

# OFFENSIVE PROBABILITY CHARTS

## KNIFE

	Wildly	Steadily	Slowly
Quick	40	32	24
Normal	20	16	12
Counter	10	8	6

## SPEAR

	Wildly	Steadily	Slowly
Quick	80	64	48
Normal	40	32	24
Counter	20	16	12

## SWORD

	Wildly	Steadily	Slowly
Quick	100	96	72
Normal	60	48	36
Counter	30	24	18

## AXE

	Wildly	Steadily	Slowly
Quick	100	100	96
Normal	80	64	48
Counter	40	32	24

## MAGIC SWORD

	Wildly	Steadily	Slowly
Quick	100	100	100
Normal	100	100	84
Counter	70	56	42

## THRUST TO HEART

	Wildly	Steadily	Slowly
Quick	28	16	12
Normal	22	10	6
Counter	19	7	3

To find the chances of hitting the ogre, first locate the chart with the weapon you are planning to use. Then find the type of attack you will use and the type of attack you expect the ogre to use. The number at the intersection of the respective row and column is the percentage of the time you can expect to hit the ogre. For example, if you use a sword and attack normal while the ogre attacks wildly you can expect to hit him 60% of the time. Note that since you are using the sword you also have a 22% chance of killing the ogre by a thrust to his heart. Only the sword or spear can kill the ogre by a thrust to his heart.

## MAGIC SUMMARY CHART

<b>Magic</b>	<b>When</b>	<b>Medium</b>	<b># Uses</b>	<b>Lasts</b>	<b>Press</b>
<b>Lighting Bolt</b>	Battle	Wand & Spell	One	Once	L
<b>Transport</b>	View of Cave/Battle	Spell	Unlimited	Forever	T
<b>Magic Sword</b>	Battle	Powder & Spell	Unlimited	One Trip	S
<b>Magic Armor</b>	View of Cave	Powder	One	One Trip	A
<b>Extra Strength</b>	Battle	Herb	One	One Trip	E
<b>Map</b>	View of Cave	Spell	Unlimited	Forever	M
<b>Wall</b>	View of Cave	Spell	Unlimited	Forever	W