

A ROLE-PLAYING FANTASY GAME

WIZARD'S CROWN

WITH TACTICAL COMBAT™



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I. CROWN OF SORROW

Kaitar is old ... very old. His bones seem to have been dumped haphazardly into his skin which hangs in loose, wrinkled folds. His eyes speak of ancient secrets and magic lore long forgotten. Now, the dark eyes glitter with fierce intensity as he scans the group before him.

Eight adventurers, some known for physical prowess, others for mental acuity, shift uncomfortably under his relentless scrutiny. The glade the group occupies glistens in the moonlight, dew sparkling like diamonds. Everyone feels the presence of an ancient host, but no one, save Kaitar, knows its identity or intent. One adventurer, a rather short, merry-faced youngster, leans to his companion. "Why are we waiting here, shivering in this godforsaken place? Kaitar calls us here with no explanation, and now he stands there and stares at us. Besides, this place speaks of evil things." His companion opens his mouth to answer, but snaps it shut when he sees Kaitar glaring at him.

The wizard raises his arms in a command of silence. He speaks, "I have called you here to raise a challenge." The adventurers lean forward expectantly, excitement boiling in their hearts. "Five hundred years ago, the Fellowship of Wizards governed this land. The wizards in this fellowship ruled justly and all the citizens abided by their decisions. The wizards occupied the city of Arghan, which once boasted the greatest beauty and wisdom to be found anywhere in the world. Treasured far beyond anything in Arghan was the Crown of the Emperor."

An audible gasp went up from the adventurer's circle. "I thought the crown was merely a fairy tale," mutters a dark, wiry man. Kaitar hears him and shouts indignantly.

"A fairy tale! The Crown gave power and reason to the Fellowship! It was the source of learning, of all knowledge present, past, and future. It WAS the Fellowship." Kaitar's head bows and his voice lowers. "The right to wear the Crown was shared by all in the Fellowship. Each wizard wore the great Crown until the constellation Atárius shifted in the sky, and then he passed it on to his brother. The words of the Crown were spoken by

the reigning wizard to the Fellowship ... thus we all received its wisdom and power. Then, on a wretched, cursed night, the most horrifying of all possible events happened. Tarmon, Wizard of Thunder, refused to give up the Crown." A tear traces its way down Kaitar's weathered cheek. Behind the adventurers, the invisible host mutters and sobs, then takes up a high, keening chant that raises the hairs on the adventurers' heads. The wail gradually subsides, and Kaitar continues.

"Civil war broke out among the Wizards. All our codes of honor were ignored. Horrible monsters were called up with evil magic to consume brother and sister, and great fires destroyed much of Arghan. Tarmon fled with the Crown into his laboratories and sealed himself inside forever. It has been five hundred years since the evil first began, and the Crown still awaits its freedom." Kaitar pauses significantly. "As you know, Arghan is still infested with the monsters called up from the war. A magic wall contains them ... it was erected by the Fellowship when we came to our senses and repented of our destruction. We are barred from entering the gates of the city until the Crown has been recovered."

The invisible host moves forward, completely encircling the enthralled adventurers. Kaitar seems to swell in size and power, his rich voice resonating in the glade. "This, then, is the challenge. You have been called to find the Crown of the Emperor. Your path will be filled with unspeakable terrors, and my own magic prevents me or any wizard from helping you. Few will return to the Gates of Arghan. Those that return with the Crown will receive a reward of great enchantment ... you will rival the heroes of old with your strength and speed. However, you must return quickly ... the more swiftly you accomplish your mission, the greater the reward. I am impatient for the Crown."

The adventurers look at each other grimly, but each sees excitement and a certain eagerness in the others' eyes. One person, a woman reknowned for her great wisdom, asks quietly, "And who will wear the Crown once it is returned to the Fellowship? Will it not simply restart the evil war?"

Kaitar answers. "I will wear the crown. I have been appointed by the Fellowship of Wizards to bear responsibility for the Crown. Should I fail, I will be condemned to that peculiar and eternal hell of wizards." He shudders visibly, then asks simply, "Who will go?" In answer, all eight companions stand. "You are brave. Go then, and search for this, the Crown of the Emperor."

Suddenly, the Crown appears, shimmering brightly in the air. Gold filigree of

unearthly workmanship is studded with brilliant jewels. A single, great crystal is embedded in the brow, and prisms of rainbow light chase each other from end to end. Behind the light, the invisible host appears briefly, the robes of many wizards brightening and waning like candles, the sad faces flickering in the reflected light of the Crown.

"Go now," says Kaitar. "Complete your quest quickly, with honor and bravery. We await you."

QUICKSTART: Sections of this rulebook appear in shaded areas. If you choose to read these first, you will find that they provide an overview of WIZARD'S CROWN and a quick entry to the game.

To help you begin play, the game includes eight characters ready for your commands. You may choose to play with this party of adventurers until you want to create new characters of your own.

To help you during combat, the game includes a quick combat mode. You may choose to have the computer quickly resolve combat and display results until you are ready to fight a detailed tactical battle.

II. INTRODUCTION

A. THE GAME: AN OVERVIEW

WIZARD'S CROWN is a game of adventures and encounters. The objective is to locate and retrieve a wizard's crown. You create a party of eight characters, each with personal attributes and professions that determine the skills he will have available for his actions.

The adventurers travel, setting out from the Inn, following clues and searching through a town and ruins. There are opportunities to enter buildings and other places in which dangerous and delightful events take place.

Be aware that monsters may appear almost anywhere. When they do, you may fight a detailed tactical battle. Or if you prefer, you may choose to fight quick combat, in which the computer resolves the entire battle in a few seconds.

After a battle, the characters take loot from the monsters, equipment (sometimes magical) to be used or sold later on. From their adventures, the

characters acquire experience which they then use to increase their skills.

While in battle, a character may receive injuries that weaken him for future battles. By returning your party to the Inn, you make it possible to give a wounded character rest and recuperation before you send the party off on further adventures.

B. LOADING THE GAME

Apple II+, IIe, IIC: Boot the WIZARD'S CROWN disk.

Commodore 64: Boot the WIZARD'S CROWN disk. Type LOAD "8", 8 and press <RETURN>. When READY appears, type RUN and press <RETURN>.

Atari: Remove any cartridges from your Atari. Insert the front side of the Game Disk into Drive #1 and boot the disk. If you own an Atari 800XL, you must hold down the OPTION key until booting is completed.

Note: Like the Apple, the Atari supports two drives.

C. COMMUNICATING WITH THE COMPUTER

In almost all instances, a one key stroke command is sufficient.

Each menu indicates the commands to be used. If a menu appears with an item highlighted, move the highlighting to the desired item by pressing the arrow keys, < for up or >, for down.

Then if there are commands listed, press the letter indicated; often it is the first letter of the word, and it appears in parentheses. For example, type S if you wish to (S)ELECT or A if you wish to (A)DD.

If a menu does not list a command to be used to leave the menu, use E(X)IT. If the same menu continues to appear, you are being told that you must make a choice before you can exit.

D. OPENING MENU

After the title screen, an opening menu appears:

```
WIZARD'S CROWN
VERSION 1.0
BY
PAUL MURRAY & KEITH BRORS
(P)LAY DIFFICULTY 1 2 3 4 5
HARD EASY
(C)REATE A GAME DISK
(D)RIVES 1 2
(S)OUND ON OFF
(U)TILITIES
PRESS SPACEBAR TO START A GAME
```

III. THE GAME BEGINS

As the game begins, you are at the Inn. The computer displays information about the current situation: the time, the names and the statuses of the members of your party of adventurers, and a set of commands which allow you to take various actions.

Play Difficulty: Play levels affect the reaction time of monsters in combat. Select a level of difficulty from 1 to 5 (1 being the hardest and 5 being the easiest). The level must be set each time you reboot the disk as it is not saved.

Create a Game Disk: You need to create a game disk and a dungeon disk for play. Follow the instructions given on the screen.

Drives (Apple only): If you choose to use two drives, insert your created disk #1 into drive one and created disk #2 into drive two.

Sound: You may choose to play with the sound on or off.

Utilities: This option allows you to reset Dungeons back to their original state. Follow the instructions given on the screen.

E. SAVING THE GAME

The game may be saved whenever the player is at the inn. At that time, the main menu is on the screen. Selecting (T)- Tell The Minstrel of Your Deeds saves your party.

A. AT THE INN (The Main Menu)

CURRENT PARTY MEMBERS ID NAME	10/0 DAWN STATUS
A) LORD MILES OF ESLAKE	HIRE
B) SIR COL OF WESTMARCH	HIRE
C) SIR FREDERICK	HIRE
D) "BATTLEAXE" HAROLD	HIRE
E) LIGHTFOOT	HIRE
F) FOLNAR NE DEUX HOMME	HIRE
G) FATHER JOHN	HIRE
H) SOUL WIND	HIRE

(D) DELAY:5

YOU ARE AT THE INN
(G)REET NEW ADVENTURERS
(T)ELL THE MINSTRELS OF YOUR DEEDS
(R)EST THE ADVENTURERS
(C)HECK CHARACTER
(I)MPROVE CHARACTER
(H)AVE A CHARACTER QUIT THE PARTY
(V)IEW THE ITEMS STORED AT THE INN
(O)UTFIT A CHARACTER
(M)OVE MONEY AROUND
(E)XIT THE INN

At the upper right hand corner of the screen, the year, day, and time of day are indicated (10/0 DAWN at the start, indicating the tenth year of the reign of Ancus). At the right hand middle of the screen, the time delay after messages is indicated (5 at the start). The delay is a number from 1 to 9, 1 indicating the shortest, 9 the longest delay. You may change the delay by typing D. Each time you type D the number increases by 1; after 9, it begins again at 1.

