RED CRYSTAL

RULEBOOK

Quantum Quality Productions

presents

The Red Crystal

Instruction Manual

By
Charles Griffith
Bruce Williams Zaccagnino,
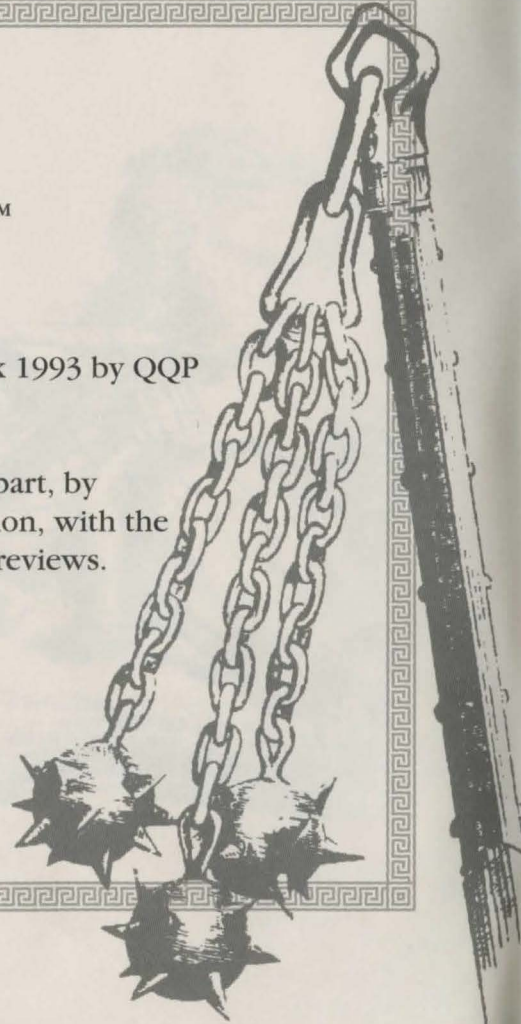**and Steve J. Cohen**

The Red Crystal™

Contents

As the sun sinks into the horizon, its last light slowly abandons a lone figure. Striding off into the night, the recent events continuously ring throughout its sinister mind. Shouting voices and images of faces contorted by fear and anger. But mostly fear. A smile creases his lips. Soon... Soon he will become their teacher. It will be he who will show them the true face of fear. His will that decides their fates. His power which holds dominion over their lives.

Puny men who rely on their weapons for strength. Confident in the power of stone, wood, and tempered steel. He will show them how frail they truly are. He will return their stone to the soil as with all who stand in his way. He will warp and disfigure their wood as he will do to their bodies. And he will bend their steel to breaking, as he will the spirit of their united armies. All will learn his lessons. Learn or perish.

In the dark reaches of Blackmoore, an army is summoned; an army unlike any other this world has ever known. It is an army of death and despair.

Lexor calls in an ancient tongue, he calls to legions of skeletal warriors from battles since forgotten. No corpse can resist, and none tries, as Lexor assembles the world's most deadly battalion.

Upon completion of his army, Lexor marches north and conquers each of the seven sister kingdoms. Although each fights valiantly, Lexor's army proves too great a force. After the final kingdom falls, Lexor summons the spirits of the worst tyrants Blackmoore has ever known.
Each is given a castle to rule as Lexor's lords and each rule, as mercilessly as they had in life.

After Lexor's conquest, most able-bodied men are transformed into slaves or left without the courage to oppose him. The few who do attempt to overturn the generals are publicly executed or made into hideous mockeries of their former selves.

The Ancient City-States

The foundation of the empire, that preceded Lexor's, was built on long standing alliances formed during the Ancient Empire. The Ancient Empire was made up of a number of city-states that traded services and goods in a barter system.

As time passed, these city states were replaced by the kingdoms of the New Empire. Despite the formation of the new empire most humans still carry the ancient crests that belong to the Ancient Empire (see crests 4.3). These crests are basically symbols of birth place and have little meaning to non-human characters.

The New Empire

The New Empire brought an era of peace to Blackmoore. The seven sister kingdoms worked in a cooperative manner to bring stability and peace to the region. The kingdoms joined to turn back raiders from the less civilized south lands, and sold goods and services amongst themselves.

