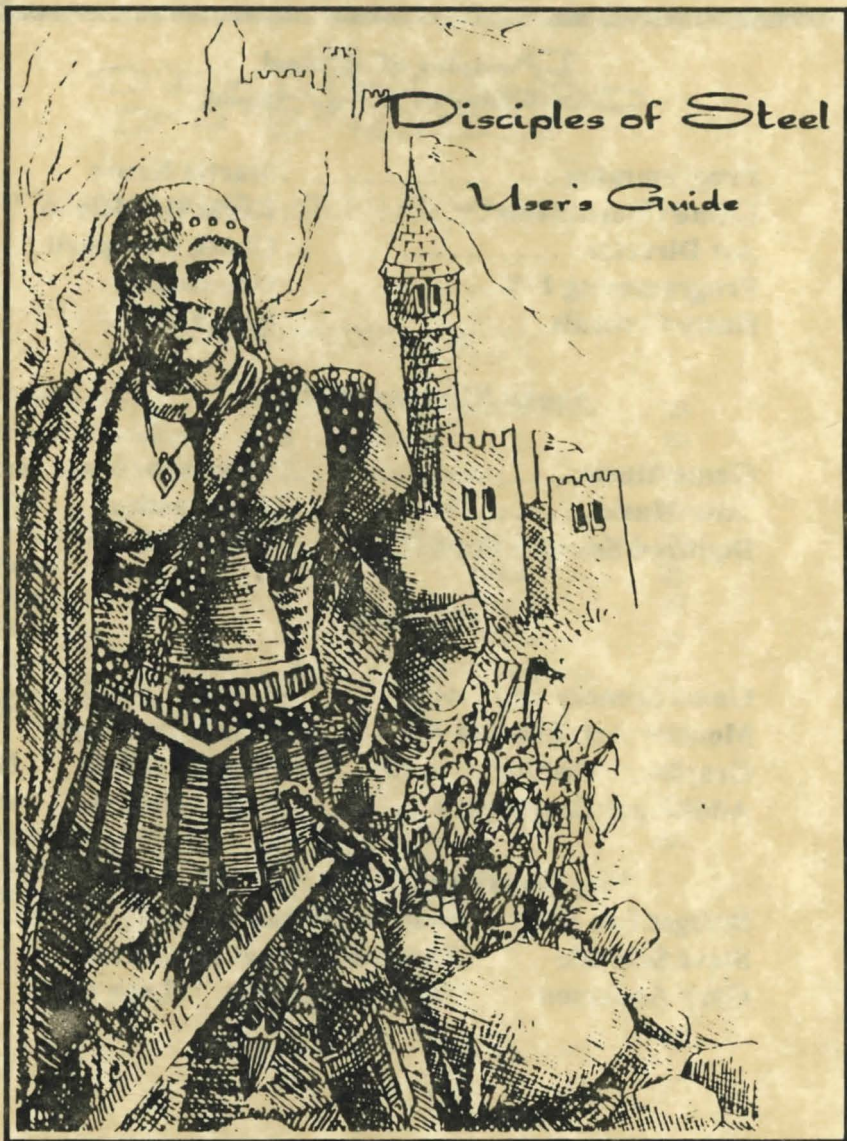


Disciples of Steel

User's Guide



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DISCIPLES OF STEEL

FANTASY ROLE-PLAYING GAME

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Cyhagan's Prophecy...

Another long day has past and the twilight hour has come. You kneel upon the floor keeping close to your fire with its heat warding off the midnight chill. With long even strokes, you polish your blade, a soothing motion releasing the tension from your body. As a soldier for hire, your days are forever hard ones.



A crack of thunder and a flash of lightning fill the night sky. The beginning splatters of rain strike upon the tin roof overhead as clouds race across the full moon in the night sky. In the climax of the storm, you hear the approach of footsteps toward your door. An unexpected guest opens the door and enters. You try to remain unfazed and continue to painstakingly polish your sword your senses tuned upon your guest who is obviously an old woman.

The guest pulls back her hood shaking the moisture from her robe. You note that she may have once been old but now she is Ancient, her skin wrinkled by time and the elements, yet her eyes sharp and piercing as they fall upon yours.

She examines you briefly and, for some reason, appears to find you satisfactory, nodding her head slowly in silence. She speaks, her voice clear and cryptic...

"Terine, The Great Goddess of all that Is hath given mine eyes to see that which has not yet been, and what I have seen, I pray that I had not... The beginning of the end has come, the Prince of Darkness is soon to come upon our world." She points a crooked finger at you. "You and those like you have been chosen. You must triumph where your ancestors have Fallen!!!", she thunders.

You quickly disregard what she has said, for she is obviously, just another crazy old hag spinning tales of prophecy and whatnot. You formulate several ideas on how to get her out of the guildhall...

The woman seems to sense your skepticism and speaks, "Proof is what you want and proof I cannot give, but I can show you what no other cannot... Only I can show you what is to come and from that you must decide your fate."

She stretches out her hand before her and from it comes a glowing mist that slowly forms into a bright globe of radiant white. She exclaims, "Behold!". In it, shapes slowly move about quickly becoming solid and defined... In your mind you can no longer deny that what you see...

The Future...

A Short History of Lananthor

For over one thousand years, the people of Lananthor had feared to even leave their homes, much less their cities or castles. Various kingdoms fought endlessly for sometimes nothing more than to annihilate each other. Attitudes of many began to change, the simple value of life in the eyes of people was almost non-existent. Settlements were fortifying themselves not only against armies, but against bandits, and pillaging thieves. Unthinkable creatures began emerging, from sources unknown. Evil was everywhere, and went so unchecked that many rulers had to consider the unthinkable, peace. Something the people of Lananthor have never truly known...

A truce was declared between three of the nine major kingdoms in Lananthor, and their leaders, gathered to find some solution. Although differences couldn't be worked out, they agreed that Ustfa Nelor, a

respected Hero of the land, would be retained to find the source of this evil and destroy it.

Ustfa Nelor, accepted the quest, assembled his finest warriors, and left for the ancient land of Farnus. He and his followers searched for years talking to inhabitants, fighting endless battles, and moving closer to the answer. His quest brought them to the western edge of the Unthar mountains near the entrance to the Dwarven homeland, Tobruk, where he found hordes of orcs led by hobgoblins. Obviously, near the source of Lananthor's Evil he had searched for so very long. Knowing he hadn't the forces to defeat such an army, and what lied beyond, Ustfa returned to Farnus and asked King Krassus permission to form the Ustfa Nelor guild, and recruit the finest troops in the world. Envoys were sent to all 9 kingdoms to do the same. Although the messengers sent to Rathadon and Sesserna never returned, the knowledge of the Unthar danger spread throughout the lands and over a brief period each returned with battle ready warriors and news of Guilds in their major towns.

Three months later Ustfa left with the finest army the world has ever seen, over 1,500 of the world's finest warriors. The Nelor's army fought many battles, each ending in victory. News of this traveled throughout Lananthor, which earned the Guild a most honored title, the Disciples of Steel.

Nelor and his men encountered the evil horde upon the Northern slopes of the Unthar mountains. Before entering the mountains Nelor pursued his enemy through the Mines of Tobruk and, with the aid of the Dwarves, Nelor forced the monster forces from the Underground. When it appeared the Orcs were about to be routed the evil trap was sprung. The army of Krighton Krigg ambushed Nelor and his men.

