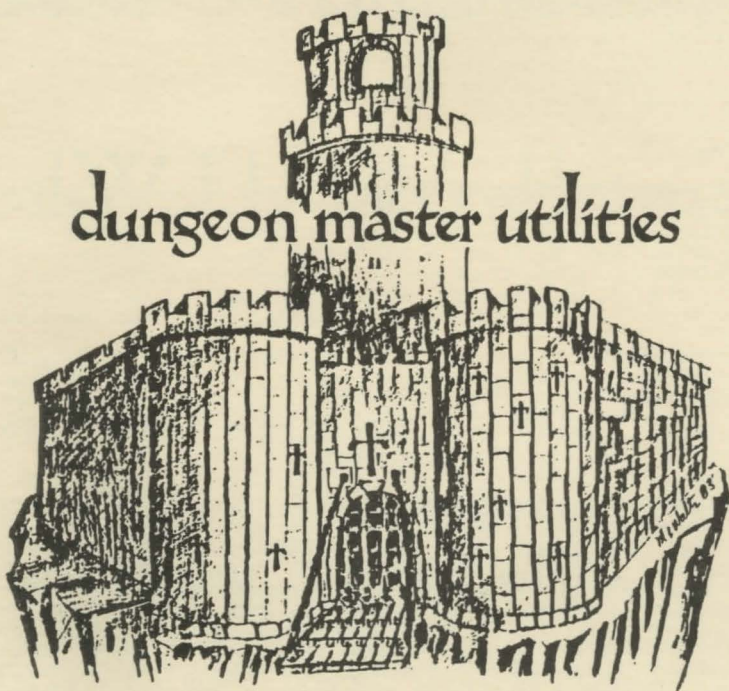


Game Master's Guide IITM

dungeon master utilities



Created by Michael T. Walter

PUBLISHED BY

walter computer services

P.O. BOX 97
PARADISE, PA 17562
(717) 768-3006

☐ Apple II, II+, IIe, IIfx, and Compatibles (Dos 3.3, 48K) 1 OR 2 Disk Drives, Printer Optional

☐ Commodore 64, 1 Disk Drive, Printer Optional

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Game Master's Guide II™

Welcome to the second volume of the "GAME MASTER'S GUIDES"! The first volume provides valuable utilities that help the Game Master design and run Fantasy Role-Playing games more efficiently and quickly than ever before. This second volume has a number of imaginative features that Game Masters may incorporate into their games. In addition, most Game Masters will find that these features will whet their own imaginations, making them better game designers!

Game Master's Guides are 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 II" disk, then put it in a safe place and use your backup. Please read and comply with the copyright notice!

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 the various sections some more to get a feel for the possibilities available to you. Note that all selections are made from 'menus' of available choices. You may use as many or as few of the multitude of features as you wish--let your imagination be your guide!

NOTES ON GAME MASTER'S GUIDE II FEATURES

1. THE GRAND TOURNAMENT GROUNDS

The author of these programs, an avid game player, often finds useful the setting up of tournament play within the FRP framework. This section allows you to pit any character against 115 worthy opponents in a subduel, or non-lethal tournament.

When you first enter the Tournament section, you as Game Master are given the opportunity to review the 'Defender' files. These are grouped in ascending order of fighting ability, from File One (Cadets) which are the lowest ranking defenders, to File Five (Heroes) which holds the highest ranking defenders. (It is possible to change these 'Defenders' to those of your own devising. Just send your program disk and a COMPLETE list, with each defender's stats in the format of the 'View Contestants' section, along with the ID# of each defender and the number of defenders to be placed in each rank. The cost is but \$15 and two weeks.)

Characters wishing to participate in the tournament must enter their statistics. [Please note that some of the statistics names may be slightly different from those of the game you're playing, but the basic meanings are the same.] Once entered, the program will choose at random a worthy opponent from the File most closely matching that of the challenger. The defender will be displayed on the screen, and the challenger always has the option of accepting or rejecting the match. If rejected, the program will continue to choose other defenders until the challenger accepts one. We suggest that the Game Master limit the number of refusals, since the computer may choose up to 10 possible 'Defenders'.

When a match is agreed upon, the opponents draw straws to determine the method of combat (magical or physical fighting). If the defender wins, the computer chooses the method of combat as well as the weapon or type of magic to be used in the bout. (So picking on Mages and Priests may be to your disadvantage if your character is not a magic-user!) Of course, if the challenger wins the draw the choices are theirs.