For three thousand years, this era of peace held with only a few episodes of would-be tyrants, who eventually were destroyed. Then, at the turn of the third millennium, Lexor was born.

The Expulsion And Rise Of Lexor

Lexor appeared in Blackmoore almost like an apparition. He was first observed entering the forbidden Temple of the Dead in Northern Blackmoore. Prior to his entry, no living soul had been able to enter it.

Lexor left the temple one year later and traveled south to the town of Nazar. In Nazar he unleashed powers none had ever seen. After such a display none would oppose him and he quickly took over the town. But his rule was short lived.

The kings of the seven kingdoms united and sent an army to turn back Lexor. Fearing reprisal, the kings' gave orders only to banish Lexor. Surprisingly Lexor left peacefully. Many rumored he always

intended to journey beyond Blackmoore to search for ancient runes, said to have the power to raise the dead. Regardless of his reasons, Lexor did not depart for long.

Lexor's Generals

Lexor returned one year later with an army unlike any other. Thousands of undead walked at his side and with them seven notorious tyrants whose names were synonymous with evil.

Although the three thousand years of the New Empire were relatively peaceful there had been several tyrants. Lexor revived them and replaced the seven kings with his own commanders.

Zurnar

The most powerful mage (besides Lexor) to ever live in Blackmoore was Zurnar. Zurnar's cursed experiments throughout his life left a lasting fear and loathing that long surpassed his life.

Zurnar now counsels Lexor in the spells lost long ago in exchange for free reign over the northernmost kingdom in Blackmoore. It is believed that Zurnar is Lexor's second in command.

Kang

The most hated warlord to ever walk Blackmoore was Kang. He was born outside of Blackmoore in the southern barbaric lands. Kang rallied the unorganized tribes into a ferocious army and conquered all of Blackmoore south of what is now Gronk's Kingdom.

Kang is Lexor's most ardent strategist and helped coordinate the taking of Blackmoore. He is a master of weapons and hand-to-hand combat.

Marnor

In life, Marnor controlled the coast of Blackmoore. His most loyal citizens were the pirates he har-

bored and the raiding parties he sheltered. Marnor has always had a love of gold and riches that extends to the present.

Lexor has entrusted Marnor with a large amount of the wealth gathered from the seven kingdoms.

Worm

In the second millennium, a mystic named Worm rose from obscurity to almost demi-god status. Worm's converts spread his word throughout Blackmoore. Worm's followers made thousands of human sacrifices to him and built temples in his honor. Worm was not loved by all, however, and eventually a was slain by a rebel faction within his ranks.

Worm now rules a western kingdom and is seeking to reestablish himself as Blackmoore's chief religion.

Drake

Drake is known as the legendary prince of thieves. During his life he founded a nation of thieves in the mountains near the castle he now maintains. His nation of thieves pillaged many a town and spilled a great deal of blood before his death.

Drake now seems content to make a sport of butchering any fool hardy enough to wander into his territory.

Gronk

Gronk began his life as a simple mercenary for hire content to work for the highest bidder. Later he united nomadic and mercenary forces of the central plains into a collective army. Using this army he captured three of the seven kingdoms before dying on the battlefield during an attempt to take a fourth.

Gronk now controls a castle near Blackmoore's center.

Tagar

During his life five hundred years after Kang, Tagar rose to become the most powerful warlord. He took a number of smaller kingdoms but always lacked the charisma to keep them. Tagar was eventually slain by a silent assassin.

Tagar is as ambitious now as he was in life and has made a pact with a number of southern dwarven clans. In exchange for their aid, Tagar has promised them an elevated status in his royal military.

Seven Secrets

The ultimate goals in The Red Crystal, are to find Lexor and the Seven Secrets of Life. The Seven Secrets of Life are said to be the key to Lexor's destruction. There may be truth to this as Lexor has resurrected seven of Blackmoore's most vile and powerful men to guard them (see Lexor's Generals PREVIOUS).