Yet, The spirit of the outnumbered Nelorian army was indomitable, and the battle raged on. When the battle seemed to be turning to Nelor's favor, Krigg brought forward his Mages and their fiery magic proved to be too great. Ustfa was forced to retreat back into the Unthar mountains. There he regrouped in an abandoned Farnus outpost and was fearful that he would soon be destroyed.

Unexpectedly, Krighton did not follow, he merely stationed troops at all mountain passes apparently intent on waiting Nelor out. While Krigg waited, Nelor worked on something new to smite the might of Rathadon and the evil League in which it was involved. The plan was to attack Krighton's southernmost patrol, and flank him. If all else failed, they would then return to Farnus with the news of the Horde. Unfortunately, orc scouts came across the outpost without discovery and were able to mobilize part of their horde. As Ustfa moved his troops toward the southern mountain pass, a horde of over 11,000 orcs led by several powerful Wizards standing atop the edge of the mountain pass. Krighton Krigg and his men were nowhere to be seen. Ustfa realized that these Wizards were the true source of the evil spreading across the lands. For at their fingertips they held power unlike any magic Lananthor had ever seen . . .

Ustfa, in a final and heroic attempt, ordered an all out attack up the edge of the mountain pass. His men were rained upon with magic from above and arrows from the orcs below. Nearly all of his remaining 535 man force was destroyed while attacking the wizard positions relentlessly and killing every one of them. Seeing their leaders go down, the orcs fled back down the pass into the lands of Rathadon.

Only 11 men survived the exchange, most hopelessly crippled, and dying. Ustfa felt they had a better chance of survival if they separated and attempted to make it to Farnus with the news. The remnants embarked on their journey, in twos and threes due to injuries. Ustfa was alone, and never heard from again. Although no one survived

to tell of the Battle of Unthar, news spread of the wizard leaders destruction.

Your Sacred Quest

Twelve years have passed since your step-father Ustfa Nelor disappeared, the Disciples of Steel guilds have dwindled into nothing. Wars, famine, and lack of any leadership have caused their demise. The guilds are only maintained now as an oath of respect to those who died at the battle of Unthar.

Obviously, Ustfa must have not destroyed all the leaders of the evil army, and surely the world is not what he might have dreamt. All your life you have dreamt of a day when all the kingdoms of Lananthor are under one rule. In your heart you believe you are the Chosen One the Seeress of Terine spoke of. The time has come for you to complete your father's sacred quest and vanquish the evil forces which destroyed him. The only way to unite the world is to fight together against the evil forces that defeated Nelor.

Quick Start

To begin the game quickly, we have included a generic party of 8 characters, under save game 'starting'. You begin the adventure in the country of Farnus.

First, you must equip everyone's weapons and armour, this is done by clicking on the backpack icon. A list of characters will appear, choose the first character (Alton the Warrior). You see that he has a weapon and some armour. Click on each item, a check mark represents that it is equipped. Next, go to King Krassus and get a quest. Always remember that your ultimate goal is to unite through any means necessary- as much of the world as possible.

Creating a Character

To evaluate potential new characters, you must enter the camping menu (the camp fire icon). At the top of the ensuing option is 'create character'. Click on this and you are presented with a list of possible character races.

The races are as follows-

Humans are the most common race in Lananthor. They dwell in almost any terrain, although they are more likely to inhabit cities. Humans are basically the base by which all other races are compared. They generally live to about 80 years. Humans can be of any profession.

Elves although seen throughout the land, are usually found in wooded areas, and forests. They are generally weaker than humans, but are quicker and more intelligent. Much immunity to magic is inherent in this race, although they are as vulnerable to powerful magic as any race. Elves live longer than any other race- about 600 years. Elves refuse to be warriors, or knights. They also cannot be blacksmiths, clerics or monks.



Half-Elves, of course, have both human and elven qualities. They can be found among both races, but usually prefer the wilderness as elves do. Half-Elves are also not as strong as humans but are quicker and more

intelligent. The immunity of this race is not as strong as that of Elves, but is still considered potent. They live about 200 years. Half-Elves cannot be knights or monks.

Dwarves typically dwell in rough and mountainous terrain; hence, their hearty nature. Dwarven characters romanticize about battle and regard the glory of combat above all else. They have a great immunity to many poisons, and have very limited magic immunity. Dwarves live to be about 170 years. Dwarves prefer fighting classes.



Gnomes are very similar to the Dwarven race, although they usually don't inhabit terrain quite as inhospitable as their cousins. They have a slightly better magic resistance than Dwarves, and live to be about 300 years. Many Gnomes prefer to be warriors, but can have spell casting capability.

Halflings in Lananthor are found in the hills of Lananthor. They have a great resistance to poison, and a magic resistance that rival some Elves. Halflings live about 90 years. Usually they prefer to be thieves, but, you can find Halfling magic users and illusionists from time to time.

Ogres through the years have learned to intermingle with other races, but are still considered by most to be barbaric. They are

extremely large, and usually ill-tempered. Ogres frequently join expeditions to gain treasure - that they crave. Ogres are not unusually resistant to anything, but are more so than humans. Generally Ogres live to be around 90 years old. Of course most prefer to be warriors, but occasionally Ogres are fascinated with magic.

Trolls are probably the least domesticated adventurers there are. They - as their Ogre cousins - have learned to live and work with other races. Although they are not particularly resistant to magic, they are almost immune to poison. It is well known that Trolls are the strongest and most hearty adventurers. Trolls live to be around 80 years old and are always warriors.



Once you have chosen a race, then you must select a class. A selection of race does not prevent a character from acquiring particular skills. In DOS there are no skills unavailable to characters of particular classes. A class determines the ease of learning individual skills. i.e. A Warrior would excel in the use of weapons easily, while, although it would be much more difficult, the warrior could possibly learn to cast spells. (If he devoted a great deal of time into it.) The prime attributes for warriors and knights are Strength, Dexterity, and Constitution. For Priests Wisdom, for Mages, Intelligence, Illusionists Intuition, and for Rogues and Monks Accuracy. Since Rangers and Blacksmiths are basically all-round characters they have no particular prime attributes.

The following is a description of the 9 possible classes.

Warriors are bred for combat. They excel in use of weapons of all kinds, especially the axe. Fighters are also adept at hand-to-hand combat. Their knowledge of bodily development rivals even Monks.

Knights excel in the use of all weapons, except the axe. They are unrivaled in shield expertise. Their knowledge of swordfighting is rivaled by no one.



Rangers excel in wilderness reconnaissance, their keen senses allow them to spot objects (and enemies) with a rogue-like ability. They are experts with the bow and know how to hunt and scout quite effectively. These individuals are especially useful at perceiving and harassing opponents at a distance.

Rogues are basic thieves, cutthroats, and bandits. They are the best in all skills requiring stealth. Scouting and haggling are also of the rogue repertoire. Rogues are unequaled in perception on the battlefield.

Blacksmith is a multi-faceted profession. They are often feared opponents in combat. One major strength is their ability to evaluate and repair equipment (the *only* class that has the ability to repair items), this also makes them powerful at haggling with merchants. Blacksmiths are somewhat capable in almost all skills.