THE COMMANDS:

(G)reet New Adventurers

This command allows you to create a new character. A maximum of eight characters is allowed. If the current player list contains eight, you must eliminate one of the current characters before you add a new one. (See CREATING A CHARACTER for a description.)

(T)ell the Minstrels of Your Deeds

This command saves the game.

(R)est the Adventurers

This command allows you to send your party to rest. Depending on his strength, each member of the party recovers from his wounds and his lost Power, Morale, and Life Force. The cost per day of rest is 40 copper, automatically subtracted. If a character cannot pay for the number of days he is to rest, he sleeps in the stables for the entire period. In this case, only the character's power is restored.

(C)heck a Character

This command allows you to inspect a character's current condition. (See CHECKING A CHARACTER for description.)

(I)mprove a Character

This command allows you to improve a character by spending Experience on attributes, skills, power, and karma.

(H)ave a Character Quit the Party

This command allows you to remove a character. He is permanently lost (unless you reboot without having saved the game).

(V)iew Items Stored at the Inn

This command allows you to view the items at the Inn and pick up those you no longer wish to store. The maximum number that may be stored is 18.

(O)utfit a Character

This command allows you to choose a new icon to represent the character and to rename your character.

(M)ove Money Around

This command allows you to distribute money. You may choose to divide it among all of the characters or give it all to one.

(E)xit the Inn

This command allows you to leave the Inn and begin your travels.

B. EXITING THE INN

After you exit the Inn, the computer asks "HAVE ALL CHARACTERS LEAVE THE INN Y/N?" If you answer N (for no), you are asked to select those characters which are to leave.

After the departing characters are chosen, the computer displays the current party member list with the statuses now reflecting whether the character is traveling.

The computer asks "WHICH CHARACTER WILL BE ON POINT?" Choose from your party a member with good ratings in Stealth and Scan. The point character's skills in these areas modified by how far in advance of the party he is determine whether 1) the party may perform an ambush, 2) the party itself is ambushed, or 3) the party has a normal face-to-face encounter.

After the character is chosen, the computer asks you to give a value to the point man lead, "POINT MAN LEAD (1=none or 2-9)?" This value represents how far in advance of the party the lead man is scouting. The farther out he is, the less likely the party will be ambushed. At the same time, the farther out he is, the less chance he has of getting back to the main group when combat occurs.

After the lead is entered, the party leaves the Inn.

C. CREATING A NEW CHARACTER

You may be eager to begin your adventures before mastering the reasoning required to create new characters. You may do so by using the current party members already at the Inn. The authors of WIZARD'S CROWN created these characters to help you become familiar with personal attributes, professions, and skills. As soon as you can, create your own characters so that you may enjoy the full range of capabilities of the game.

If you choose to play with the party included in the game, press the letter C to check the current party members. See CHECKING A CHARACTER for an explanation of the information on the screen. As soon as you feel ready to set out, exit the Inn by pressing X and the first map will appear.

You may create one or more new characters for your party, to a maximum of eight. You must distribute points among the personal attributes (strength, dexterity, intelligence, life) and experience. Then select one or more professions from those available to you as a result of the intelligence you have given the character.

Your choice of professions determines the skills of the character; his personal attributes influence the ratings of the skill abilities given to him when he is created. His skill abilities will change later, according to his experiences.

To create a new character when you already have the maximum number (8) of members of your party, press H. You will be asked to select the character who is to depart and then to confirm your choice. Then you will be returned to the Inn. The departed character is gone permanently.

Now, press G to allow you to create a new character.

The Appendix includes an example of the steps required to create a new character. This should help you to understand how to assign values to the attributes of the characters and what the effects these values have on his skills and the weapons available to him. Enter the commands when you are instructed to do so and see how your character develops.

The Personal Attributes display will appear, and you must distribute the available points. **NOTE: All of the points must be used (e.g., POINTS LEFT 0) before you are allowed to exit.**

STRENGTH	5
DEXTERITY	5
INTELLIGENCE	5
LIFE	25
EXPERIENCE	20

POINTS LEFT 25

(<)UP, (>)DOWN, (A)DD, (S)UBTRACT, OR E(X)IT

The minimum values are Strength 5, Dexterity 5, Intelligence 5, Life 25, and Experience 20.

Points are purchased in the following ratios: STRENGTH (1-1), DEXTERITY (1-1), INTELLIGENCE (1-1), LIFE (5-1) and EXPERIENCE (4-1).

Examples: Highlight DEXTERITY by pressing > to move the highlight down. Press A: the computer adds 1 point to dexterity and subtracts 1 point from POINTS LEFT. Highlight LIFE in the same way. Press A: the computer adds 5 points to LIFE and subtracts 1 point from POINTS LEFT.

Remember that the number of points you assign to INTELLIGENCE will determine which of the professions is available to the

character. Note that a character may have more than one profession. The cost of each profession is indicated in the table.

SORCERER	INT 11
PRIEST	INT 7
FIGHTER	INT 5
RANGER	INT 3
THIEF	INT 3

After all of your points are spent, exit and the Profession Cost list will be displayed. The number of INTELLIGENCE points that you chose will determine which of the professions are available to the character; only those will appear on the screen.

After you select the profession, the Skills list will be displayed. Only those skills available to the character's profession will appear.

After you view the Skills list, you will see the list of all of the weapons which the character has the STRENGTH and skill to use.

Select a weapon. The character will be provided with the weapon, armor, a dagger, and a shield (if the weapon was one handed and the character has the skill and strength to use it.)

Finally, the icons available to represent characters are displayed. Select one for the character you have created.

After selecting the icon, you will be returned to the Inn.

D. CHECKING A CHARACTER

To check a character, press the letter C. The computer displays the list of current party members. Press the letter identifying the character you want to inspect.

There are two screens providing information about the character.

- 1) The first screen displays the character's attributes, physical condition, coins, and equipment. At this time, you may choose to trade coins, ready an item, drop an item, or transfer an item to a character or to the Inn.
- 2) The second screen displays the character's skill ability ratings.

A description of the procedure follows the sample screen displays.

NAME: LORD MILES OF ESLAKE

STR: 16 SERIOUS INJURY: 0 COPPER: 0
DEX: 13 INJURY :0 SILVER: 0
INT: 5 CURRENT LIFE: 55 ELECTRUM: 0
LIFE: 55 CURRENT EXP. 11 GOLD: 0

ITEM NAME	READIED	SIZE
BRIGANTINE	YES	LRG
DAGGER	NO	SML
LONGSWORD	YES	MED
SHIELD	YES	MED

(R)EADY, (T)RANSFER AND (E)VALUATE ITEMS, (T)RADE COINS, (N)EXT PAGE, OR E(X)IT

To trade coins, press T to see the list of characters. Choose a character for the trade of the coins. After you select the character, the coin types are highlighted.

To ready, transfer, drop, or evaluate items, press R. The menu changes and the new options read as follows:

(<)UP, (>)DOWN, (R)EADY, (T)RANSFER, (D)ROP, (E)VALUATE, OR E(X)IT

Use the arrow keys to place the highlighting on the desired item.

To ready the item, press R; YES indicates the item is readied.

To transfer an item, press T and the computer asks TO A (C)HARACTER OR TO THE (I)NN. Press C and you are shown the lists of party member from which to choose. Press I and the transfer takes place and the item is no longer seen on the screen.

To drop an item, press D and the item is removed from the list. It cannot be recovered.

To evaluate an item, press E.

The second screen displays the character's skill abilities.

LORD MILES OF ESLAKE

CLOSE COMBAT	22
SWORD	81
AXE	13
SPEAR	17
MACE	18
FLAIL	18
BOW	31
CROSSBOW	12
SHIELD	57
AWARENESS	81
SCAN	11
SWIMMING	28
EXPERIENCE	1

PRESS ANY KEY TO CONTINUE

When you continue, the list of current party members reappears.

After the check is completed, exit by pressing the letter X.

IV. THE CHARACTERS

There are eight adventurers to be created. Each character has personal attributes, one or more professions which determine his skills, and equipment.

During the course of the game, as a character proceeds through his adventures, he receives experience points towards his training. These experience points can be used to increase his particular attributes and skills.

A. PERSONAL ATTRIBUTES

Each character has four attributes: STRENGTH, DEXTERITY, INTELLIGENCE, and LIFE. Each character also has Experience from his prior training. A starting character has the minimum attribute values and 25 points with which to increase those attributes. The number of STRENGTH, DEXTERITY, and LIFE points given to a character affect how well he does in a fight.

STR: STRENGTH determines the available weapons, the permissible weight of armor, the ability to force locks, and the rate of recovery from wounds. Note: The designers suggest the starting STRENGTH should not be higher than required for use of the desired weapon or armor.

DEX: DEXTERITY determines the starting value for many skills. It also indicates how often the character may act. (e.g. DEX 20 acts twice as often as DEX 10.)

INT: INTELLIGENCE determines the available professions for the character. (e.g. A Thief needs 3 INT, a Priest 7 INT, and a Priest-Thief a total of 10 INT.) In general, only the exact INT points required for the desired profession(s) should be purchased. However, since INT does influence other factors, it just might be worth purchasing more sometimes.

LIFE: LIFE determines the ability to withstand wounds and to avoid becoming unconscious. Bleeding, Poison, Life Steal, and Life Blast cause a loss of current LIFE points. When LIFE drops to zero, the character is dead.