Each of these generals resides in one of the seven castles scattered throughout Blackmoore. All secrets may have been created equal but Lexor's generals were not. The backgrounds provided are helpful in gaining an initial knowledge of the generals. More may be learned through conversations with villagers and other adventures.

1.1 Red Crystals

During the Ancient Empire, a strange vein of red crystals was discovered in an old gold mine quite accidentally. These red crystals were found to possess amazing powers unlike anything else in Blackmoore.

Red Crystals were found to give the possessor an almost mystical vision for a period of time. This second sight allowed miners and pillager's the ability to plunge into caverns that had been too dark for simple lanterns. This instantly made Red Crystals invaluable.

As their use increased, it was also discovered that a red crystal could be used to send an astral

projection to gain knowledge (see Messenger in Towns 8.1). This property allowed kingdoms to have complete control over underground operations, in addition, to remote armies.

Shortly after their discovery, Red Crystals were hoarded by the various temples and said to be tools of the Gods. The temples dispensed the crystals to visitors. The kingdoms, who secretly controlled the temples, used the visitors to gain information about other kingdoms.

A few short years after the discovery of the only Crystal mine, the vein went dry. No similar veins have been discovered since, and the remaining Crystals are hoarded by all.

1.2 Defeating an Overlord

After defeating a general and recovering a secret, you have a limited amount of time to escape his castle. Acknowledging the possibility that a general may be vanquished, Lexor has prepared a spell that will activate at such a time. The spell will decimate the castle and all still in it. Therefore, it is imperative that after retrieving a secret you quickly find the emergency escape passage and retreat from the castle. If not, all will be lost.
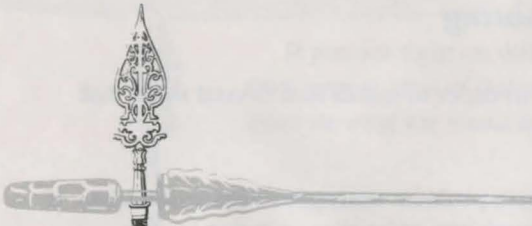
1.3 Overall Goal

The overall goal in The Red Crystal is to overthrow Lexor. This is done by first defeating his seven generals. This is a difficult task and will require building your characters attributes and increasing his wealth and knowledge.

Along the way there will be a number of smaller missions and campaigns that can be performed to raise your character. Not all the lesser tasks are necessary and some may even be deadly, **so be prepared!**

2.1 *System Requirements for the*
IBM PC and Compatible machines

1 Meg RAM
VGA
160k Extended Memory
Hard Drive

Recommended:
386 or better processor
Sound Card(Adlib,Soundblaster)
Modem

2.2 *To install The Red Crystal do the following:*

1) type A: (Or other drive letter, containing disk)
2) then type "INSTALL"
3) follow the on screen instructions
4) after the installation is complete type "RC"

In future games, you will type: CD\REDCRY [ENTER]
                                                      RC[ENTER]

Not enough free memory : This message indicates that in order to install Red Crystal more disk space is needed.

Installation Error : This error indicates that there may be a problem with your installation disks. If this error occurs, call QQP's technical support hotline at (908) 788-2799 (from 9-5 EST Monday through Friday).

If You Still Have Problems
If you do have problems check your Config.sys for the following lines:

```
device=c:\emm386.exe 1024
files=60
buffers=30
```

If these parameters either don't exist or are lower try adjusting them.

Please have the following information handy when calling our technical support:
DOS version
Mouse Driver Version
What type of hardware you have
(Processor type,graphics type,etc...)
Any TSR's present
(Virus Checker,Screen Saver,Disk Cache...Etc.)

2.4 Omitting The Introduction Sequence

If you are tight on disk space you may decide not to install the introduction sequence. This will save a great deal of disk space and won't impair game play in any way. However, this will prevent you from viewing the visual introduction to the game.

If you install the introduction and wish to remove it after viewing it, type:

1) setup

2) then select Uninstall Introduction

This will remove the introduction from your hard disk.