Priest are your traditional holiest of all men. They are adept at use of maces and hammers in combat (which they shun, of course its hard to find a holy man in Lananthor who doesn't on occasion get that blood thirsty look in his eye), and, of course, they can cast spells requiring Karma. Through their healing experience they also have an excellent first aid ability. Priests also have the power to turn undead in combat, although it drains them a great deal.

Mages make use of the arcane powers that surround all things. They spend their lives in pursuit of the understanding of these powers, which are called Essence. Mages are not predisposed to fighting, yet this does not mean this is beyond their capacity. Building up mages can be difficult but in the end they can be some of the most powerful of Disciples.

Illusionists are preoccupied with the power within the mind, and spend much of their existence in pursuit of it's secrets. Such mental prowess is called Power. Illusionists are approximately the same in fighting ability as the Mage.



Monks are devoted to the discipline of mind and body. While they have very little ability regarding armour and shields, monks are unequaled in open hand combat and defence. A great knowledge of anatomy gives them physical prowess and makes their attacks very accurate, even deadly.

Once a race and class of character to search for as been chosen, you can scroll through various prospective adventurers. Listed are the character's personal statistics with the value, and it's maximum according to race and sex. His Age, Food, Water, and hit points in Head, Chest, Arms and Legs are also listed.

Personal statistics are as follows.

Strength	The physical prowess and muscular development of characters.
Intelligence	A character's ability to reason and learn.
Wisdom	The judgement, willpower and common sense of a character.
Accuracy	A character's coordination and physical agility.

Intuition	A measure of a character's ability to get a feeling for a situation, their sixth sense.
Constitution	A measure of a character's stamina, basic health, and resistance to poisons.
Charm	A character's personal magnetism, attractiveness and ability to get along with others.
Luck	The random element. A character's natural ability to randomly avoid disaster.

You can examine characters as much as you see fit.

Now that a particular adventurer of a certain race and class has been chosen the computer will display the list of the character's skills. The skills that a character starts out with are based on a complex relationship between various personal statistics and the character's class. This list shows each skill with your current level and how many experience points are required to increase each skill one point. Experience points are built up through combat, and basically anything else that increases ones knowledge. Experience points may be applied to skills at any time during the game- even right in the middle of combat! The following is a list of skills and descriptions.

Skills

Armour skill is used to figure out whether a character can properly use his protection without impeding his performance in combat, or attempting a stealthy operation. I.e. Hiding, backstabbing, or spell casting.

Shield determines the level of effectiveness of a character's shield use. This applies to blocking oncoming attacks.

Dodge skill represents a character's ability to move out of the path of missile and weapon attacks.

Edged skill reflects a character's expertise with edged weapons. These weapons include swords and knives. (See appendix II) Also affected from here is the number of possible attacks, the damage possible, the probability of a critical hit, and your ability to parry an oncoming attack with an edged weapon.

Crush skill is the same as edged skill, but deals with Crushing weapons (Appendix II).

Axe skill is the same as edged skill, but deals with Cleaving weapons (Appendix II).

Spear skill is also the same as edged skill.

Bow skill deals with all missile weapons. This also determines a character's ability to shoot through or over objects in the line of fire.

Open Hand skill reflects a character's ability to fight with no weapons. This also determines the number of open hand attacks and the damage. Of course, no parrying is possible in open hand.

Track skill affects a character's ability to find out how far away creatures are and their numbers.

Hide skill greatly affects a character's ability to conceal himself in combat.

Disarm Trap skill is the character's ability to stealthily remove entrapments on chests and inside dungeons. Of course the perception skill is important here as a trap must be seen to be disarmed.

Backstab skill is added to the attack ability of any character attacking from directly behind the enemy. This has less of an influence if the character is only to the enemy's flank.

Steal skill affects theft of merchant's items in towns, cities and castles.

Perception determines the chances a character will notice creatures who have concealed themselves. This also affects finding secret doors or traps in dungeons as well as how well you surprise the enemy. (Or get surprised by the enemy.)

Karma is the prime skill of priests.

Essence is the prime skill of Mages.

Power is the prime skill of Illusionists.

Haggle skill affects a character's skill to evaluate an item's value, in order to buy or sell it.

First Aid is the ability of a character to bandage wounds and stop bleeding. This also determines curing ability.

Resistance is the natural ability of each race to resist certain types of magic. Including sleep, charm and other weak forms of magic. This lacks effect on more powerful magic, and can never be increased.

Body skill reflects a character's bodily development, directly affecting characters hit points.

Now you can save this character to your character roster. Up to 24 characters can be saved. Only 8 in a party at a time. The computer will ask for a name, and then you must click on a slot for the character to

be saved. If you use a slot already used it will replace the old character with the new one.

Mastering the Menus

The Leader Icon

The leader icon is at the upper-right hand corner of the screen. This individual's skills are used for most external events that occur. In addition, this is the character you command in various menus, and command to perform healing, or to share food. A new leader can be selected simply by clicking on the individual's name.

The 'Eye' Icon

This icon allows viewing of the leader's vital statistics. Food, water and gold can be shared from here. A character can also be renamed from this menu.

The Backpack Icon



Clicking on this icon will bring up a listing of the leader's personal belongings. A mark beside each item denotes whether it's equipped or not. Within this screen, a disciple has access to five more icons at the bottom of the screen. The first allows you to equip or disequip the currently highlighted item. The second allows you to use the item (if applicable). With the third, the item may be dropped with the knowledge that items dropped are lost forever. The fourth allows you to join certain items (such as arrows, mushrooms, etc.).

The fifth and last allows you to trade the currently selected item to another party member.

In the right hand portion of the screen, the armor protection followed by the current and maximum body points are displayed. Armor highlighted in red indicates the current armor being worn exceeds the current armor skill. Armor protection will never increase until armor skill is increased to handle the armor worn.

The Crossed Swords Icon

Accessing this icon will transfer you to the experience distribution screen. From here skills and statistics can be increased with the application of the proper amount of experience. Skills will be raise one point for the amount shown in the first numeric column just after the highlighted skill name. Skills can be enhanced to maximum of its modifying stat times five. After that the skill can only be increased if its modifying stat is also raised.

Statistics, however, need one thousand experience to be increased one point.

The Glowing Hand Icon

This icon calls forth the list of the spellcaster's current spells that may be casted. If you are capable of casting spells in one or more areas a prompt will ask you to select the appropriate spell class.

The Red Cross Shield Icon

Calls the disciple health screen. Within this menu, one can view each character's status. The current leader can treat bleeding and poisoning from here. On the right hand of the screen, armor and hits to each portion of the body are displayed. Damaged portions are highlighted in red. Clicking on this area of the screen, will bring up a

graphical representation of the disciple's wounds. On the left hand portion of the screen, a list of critical wounds or afflictions will be displayed.

Arresting Bleeding

Obviously, bleeding is incurred during combat. If bleeding is not held in check it will quickly get out of control. The most efficient method of controlling bleeding can be achieved through the use of a disciple proficient in the first aid skill.

Purging Poison

Certain insidious creatures bear poison naturally while others maliciously tip their weapons with it. Only the healers in the Temple of Terine can purge the body of the poison or a member of the party highly proficient in the first aid skill.

ENCAMP



Disciples can set up camp at any time and are within camp at the start of the game. Here, they have many options available to them. Camp is entered automatically when all party members are killed or unconscious.

Disciples

Create a new disciple or add an old one to the party.

Dismiss Disciple

Remove disciple from the party and save away to disk.