EXP: EXPERIENCE represents the training and skill of the character. In the game, a character earns Experience points which may be spent to increase his attributes, skills, power and karma. A new character begins with EXPERIENCE, reflecting his background.

B. PROFESSIONS

There are five professions from which to choose: RANGER, FIGHTER, PRIEST, THIEF, and SORCERER. A character may have more than one profession.

Rangers are foresters, scouts, and hunters. They can exist on their own in the wilderness. Although they are not great fighters, they can use spears and bows.

Fighters are prepared for all types of combat.

Priests are favored by the gods. They can heal, treat poisons and turn undead.

Thieves are sneaky and make good point men. They can spot the enemy, locate hidden things, find and disarm traps, and bargain well.

Sorcerers are able to cast spells and make potions. They can recognize and understand (evaluate) the magical items that they find.

C. SKILLS

A character's profession(s) determines the skills he possesses. His attributes influence the starting values of his skills; these are referred to as his skill abilities.

D. SKILL ABILITIES

Skill abilities are values which represent how well a character performs a skill. There are skills of magic, of the dungeon, of the wilderness, of the use of weapons, of scholarship, and of healing. Usually, to determine if a skill is performed successfully, the skill abilities are randomized and compared with another number.

For example, consider a THIEF with a search ability of 74 as he searches a wall. A trap in the wall has a concealment rating of 30. (Of course, this is not known by the player.) A number between 1 and 74 is rolled; and if the roll is above 30, the trap is spotted.

Many magic items increase a skill ability when the item is readied. Wounds and morale loss may decrease the skill ability of all skills except "Luck" and "Turn Undead". "Luck" and "Turn Undead" abilities never exceed the current Karma rating.

Weapon Skills are 1) the ability to hit an opponent with a weapon and 2) the ability to avoid being hit by an opponent while the weapon is readied.

Each weapon skill gives the character the ability to use that class of weapons. For example, Bow Skill determines the ability with both the shortbow and the longbow. (See Weapons Chart.) Weapon skills are Close Combat (unarmed and dagger), Sword, Axe, Spear, Mace, Flail, Bow, and Crossbow.

Shield: The ability to shield bash, to avoid being hit, and to block an attack that would have succeeded.

Combat Awareness: The ability to sense others nearby and the direction from which an attack came.

Scan: The ability to spot an enemy who is hidden or sneaking.

Swimming: The ability to move through liquid without stopping or inhaling water.

Stealth: The ability to avoid being seen by the enemy.

Hunt: The ability to live off the wilderness. Not used in this game.

Track: The ability to follow tracks. Used to find a monster's lair and the treasure therein.

First Aid: The ability to heal wounds and stop bleeding. First aid does not work on serious wounds and serious bleeding. Any wounds and bleeding not healed in the attempt to heal become serious. Bandages are required.

Search: The ability to find things that are hidden, including magic items, traps, secret doors, and many other things.

Disarm Trap: The ability to disarm a trap which has been spotted.

Picklock: The ability to open locked doors, chests, etc. Requires lockpick.

Haggle: The ability to get the best possible price for something being sold. When an item is sold by a character in the party, your best hagglers determine the price you get for it.

Treat Poison: The ability to stop the continuing effects of a poison.

Treat Disease: The ability to stop the continuing effects of a disease.

Turn Undead: The ability to destroy one of the undead and at the same time, to protect oneself from the attacks of others.

Alchemy: The ability to make potions successfully in a laboratory.

Luck: The ability to prevent harm (other than magic) to the character. Represents the good will of the gods.

Read Ancient: The ability to understand ancient writings.

Evaluate Magic: The ability to determine whether an item is magical and in what way. Magical items do not function until they have been evaluated. A sorcerer who has failed to evaluate an item must improve his ability before trying again to identify that item. Your character with the best Evaluate Magic ability will attempt to evaluate all items found as loot after combat, before anyone views them.

Cast Spell: The ability to cast a spell successfully.

Morale Lost: This is not a skill, but it will be displayed on the skill page if greater than zero. It is detrimental to the character because it subtracts from any skill the character attempts to perform. Sleeping in the inn will reduce it slowly, and a visit to a tavern can eliminate all morale loss.

SKILLS

SKILL	STARTING		EP ³	GAIN ⁴
	CLASS ¹	VALUE ²		
Close Combat	ALL	D	3	1-8/1-4/1-2/1
Sword	F	D	4	"
Axe	F	D	6	"
Spear	F, R	D	4	"
Mace	F	D	3	"
Flail	F	D	6	"
Bow	F, R	D	5	"
Crossbow	F	D	3	"
Shield	F	D	4	"
Combat Awareness	F	I	3	"
Scan	ALL	I	4	"
Swimming	ALL	S	3	"
Stealth	R, T	D	5	"
Hunt	R	D	3	"
Track	R	I	4	"
First Aid	R, P	I	3	"
Search	T	I	4	"
Disarm Trap	T	D	5	"
Picklock	T	D	4	"
Haggling	T	I	3	"
Treat Poison	P	I	4	"
Treat Disease	P	I	4	"
Turn Undead	P	EXP	4	"
Alchemy	S	I	5	"
Luck	P	EXP	6	"
Read Ancient	S	I	4	"
Evaluate Magic	S	I	3	"
Cast Spell	S	I	6	"
Karma	P	0	1	1
Power	S	0	3	1

¹ Class indicates which professions possess the skill: F = Fighter, R = Ranger, T = Thief, P = Priest, S = Sorcerer.

² Starting Value indicates which attribute controls the starting value of the skill: D = Dexterity, I = Intelligence, S = Strength, EXP = Experience

³ EP indicates the amount of experience required to improve the skill.

⁴ GAIN: Each time you improve a skill through experience, the skill increases a random amount. At first the skill will increase 1-8 points. When the skill ability reaches 100, the skill will only increase 1-4 points. At skill ability 150, you only gain 1-2 points each time you spend experience. Finally, at skill ability 200, you will only gain 1 skill point.

Intelligence Requirements:

SORCERER	requires INT of 11
PRIEST	requires INT of 7
FIGHTER	requires INT of 5
RANGER	requires INT of 3
THIEF	requires INT of 3

E. EXPERIENCE

During the course of the game, your characters will accumulate experience (EXP). This experience may be expended to improve the characters by increasing their skills, characteristics, karma, and/or power. To spend the experience, you must be in the Inn. Type "I" for Improve a Character, and choose which character is to be improved. A display will appear showing the values of characters' skills, karma, and power. If the character does not have sufficient experience available to improve a given ability, the ability will not appear on the list.

For example: A priest has 5 Experience and is about to be improved. A list would show the priest's current first aid, treat poison, treat disease, turn undead, and karma. It would not, however, list luck since this requires 6 EXP. If the screen merely flickers when you order the improvement of a given character, it means the character has insufficient experience to improve anything.

When the list appears, one ability will be highlighted. Use the arrow keys to move the cursor over the ability you wish to improve, and type "S". If you have 100 points, experience may improve your STR, DEX, or LIFE when you follow the instructions at the bottom of the screen.

F. MORALE

During the course of the game, your characters will accumulate morale loss. Morale loss represents fatigue and nervous strain and reduces your skill abilities. Morale is lost through fighting, through being awake as dawn breaks (being up all night), and through various magical effects you may run into.

Morale loss is slowly reduced through sleeping in a good room at the Inn. It is very quickly reduced by having a good time at a tavern.

V. THE GAME ELEMENTS

A. COINS

A character may carry no more than 250 coins.

There are 4 denominations of coins: copper, silver, electrum, and gold. Each type is worth 10 times as much as the previous one listed. All prices are listed in Copper Coins.

Money is obtained by selling items that are found or taken as loot. They are sold in the marketplace in the town.

Money is spent for purchasing all types of equipment, making potions, training, and resting at the Inn.

B. ITEMS

Each item has a set of characteristics: size (small, medium, or large), number of hands required to ready the item, and strength required to ready the item.

An item must be readied before it can be used. A character may not ready an item that would require more hands than he has available or more strength than he has.

A character may have no more than 1 weapon, 1 armor, and 1 shield readied at any one time.

A character may carry not more than a total of 10 items. Among these there can be no more than 2 large items or a combination of 5 medium and large items.

Torches provide light. They require one hand and are lit as soon as they are readied. When unreadied, they are consumed. Torches are automatically consumed when a character enters the Inn.

C. MAGICAL ITEMS

If an item is magical, it can be either evaluated or unevaluated. If the item is unevaluated, the character cannot use its magical properties.

A magical item must be readied to be considered in use. Magical items can have offensive and defensive capabilities, skill bonuses, and spells.

If 1) an item is readied and has a skill bonus and 2) the character has the skill, he gets the skill bonus. Items do not create skills, but they enhance the skills.

already possessed. For example, when a character who has Stealth reads his cloak of Stealth +15, his effective Stealth is increased by 15. If he had not had Stealth, he would not have received the bonus.

If a readied item has a spell, the spell is cast with automatic success when the item is used. (See COMBAT COMMANDS.)

When a spell on an item is cast, one charge is deducted from it. You will not know the number of charges. However, when the number of charges is equal to zero, you can no longer cast spells. Also, the item may disintegrate. Some spells work on an infinite number of charges, but you will not know which ones.

Potions come in vials, bottles or jars. There are two types of potions: Defense (add armor) and Cast Spells. Those that cast spells are treated like other items that cast spells. (See previous paragraph.) Potions of defense must be treated as though they were casting spells; that is, readying the potion does not add defense. The potion must be used.

