

# GAME MASTER'S GUIDE I--COMMODORE VERSION

## GENERAL NOTES

The Commodore 64 version of Game Master's Guide I has a few differences and one major enhancement over versions of the software for other computers. Please read the information below carefully in order to get the most from the program!

### LOADING THE PROGRAM

After inserting the disk, type

```
LOAD "GM GUIDE",8  
or  
LOAD "A",8
```

and the entire program will be loaded into memory (unlike other computers, which load only portions of the program--the C-64 version runs much faster!). When it is loaded, type RUN.

### IF YOU GET STUCK

If you press the wrong key and access a function you don't want, simply press <RETURN> and you will be back where you were before the mistake. This action will not harm any of your files or the program at all (including the monster statistics held in memory--see next section). This works everywhere except in some of the Specialty Shops, which are designed to force the player to make a decision.

### "ROLL UP MONSTER HIT POINTS" IN THE "DICE ROLL" SECTION

This is a bonus feature not found in other computers' versions of the program! The computer will roll up up to 60 monster's hit points, then keep track of the monsters' fates during a game--automatically! It allows you to enter the hit points of monsters that you have already figured, as well. These statistics are held in the computer's memory until you turn the machine off, so you can access any other portion of the program, then come back to the monster statistics section at any time. The monsters in this section are separate from those stored under 'Monster Storage,' although you may use them as a basis if you wish.

To enter a new group of monsters, press the key for "New Monsters." The program will ask you how many "Typed Monsters" you want. (A 'typed monster' is one whose hit points you have already figured out--such as those in the 'Monster Storage' section--and whose initial statistics you will be entering into memory rather than letting the computer roll up.) The program will prompt you for any typed monsters' hit points. If you decide you don't want any 'typed monsters' press <0> or <RETURN> and you will proceed to the next section. (If you are in the midst of typing in some monsters and decide you do not want any, pressing <RETURN> will cancel all your entries and you will go back to the menu.)

The next section asks, "How many random monsters?" This is the number of random monsters that you want the program to roll up for you. "How many hit dice?" refers to the number of d8's you want it to roll for each monster. It will then ask you, "How many additions?" meaning the number that will be added to the random total for each monster. For example, if you want 3 + 2 hit die monsters you should tell the program that it has 3 hit dice and 2 additions.

Both the monsters you typed in and the ones rolled up by the computer will be displayed on the screen and "What number monster



was hit?" will be displayed at the bottom. Using this section is easy and will save lots of time and paperwork--say that monster #1 has 34 hit points to start off with. When he is hit, you enter <1> for the monster hit. The line, "How much damage was done?" appears, and you answer <12>. That amount is automatically subtracted from monster #1's hit points. Wimpy monster #1 has the misfortune to battle a party of heroes alone, so he is hit again, this time for 23 points. The monster's hit points show "-1 U" now, meaning that he has -1 hit points and is Unconscious (the 'U' will appear when a monster has between 0 and -9 hit points). The heroes decide to kick him while he's down and inflict another 10 hit points' damage. Monster #1 is done for--his hit points now say "-11 D" meaning that his hit points stand at -11 and he is Dead (the 'D' will appear when the hit points reach -10 or lower). You, omniscient and all-powerful GM, have the power to raise #1 from the dead if you deign so to do. Just type in <-45> at the 'damage' prompt to fully restore poor #1 to his original status.

Remember that these monsters are not erased from memory until you turn off the machine, so you can leave and reenter this section as many times as you wish. If you want to add even more monsters, use option 3, "Add More Monsters" (the procedures are the same as for 'New Monsters'). By using the 'new' and 'add' monsters functions, you can put together any possible group of monsters for your players to face. As you can probably tell, it's best to familiarize yourself with this section before getting into a gaming situation.