Creating a Formation

Tromping around in a ragtag motley crew appearance is never tolerated according to Section 2.14.87 of Guild Rules, therefore a formation must be selected before the party leaves their campsite.

Rest the party

Set the amount of time and check some zzz's. Magic points and hit points are more quickly recovered when resting. Keep an eye out, however, as you make juicy targets for many monsters.

Icons

Calls up the generic set of icons that can then be used.

Leave Camp

When you are ready you can break camp and hit the trail to high adventure. Camp cannot be left until a (living and conscious) disciple is added and the proper formation is selected.

Save Menu (The Disk Icon)

While at the Main icon screen (The First one being the eye), you can click on the disk icon (or 'd' for the keyboard fan).

Several options are presented.

Save Game- Up to 5 games can be saved at once but automatically saves atop the game previously loaded.

Abandon Game- Quits back to the desktop, without saving the game. You are given a confirmation prompt in case you make a mistake.

Restore- Loads one of the 5 possible save games, abandoning the current game.

Nevermind- Goes back to the previous menu.

? (The Question Mark Icon)

This series of menus gives the user the ability to customize the game to his or her preference, and do basic disk operations. From here game speed, graphical displays, and music options can be toggled, and saved as defaults for subsequent play.

The World

The world of Lanthanor is divided into 9 major sections. Each with unique strengths and weaknesses. Some good . . . some evil . . .

Farnus

Farnus is the largest kingdom in Lanthanor, and is potentially the most powerful. As it is, however, Farnus is plagued with problems typical of kingdoms its size. There are many who believe that King Leonidas Krassus, is too old, and rules the kingdom with an overly benevolent hand. Farnus has been at war with Serbia for many generations, fighting for the Sellenist river delta. The delta itself is rich in Mithril, and other rare earths- not to mention its agriculture value. Both countries believe they could control the delta if it wasn't for their adversaries, as many warring tribes live in and around that area.

The Capital of Farnus is the palace city of Farnus. The city has the distinction of being held by the Krassus bloodline for over 600 years. King Krassus seeks an alliance with Constantium, but no emissary has ever made it there. (Either stopped by the armies of Denias, or by political opponents in Leonidas' own country.) Leonidas son, the frail Aaron Krassus, is considered by many not to be strong enough to lead the proud country. Even Leonidas fears his son would not survive for long once king.

Tobruk

Tobruk is the ancient underground kingdom of the Dwarves. It is totally surrounded by hostile nations. Therefore, their leader - Firbin 'Flaming' Redforge is not the trusting type. The weaponsmiths of HollenGard are renowned for their remarkable forging skill. It is said that weapons and armour forged in HollenGard cannot be broken!

Here honor in battle is regarded above all things. Testament to this is Lord Redforge who, in his youth, fought 21 orcs alone, killing 9 before the others fled in terror. It is said he was killed for this outrage by the orc god, Kimreesh, and lay dead on the battle field for 11 years. With only bones remaining, he was resurrected by an unknown cleric. Convinced it was an act of his god, Noituk, the god of War and Honor, he devoted his life -absolutely- to his service. All laws in Tobruk are followed to the letter, without exception. Punishments are always carried out on the battlefield . . .

Rathadon

Rathadon is the evil domain of Krighton Krigg, he controls what is the most powerful army in the civilized world. Although you may not use that term to describe his kingdom. Everyone in Rathadon lives under the remarkably heavy iron fist of Krigg. There is absolutely no freedom in Rathadon. Inhabitants of all races live in under Krigg's rule and cannot leave, all income goes directly to the government, and all are part of the army. The penalty for any crime in Rathadon is the same- slow death. Weapons and armour from here are highly prized, as Krigg has a very dynamic zero-defect program.

Delinor

Delinor is the ancient Elven realm. This kingdom is renown for its stable and peaceful environment. All races live here, although elvenkind is dominant and no non-Elf is allowed within Aragual, the capital city, and no mortal eye has ever seen the Elven King who is reputed to be a 1000 years old. Aragual is a city well known for its mystery and its very existence is a myth among many commonfolk.

Constantium

In the plains in southwest Lananthor, lies a realm that struggles to maintain its powerful position in Lananthor. Citizens of Constantium are considered the most rigorously organized people upon Lananthor. Every aspect of Constantium life regards organization and efficiency as the most important factor in achieving success.

In the middle of the realm rests the ancient city of Pallasade. As the capital of Constantium, Pallasade houses Lord Maxwell Romanus and his governmental offices as well as the bulk of Constantium Legions. Though the legions are small in number, they are considered the most effective fighting force assembled since the days of Ustfa Nelor's heroic band.

Constantium constantly moves to expand its boundaries in the hope of bringing out a "New World Order" and an age of peace to Lananthor. Constantium has been quickly eating up bits and pieces of Denias as well as colonizing the sparsely populated elven forests of Sesibeth.

Denias

Considered the weakest of the lands of Lananthor and fighting a never ending struggle to maintain its identity, Denias is ruled by the weak and plotting Euthor Ennig and his family.

Denias lies in the heart of Lananthor surrounded on all sides by potential enemies who seek to take Denias' pitifully defended lands. Farnus to the east now claims the Gren Spur to be under its protection, a chain of mountains once belonging to Denias. To the west, Constantium has taken several chunks of land that Denias no longer was able to maintain. To the north, Rathadon constantly sends forces south to raid a pillage. And to the southeast, DeMata has retaken a piece of

territory that has for many years been a contention of dispute between the two nations.

Denias is falling bit by bit into obscurity yet its people are proud of the nation and in the end would fight to the death than to be lost to history.

Sesserna

Unlike the other realms of Lananthor, Sesserna has never been recognized by any other realm as a true nation. Sesserna is a large island to the southeast of the Lananthor mainland and is abundantly jungle and swamp. Yet in the heart of this nasty place lies a large and prosperous city. Teal is ruled, if one can call it ruled, by Thelig Rathbone, the most notorious of any pirate that every sailed the salty seas. Teal, founded by Rathbone some twenty years ago, is now a thriving community of thieves, cutthroats, and outlaws of every sort. They're are very few laws on the island, and there is only one that really matters, whatever Rathbone wants, Rathbone gets. To do otherwise is punishable by death.

Although Sesserna isn't recognized officially by any country, all sea faring realms often, and punctually, send "piracy insurance" payments to Teal as a normal method of operation. Rathbone controls most of Lananthor's shipping and is only rivaled by the Fleets of Farnus upon which he has in the past delivered many a bitter blow and now is rarely bothered by Krassus's ships. Farnus has, in fact, made several insurance payments to Rathbone when it does a large amount of shipping to the south.

Serbia

To the north of the Noldur Mountain Chain lies the desert wastes of Serbia. The Serbians are nomadic people who manage to

scrape a living from this ever dying land. The Serbian Capital, Kitari, lies within the middle of the sandy wastes near the, aptly named, Yetas' Mita, or the Oasis of Earth's Life. The nomads of Serbia are ruled by the strength of Kitari and its leader Thornet Rel Torrin. The Serbians, like the dwarves, regard combat as the truly honorable measure of strength.

Though the nomads have adapted to life within the desert, they constantly feud with the more "civilized" forces of Farnus over the rich lands around the Sellenist Delta. It is their belief that one day they shall inherit the "Lands of Water" to the south. It is well known that when you travel to within Serbia one takes lots of water for it is on many occasions more precious than Mithril itself.