D. WOUNDS

Wounds have two effects: injury and bleeding.

Injury represents the pain of the victim and the damage to his full effectiveness. Injuries of themselves can cause unconsciousness, but not death.

Bleeding represents uncontrolled loss of blood. Bleeding reduces a character's LIFE. When Life is zero, the character is dead. Wounds do not always cause bleeding.

There are two levels of both Injury and Bleeding: normal and serious.

Normal injury is referred to as Injury; normal bleeding as Bleeding. As expected, serious injury and bleeding are harder to heal.

E. KARMA AND PRAYERS

Pay careful attention to the relationship between Karma and prayers; the ability of your characters to survive battle depends on it.

Karma represents the influence a character has with the gods. When a character prays, he spends Karma temporarily. The more he prays, the less Karma he has remaining and therefore the less influence with the gods. The effective skill ability for Turn Undead and Luck (unadjusted for prayers or magic items) may not exceed the character's Karma rating. **A character can regain Karma by visiting a temple.**

There are 8 prayer levels. The maximum Karma a character has determines the best prayer possible.

See the Karma and Prayers table in the Appendices for numerical relationship.

PRAYER LEVELS

- 1) **Stop Normal Bleeding:** Removes all normal bleeding.
- 2) **Heal Normal Injuries:** Removes all normal injuries and normal bleeding.
- 3) **Bless:** Increases luck of entire party by 40 during a battle.
- 4) **Stop Serious Bleeding:** Removes all serious bleeding and all normal bleeding.
- 5) **Heal All Injury:** Removes all injury (normal and serious) and all bleeding (normal and serious).
- 6) **Create Food And Water:** Creates food and water (no effect in this game).
- 7) **Restore Life Forces:** Removes all injury and bleeding and restores Life up to the character's maximum.
- 8) **Raise Dead:** Removes all injury and bleeding, restores Life to character's maximum, and restores character to life.

Note that even though an unconscious person has been healed, the character remains unconscious until the end of combat.

F. SPELLS

Spells are cast in dungeons or combat, but especially during combat. A SORCERER knows all the spells at the start, but may not be able to cast them

successfully. Spells have a difficulty level and a power cost.

In combat, spells are cast with the C command. (See THE COMBAT MENU.) The computer displays the list of spells for which the sorcerer has enough power. Move the cursor over the spell to be cast and press S for (S)elect.

In the dungeons, spells are cast with the S command. (See DUNGEONS.)

A SORCERER'S power is reduced by the cost of a spell each time a spell is attempted. To cast a spell, the SORCERER must have sufficient power remaining from previous reductions.

Lost power may be regained by resting at the Inn. Maximum power is increased by experience: 1 POWER costs 3 EXPERIENCE points.

A SORCERER'S ability to cast a spell is affected by the difficulty level of the spell. The odds (percentage) of casting a spell successfully are equal to the cast spell ability minus the difficulty level. For example, if a SORCERER with a spell cast ability of 90 tries to cast a lightning bolt (difficulty level: 60), he has a 30% chance of casting the spell.

SPELLS

Countermagic^{1,4} Halves enemy spell cast ability for one battle.

Foxfire⁴ Provides light for one battle or until exiting the dungeon.

Magic Bolt¹ Hits the target with a magical bolt which acts as a shortbow arrow.

Night Vision⁴ Allows the sorcerer to see in the dark. Lasts until his return to the Inn.

Unlock² May open a locked door, chest, etc. The Chance of success is based on the sorcerer's skill and lock's difficulty rating.

Invisibility^{1,4} Makes the sorcerer unseen for one battle. The sorcerer may be spotted temporarily if adjacent to an enemy or if making a physical attack.

Reveal Enemy^{1,4} Makes all enemies visible and prevents the enemy from becoming invisible for the remainder of the battle (although they still may hide). Adds 30 to Scan and 20 to Combat Awareness of all members of the casting sorcerer's party.

Wound¹ Hit the target with a bolt of physical magic.

Magic Protection^{1,4} Increases the resistance to magic of the sorcerer's party for one battle.

Missile Protection^{1,4} Makes the sorcerer's party invulnerable to missile weapons for one battle.

Paralyze^{1,4} Has a 25% chance of paralyzing each enemy so that he may not move or defend himself for the remainder of the battle. Does not work on targets with magic resistance.

Darkness^{1,4} Eliminates Foxfire spells and temporarily blinds all enemies so that that the party is engaged no longer. (See COMBAT.)

Poison¹ Slowly kills the target. Cannot be dispelled. Magic Resistance does not help.

Change Terrain^{3,1} Converts unoccupied terrain to clear, wall, or rubble.

Shatter¹ Destroys items in the target's hands. Some Magic Items are not harmed.

Lightning Bolt¹ Hits the target with a powerful magic attack.

Life Blast¹ Reduces the life of the target.

Dispel Magic¹ Eliminates all enemy combat spells.

Armor^{1,4} Increase the armor and resistance to magic of the sorcerer's party for one battle.

Life Steal¹ Reduces the target's life and the sorcerer's wounds.

Mass Invisibility^{1,4} Turns the sorcerer's party invisible.

Fireball¹ Fills an area around the target square with magical flames that do magical damage to the sorcerer's enemies only.

¹ May be used in combat only.

² May not be used in combat.

³ Will not work in dungeons.

⁴ Combat Spell: Is dispelled by an enemy cast of Dispel Magic.

SPELLS

SPELL	POWER COST	DIFFICULTY	SPELL	POWER COST	DIFFICULTY
Countermagic ^{1,4}	1	0	Shatter ¹	4	20
Foxfire ⁴	1	0	Lightning Bolt ¹	4	60
Magic Bolt ¹	1	0	Life Blast ¹	4	80
Night Vision ⁴	1	0	Dispel Magic ¹	5	0
Unlock ²	1	special	Armor ^{1,4}	5	50
Invisibility ^{1,4}	2	0	Life Steal ¹	5	140
Reveal Enemy ^{1,4}	2	20	Mass Invisibility ^{1,4}	8	100
Wound ¹	2	10	Fireball ¹	8	100
Magic Protection ^{1,4}	3	10			
Missile Protection ^{1,4}	3	30			
Paralyze ^{1,4}	3	40			
Darkness ^{1,4}	3	30			
Poison ¹	3	50			
Change Terrain ^{3,1}	4	20			

¹ May be used in combat only.

² May not be used in combat.

³ Will not work in dungeons.

⁴ Combat Spell: is dispelled by an enemy cast of Dispel Magic.

VI. THE OUTSIDE WORLD

The WIZARD'S CROWN party of adventurers



After you exit the Inn, the strategic map of the outside world appears. On the map, the icon drawn above indicates the position of your party.

Below it, there is information about the current situation and the commands then available to you.

(S)EARCH AREA	8 1 2
(C)HECK A CHARACTER	7 3
OR (M)AKE CAMP	6 5 4

AN INN	10/0 DAWN
--------	-----------

The numbers at the right hand of the screen indicate the keys to be used to

move your party. Press 1 to move one space straight up, 2 to move diagonally up to the right, etc.

The numbers at the center indicate the year, day, and time of day (Dawn, Morning, Noon, Afternoon, Dusk, or Night).

You may choose to do any of the following:

(S)EARCH AREA
(C)HECK A CHARACTER
(M)AKE CAMP

If you choose to MAKE CAMP, you may use the following commands there:

(P)RAY FOR HEALING
(H)EAL A CHARACTER
(C)HECK A CHARACTER
(V)IEW THE ITEMS
(U)NPOISON A CHARACTER
(S)HOW PARTY HEALTH
(M)OVE MONEY AROUND
(T)ELL MINSTREL OF YOUR DEEDS
(X)IT CAMP

An explanation of the commands follows:
S)earch Area. If no adventure awaits you in a square at a particular time, the search command brings no change to the screen.

You may have to search a square more than once; you may find nothing there at one time and something there at a later time. Continue to move your party until you find things or are given the opportunity to enter buildings. Remember that at any time monsters may appear, and you may become engaged in combat.

C)heck a Character. The information displayed as you check a character from this menu is very similar to that seen when you check a character at the Inn. Note that there are some differences on your screen.

M)ake Camp. You make camp primarily to perform various postcombat activities indicated by these commands:

(P)ray for Healing. See KARMA AND PRAYERS.

(H)eal a Character. Perform first aid on members of your party. See SKILLS.

(C)heck a Character. Basically, the same as previously explained, but somewhat more combat oriented.

(V)iew the Items. Display the items found on monsters and in the area. Any viewing character may take the item, but only a sorcerer can evaluate it. The pool of items can be added to by the transfer command when checking a character. A "?" to the left of an item indicates that the item is unevaluated. A "*" to the right of an item means that item is either valuable or magical.

(U)npoison a Character. Attempt to unpoison. See skill abilities.

(S)how Party Health. Tell whether characters are alive or dead and injured, poisoned, or bleeding. At the right of the screen, the numbers represent the normal and serious levels (N/S).

(M)ove Money Around. You may choose to distribute money among all of the characters or give it all to one person.

(T)ell Minstrel of Your Deeds. If you are camped in the wilderness (not a dungeon), this command will be available to you. It saves the game.

E(X)it Camp.

Looting

After a battle your party will make camp, searching the bodies of the enemy and the surrounding area. The equipment found can be seen with the (V)IEW THE ITEMS command. A list of the items will appear with the cursor over one of the items.

