you use these programs--you probably will come up with some uses that we haven't even thought of!

NOTES ON GAME MASTER'S GUIDE 3

ARMY GENERATION AND WARWAGER SECTION

This section has many functions, all revolving around the generation of whole characters with first and last names, race, class, level, hit points, armor class, six statistics, gold silver and copper, equipment, miscellaneous items and other stats pertaining to the 'Warwager' section. You may use the characters generated in two main ways: 1) in the formation of armies for the 'Warwager' section, or 2) as a source of new complete characters for other purposes. Each of these uses are described below:

I. ARMY GENERATION is easy and foolproof--just follow the on-screen directions. The program will create two armies of up to 200 characters each and store them on a disk. You may store them on a blank initialized disk as specified by the program, or on the backup copy of GM3 you are using. Please note that if you choose to use the backup GM3 disk, it has room for only two armies of 200 each. If you want more armies, you will need more disks, unless you choose to overwrite the armies that you have already created. Please see the insert for specific instructions.

When generating armies, you may specify several attributes of the characters to be generated, as follows:

- A. HIGHEST ARMOR CLASS ALLOWED--maximum is 10
- B. HIGHEST CHARACTER LEVEL ALLOWED--maximum is 40
- C. LOWEST CHARACTER LEVEL ALLOWED--minimum is 1
- D. MIXED RACES--program chooses races at random
- E. ALL ONE RACE--you pick the race
- F. NUMBER IN THE ARMY--choice is 1 to 200

You will be able to specify these attributes for each army you create (Army 2's attributes are entered after the computer is finished generating Army 1). When creating the armies, please remember that Army 1 is the 'home team' and Army 2 is the 'opponent team,' and that Army 2 always fields all its forces, no matter how many the home team commits to the battle!

II. RANDOM NAME GENERATION This section may be accessed directly, bypassing the creation of any other attributes. Since the names are combined from 'modules', there are some pretty wild ones that you may use when rolling up new characters!

III. WARWAGER SECTION Using split-screen action, you may pit the home team (Army 1) against the invading hordes (Army 2). Remember that your army is always Army 1 and that they are mercenaries and are quite finicky! Insufficient pay will cause dissention in the ranks and you might find that some of your troops simply walk away from the Field of Honor! Also, if you send too few characters into battle, it may be that a portion of your army will head for the hills. We will not tell you what the required amounts of gold and committed troops are--have fun discovering them for yourself! [Of course, if you discover only that you don't like the requirements, we will help you change them if you ask.] When deciding how many troops to pay and commit to battle, always keep in mind that the invading rabble will always come in full force (if there are 50 of them, then all fifty will fight).

Right before the battle you will be asked the speed of the battle and screen display: from lower numbers (fast) to higher numbers (slow). Note that at the faster speeds the disk drive will run almost continuously for the duration of the battle, so if you have any doubts about the health of your equipment, it will be best to choose a slower speed. The screen will split and the fight will begin! When a soldier is defeated, they are removed from the screen and another takes their place. The defeated character is not erased from the file, only not allowed to fight again in that particular battle. Whether or not they are considered dead is up to you. From time to time, battle conditions change and you are given messages which may or may not be favorable to you. When either army is reduced to two characters, the computer will declare a winner. At this point, you as Game Master may choose to use the results in the game you are planning or running, or (something that never happens in the real world) simply have the armies battle all over again!

IV. PRINTOUT SECTION (WITHIN THE WARWAGER SECTION) Some versions of GM3 use the characters generated in the Army Creation section as the source for printouts of characters, while other versions have a separate routine that does the same thing. Please consult the insert for information on viewing and printing out characters generated.

MONSTER GENERATION

This section literally creates new monsters complete with name, number appearing, armor class, hit dice, number of attacks, damage per attack, spells or poison (if any), weapon type, hit points, attitude, treasure type and level! We estimate that your chances of getting two identical monsters are one in several million! The monsters created may be used in two ways:

I. CREATION OF MONSTERS FOR GAME MASTER'S GUIDE 1 MONSTER FILES Game Master's Guide I allows the storage of over 200 monsters, which may be edited and called up randomly from several places within that program. Entering these monsters can get to be pretty tedious. Using this feature of the Monster Generation section of GM3 allows you to automatically generate the complete monster file 'Meat' on GM1! All 200+ monsters will be entered correctly according to level and with full stats as required by the program. After the monsters are created, you may go through them using the view and edit functions of the GM1 'Random Monsters' program to change anything that you wish. Note that monsters generated in the 'Meat' file cannot be viewed, edited or anything outside the GM1 'Random Monsters' program.