DeMata

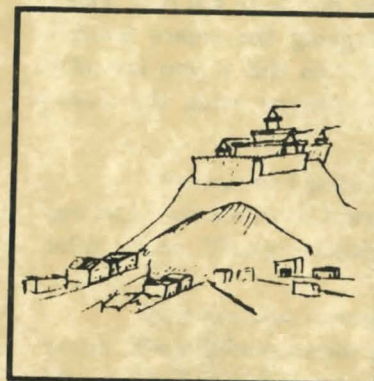
DeMata is the youngest of the 8 true lordships within Lananthor. And the only one currently ruled by a woman. DeMata was once a rebellious city-state under the rule of Farnus and nearly 45 years ago successfully dispatched the Farnus garrison that was housed within her walls. DeMata then successfully defended its new found freedom against two major attacks by Farnus forces.

Lord Antonio DeMata, thereafter well respected for his military prowess, carved himself a new realm that grew each passing day for he was a kind and gentle ruler and the peasants migrated to DeMata lands for it was one of the most stable and secure realms within Lanathor. And upon his passing, not five years ago, his rival, King Krassus of Farnus, attended his funeral as if sensing the coming of his old age.

Lord DeMata lacked male heirs to replace his absence on the throne but his solitary daughter, Valencia DeMata, her very existence unknown to many at the time, peacefully assumed the throne with the skepticism of DeMata's military for she was only sixteen at the time. But, it is obvious to many that she has become as strong or stronger of a ruler than her father was. She has grown older and wiser with a keen

and quick mind and prefers the title of Lady of Lananthor. Often she uses her womanhood to her best advantage.

Settlements



The Castles, villages and towns of Lananthor have a wide network of merchants, some flourishing, some not. Most common are the taverns and inns scattered throughout Lananthor. Almost all settlements have a ruling faction's house, palace, a manor, or a military stronghold. There are also many armouries and weaponshops, although some are available only to a cities' militia. Religious factions are in almost every settlement in Lananthor, and most offer their healing services (for a price). Of course, there is also a Disciples of Steel guild in most large cities.

Castles contain the controlling parties, which usually include their leader and his bodyguards. The leaders hand out quests to those brave enough to risk displeasing their lord in the event of its failure. Most quests are for items of some kind, many are for some service. Once the service is completed or the item retrieved, and the party returns to the castle and a reward will be given. More importantly, however, a leader's trust and friendship can be gained. The lord of each castle has one big advantage - the ability to collect taxes. Taxes vary from castle to castle, some high, and some very low. Castles can be taken over by the party, this gives them taxing capability, the ability to form a city militia, and raise great armies to invade unsuspecting neighbors.

SIEGING A CASTLE

Assassinating a Lord



If one is totally dissatisfied with one's lord, you may decide to kill him. This is done by attacking the palace inside a town. Do not do this if you intend to keep good relations with the town's capital.

Seiging

Another way to conquer a castle and it's leadership is with an army. Preferably a large one, as the forces of most principalities are ready for such attacks. Army creation and outfitting are done in the palace.



Controlling a Castle

Successfully vanquishing a principality puts you in charge. With the ability to tax the populace. How the residents approve of you depends upon their feeling about previous leadership. If you conquer the capital of a country, all it's cities are in your grasp!



Taverns and pubs are common to Lananthor. Party members can buy food and drink here, but probably most importantly, get valuable information. Tips graciously accepted...

Inns are also common in Lananthor, these provide lodging at all hours. They offer superior care to characters, as well as food and drink. These come in handy when there is no guild, or characters have little money and a great deal of wounds.

Merchants buy and sell anything of value. You will find that many merchants favor different varieties of items, such as weapons, armour, and furs. A few even dabble in the trade of mystical warez. You can haggle with merchants, but their patience is limited.



Temples are found in most cities. They offer services such as healing, curing poison, and will even raise the dead. They can basically fix anything that can happen to you, (if there is anything left of you for them to heal). All for a price. Prices vary, all sales final.
Disciples of Steel guild.

Boatshops are located in large capitals near an ocean. As the safest and fastest mode of travel available, this mode of transit is quite common. For a price a party can journey quickly throughout Lanathor. It is also possible to operate a private ship, if one can afford the expense.



Disciples of Steel Guild Hall

This is essentially your home. One place where you are always welcome. These appear in most cities and offer a great variety of services.

Including-

The Vault

DOS guild's wealth is kept here, also items you wish to store.

Quarters

Here, your party can rest, although the furnishings aren't plush, they are usually adequate. Food used here is taken first from the food stocks, then from personal supplies.

Food Stocks

The guild's food and water are kept here.

Spy Report

Tells you general knowledge of the troops defending the town, through personal knowledge and observations from those who believe in your cause. Of course, information is best attained through bribery of city inhabitants.

Weapons and Armor

Weapons

The weapons of Lanathor are divided into classes.

Slashing	Includes Swords, Daggers, and Knives
Crushing	Includes Clubs, Hammers, and Flails
Puncture	Includes most missile weapons as well as Spears and Javelins.
Cleaving	Includes Axes, and Polearms

All weapons have a quality of workmanship and a general condition. These affect both the accuracy and damage of each weapon. There are so many factors involved in calculating how good any weapon is (in the hands of a particular character with individual skills); for convenience we have added the To-Hit factor, and the weapon damage factor. These are shown when trying to equip any particular weapon. The To-Hit factor determines the characters base ability to penetrate an opponent's defences, it also determines the damage done. The Damage factor is a percentage that is applied to the actual damage inflicted. Experimentation will be required to achieve the desired results.

This factor is basically calculating the character's skill in that weapon class, the weapons damage, accuracy, weight, quality, various bonuses, and condition. This is meant to give you a general idea of how effective a weapon is in the hands of a particular character.

Armour

The various types of armour in Lananthor are divided into 4 sub-defence categories.

Cloth
Leather
Chain
Plate

Of course, there are many more types of armour than this, but these are general defence categories. For instance, Scale mail, is in the defence category of chain mail, but offers superior protection than chain mail. This is then divided into defence to parts of the body. Body sections are divided into- Head, Chest, Arms and Legs. Armour can be worn for each body section. Each piece of armour increases the armour class for one body section. The armour you wear is then figured in with your Disciple's Accuracy creating an AC value. This AC value ranges from 0 to . . .well almost anything. Remember the higher the better.

A subclass of body armour is the shield. Great strength is required to wield a shield effectively (especially if the character is also wielding a large weapon). They protect all but a character's rear and flank. Shields do not effect armour class. They block incoming attacks BEFORE they strike the character's armour.

Magic

Spell casting is divided into 3 classes.

Karma - Clerics
Essence- Mages
Power - Illusionists

The spell points in each of the classes above is equal to the character's skill in those classes. To see a spell at all, your skill must be high enough in that class. Failure to cast is based upon the character's prime requisite for that spell class. After a spell is chosen, you can choose the level of power to be placed into the spell. The menu bar denotes the amount of spell points required per level. Spells have a minimum number of spell points required to cast. The level of power effects the number of targets for some spells, and the duration or level of affect in others.