Just before you view the items, your mage with the best Evaluate Magic will go through the items and attempt to find those which are magical. He sets them aside, in addition to gems, jewelry, gold, and silver (all of these are indicated by an asterisk (*) symbol). If the mage cannot determine if an item is magical or not, it will have a question mark (?) next to it.

To take an item, use the arrow keys to move the cursor over the item and (T)AKE it. The viewing character will take the item if it will not overload him. Note that the list of items may be larger than one screen. To see all the items, move the cursor to the bottom of the screen. As it approaches the bottom, the list will scroll. To see the beginning of the list again, move the cursor toward the top of the screen.

You may gain money by taking the looted items to the marketplace and selling them. The prices you get will be determined by the known value of the item and the skill of the best haggler in your party.

VII. DUNGEONS

To put a dungeon back into its original state, use the Utilities command when you boot up.

Dungeons are buildings or other places that can be explored. Searching where a dungeon exists in the outside world results in entry. In a dungeon, the

characters move about exploring, finding and disarming traps, talking to people, reading old scrolls, etc. Messages appear on the screen. If <CR> appears in the bottom right hand corner, press RETURN to continue.

A. ACTIVE STATUSES

At any given time in the dungeons, each character has one of three statuses: Active, Following, or Independent. The set of Active Statuses control which characters move and act. One and only one character may be Active at any one time; the others at that time are Following or Independent.

Active

The Active character is the one currently performing a task. For example, if Herman the Barbarian is the Active character and a chest is being examined, it is Herman's skill ability at searching that is used to find the trap on the chest.

Following

The Follower is a character who moves when the Active character does. Therefore, if all but the Active character are followers, the entire party may be moved by moving the Active character. Sometimes a Follower gets stuck behind a wall. To free him, make him Active and make all of the other characters Independent. Then move him away from the obstruction. Afterwards, reset the statuses of the members of the party to what they were before you needed to free one of them.

Independent

The Independent character does not follow the Active character's movement. This is useful when preparing your party for a fight or when sending a character ahead to search out traps.

To change the Active status of a character, press A as the DUNGEON menu is on the screen. (See THE DUNGEON MENU following.) The list of characters will be displayed. Press P to change the statuses of all of the party, or indicate which character is to be changed.

B. THE DUNGEON MENU

The Dungeon menu appears at the bottom of the screen.

HAMOND "LIGHTFOOT"	8 1 2
VISIBILITY:GOOD	7 > 3
TYPE ORDER (<, >, 1, 3, A, G, E, F, M, N, O, S, T, W, ? FOR HELP)	6 5 4

Note that the Active character's name and the Visibility rating are shown.

If the Visibility is poor, skills (such as Search) requiring good Visibility are reduced. Visibility may be increased by a Foxfire spell or by Readyng a Torch.

At the center of the numbers indicating directions, an arrow shows the current facing of the character.

A list of the commands which are applicable at the particular time appears as the bottom of the screen. Only those commands shown on the screen may be given.

A list of the commands follows:

>, <, 1, 3

- (A) ALTER ACTIVE STATUS OF CHARACTERS.
- (C) CHECK A CHARACTER.
- (E) EXAMINE SPACE IN FRONT OF CHARACTER.
- (F) START A FIGHT WITH PERSON IN FRONT.
- (M) MAKE CAMP.
- (N) MAKE NEXT CHARACTER ACTIVE.
- (O) OPEN THING YOU ARE FACING.
- (S) CAST EITHER FOXFIRE OR NIGHT VISION.
- (T) TALK TO THE PERSON IN FRONT OF YOU.
- (W) HAVE ACTIVE CHARACTER WAIT.
- (?) HELP.

An explanation of the commands follows:

> **Change Facing.** Turns character clockwise a quarter turn.

< **Change Facing.** Turns character counterclockwise. See FACING.

1, 3 The directions in which the character may move.

A) **Alter Active Status of Characters.** This command allows a change in the status of the members of the party. (See ACTIVE STATUSES.)

C) **Check A Character.** This command is identical to the Check A Character command used outside. (See CHECKING A CHARACTER.)

E) **Examine Space In Front Of Character.** This command allows the character to search for traps and secret doors in the space he faces. He may or may not find any. If he finds a trap, he may try to disarm it. This command may also be used to search and manipulate a chest, a book, or any other object in any way other than by opening it.

F) **Start A Fight With Person In Front.** This command allows you to attack any person found in the dungeon. Have your Active character face an adjacent enemy and press F. If a fight starts in a dungeon, the current position and facing of your characters are those with which they start combat.

M) **Make Camp.** This command is identical to the Make Camp command outside. (See MAKE CAMP.)

N) **Make Next Character Active.** This command makes the next character active and gives the previously active character the status that the newly active character no longer has.

O) **Open Thing You Are Facing.** This command is used to open a chest or door. Have your Active character face the thing to be opened and press O. If the object is unlocked, it will open. If the object is locked, you may cast an Unlock spell, attempt to Pick A Lock, or Force the Lock. Some locks may be impossible to open, except under special circumstances. Attempts to Pick A Lock require that the character have his

lockpicks ready. Attempts to Force The Lock are greatly enhanced by having a Crowbar ready.

S) **Cast Either Foxfire Or Night Vision.** This command allows a sorcerer to cast either a Foxfire or Night Vision spell. Characters with these spells on magic items may use only the item by using the check character command. (After pressing C and selecting the character with the item, press R and move the cursor over the item.)

T) **Talk To The Person In Front Of You.** This command allows you to talk to a person who appears in a dungeon. Face him and press T.

W) **Have Active Character Wait.** This command allows Followers to move closer to the Active Character.

? **Help.** The computer displays a brief description of the commands available to the character at that time. This command may be used at any time; it does not end the character's turn.

C. FACING

A character's Facing is shown on the Dungeon menu. Facing does not affect movement in a dungeon as it does in combat. Facing is adjusted automatically as the characters move. Facing determines the space being searched, the door being opened, or the person to whom the character is talking. A character may only search, open, or talk to the square he is facing directly.

D. LEAVING THE DUNGEON

A party may leave a dungeon by moving the Active Character onto an exit square. Exit squares are usually squares on the edge of the map or stairways. The only way you can tell if a square is an exit square is by moving the Active Character onto it. When this occurs, a message will appear asking you if you want the party to leave, go upstairs, or whatever is appropriate.

VIII. COMBAT

A. QUICK COMBAT

When the characters meet monsters, the computer asks "USE THE QUICK COMBAT SYSTEM Y/N?" Press Y to use the quick system, N to use normal combat. Once you have made this choice, you cannot change your choice during battle. Note that normal combat usually takes 20 to 30 minutes of play.

Quick combat begins with a display at the top of the screen of the name, status, and health of the characters. The numbers at the right represent the normal and serious (N/S) injury and bleeding of each character.

At the bottom of the screen is a display of the number and type of monsters being fought. The display changes as the fighting continues.

During quick combat, you have three options: To pause the combat so that you may review the changing results or to try to run from the battle and use magic. To pause the combat, press P; to flee, press F; to activate or deactivate magic, press M. Pressing any other key will continue the battle until it is fully resolved. Note: If the (F)LEE option does not appear on the screen, it is not available in those circumstances. After combat is completed, you will be returned to camp.

B. SETTING UP: THE PLACEMENT PHASE

Outdoor Encounters

If you do not choose quick combat, you must first set up the characters. Depending on how far ahead of the party he was, the lead man may or may not have joined the party as the battle begins.

If you are allowed to ambush, you may set up in any manner you choose anywhere on the map. If not ambushing you are limited to setting up in the center of the map.

Note the rosette at the bottom right hand of the screen. The numbers indicate the directions and are the keys to be used to move the cursor. Move the cursor over the character. Press G to get the character. Then as you move the cursor, the character moves with it to the desired position. The direction in which the character faces is indicated by the arrow in the center of the rosette. Press an arrow key (< or >) to set which way he is to face. Press N to move the cursor to the next character or X to regain control of the cursor. Then after positioning all of your characters, press X to exit.

Dungeons

In the dungeons, the characters are set up already; no additional set up decisions are required.

C. COMBAT CONCEPTS

In normal combat, you maneuver your characters, performing actions intended to defeat the enemy. As you control a particular character, a menu indicating the combat commands available for that character is displayed. (See COMBAT COMMANDS.)

Combat ends when one of the following conditions occurs: 1) no one from either side can see an enemy; 2) all of one side have fled the battlefield, are unconscious, or are dead.

Actions

A character's DEXTERITY rating determines when he gets a turn. During a character's turn, he may perform one or more actions, that is, obey one or more commands. The actions that may be performed are based on the distance a character has moved in the current turn, the actions he has taken previously in the current turn, his status, and his skills. Because some actions take longer than others, every time a character does something, there is a cost of between 0 and 4 turns. The computer lists the actions he may perform.

Types Of Damage

The results of an attack are dependent on the damage type and the damage rating of the attacker's weapon or spell.

There are two categories of damage type:

- Pure Magic
- Physical

There are six types of damage:

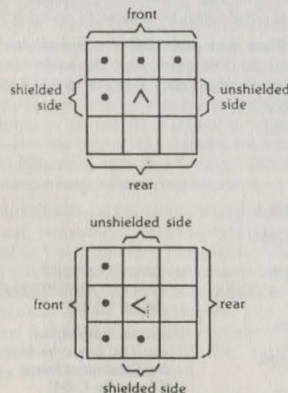
- Bash (Physical)
- Cut (Physical)
- Thrust (Physical)
- Physical Magic (Physical)
- Magic (Pure Magic)
- Life Blast (Pure Magic)

The location of the hit is determined by the damage type. Bash and cut attacks tend to do more injury. Thrust tends to cause more bleeding. Physical magic tends to cause the most damage of all.

