# Game Master's Guide I ™

## dungeon master utilities



## Created by Michael T. Walter

☐ Apple II, II+, // e, //c, /// and Compatibles (Dos 3.3, 48K)  1 OR 2 Disk Drives, Printer Optional
☐ Commodore 64, 1 Disk Drive, Printer Optional

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#### *****PLEASE READ*****

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# Game Master's Guide I ™

Welcome to the first volume of the "Game Master's Guide"! This program is intended to help game masters of all abilities design and run their favorite fantasy role-playing game. The program is very "user-friendly" and most commands require just one key-press. Even those new to computers will find "Game Master's Guide" easy to use.

New game masters or those wanting to become one will find the utilities especially helpful, since they will eliminate many of the confusing tables and charts necessary to preparing and running a game. If you have some experience with playing a character in a fantasy role-playing game, we would encourage you to let the "Game Master's Guide I" start you along the path to becoming a super game master!

Experienced game masters will find the many convenient features of the "Game Master's Guide I" a great time-saver, both in preparing games and running them. The extensive record-keeping sections will be particularly helpful in cutting down the boring paperwork and giving you more time to be creative! You will appreciate the many hidden surprises and touches of humor--we won't tell you more, since you will have more fun finding them yourself!

Game Master's Guide is 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 I" disk, then put it in a safe place and use your backup. Please read and comply with the copyright notice on above.

2. Glance through this manual and the insert card, 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. The more familiar you are with the program, the faster, easier and more effective will be your use of it.

3. Enter your monsters ( Yep, all 219 of them--but you'll have to do it only once! ). Remember to enter them by levels 1 through 9--see 'Entering a Record' on the insert for more information. [Game Master's Guide III will fill your monster files automatically with completely new monsters with names, full stats--everything! All you have to do is edit them, if desired, and, of course, buy the program! It will also print any number of complete, new monsters to the screen or to a printer.]

4. Play!!

## NOTES ON GAME MASTER'S GUIDE I FEATURES

### 1. DICE ROLL AND CRITICAL HIT SECTION

You will note that all the most commonly used dice rolls are included: 20- 12- 10- 8- 6- and 4- sided dice, as well as the percentage dice. In addition, there is a "Roll Any Die or Dice" selection. You will find that the versatility of these dice rolls very helpful for doing many things: for example, roll up hit points for any number of people at one time; roll up characters; roll damage for any number of characters, etc. Play with this until you get a feel for what it can do.

The d20 is a "to hit" roll. If the roll comes out a 20, the program automatically takes you to the "CRITICAL HITS" section, and a 1 takes you to the "FUMBLE" section (these sections are also accessible directly from the dice roll menu). Most possible die combinations are rolled at the same time, allowing the GM to roll hits, determine damage and check for criticals or fumbles all on one screen! The text is selected by percentage chance from more than 70 possible outcomes. Be assured that the very good or the very bad results have a slim chance compared to the normal ones.

### 2. COMBAT TABLES

This section is very helpful and can save a lot of time, since it automatically computes the number a character must roll in order to 'hit' successfully in combat, as well as the roll a monster needs to 'hit' a character! You may wish to weight the numbers according to personal preference or you may use them as is. Note that the numbers generated may not be exactly the same as those you may get using the various charts available. The reason for the difference is simple: The first four choices take into consideration and place some weight on the level of the two combatants. We feel this is an important factor in balancing the game. In any event, if every battle is fought using these tables, both sides get the same numbers. Fair is fair after all, and it sure beats straining your eyes searching through piles of charts, dials and gizmos for those elusive numbers!

### 3. RANDOM MONSTER SECTION

This section contains the control screen for the monster file. Here you may enter up to 219 monsters (that's a lot of bad guys!), then view, edit, print out any monster(s) of your choice or let the computer choose a random one. In addition, you may get a list of all monsters with their storage number. All you have to do is follow the on-screen instructions and press the right key! When you select Option 2, 'Get a Random Monster', you may choose the level --from 1 to 9-- and the computer will do the rest. For this feature to work properly is is VERY IMPORTANT for you to enter the monsters in order of level (from 'meek' to 'bad news') or 1-219. Since each computer has its own requirements for entering and editing monsters, details of these procedures are given on the insert card under "Notes on the Monster, Character and Treasure Files."