Dungeons

Dungeons in DOS are of the conventional 3-D forward-view type. Combat in dungeons is exactly the same as combat in the city or on the world. However, you can predict your terrain, and wall configuration, because they conform exactly to the spot you are at in the dungeon. As in the world, and in cities, dungeons have populations of inhabitants, they grow with time, repopulate, or can be utterly wiped out by your characters, never to be heard from again. Here is a partial list of a few items and options that are useful in dungeons.

Keys	It's not like dungeon inhabitants are going to just let you in . . .
Thieves' Tools	For when you have no keys.
Pointman	The character that is assigned to finding traps and treasure.
Searching	Causes your party to search the square they're in for approx. 10 minutes.

Combat

Combat is divided into 3 sections.

First Encounter

You can surprise, or be surprised, depending on your party and the opposing creature. Often there will be a chance to talk, or even a chance to run away. When you choose Parlay, several options are presented to you.

Bribe	The creature (if it doesn't simply just want to kill you) will make it's demands for tribute. You can accept or decline.
Threaten	Tell the creature if it does not immediately go away, you will kill it.
Beg For Mercy	Throwing yourself at the mercy of the creatures.
Be Amicable	Attempting to smooth talk the creatures into believing it's not worth fighting for either party.

If all this fails, or surprise occurs, the next phase of combat begins.

Engagement

The computer will place both parties on the screen in the formations they chose. Initiative is chosen each turn, after all your party and opposing creatures have exhausted movement. Each character then gets to move.

Movement

Movement is determined from (accuracy-encumbrance). Characters move in order of their accuracy (with a small random element thrown in).

Victory, Cowardice, or Death . . .

There are few possible endings to engagement. Of course, you can try to flee from a more powerful opponent, obviously this doesn't result in much treasure, but does result in continued survival despite a wounded ego.

Every time a foe is vanquished, whatever it was wielding/carrying is left behind for the taking and can be recovered in the midst of combat. If all foes are killed or runaway the battle is won, but only the treasure left on the battlefield is available to the disciples. The items and money carried by the foes are then grouped together and can be taken at the disciples leisure.

The last and worst possible outcome of a battle would result in the death of the current party of disciples. At that time, the party is returned to the camp options where new disciples can be summoned or added to the party (with an appropriate passing of time) and the dead disciples can be discarded (A Grim Disciple saying . . .A dead warrior . . .Dead Weight!) Or possibly revived by Disciple priests (if they have the karma)



or taken to a local temple, where for a price, disciples can be returned to the living.

World Inhabitants

There are many deadly inhabitants of Lananthor, roaming the countryside wildly in search of food and fortune. Many have a specific purpose for attacking, even defence of their lands. Intelligent or not, they are to be reckoned with.



Appendix I

Spell Chart

Priest Spells

The prime requisite for priest spells is wisdom. Make sure prospective religious figures have this prime statistic in abundance.

Searing Hands

Causes the priest hands to glow with the fires of heaven. A priest must be able to touch the suspecting prey...

Bind Blood

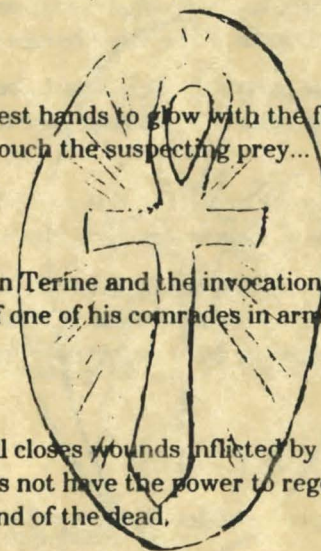
Through faith in Terine and the invocation of this spell, a priest can stop the bleeding of one of his comrades in arms.

Bind Wounds

Use of this spell closes wounds inflicted by foes in mortal combat. However, this spell does not have the power to regenerate body parts or restore one from the land of the dead.

Turn Undead

This spell allows the priest to call forth a shaft of virtue to strike to ashes a member of the walking dead.



Create Food

You've been on the trail for many days. Food is scarce and your packs are empty, with a small amount of karma, the priest can call forth food from the heavens.

Create Water

Without water, your party's quest is sure to be very short. As with Create Food, a small amount of karma can once again fill your water skins.

Consciousness

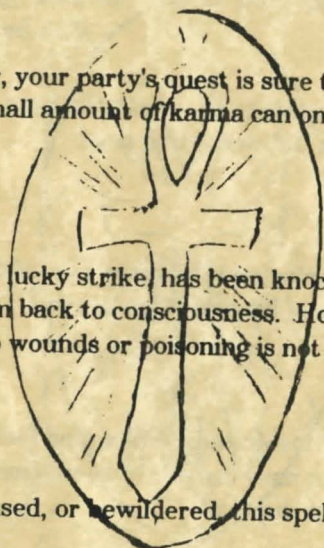
A disciple, by a lucky strike, has been knocked unconscious. This little spell can bring him back to consciousness. However, unconsciousness due to wounds or poisoning is not affected by use of this spell.

Clear Head

Stunned, bemused, or bewildered, this spell will surely restore meaning to the world.

Cleanse Blood

There's more than one way for a monster to skin a cat, even from the grave. This heavenly gift will dispatch poisoning with great effectiveness.



Splint

Broken bones are always a concern when towering creatures are slinging fateful weaponry your way... Holy determination can effectively fuse smashed limbs.

Stone to Flesh

A few creatures of the night have natural weapons that can scare you stiff, literally. This sacred tome will restore flesh to the recipient's stoney features.

Cause Blindness

Ahh, what a pleasure it is to view one's opponent. With divine guidance a priest can take the miracle of sight from his foe.

Unparalyze

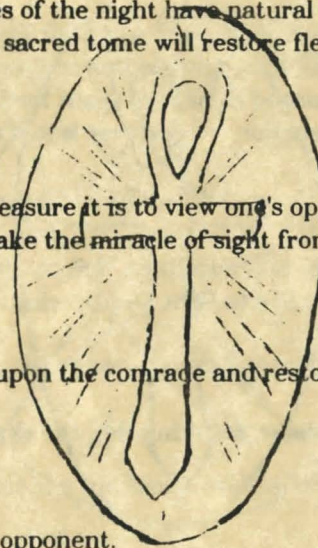
A light shines upon the comrade and restores vitality to his motionless person.

Devastate

Devastates an opponent.

Transport

Spend some Karma, and heavenly winds will move your body to the desired destination.



Banish Demon

These powerful entities come from the bowels of the universe, this- with the divine help of Terine, can send them back.

Plague

Plant life is wisked into oblivion. Trees, Plants and vegetation wither away instantly into nothingness.

FlameStrike

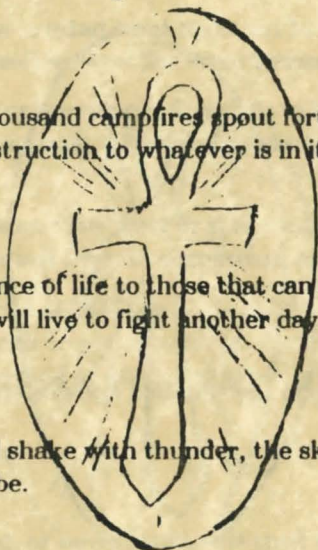
The flames a thousand campfires spout forth from thy fingertips revealing the face of destruction to whatever is in it's path.

Resurrection

Brings the essence of life to those that can handle it's effects. Those that have fallen will live to fight another day.

Wrath of God

The ground will shake with thunder, the sky ignite with furor as few have lived to describe.