#### NOTES ON THE MONSTER, CHARACTER AND TREASURE FILES

You have three different record-keeping files at your disposal: monster, character and treasure. (Please note that the Commodore version stores 218 monsters, 50 characters and 50 treasures.) Each of these files has three separate functions: 1) view a record, 2) edit a portion of a record, and 3) enter an entire record. The monster and character files will display and/or print a list of names with the identifying numbers; and the monster and treasure files allow your computer to select one record at random. [For the sake of clarity, "file" and "record" are used as follows: information stored relating to a single monster, character or treasure is called a RECORD. Groups of related records are stored in a FILE, for example, all monster records are stored in the monster FILE.] Following are instructions common to the various record-keeping files:

#### ENTERING A RECORD

Whether you enter one record from time to time or fill up an entire file at one sitting, the procedures remain the same. After pressing the menu option for entering or editing a record, you will be asked the record's ID Number (ID#). This number denotes the record's order or place in the file. If you are entering new records, remember that it is important to enter records sequentially, from 1 to whatever in order to keep your files in the most usable condition. The monster file, in particular, requires sequential entering of records, not only according to ID#, but according to monster level in order for the random monster function to work properly. [Level 1: Records 1-20; Level 2: Records 21-33; Level 3: Records 34-51; Level 4: Records 52-70; Level 5: Records 71-91; Level 6: Records 92-117; Level 7: Records 118-159; Level 8: Records 160-185; and Level 9: Records 186-218. In order to enter records, just follow the directions on the screen menu. After entering the information, you will be asked if it is correct. Remember that you can always go back and change anything later, so don't go into fits of agony if you mess something up.

#### EDITING A RECORD

Use the 'Edit' feature when you only want to change a portion of a record, for example, when updating characters. Upon choosing 'Edit' from the menu, you will be asked for the ID# of the record. The disk drive will whirr a bit, and you will be presented with the entire record. You may edit any or all lines. If a line is correct, simply press <RETURN> and it will be left unchanged.

#### RULES FOR ENTERING AND EDITING RECORDS

1. When changing any portion of a line, just move the cursor to the part to be changed and overwrite it. When finished, simply press <RETURN>. Note that pressing <RETURN> while the cursor is on any data line will leave the line exactly as seen on the screen.
2. The maximum number of characters in any line is 20. When the cursor is touching the border, the line is full.
3. DO NOT USE THE UP/DOWN CURSOR KEY OR THE CLR/HOME KEY WHILE EDITING OR ENTERING DATA! It will wreck the data line on which it was pressed! Instead, use the <RETURN> key to go to the next line. If you press one of the forbidden keys by mistake, move the cursor back onto the current line you are editing and press <RETURN>. The program will take the whole line as input, heading and all. When you have finished editing, access the damaged record again and fix the unusable data.
4. DO NOT USE COMMAS AS DATA! The computer uses commas to separate data, and if you use them too your data will be trashed. Instead use slashes or any other punctuation symbol to separate your entries.

#### VIEWING A RECORD AND GETTING A RANDOM RECORD

These options work identically with one important difference: who gets to choose the record to be presented! When viewing a record, all you have to do is provide the ID# and the computer dutifully finds the right one for you. With the random feature, the computer does all the choosing! In the 'Random Monster' section, the computer is good enough to allow you to indicate the level of the monster it will choose for you (which is why it is so important to enter the monsters by level AND by number).

#### PRINTING A RECORD

If you have a printer, by all means use it! Hard copy is invaluable for the game master, since it helps you keep track of what you've done and what you plan to do, as well as freeing the computer up to do other tasks. It is recommended that you keep a printed record of monster and character names and their ID numbers. It makes editing and viewing them much easier! The author has set the program up so you can select either channel 4 or 5 when printing. If you find that your printer does not work properly with the program, please check that you have entered the correct channel and that your printer is set up properly.

#### FOR THE TECHNICALLY MINDED

Game masters who are familiar with computers will appreciate the fact that these programs are completely unlocked, listable and modifiable! The filing system used is quite advanced, and the author hopes that those interested in learning more about programming in Basic will take the time to study the programs to learn new tricks! Feel free to alter the balances of the Combat Tables, poke around in the Dice Roll section or move portions of the program to another disk. For those wishing to change the Cost of Items section, we have a utility disk that makes doing so very easy. It is available for \$12.50 postpaid.

Should you want to change something and are not quite sure how to do it, we will do our best to help you--just call Walter Computer Services at (717) 768-3006 for more information.