Creating the 'Meat' file for GM1 is very simple--just follow the directions on the screen. Note that the computer will work quite a while to complete the file (but it's better than the many hours needed to do it by hand). You may put the generated files on a blank formatted disk as instructed by the program, then put the files on your GM1 disk, or replace the 'Meat' file on a backup copy of GM1 (see the insert for specific instructions). We suggest that you make a separate backup of the GM1 disk for each new 'Meat' file (you can make as many new files as you wish, insuring fresh meat for the games!).

II. GENERATE NEW MONSTERS AND PRINT THEM TO THE SCREEN AND/OR PRINTER In addition, the program will generate any number of new monsters to be used any time. You may specify whether they should be of one level or of mixed levels, how many are to be created (there really is no limit!), and whether they are to be viewed only on the screen or are to be printed out as well. Note that these monsters are not saved in any file, but might be called 'temporary' until you print them out or write down their stats.

AUTHOR'S NOTE: When you use the monster generation section either as an aid for GM1 or simply to create new monsters for your campaign, keep this in mind: even though a particular monster name may seem to be totally opposite to its attitude (bad guy with friendly attitude), you can still play the monster as it stands if you wish. It could be played in many ways--perhaps the bad guy in question has some tendency towards good or perhaps it is really a bad guy putting up a friendly front to fool your players!

BONUS TRICKS FILE FOR GM 2

A text file named 'Tricks' is stored on the program disk. Since it contains fifty new tricks for the GM 2 disk, it is not accessible from the main menu. In order to use it, make a backup copy of GM 2, remove the old 'Tricks' file and replace it with the new one from GM3. This will give you a total of 100 tricks to play with! Please note: GM2 will access only one tricks file at a time, so you cannot combine them or have them on the same disk at the same time unless you rename the one not being used!

WORDS OF WISDOM FROM THE AUTHOR PERTAINING TO THIS PROGRAM, THE SERIES AND FRP GAMING IN GENERAL

As a Game Master, I have always kept gaming separate and apart from reality; after all, though you may identify with your character, this character only exists at the gaming table and in your mind. If a character is lost, crank up the old imagination and create another one! You can be sure that your expired character will be remembered by the players who had characters in the same campaign. -- Remember to make your games fit the age group of your players. -- You should stress a few simple points in your games: (1) communication, (2) good always wins in the end, (3) teamwork, (4) and stimulation of the imagination (creativity) -- Again, you as GM are the law of the land, but if you abuse this station you will most likely find yourself without players!

I, personally, have found FRP gaming quite rewarding. All of the campaigns that I have either run or played in have had that good over evil slant. Defeating the bad guys and eluding their snares has been challenging (to say the least), but when the smoke clears and victory is at hand there is a certain satisfaction shared by players and Game Masters alike. FRP games can, of course, be twisted to suit any bent, but the ones that last and achieve success for those involved are based soundly in fair play, open communication, and happy endings....AS ALWAYS---HAPPY GAMING---M.T.WALTER

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INCLUDES ALL THESE FEATURES

⊕ GENERATE NEW MONSTERS

Generate *COMPLETELY NEW* monsters with names, all stats, treasure, etc. Can be printed to the screen or to a printer! *ALSO WRITES GAME MASTER'S GUIDES I's MONSTER FILES!*

⊕ GENERATE NEW CHARACTERS

Generate *COMPLETELY NEW* characters with individual names, all stats, weapons and miscellaneous items! Can be printed to the screen or to a printer! Also can generate as many names as you wish!

⊕ CREATE ARMIES THAT REALISTICALLY BATTLE

Forms two Armies of up to 200 characters each which can enter into a realistic battle. You have to commit them to combat and pay them, but watch out! They're finicky! You control size of armies, classes, races, levels, etc. as well as speed of battle!

⊕ 50 NEW TRICKS FOR GAME MASTER'S GUIDE II

⊕ MENU-DRIVEN, EASY TO USE

⊕ COPYABLE, LISTABLE, MODIFYABLE

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