Mage Spells

Magic Bolt

The forces within the powers that bind us come together to create a concentration of energy on a direct trajectory toward one's foe.

Magic Shield

Creates a magic field that surrounds the caster or his desired target, that deflects magical and physical attacks.

Light of Day

Brings forth a brilliant flare that travels with the party, illuminating potential foes.

Compass

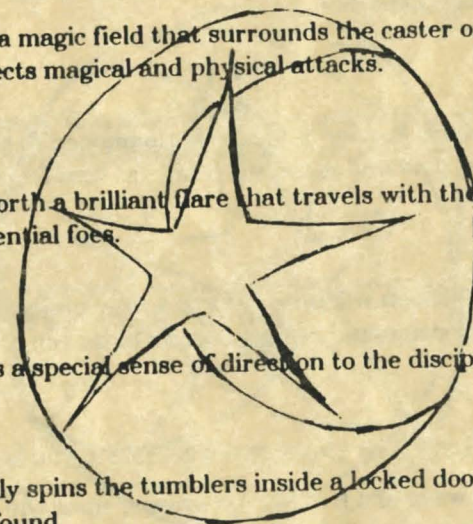
Bestows a special sense of direction to the disciple.

Knock

Magically spins the tumblers inside a locked door until the combination is found.

Invisibility

Distorts the visual spectrum around the individual, rendering him indiscernible from the background.



Find Traps

Snares left for foes long forgotten will gyrate until triggered, effectively destroying traps and pitfalls.

Mystical Beasts

Brings forth a magical steed that disciples can ride, speeding movement through Lanathor.

Wall of Fire

A formidable barrier of flames is summoned to the desired location, inflicting pain and agony upon any foe that feels industrious.

Fireball

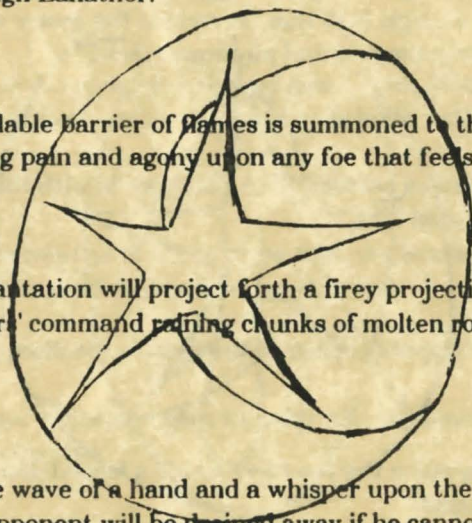
This incantation will project forth a firey projectile that explodes at the spellcaster's command raining chunks of molten rock and ash upon thy foes.

Annihilation

With the wave of a hand and a whisper upon the lips, the life force of thy opponent will be drained away if he cannot resist the effects of this powerful magic.

Sprint

With this spell, the speed of party will be increased such that their movements will be two fold of what they were before.



Lightning Bolt

The electrical forces about the mage, for a brief moment, are focused and arced forward in the desired direction frying anything in its path.

Slow

Much like sprint in nature, this concentration of essence will slow opponents two fold.

Time Stop

For a moment, foes affected by this incantation, will be frozen in time allowing you an opportunity to act without reprisals.

DeathStrike

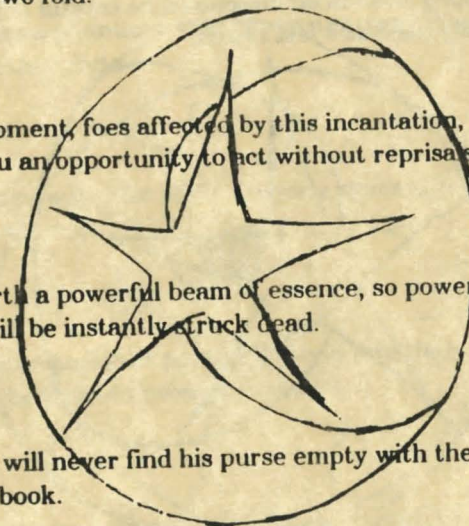
Calls forth a powerful beam of essence, so powerful, that foes weak at heart will be instantly struck dead.

Lead to Gold

A mage will never find his purse empty with the addition of this spell to his spellbook.

IceStorm

Within seconds, an intense storm with form above the heads of your foes, pelting them with chunks of ice and drenching them with near freezing rain.

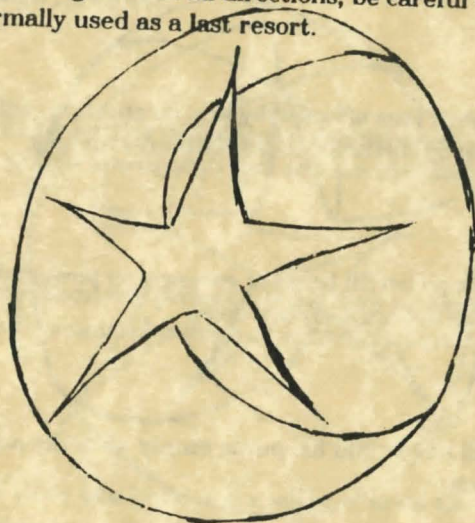


Destruction

A more powerful version of Annihilation, failure to resist this wizardry will surely cause a victim's demise.

Zap

Fires lightning bolts in all directions, be careful with this incantation, normally used as a last resort.



Illusionist Spells

Mind Flay

Overloads the victim's mind with the will of the spellcaster.

Create Illusion

This causes a phantasm that the caster controls, a shadowy creature of the netherplane.

Power Word-Stun

A word of power, that when properly spoken, will render targets unable to defend themselves.

Nature's Mask

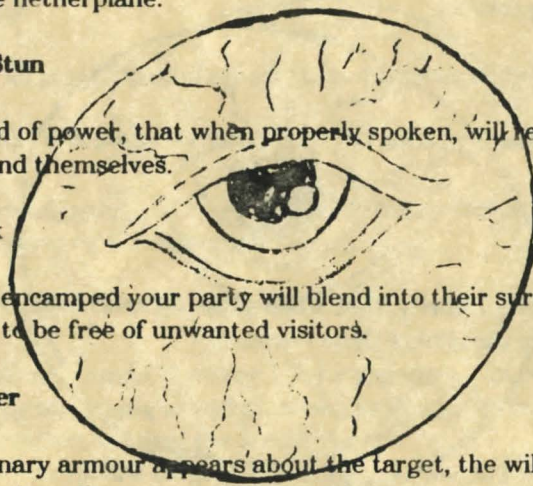
While encamped your party will blend into their surroundings, allowing them to be free of unwanted visitors.

Astral Defender

Illusionary armour appears about the target, the will of the illusionist gives it reality.

Beguile

One would believe you were their long lost confidant, allowing you flexibility during negotiations with others.



Stealth

Conceals a party member's presence, permitting undetected motion around the battlefield.

Reveal

Enables a character to distinguish enemies that are hidden or concealed during combat.

PassDoor

Transforms a portion of the door into illusion, allowing a party to pass through.