Facing

Each character has a facing; that is, each character faces in a particular direction. From the character's facing, certain squares are referred to as his front, rear, shielded side, and unshielded side.

In the following diagrams, the arrow indicates which way the character faces.



Shield Protection

A shield can protect you from attack from the left and front. It cannot protect from attack from the right (unshielded side) or rear or if the attacker is using a flail.

Engagement

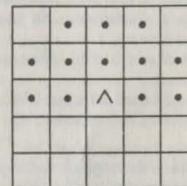
If a character who was attacked by a melee weapon in the last action that an enemy performed is still adjacent to the enemy, he is ENGAGED. An engaged character may neither sneak nor move more than one square.

Special Weapon Abilities

AXES: If a shield blocks an axe's blow and the damage roll for the axe exceeds the defense of the shield, the shield breaks.

FLAILS: Flails totally ignore shields. An attack with a flail has the same effect as an attack on the target's unshielded side.

SPEARS: When attacking, spears may reach two squares, attacking over the heads of friends and enemies.



The spear (^) facing up may attack any square with a dot in it.

BOWS AND CROSSBOWS: These are missile weapons. When defending with a missile weapon in hand, the Close Combat Skill is used.

D. COMBAT OPERATIONS

When a character attacks, the attacker's ability is compared to the defender's ability to determine whether there is a hit.

The attacker's ability is increased if:

- 1) Defender is prone and the attacker is using a melee weapon.
- 2) Defender's last action was an attack to kill (K).
- 3) Defender moved quickly or through obstacles and the attacker is using melee weapon.
- 4) Attacker aimed at the target in action prior to attack.
- 5) Defender was attacking a target other than the attacker or the attacker was unseen (invisible or sneaking) and the Defender fails a combat awareness roll.
- 6) Defender is attacked from the rear.

The attacker's ability is decreased if:

- 1) Attacker is Prone while attacking with a melee weapon.
- 2) Defender is Prone and the attacker is using missile weapon.
- 3) Attacker is making a defensive attack (D).
- 4) Defender's last action was readying an item, dodging, or a defensive attack.
- 5) Attacker moved quickly (moved more than 2 or 3 squares) or over obstacles.
- 6) Defender moved quickly or through obstacles and the attacker is using missile weapon.

To determine if the character is hit:

- Attacker's ability: Attacker's weapon skill ability.
- Defender's ability: Defender's weapon skill ability divided by two plus defender's shield skill ability if shield may be used. (See Shield Protection.)
- Adjust attacker's ability. (See attacker's ability above.)
- Compare adjusted attacker ability roll to defender ability roll to see if hit.

To determine damage when hit:

- Roll attacker's damage (or set damage if a pure magic attack).
- Roll defender's armor (or set armor if a pure magic attack).
- If defender's shield may be used, compare adjusted attacker ability roll to defender's shield ability roll.

- If the shield roll is successful, add the shield strength to the defender's armor roll.

- Subtract adjusted defender's armor roll from attacker's damage roll to determine base damage.

In general, if a character is hit, the following is true.

- 1) The higher the damage rating of the weapon, the greater the degree of damage to the character. (Each armor type has a defense rating indicating your protection from each damage type.)
- 2) The higher the armor defense rating against the attacking type, the lower the degree of damage to the character.

If an attack is one of Pure Magic, it has a fixed result dependent on the damage rating of the attack and the magic defense rating of the armor. Apply the base damage to the target. Pure Magic attacks never cause bleeding.

If an attack is not one of Pure Magic, determine the hit location and apply the injury multiple to determine the total injury. Determine severity. Roll the base damage and apply bleeding multiple to determine total bleeding. Determine severity. Determine if the defender is dead or unconscious.

Note that multiples are determined by location, with chest and stomach causing much bleeding, and limbs and head much injury.

<—> Change facing. Facing is displayed by an arrow within the directional rosette on the right side of the menu. A character may only move into the front squares as defined by his facing (See Facing,) and may only attack through front and side. Facing influences the character's defensive ability, and his ability to see. The farther a character moves during his turn, the less he may change his facing. The right arrow key turns the character clockwise a quarter turn. The left arrow key turns him counterclockwise.

1,2,3,4,5,6,7,8 are the directions a character may move with direction 1 being toward the top of the screen. The right end of the combat menu displays the directions this way:

```
8 1 2
7 3
6 5 4
```

Only the directions that the character can legally move are listed for you in the commands at the bottom of the combat menu and highlighted on the directional rosette. Characters which are engaged or prone may only move 1 square. The maximum a character may move at any time is six squares. Entering a full water square automatically ends all movement. Additionally, until the character makes a swimming ability roll, he will stay helpless and he may take damage. Movement may reduce or prohibit many actions. Attempting to move onto a square containing an enemy indicates a shield bash attempt. A Shield Bash attack is resolved just as if the character's shield were a weapon. However, instead of taking damage, the target may be knocked prone.

In the following explanation of combat commands, movement restrictions often are listed as 1 or 2 squares. The greater restriction is for diagonal moves. A diagonal move costs 1½ times as much as a vertical or horizontal move. (For example, you may make 3 horizontal moves for every two diagonal moves.) Obstacles also count as extra squares in movement.

A Attack. The character may make a normal attack. If a character moves more than 1 or 2 squares, he no longer may make normal attacks. Attacking ends a character's move.

C Cast Spell. The character begins an attempt to cast a spell. (See Spells.) The spell is completed, based on the spell's power cost in 1 or 2 turns. Casting a spell ends a character's turn.

D Defensive Attack. A defensive attack is the same as an attack, but it decreases the chance of hitting and being hit. It may not be performed with bows or crossbows.

E Stand Erect. This may not be performed if the character has moved. Stand Erect ends a character's turn.

F Fall Prone. This may be performed at any time. It decreases the chance of being hit by missile weapons and increases the chance of being hit by and failing to hit with melee weapons. Fall Prone ends a turn.

G Guard. The character waits for an enemy to get in one of his front facing squares before attacking. The first time he is aware of an enemy in front of him, he will attack. Characters moving more than 1 or 2 squares may not Guard. Guard ends a turn.

I Inspect A Character. The computer will display the status, equipment, and skills of a character. All values shown are the current values adjusted for spells, magic items, wounds, and morale loss. (See INSPECTING A CHARACTER.) This command may be used at any time; it has no influence on your turn.

K Attack to Kill. The character makes a reckless attack on a target. He increases the possible damage to the target, but also increases his own chances of being hit. Bows and Crossbows may not attack to kill. This command ends a character's turn.

L Load Bow or Crossbow. To attack with it, a Bow or Crossbow must be loaded. If it was readied before combat, it is loaded already. If it wasn't, this command loads it. After combat begins, a Bow is considered loaded again after each shot. A Crossbow, however, must be loaded again each time before it is used. A character may move only 1 or 2 squares if he is to load. Loading ends the character's turn.

E. COMBAT COMMANDS

COMMANDS

<—> CHANGE FACING # MOVE IN DIRECTION

A ATTACK	M USE A MAGIC ITEM	W WHAT TARGET
C CAST SPELL	O OPEN OR CLOSE A DOOR	Z DODGE AND ZIGZAG
D DEFENSIVE ATTACK	P PRAY	? HELP MENU
E STAND ERECT	Q QUIT YOUR TURN	
F FALL PRONE	R (UN)READY ITEM	From the Help Menu,
G STAND ON GUARD	S ATTEMPT TO BEGIN	use ESC to get back to
I INSPECT CHARACTER	SNEAKING	the Command Menu
K ATTACK TO KILL	T AIM AT TARGET	(F1 on the C-64)
L LOAD A BOW OR CROSSBOW	U TURN UNDEAD	
	V VIEW WITH SCAN	

M Use a Magic Item. The character may cast a spell that is on a magic item or drink a potion. The character cannot have moved previously. This command ends the character's turn.

O Open or Close Door. The character may open or close an unlocked door. Doors may not be closed if occupied by living or dead. The character may not have moved more than 2 or 3 squares. This command ends the character's turn.

P Pray. The character may make any prayer to his gods for which he has sufficient karma. (See prayer and karma). The character cannot have moved previously. Depending on the prayer level, prayers take 1 to 4 turns.

Q Quit Your Turn. The character ends his turn.

R (Un)ready an Item. The character may ready and unready items and dodges. He may not have moved more than 1 or 2 squares. Use of this command does not end his turn, but it restricts the actions that may be performed to fall prone, inspect, quit, ready, sneak, scan, look at targets, moving, and help.

S Begin Sneaking. The character attempts to sneak (makes a stealth ability roll). He does not learn whether he is successful. If he is successful, he becomes hidden. While hidden, he may move normally. He may be spotted when performing a physical attack, he moves adjacent to an enemy, or when an enemy scans or uses a Reveal Enemy spell. A character may not sneak while engaged. Sneaking ends a character's turn.

T Aim at a Target. The character aims at an available target. If, in his next action, he attacks that target (with A, D, or K), the target is MUCH easier to hit and vulnerable to greater damage. A char-

acter aiming at a target does NOT engage the target. He may not move and aim. Aiming ends the character's turn.

U Turn Undead. The character selects an undead target and attempts to dispell it. He also becomes partially safe from undead attacks. A character may not move if turning undead. Turning undead ends the character's turn.

V View with Scan. The character looks all around, attempting to spot hidden enemies (making a scan ability roll). A character may not move more than 1 or 2 squares and scan. Scanning ends the character's turn.