At this point, the tournament program takes over and conducts the bout automatically--sit back and enjoy it (or sit forward and try not to bite your nails, as the case may be!). If the challenger is successful, experience points and hit points are awarded, Healers take care of any damages, and he/she may fight again if they wish. In this way it is possible for a low level character to eventually work their way up to the highest rank of opponents! [If you have a character that fights their way completely through the files in this manner, let us know, and we will consider putting them on future disks' 'Rolls of Infamy'!] Note that after every bout the files are updated, including the win and loss columns, which reset to 0 after eleven bouts for both challenger and defender.

2. TRICKS

Players often take for granted treasures that are always what they seem to be. In this section are fifty Tricks that are guaranteed to keep them on their toes! This is one portion of these programs that should be kept from the view of your players, or the effect will be spoiled. [Game Master's Guide III contains fifty NEW tricks that can be used with this section!]

3. TROOP GENERATION

This section will really expand your game! How many times have you wanted to use troops in a game but were put off by the hassle of rolling them up, or fudged by giving them all the same level or hit points? This part of the program will create one to 7 troops with a wide range of types, races, AC, levels and hit points (we've only tested it to 20,000, but there is no reason why you couldn't generate more)! Think about it--now you can create horde after horde of Fighters, Horsemen, Mages, Footmen, Pikemen, Drifters, Peasants, Ninjas, Assassins, Trumpeters, Priests, Scouts, etc. of any of fifteen different races, including Aliens and unknown races!

You will be asked how many troops of which levels you want. If you want all of one level, enter the same number for both lowest and highest levels. Since the program chooses the race and class at random, there may be some very unusual combinations. You may use these as they come, or simply cross them off the list. If you want troops of

all the same race or class, you can ask for two or three times the number that you desire, then use only those that meet your requirements. [Game Master's Guide III will generate armies of up to 200 with the race, class and level of your choice. Every one of these warriors has a randomly generated name and full stats including equipment! GMIII will also let you make two armies and have them realistically battle!]

The results may be printed to the screen or both to the screen and to a printer. We recommend that you use your printer if you have one (details on the printing process for your computer are given on the insert card). The screen display and printer pauses after every twenty troops in order to let you evaluate what you have--if you are not using a printer, this gives you time to copy down the ones you want.

4. TOWNES

This section contains seven townes and the background of each. Some townes have many places to go and things to do, and some have only a few. PLEASE NOTE that the townes are not meant to be a complete adventure within themselves. They are meant to be starting points for you as Game Master to expand on! You may use one or two complete townes, or just selected features, such as the Shark Races or the Hall of Justice.

Please take the time to do a complete tour of the townes before you use them! Listing all the features of each townie here would be redundant, so what follows are special notes on two of them:

DUSTY'S END The key word is "Information". This will allow access to the Holy Sword of Wiseland and a quest to slay a dragon. The suggestion is ours, the quest is yours!

BLACKWOOD Here you will find a Head Honcho, his henchmen and the armies they control. Beating this bunch should earn your players many rewards, but remember that defeating them brings the ominous attention of their leader!

5. ALDARA'S MAGIC WAGON

The Magic Wagon is found in the townies section. Aldara displays her magical wares in groups, along with their prices. We're sure you've never heard of many of them, so have fun! [Aldara carries only 88 items at this time, but she could carry up to 250 items of your choice. If you want her to do so, send a legible list, your Master Disk and \$15 to Walter Computer Services. This bit of magic will take about two weeks, so be patient!]

WORDS OF WISDOM FROM THE AUTHOR

"Remember it's just a game"... (Oh Yea?!!)... "Fantasy games are just that--games spawned by the imagination and creative thinking"... "As always, use this utility to help prod your imagination--not as a Rule Book!"... "Merchants can wield as much or more power than a simple fighter!"... "Don't forget to add a political climate (a Council, etc.)"... "Don't forget--the Game Master is the LAW in his/her world!"... HAPPY GAMING!

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INCLUDES ALL THESE FEATURES:

⊕ GRAND TOURNAMENT GROUNDS

Characters engage in realistic non-lethal battle with one of 115 Defenders!

⊕ 50 FANTASTIC TRICKS

Complete stats on tricks sure to catch them unawares!

⊕ TROOP GENERATION

Print 1-20,000+ Troops to Screen or Printer!

⊕ 7 TOWNES

Full descriptions, plus shark races, quests, battles, Hall of Justice, haggling, much, much, much more!

⊕ ALDARA'S MAGIC WAGON

Eighty-eight great new magical items with prices!

⊕ MENU-DRIVEN, EASY TO USE!

⊕ COPYABLE, LISTABLE, MODIFYABLE!

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