Power Word-Fear

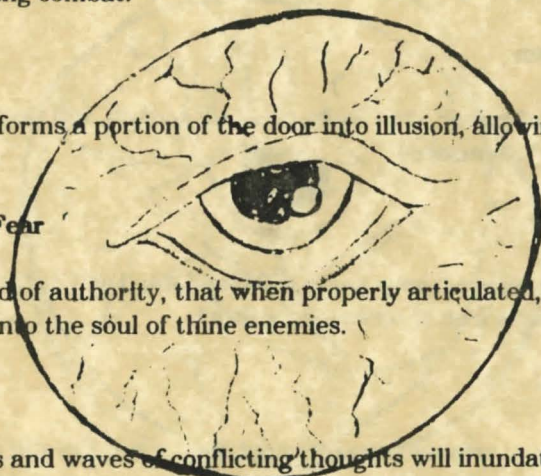
A word of authority, that when properly articulated, will strike extreme fear into the soul of thine enemies.

Confuse

Waves and waves of conflicting thoughts will inundate creatures surround the spellcaster, causing disorder and disarray.

Image

A caster's determination generates multiple images of one's self confounding opponents, and causing them to strike non-existent targets.



Phantasm

The enemies worst nightmare appears, crushing all hope, and demonstrating your power. Almost any enemy will flee at it's sight.

Power Word-Futility

A word of hopelessness, that when pronounced properly, will break the will of a foe, motivating him to capitulate.

Mass Invisibility

Hides all party members from view. Same as invisibility.

The Ball

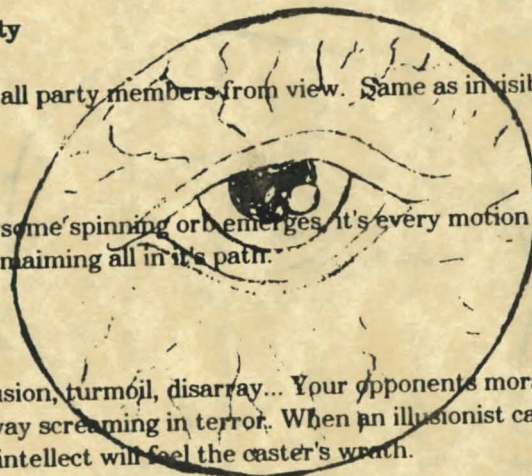
A fearsome spinning orb emerges, it's every motion is controlled by the caster, maiming all in it's path.

Chaos

Confusion, turmoil, disarray... Your opponents morale will break. They'll run away screaming in terror. When an illusionist casts chaos, all foes of lesser intellect will feel the caster's wrath.

Power Word-Die

A word of might, when spoken with conviction, will strike a foe dead in its tracks.

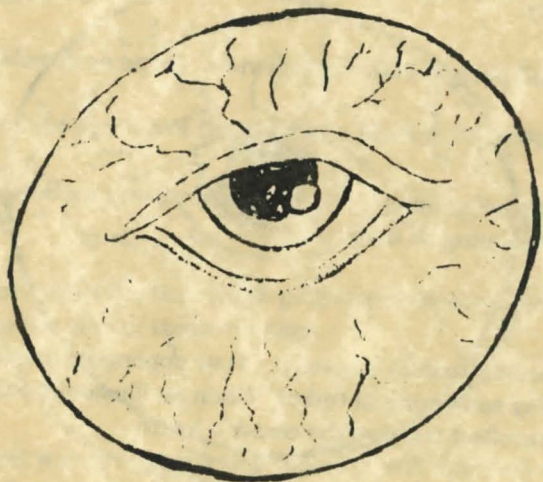


Prismatic Globe

A globe of Will will form about the illusionist exploding outward affecting every foe in strange and unpredictable ways.

Astral Plane

When all hope is lost, an illusionist has one option still remaining...



Appendix II

The following is a listing of weapons commonly used in Lananthor. Of course, shown is only a generalization to simplify things. We don't want to give away everything. Experimentation with weapons is encouraged.

Weapon	DT	Dam	Acc	Wt.	Skill
Open Hand	1	4	-	-	Open Hand
Battleaxe	CL	5	2	8	Axe
Hand Axe	CL	3	4	3	Axe
Woodman's Axe	CL	4	3	4	Axe
Club	C	2	3	3	Crushing
Mace	C	3	3	12	Crushing
Footman's Mace	C	3	3	10	Crushing
Spiked Mace	C	4	3	10	Crushing
Horseman's Mace	C	4	3	7	Crushing
Morning Star	C	4	3	7	Crushing
Footman's Flail	C	4	2	6	Crushing
Horseman's Flail	C	5	2	7	Crushing
Warhammer	C	3	4	13	Crushing
Dart	C	4	3	1	Bow
Spear	P	4	2	5	Spear
Glaive	CL	3	3	2	Axe
Javelin	P	3	3	2	Spear
Dagger	S	2	4	2	Edged
Whip	S	2	2	2	Edged
Knife	S	2	4	1	Edged
Sickle	S	2	2	3	Edged
Short Sword	S	2	3	3	Edged
Scimitar	S	2	3	5	Edged
Epee	S	2	4	4	Edged
Long sword	S	4	3	5	Edged
Bastard sword	S	4	3	7	Edged

Two-handed sword	S	5	2	15	Edged
Short bow	M	2	4	2	Bow
Long bow	M	3	3	4	Bow
Composite bow	M	4	3	5	Bow
Heavy crossbow	M	4	3	3	Bow
Light crossbow	M	3	3	2	Bow
Blowgun	M	1	4	1	Bow
Sling	M	1	4	1	Bow
Staff sling	M	2	3	2	Bow
Quarterstaff	C	2	4	4	Crushing
Halberd	C	5	2	18	Axe

Legend

(DT) Damage Types-

(S)slashing,(C)Crushing,(CL)Cleaving,(P)puncture,(M)missile

(Acc)Accuracy- 1(Bad),2(Poor),3(Fair),4(Good),5(Excellent)

(Dam)Damage (Same as Accuracy)

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Glossary

Damage	What is caused by an attack that has penetrated a character's armour. Sometimes this is accompanied by a critical hit, which can permanently damage or destroy parts of the body. Also what happens, through use, to armour and weapons.
Classes	Character division according to how apt the individual is in different skills.
Critical Hit	An attack that has penetrated a characters armour and damaging or destroying an important part of the body, an organ or limb.
Dodge	The act of stealthily moving out of the way of an opposing attack.
Essence	The arcane powers that bind all things, used by Mages.
Hides	Remains of dead foes. Either proof of a foes destruction, or a valuable part of a foe to be sold to a merchant.
Hiding	Attempting to conceal oneself.
Initiative	Who gets to move first.
Karma	Basically brownie points with the Gods, used by Priests.
Leadership	A characters resolve when giving orders.
Morale	The psychological state of opposing characters. The lower the morale the more apt this player will retreat or surrender.
Parlay	The act of two parties of opposing forces negotiating with each other.
Parry	The act of blocking an opposing attack with one's weapon or shield.
Power	Sheer mental power, used by Illusionists.
Quests	Anything a leader, Lord or King asks you to do.
Races	Different character origins and abilities.
Stun	Disorientation. Usually caused from an attack of some sort.

Skills	A generic term referring to a characters abilities.
Spells	A generic term referring to any magic originating from a player character.
To-Hit	The calculated combat value of a weapon also taking into account the competence of the character holding it.
Treasure	Any Items or money stolen from merchants, or recovered from vanquished foes.
Turning Undead	This is the ability of Priests to use their divine powers to cause fear, or even destroy an undead creature.

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