W What Targets. The character may look at all visible enemies in his field of vision. If S is pressed while the cursor is over an enemy, some information about the enemy is displayed. You may look at an enemy at any time. Looking at an enemy does not affect the character's turn.

Z Dodge and Zigzag. The character dodges, making him more difficult to hit. He may not have moved more than 2 or 3 squares. Dodging does not end the character's turn, but his actions are restricted afterward to fall prone, inspect, quit, ready, sneak, scan, look at targets, moving, and help.

? Help. The computer displays a brief description of the commands available to the character at that time. This command may be used at any time; it does not end the character's turn.

F. INSPECTING A CHARACTER

To inspect a character while in combat, press I)NSPECT A CHARACTER.

Two screens display information about the character. All of the numbers on each screen refer to the effective values as adjusted for wounds, morale loss, spells, magic items, and karma.

The first screen:

NAME	ENGAGED	FACING:N
STR:N	DEX:N	INT:N
	KARMA:N	POWER:N
INJURY	:N	
BLEEDING	:N	
SERIOUS INJURY	:N	
CURRENT LIFE	:N	
MORALE LOSS	:N	

DEFENSIVE RATINGS	WEAPON DAMAGE
BASH	:N
CUT	:N
THRUST	:N
MAGIC	:N
	SHIELD STRENGTH:N
	SHIELD SKILL :N

(N)EXT PAGE, (I)NSPECT A DIFFERENT CHARACTER, OR E(X)IT TO MENU.

NOTE: The actual damage type will appear under DAMAGE TYPE and the actual ratings will appear in place of N.

The second screen:

NAME	CLOSE COMBAT:N	SCAN :N
	SWORD :N	
ITEMS	READIED	SIZE
BRIGANTINE	YES	LARGE
DAGGER	NO	SMALL

(E)VALUATE ITEM:

NOTE: the list will include all skills with a rating greater than zero and available to the character at the time.

(E)VALUATE ITEM

The computer displays an evaluation similar to the following one.

BRIGANTINE	
DEFENSIVE RATINGS	
BASH	:N
CUT	:N
THRUST	:N
PHYSICAL MAGIC:N	
MAGIC	:N

DESIGNER'S NOTES

CREATING CHARACTERS

1. Use all eight characters.
2. Have at least one character of each profession.
3. Most party members should be Fighters; only 1 or 2 should be non-Fighters.
4. About one-half of the characters should have two professions (e.g. Fighter-Priest or Fighter-Thief).
5. A party should contain at least two priests, at least one of whom should be a Ranger-Priest.
6. Since Sorcerers take a long time to develop, create only one pure Sorcerer.
7. Create a character with a high Karma since this is essential for healing.

IMPROVEMENT OF CHARACTERS

1. Fighters: Get combat awareness and primary weapon skills up fast.
2. Priests: Get Karma to 60. This allows resurrection. Be sure to get the Priest's Karma to 30 immediately to be able to stop serious bleeding.
3. Thieves: Get haggle and then search up. Haggle allows you to sell items and thus buy armor and training. Without search, you won't get magic items.
4. Rangers: Get your tracking up when you can.
5. Sorcerers: Get your evaluate up first. It takes a long time to become a good sorcerer, but an evaluate of 100+ insures that you won't miss valuable magic items.

6. Training: Since good prices provide money for more training, train your haggle first.

WHERE TO GO

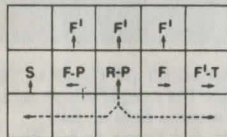
The ruins are dangerous! Start with wandering around town, exploring and staying mostly in the residential sections. There you can get the feeling of combat by beating up on thugs (the easiest of the monsters). Note that the more you fight in a given area, the fewer the number of encounters. After you go through the residential section, clean out the poor areas.

QUICK COMBAT

1. Quick combat allows for very fast combat, resolved in 5-10 seconds.
2. The computer controls all of the actions of the characters.
3. The drawback is that not all your special items will be used.

TACTICAL COMBAT

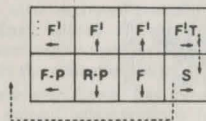
1. You may use all items in tactical combat.
2. You control all of the characters' actions.
3. The drawback is that tactical combat may take up to 40 minutes to resolve if you are unfamiliar with it. The time drops to 10-15 minutes as you become an experienced player.
4. Keep your characters in a tight formation and use terrain to your advantage.
5. Maintain a good line. Any hole will be exploited by monsters to get backshots. Example:



Note that only one person on front side can be attacked into unshielded side and no one attacked in rear unless major overlap. Ranger can attack anyone and move to reinforce a flank which is being overlapped.

F = Fighter with Shield
 P = Fighter with big weapon
 P = Priest
 S = Sorcerer
 R = Ranger
 T = Thief

6. The above formation works well unless ambushed. Normally, if you are not ambushed, there will be time to assume this formation from a back-to-back line:



7. Until your pointman reaches a scan of at least 50, don't put him farther out than 2 lead.
8. Characters who are not being attacked should use Attack to Kill (K). Those who are being attacked from rear or unshielded side should use a Defensive Attack(D). All others should use normal attacks (A). If there is no immediate target, use the Guard(G). It pays off for archers who are attacking heavily armored targets to aim first (T).

AFTER COMBAT

1. Heal the character's bleeding first; then worry about the injuries. Use prayers to do this as there is no chance of failure for them.
2. View the items that your opponents were carrying and take as many as you can to sell. This is the best way to make money.
3. If you run out of Karma, go to a temple to have it restored.

GENERAL TIPS

1. Plan your healing carefully. There is a strong temptation to heal your characters with first aid. This is good since it saves Karma. Unless forced to, however, don't heal a person with first aid if this could cause his death.
Example 1: One of your characters has a normal bleeding of 4 and injury of 6. Your Priest has 10 Karma left. Failing to heal any of the bleeding will cause the remainder to be treated as serious bleeding. Before the first aid attempt, you could have stopped the bleeding with a 4 Karma Stop Normal Bleeding (or cured the injury

as well with an S Karma Heal Normal Injuries). After a failed first aid attempt, the victim is seriously bleeding and requires a 15 Karma Prayer. The character dies.

Example 2: Take the previous example but assume the Priest has only 3 Karma. In this case, the first aid attempt might as well be tried, since the victim will die anyway. You should also compare the possible savings to loss of Karma when attempting first aid.

Example 3: Your Priest has 100 Karma which allows a failure to do no real harm. His First Aid Skill is rated at 35 and the victim has a normal bleeding of 4. A skill attempt with his first aid will result in 0 to 8 bleeding removed. This means that about half the time, you will have to spend 15 Karma stopping serious bleeding. In other words, you are risking an additional 11 Karma (15 - 4) to save 4. Obviously this will cost you more Karma in the long run.

2. Keep your eye on your morale loss. Morale loss always reduces your character's skill abilities. When it starts getting excessive (your judgment), go to the tavern and spend money having a good time. Your survivability will increase enormously. I like to keep my morale loss less than 10% of the skill abilities I use. Example: My Weapon, Shield, and Combat Awareness are at 80. I go to a tavern when my morale loss is greater than 7.

3. Money is extremely important at the start. Therefore it is important to get the most money possible.
 A) Take everything you can off the enemy after a fight. Make sure you take the most

valuable items first, since you will quickly load to maximum encumbrance. Also note that though a large item might be prohibited because it would overload your character, you may be able to take a medium or small item.

- B) Immediately after a fight, go to the marketplace to sell your loot so you can make room for more.
 - C) Redistribute your money so that only those who need to spend your money have money to spend.
 - D) Visit the armory to determine the value of major items so you know which loot is most valuable.
4. In the mid to late game you will find yourself getting involved in battles with monsters that require a long time to kill. I have two recommended solutions:
 A) Run away as fast as possible. (This works well against Golems and other slow creatures.)
 B) Get six blessings off as quickly as possible. While this will cost you 60 Karma, you will probably save Karma overall because you will have a 94% chance of being missed by everything but spells.
 5. After your priests get their Karma up, improve their Turn Undead. Before going too far into the ruins, a Turn Undead and Karma of 80 is desirable. Normally I try to keep a 3:2 ratio of Karma to Turn Undead once my Karma has reached 60.

APPENDIX

CREATING A CHARACTER: An Example

To help you understand how to think about and create a new character, carry out the following instructions.

Let's design a healer (PRIEST) for the party. To help our healer to survive, we can make the character either a FIGHTER-PRIEST or a RANGER-PRIEST. Let's choose

to make the character a RANGER-PRIEST because 1) the healer should not be a front rank fighter and 2) the RANGER-PRIEST requires fewer INTELLIGENCE points.

Press G for GREET A CHARACTER. Remember that if your party has a full complement of eight members, you must

eliminate one first by pressing H to HAVE A CHARACTER QUIT THE PARTY.

We must name our RANGER-PRIEST. Picture a beautiful woman, a bow across her back and a spear in her hands. We'll call her Nelona of Starwood. Enter her name and press <RETURN>.

The computer displays the attribute menu. First, purchase INTELLIGENCE. A RANGER needs 3 INT, a PRIEST 7 INT. Therefore, we want to give Nelona a total of 10 INT (3+7).

As we begin, STRENGTH is highlighted. Press the right arrow > twice to move the highlighting to INTELLIGENCE. Press A repeatedly until you read 10. If you have gone past it and added too many points, press S to subtract.

