Xyphus ™

PLAYING THE GAME
APPLE AND COMMODORE VERSIONS

*The game Xyphus consists of six separate scenarios,
each one tougher than the previous one.
The average playing time of a scenario ranges from 3-12 hours,
depending on the skill of the player. There are three components necessary to play Xyphus:
the Master Disk (side 1), the Scenario Disk (side 2), and the Game Disk.
The first two are included in the package, the Game Disk must be created by the player.
The game is always played on the Game Disk you create.
Any number of Game Disks can be created with characters unique to that game.*

To begin, boot the Master Disk (Commodore users must boot by typing: **LOAD"*",8,1**). You will be presented with two choices:

(A) CREATE NEW GAME DISKETTE
(B) CONTINUE EXISTING GAME

Select **A**. You will then be asked to enter the number of characters (1–4) for this game. Using four characters is recommended the first time through. Less than four makes for a very difficult game.

Once you have selected the number of characters in your party, you will be asked: ENTER NAME OF CHARACTER 1.

Upon naming your first character, you will be asked: SELECT RACE: (H)UMAN (D)WARF (E)LF. Choose carefully for the talents of each race may be needed to complete your mission.

Upon choosing the character race, you will be asked: SELECT (F)IGHTER OR (S)PELLCASTER. Choose the profession you wish that character to be.

Finally, you will be shown the character as it exists and asked: CHARACTER OK? (Y or N). Type **Y** if you are satisfied with the character, or **N** if you wish to start over.

Repeat the sequence for the remaining characters in your party.

Once you have created your party, your game disk can be created. Apple users will be asked: ENTER NUMBER OF DISK DRIVES (1 or 2)? Type in the appropriate number.

If you have one disk drive, you will be told to put a blank diskette in the drive. This will be your Game Disk. Press the spacebar to continue here, and throughout the process of creating the Game Disk. You will be told to insert the Scenario Disk (the back side of your Master Disk)

at the appropriate time. Be patient, there is a lot of data on the Scenario Disk and you will have to swap disks a number of times. The program will always tell you when to do so.

If you have two disk drives, you will be told to put the Scenario Disk in Drive One and a blank disk in Drive Two. The program will then create your Game Disk.

Once you have created your Game Disk, you will always use it to play Xyphus. Each time you boot up the Master Disk, choose the (B) CONTINUE EXISTING GAME option and insert your Game Disk when asked to do so.

NOTE: During the play of Xyphus there will be pauses after battles and victories to allow you to read displayed messages. The computer is waiting for a keypress. Pressing the spacebar will continue the game.

CONTROLS

Xyphus can be played with the keyboard. The map in Xyphus is based on a system of hexagons, thus you may move any of your characters in any of six directions: Northeast, East, Southeast, Southwest, West, and Northwest. The keys to use are:

(Y) Northeast	(V) Southwest
(H) East	(F) West
(B) Southeast	(T) Northwest
(G) Remain for one turn in the same spot	

NOTE: Should you wish to move the entire party as a group instead of moving your characters individually, simply hold down the **CTRL** key while pressing the key for your chosen direction. Common sense should tell you that any party can only move as quickly as its slowest member. This is true for Xyphus. (See notes on Movement.)

COMBAT

The keys for combat are the same for movement. Combat takes place when a player character moves next to a creature and then chooses to strike it by attempting to move through it. Should you attempt to fight something using the group movement capability (holding down the **CTRL** key in conjunction with a direction key), your party may move, but will refuse to engage in combat.

OTHER IMPORTANT KEYS

(0) Rest & Heal. This command will put the player character into a trance for approximately 10 moves, during which his or her endurance level will return to full strength and 4 points of damage will be healed. However, a character in a trance is extremely vulnerable and will be unable to defend against an attack until he or she awakens.

(P) Purchase. The Purchase command serves several very important functions. Whenever it is used, the current Experience Point total of the character is checked to see if a new Level has been reached. If so, you will be advised of the advancement and your character will be awarded extra Hit Points. It is a good practice to hit **P** whenever you enter a trading post or a fort, regardless of whether you intend to purchase anything or not.

Also, whenever you enter a trading post or a fort, you have the option of purchasing new weapons, spells, or armor. Pressing **P** will enable you to do so. You will then be shown a menu:

(A) ARMORY SHOP
(W) WEAPONS SHOP
(M) MAGIC SHOP
(I) CHARACTER STATUS
(SPC) EXIT

Choosing any of these options will in turn lead to a new menu. Entering the Weapons, Armor, or Magic shop will show you a list of the available merchandise and the current prices for each item. You may choose to buy whatever you can afford.

Finally, when your party has completed assigned tasks in the scenarios and are all gathered in the destination fort, selecting **P** will end the current scenario and move the party to the next one.

Choosing (I), Character Status, will provide the following two or three screens of information (This option may be chosen at any time during the game):

First Screen:

HIT POINTS: The amount of damage your character can take.
MAXIMUM HIT POINTS: Your character's full potential if unwounded.
LEVEL: This is the measure of your character's experience and expertise.
ENDURANCE LV: This is the indicator of your character's level of fatigue.
WEAPON-IN-HAND: Tells what weapon the character has ready to use.
ARMOR CLASS: This tells you what type of armor the character is wearing.
GOLD OWNED: The amount of gold the character possesses.
EXPERIENCE: This figure shows how much experience the character has earned as a result of victories in battle. When enough experience has been gained, it will be traded in for an increase in Level.

Second Screen:

> SPELLS OWNED *(if the character is a Spellcaster)*

Third Screen:

> WEAPONS OWNED: SELECT ONE *(This screen permits the character to change the weapon-in-hand).*

Miscellaneous Commands

There are five other important commands to remember while playing Xyphus. They are:

> *(Q) Quit and save.* Pressing **Q** will save the current game status to your Game Disk, allowing you to attend to frivolities such as eating, sleeping, or being social.
>
> *(W) Weapon Selection.* Pressing **W** will allow you to change the weapon-in-hand, and costs the character one movement turn.
>
> *(S) Spell.* This command allows you to cast spells, and will be discussed in the section on Spellcasting.
>
> *(Z) Change text delay and movement delay.* The text delay is the amount of time that special messages are displayed on the screen. The

movement delay is the amount of time taken for response to a selected direction move. Pressing **Z** will get the message: ENTER TEXT DELAY (1–9) CURRENT VALUE IS X; followed by ENTER MOVEMENT DELAY (1–9) CURRENT VALUE IS X. Play with these values until you find the right ones for you.

(f1 — Commodore only) Review introduction. This option will show you the screen from the beginning of the scenario. You can then press any key to return to the game.

Permanent Status Display

During actual game play, there are always four lines of information displayed at the bottom of the screen. The information shown is:

> CHARACTER NAME/PROFESSION
> RACE/HIT POINTS:
> ENDURANCE (1-100)
> WEAPON-IN-HAND

On occasion, such as during combat or when a spell has been cast, special messages will be shown in this window. When you have finished reading such a message, press the spacebar to continue.