2.5 Installing or Changing Your Sound Card
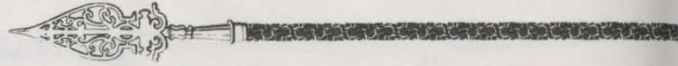
If you wish to select (or re-select) your sound Configuration type:

1) setup

2) select Sound Setup

3) choose the card(s) to play music and sound effects on (Midi indicates music and Digitized stands for sound effects).

Note: Most players will use one card to play both music and sound on but some users may wish to take advantage of multiple cards in their systems.
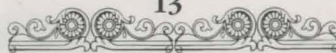
Option Screen

Press '1' thru '6' for option or select game options with the mouse and press the left mouse button.

Setup Screen

press '1' thru '3' for player/input options. Or select with the mouse and press the left mouse button.

Modem Screen

Press '1' to '2' for option or select with the mouse and press the left mouse button

Modem Setup

Press '1' thru '6' for option or select with the mouse and press the left mouse button

Hall Of Fame Screen

Press '1' thru '3' for option or select with the mouse and press the left mouse button

Generation Screen

At fire screen:
>Use arrows to select character press enter to choose

On character screen:
>Use keys for name
>Use arrows to select class and crest
>Use enter to choose

haracters in the Red Crystal System are defined by seven statistics: STRENGTH; INTELLI-GENCE; ABILITY; ARMOR; DAMAGE; STAMINA; and ZETOS. The sum of these attributes will greatly influence a character's overall performance. A single very high statistic does not guarantee an invincible character, a well-rounded character is needed. And remember to consider your character carefully and have a clear focus on what you want him/her to be capable of. Each class adjusts how high a particular statistic can be rolled.

4.1 Statistics

Strength:

Strength is used as a modifier to a character's damage when he attacks an opponent. This could be considered damage the character would do to his/her target from their "raw strength".
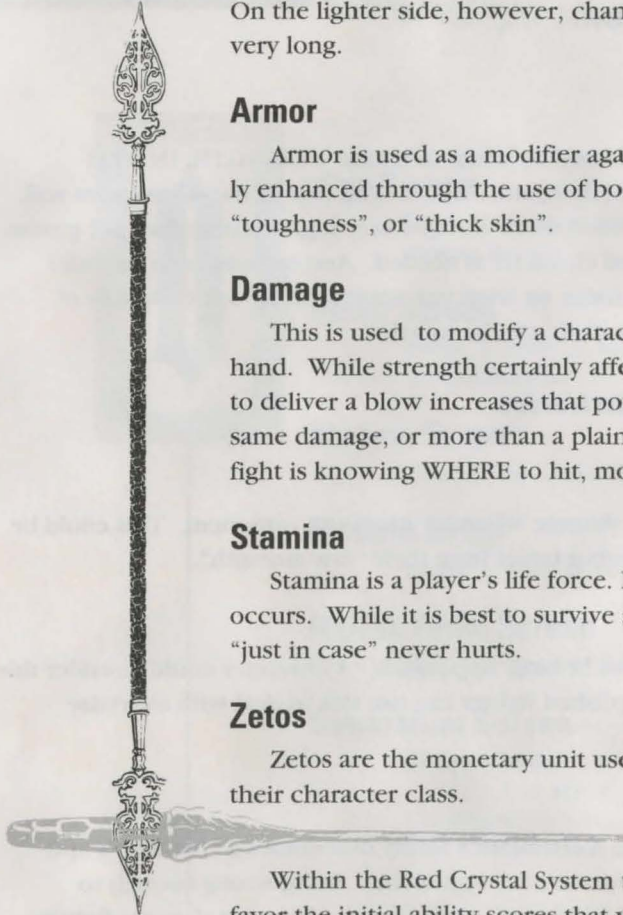
Intelligence

Intelligence is used when negotiating with, and bribing, opponents. A character could consider this his/her wit, or cleverness. Even the most accomplished fighter can use this to deal with everyday events.

Ability

Ability is one of the most important attributes. A character's ability determines a character's aptitude and perception of traps and whether.the player can hit opponents. Being strong enough to punch-out a camel does a character little good if he/she can never seem to hit what they are fighting.

On the lighter side, however, chances are that they would not survive to lament that short-coming for very long.

