

INSTRUCTIONS

THE SWORD OF ZIMROEL

The sword of Zimroel is a fantasy adventure game. You can create your own alter-ego and brave the multi-leveled caverns to find the way. You must face horrible monsters, to gain their gold and magical weapons. Beware, mortal, for you step into DEPTHS OF ZIMROEL!

YOUR CHARACTER

Your character is your alter-ego in the universe of Zimroel. At the beginning of your game, you will get to choose ratings for three of your characteristics; strength, intelligence, and dexterity. Each of these can range from 1 to 10 and all other characteristics are derived from them.

STRENGTH

Strength is a measure of your physical power. A high rating in this means you can take many wounds before dying.

INTELLIGENCE

Intelligence is a measure of your intellect. A high rating effects your spell casting.

DEXTERITY

Dexterity is a measure of your speed. A high rating helps your chances of hitting a monster and hurts his chances of hitting you.

LEVEL

Level is a plateau of experience you reach after collecting a certain amount of experience points. You always start out on first level, and must get (2,000) two thousand experience points to reach second level. The amount to reach the next level doubles after that. (Third level = four thousand, fourth level = eight thousand, fifth level = sixteen thousand). When you reach a new level, you hit points and spell units immediately go up. Also, your three basic attributes may go up a few points.

HIT POINTS

Your hit points are the amount of wounds you can take before dying. When you enter the inn and spend the night, all wounds are healed. The amount of hit points you can have is equal your strength times your level. When a monster hits you, some hit points are lost. To survive, you must never let your hit points reach zero.

SPELL UNITS

Spell units are a measure of your ability to cast spells. When you cast a spell in combat, the screen will display the list of spells and their corresponding numbers. These numbers denote both the key; you hit for that spell and the number of spell

units needed to cast it. Thus, if you have three spell units, you cannot throw 'fry', 'teleport', or 'kill', and when you successfully cast a spell, your spell units will go down by the number needed to cast that spell. To replenish your spell units you must rest in the inn.

SPELL

1. HEAL - this spell will increase your hit points 1 - 10 points but never increase them beyond your maximum.
2. ZAP - this will damage your opponent as if you had hit him. It can sometimes kill a weak monster.
3. INVISIBILITY - this makes your opponent unable to hit you. It lasts for the duration of combat.
4. FRY - a more powerful version of zap.
5. TELEPORT - this spell places you up or down a level (your choice).
6. KILL - self-explanatory; works on any monster

All spells can be used in combat. Heal and teleport can be used out of combat. Remember that when you cast out of combat, teleport has a '2' next to it. This denotes the key to hit only. Teleport still costs 5 spellunits to cast.

THE DEPTHS

There are seven levels in Zimroel, and each is distinctive. All of them are connected by magical ladders which change position when you are not on their level. The ladder from the first level to the inn, however, is not magical (just old) and does not move.

THE MONSTERS

There are seven types of monsters that roam the depths, and each make their homes on a particular level. However, you may occasionally find a monster one level above or below his designated level. You will never find a particular monster in a particular place, nor must you assume that an area is to be empty when you return. All monsters are continuously wandering, so watch your back!

TREASURE

After you have killed a monster, you will get gold from the carcass and experience points from the fight. Of course, the tougher the monster, the more gold and experience you will receive. You may also find a magic sword or magical armor. When you do, the screen will say something like "armor +1" or "a sword: it's +3". The number behind the "+" with armor will help you avoid getting hit. The number with a sword means the amount it will help you hit a monster. After the declaration of what you have found, the computer will ask, "get it?". If you decide to do this you will drop your current item in favor of this new one. You can never regain your old item, though you may later

find one just like it. For this reason it is not wise to get a +2 sword when you already have a +4 sword. Sometimes you will find gold while just wandering. This is because monsters sometimes drop their gold while they wander. The monster who owns the gold may lurk nearby, so be careful!

KEYBOARD COMMANDS

In response to most prompts it will be clear that you must type 'Y' or 'N' or a number. Sometimes you will see 'decision?' with no explanation. Essentially this asks which way you want to move or if you want to cast a spell out of combat. To move, you must use a diamond - shaped set of keys: A, S, W, Z.

up=W
left= A right= S
down= Z

Or you may cast a spell by hitting 'C'.