POINTS LEFT now reads 20. Let's determine Nelona's STRENGTH next. PRIESTS may use only the dagger, but RANGERS may use spears and bows (See Skills Chart). The minimum STR required to use a spear is 10 (See Weapons Chart); so we give Nelona a STR of 10. This also allows her to wear brigantine, a good armor (See Armor Chart). Press the left arrow (<) twice to highlight STRENGTH. Press A until it reads 10.

POINTS LEFT now reads 15. Let's boost our character's DEXTERITY and LIFE to an acceptable minimum, DEX 10 and LIFE 45.

POINTS LEFT now reads 6. No attribute requires these points. However, Nelona is a PRIEST; some of her skills are based on starting EXPERIENCE. Later, she will need to spend EXPERIENCE points on the purchase of karma. Therefore, press A to increase EXP 3 times until it reads 32.

POINTS LEFT now reads 3. Add 1 point to LIFE making it 50 and 2 points to DEX.

Nelona's attributes should look like this.

STRENGTH	10
DEXTERITY	12
INTELLIGENCE	10
LIFE	50
EXPERIENCE	32

POINTS LEFT	0
-------------	---

Press X to exit this menu. The professions menu will appear.

We must choose Nelona's profession. Note that the professions menu does not display SORCERER which requires 11 points of INT, because Nelona has only 10 INT.

Press the right arrow (>) to highlight PRIEST. Then press S to select this profession. Be aware that you may not reverse the selection of a profession.

POINTS LEFT now reads 3 and only THIEF and RANGER remain on the screen. Highlight RANGER and press S.

Nelona is now a RANGER-PRIEST.

The computer now displays Nelona's skills, karma, and experience. Note that the values of your character's abilities will differ somewhat from the following. There is a random factor that affects the actual values each time a character is created.

NELONA

CLOSE COMBAT	26
SPEAR	26
BOW	15
SCAN	15
SWIMMING	10
STEALTH	18
HUNT	28
TRACK	21
FIRST AID	13
TREAT POISON	17
TREAT DISEASE	12
TURN UNDEAD	16
LUCK	16
KARMA	0
EXPERIENCE	32

PRESS ANY KEY TO CONTINUE

Note the bow and spear capabilities. Press any key and the computer displays the weapons Nelona may use.

Q) SPEAR
R) HEAVY SPEAR
S) SHORXBOW

Nelona probably will want to use a heavy spear. However, should her bow ability be significantly higher than her spear ability, you might want to give her the shortbow.

Let's give her a heavy spear. Press R. The computer equips Nelona with a heavy spear, brigantine armor, and a dagger. If she had been able to use a shield and had chosen a one-handed weapon, she also would have been provided with a shield. Brigantine is the best armor given a character at the start, so even a higher STRENGTH would not have provided better armor. Nelona's spear and armor are ready!

The computer now displays all of the shapes that may represent Nelona. Press the arrow keys until the desired shape is highlighted and then press S.

Nelona is created and a member of your party of adventurers. Since Nelona has 32 unspent EXPERIENCE points remaining, you may add to her skills and Karma. To improve Nelona, press I (Improve Character).

KARMA AND PRAYER

PRAYER	KARMA RESERVE TO LEARN	KARMA FOR PRAYER
Stop Normal Bleeding	10	4
Heal Normal Injuries	20	8
Bless	25	10
Stop Serious Bleeding	30	15
Heal All Injury	40	20
Create Food and Water	45	20
Restore Life Forces	50	30
Raise Dead	60	45

SPELLS

SPELL	POWER COST	DIFFICULTY	SPELL	POWER COST	DIFFICULTY
Countermagic ^{1,4}	1	0	Shatter ¹	4	20
Foxfire ⁴	1	0	Lightning Bolt ¹	4	60
Magic Bolt ¹	1	0	Life Blast ¹	4	80
Night Vision ⁴	1	0	Dispel Magic ¹	5	0
Unlock ²	1	special	Armor ^{1,4}	5	50
Invisibility ^{1,4}	2	0	Life Steal ¹	5	140
Reveal Enemy ^{1,4}	2	20	Mass Invisibility ^{1,4}	8	100
Wound ¹	2	10	Fireball ¹	8	100
Magic Protection ^{1,4}	3	10			
Missile Protection ^{1,4}	3	30			
Paralyze ^{1,4}	3	40			
Darkness ^{1,4}	3	30			
Poison ¹	3	50			
Change Terrain ^{3,1}	4	20			

¹ May be used in combat only.

² May not be used in combat.

³ Will not work in dungeons.

⁴ Combat Spell: Dispelled by an enemy cast of Dispel Magic.

DEFENSE RATINGS

ARMOR	BASH	CUT	THRUST	MAGIC	STR
Leather	3	2	2	0	5
Cuirbrolli	5	4	3	0	6
Ring	4	6	3	0	8
Brigantine	6	8	5	0	9
Chain	5	10	6	0	12
Scale	6	10	7	0	15
Plate	8	12	9	0	16

STR = strength required to wear armor

OTHER GAME ITEMS

Ropes
Crowbars — used for forcing locks
Lockpicks — used for picking locks
Bandages — needed for first aid
Bottles, Jars, and Vials — may or may not contain potions
There are other game items as well.

SKILLS

SKILL	CLASS ¹	STARTING VALUE ²	EP ³	GAIN ⁴
Close Combat	ALL	D	3	1-8/1-4/1-2/1
Sword	F	D	4	"
Axe	F	D	6	"
Spear	F, R	D	4	"
Mace	F	D	3	"
Flail	F	D	6	"
Bow	F, R	D	5	"
Crossbow	F	D	3	"
Shield	F	D	4	"
Combat Awareness	F	I	3	"
Scan	ALL	I	4	"
Swimming	ALL	S	3	"
Stealth	R, T	D	5	"
Hunt	R	D	3	"
Track	R	I	4	"
First Aid	R, P	I	3	"
Search	T	I	4	"
Disarm Trap	T	D	5	"
Picklock	T	D	4	"
Haggling	T	I	3	"
Treat Poison	P	I	4	"
Treat Disease	P	I	4	"
Turn Undead	P	EXP	4	"
Alchemy	S	I	5	"
Luck	P	EXP	6	"
Read Ancient	S	I	4	"
Evaluate Magic	S	I	3	"
Cast Spell	S	I	6	"
Karma	P	0	1	1
Power	S	0	3	1

¹ Class indicates which professions possess the skill: F = Fighter, R = Ranger, T = Thief, P = Priest, S = Sorcerer.

² Starting Value indicates which attribute controls the starting value of the skill: D = Dexterity, I = Intelligence, S = Strength, EXP = Experience.

³ EP indicates the amount of experience required to improve the skill.

⁴ GAIN: Each time you improve a skill through experience, the skill increases a random amount. At first the skill will increase 1-8 points. When the skill ability reaches 100, the skill will only increase 1-4 points. At skill ability 150, you only gain 1-2 points each time you spend experience. Finally, at skill ability 200, you will only gain 1 skill point.

Intelligence Requirements:

SORCERER requires INT of 11
 PRIEST requires INT of 7
 FIGHTER requires INT of 5
 RANGER requires INT of 3
 THIEF requires INT of 3

WEAPONS

WEAPON	DAM	TYPE	STR	HANDS	EP	SKILL
Fist	STR/4	T	5	1	3	Close Combat
Dagger	4	T	5	1	3	Close Combat
Rapier	6	T	6	1	4	Sword
Shortsword	7	T	8	1	4	Sword
Scimitar	8	C	10	1	4	Sword
Broadsword	9	C	12	1	4	Sword
Longsword	10	C	16	1	4	Sword
Claymore	12	C	11	2	4	Sword
Greatsword	14	C	15	2	4	Sword
Handaxe	7	C	8	1	6	Axe
Battleaxe	9	C	12	1	6	Axe
Greataxe	13	C	13	2	6	Axe
Mace	7	B	10	1	3	Mace
Morningstar	9	B	16	1	3	Mace
Staff	8	B	7	2	3	Mace
Maul	11	B	13	2	3	Mace
Flail	8	B	12	1	6	Flail
Large Flail	12	B	13	2	6	Flail
Spear	8	T	10	1	4	Spear
Heavy Spear	10	T	8	2	4	Spear
Shortbow*	8	T	8	2	5	Bow
Longbow	10	T	12	2	5	Bow
Light Crossbow	11	T	10	2	3	Crossbow
Heavy Crossbow	15	T	16	2	3	Crossbow
Buckler	*	4A	6	1	4	Shield
Shield	*	6A	10	1	4	Shield

* Do Shield Bash.

DAM = Damage Rating; **TYPE** = Damage Type ((T)hrust, (C)ut, (B)ash); **STR** = Strength required to use;

HANDS = Number of hands required to use; **EP** = Experience cost to improve skill; **SKILL** = Skill required to use weapon.

COMBAT COMMANDS

<--> CHANGE FACING

MOVE IN DIRECTION

A ATTACK

M USE A MAGIC ITEM

W WHAT TARGET

C CAST SPELL

O OPEN OR CLOSE A DOOR

Z DODGE AND ZIGZAG

D DEFENSIVE ATTACK

P PRAY

? HELP MENU

E STAND ERECT

Q QUIT YOUR TURN

F FALL PRONE

R (UN)READY ITEM

G STAND ON GUARD

S ATTEMPT TO BEGIN

I INSPECT CHARACTER

SNEAKING

From the Help Menu,
use ESC to get back to
the Command Menu
(F1 on the C-64)

K ATTACK TO KILL

T AIM AT TARGET

L LOAD A BOW OR

U TURN UNDEAD

CROSSBOW

V VIEW WITH SCAN