Armor

Armor is used as a modifier against damage inflicted on a character. This attribute may be artificially enhanced through the use of body armor. The attribute could also be thought of as a characters' "toughness", or "thick skin".

Damage

This is used to modify a character's potential to inflict damage either by weapon, spells, or by hand. While strength certainly affects how much damage a character can inflict, the technique used to deliver a blow increases that potential even further. This is what allow a "trained fighter" to do the same damage, or more than a plain brawler who is much stronger. Sometimes the trick to winning a fight is knowing WHERE to hit, more than how hard you can hit.

Stamina

Stamina is a player's life force. It determines how much damage a player may absorb before death occurs. While it is best to survive a blow by not being there when it hits, being able to take a few hits "just in case" never hurts.

Zetos

Zetos are the monetary unit used throughout Blackmoore. Each character receives Zetos based on their character class.

4.2 Character Classes

Within the Red Crystal System there are five character classes. These character classes allow you to favor the initial ability scores that your character is 'born' with.
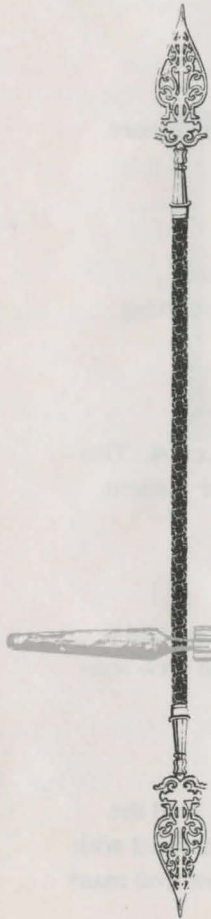
Barbarian

Barbarians are the strongest fighter's and basically a brute force character.

Knight

Knights are also good fighter's but more rounded (and less powerful) than barbarians.

Lord

Lords are former nobles from the empire prior to Lexor's reign. They are excellent negotiators and usually well-off financially. This character should be taken by the player who wants to do more bribing and less fighting.

Thief

Thieves are masters of traps and detection. They are satisfactory fighters.

Sorcerer

Sorcerers are the weakest initial characters but have the potential to be the strongest. Although all character classes may learn spells, only sorcerers can master them.

4.3 Crests

Characters all have links to the Ancient Empire in the form of a crest. A crest is similar to a coat of arms but is more a representative of birth place than lineage. The following is a brief description of each crest. During character creation you will be asked to choose the crest in which you want your character to belong. The family crest determines where in the kingdom you will start, but also how some of the characters react to you.

Skull

Little is known of the kingdom which once held this crest. Whispers of human sacrifice and

demonic worship surround the few myths still remaining.

Fist

This crest was the symbol used by powerful military states that flourished in central Blackmoore. Descendants of these states founded the present-day town of Trautner.

Lightning

The ancient kingdom which used the Lightning Crest specialized in delivering information between the various ancient kingdoms. Its messengers were legendary and the myths surrounding their hazardous missions still persist.

Chalice

During the Ancient Empire, the most powerful shipping and trading kingdom held this crest. This kingdom stretched along the entire western coast of Blackmoore and was the richest of the Ancient Kingdoms.

Eye

The loosely banded hunters of the southeast were known by the Eye Crest. These hunters had a weak tribal government and were content to hunt and track game in the rich forests of that area- leaving government to the organized kingdoms to the north and east.

Mouth

The eastern most kingdom, which bordered the barbaric states outside of Blackmoore, held the Mouth Crest. This crest represented the linguistic mastery the kingdom's populace had obtained with the various barbaric dialects spoken throughout the region. This ancient kingdom was destroyed many times by barbaric raids and was the weakest of the Ancient Kingdoms.
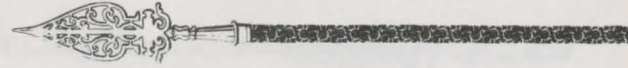
Before starting the game we suggest you read the overview of The Red Crystal System. It will provide essential information and details necessary to playing the game.

5.1 Option Screen

The initial selection screen in Red Crystal has six options:

1) Game Setup
2) Tale of The Crystal Wars
3) Create A Champion
4) Begin A Quest
5) Hall Of Fame
6) Quit The Game

The first option branches to the Setup Screen. This screen configures the game's controls and determines the number of players (see Setup Screen 3.0).