### 4. COST OF ITEMS

This section lists items and their prices so you may equip your characters or reequip them as the game progresses. The separate headings are: weapons, armor and clothing, miscellaneous equipment and items, and transportation and related items. Some of these headings have more than one screen. Again, these items may not be quite the same as those listed in other sources, but if used consistently, will function exactly the same way.

### 5. DIETIES HALL

This section is self-explanatory and quite short. It should be used only when characters are in dire need of help and even then they may get a 'lines are busy' message. If they get through, they could receive healing, be granted wishes, or be summarily kicked out! There are a large number of messages chosen randomly by the program, so you will need to play with this one a while in order to get a feel for what is possible in this section.

### 6. TREASURE GENERATION SECTION

Here you may generate treasure of a specific value, edit any feature of a treasure, enter new treasure(s), get a random treasure or use the Magic Deck. You may generate treasure in small, medium or large amounts. The 'small amount' choice gives only coins, while the other two give coins as well as treasure. The copper, silver and gold coins awarded are given in random amounts, and the treasure is drawn from a file containing 50 items (if you want to change any feature of a treasure or enter new ones, see the "Notes on the Monster, Character and Treasure Files" section on the insert card). The Magic Deck has 13 cards chosen by the computer at random--just follow the instructions in this option.

### 7. SPECIALTY SHOPS

Included in this section are a number of shops: jeweler, magic, armorer, bowyer, fletcher, guide, smith, animal trainer/dealer, alchemist, woodworker, leather worker, a mason (dwarven of course), silversmith, and for the weary, taverns. Most shops welcome browsers, but some shopkeepers insist you make a transaction before allowing you to leave! There is a reason: we feel that occasionally it is wise to place characters in a position in which they are forced to make a choice, rather than be allowed to always "window shop." If you ever do not want this feature just press one of the options and follow directions until an exit appears. (Please note that some of the features in some of the shops will not work unless the monster file is completed.)

### 8. CHARACTER KEEPER AND GENERATOR

This section allows you to generate new characters quickly and to store information about up to 51 separate characters, NCP's, Dieties, or whatever. Rolling up a new character is made much simpler and faster by using the character generation option, which provides a number of dice rolls automatically, all at one time! All you have to do is to apply them to your new character as you see fit. The character storage features allow you to get a list of

characters and view, edit or enter new ones (see the manual
section "Notes on the Monster, Character and Treasure Files" for
specific instructions). Since the number of letters allowed in a
single record is limited, we suggest that you make liberal use of
abbreviations for the longer entries. We have left some of the
author's characters in the records so you can get an idea of the
kinds of information that can be stored (try record numbers 1-10).
These may be erased and/or overwritten when you are finished
examining them.

## WORDS OF WISDOM

"The Game Master is the Law!".......A Just Compromise never killed
anyone!".......When in Doubt---Fudge It!".......Use this Program to
make your Gaming Life easier, which should allow you to Concentrate on
Breathing Life and Creativity into your World!"........Happy Gaming!"

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## INCLUDES ALL THESE FEATURES:

- ⊕ COMPLETE DICE ROLL SECTION
- ⊕ FUMBLE AND CRITICAL HIT TABLES
- ⊕ COMBAT TABLES
- ⊕ RANDOM MONSTERS, TREASURES
- ⊕ COMPLETE ITEM LISTS WITH COSTS
- ⊕ DIETIES HALL
- ⊕ COMPLETE TREASURE GENERATION SECTION
- ⊕ CHARACTER CREATION AIDS
- ⊕ STORAGE FOR 219 MONSTERS
- ⊕ STORAGE FOR 51 TREASURES
- ⊕ STORAGE FOR 51 CHARACTERS
- ⊕ STORAGE HAS FULL STATS, EDITABLE
- ⊕ MENU-DRIVEN, EASY TO USE
- ⊕ COPYABLE, LISTABLE, MODIFYABLE

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