The second option plays an animated history of the current conflict. For a more in-depth history see the section entitled Blackmoore.

Option three jumps to Character Creation. It is necessary to generate a character or characters before beginning the game.

The fourth choice takes the player into the game. See Beginning A Game.

The fifth option allows players to review past glories. A complete explanation of scoring is in The Hall Of Fame.

5.1.1 Setup Screen

The Setup Screen gives the player the ability to customize each game. By modifying the current defaults a player may define the number of characters, each players' controller and whether a modem connection is necessary.

Only one player may use any given controller. Therefore, it is impossible for both players to use mice, keyboard or joysticks.

When modem is selected it is assumed player two's controller is defined on his system. Selecting Modem for a controller also makes it necessary for the player to define the modem's configuration (see Modem Play).

It is important to note that any options which are changed will only affect future games! A previously saved game that only has one player will not become a two player game if the option for players is changed to two.

The only feature necessary to define outside of the Red Crystal Program is your sound configuration (see Sound Installation 2.5).
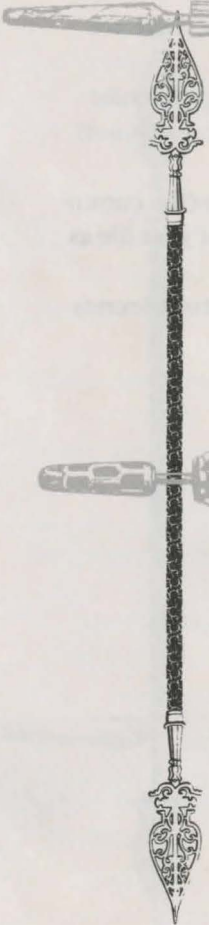
5.1.2 Hall Of Fame

In the event of your untimely death, or game completion, you may become part of Blackmoore's local legend or even one the greatest heroes Blackmoore has ever known.

There are two high score galleries: Legendary Heroes and Heroes of the Day. The Legendary Heroes are the best barbarian, knight, thief, lord, and sorcerer to ever walk Blackmoore.

Heroes of the Day are running totals of the best of each class at the moment. Scoring is based on a character's level at the time of his death.

Both galleries may be reset by the Erase Hall of Fame command.

5.2 Character Creation

Character Creation is the first step in beginning a new game. Initially, a player must select the face (or faces if two players are playing) for his or her champion. After a face is selected, the champion is ready to be created.

Start by typing a name and picking a character class (see Character Generation for more info). Next choose a crest and roll the character's statistics. These statistics may be rerolled until you are satisfied. To run through the various classes and crests use the left and right arrow to cycle through the choices.

After completing the character, accept him or go back and remake him (in the event you mis-entered any portion). Repeat these steps for Player Two's character (in a two player game).

The last step is to type a Save Game Name for this character. It is important to remember this name because when you begin a game you may need to select this Save Game.

Now you are ready to begin playing!

5.3 Beginning A Game

After creating a saved game, it's time to begin your adventure. Your crest will determine the area of Blackmoore where you begin.

During map movement, characters are represented by swords. The swords also indicate other parties or individuals traveling about Blackmoore. Once you enter a castle your character's true form is used. The different views are used to stress the difference in time and space between the two. Time will pass much quicker on the map surface (and within towns) than it does in castles.

After arriving in Blackmoore, characters may begin their journey. There are a number of towns (see Towns) and castles to explore but, be careful entering castles! Pay close attention to your character's impressions of castles. If your character feels uneasy it usually means this level is too tough for him. If your character is distressed at being in a certain castle, there is no shame in heading back the way you came. (This is where the red crystals can come in handy!) There is no correct order to entering a cas-

tle or town. It is generally a good idea to visit the town near a castle first. In these towns, there are shops which will equip adventurers, and villagers who may provide useful information.

Many villagers in towns are eager to help. A number of townspeople may even attempt to enlist your aid. Pursuing these quests is a good way to gain experience and collect rewards but watch out! Not everyone's intentions are good.

Some people will take advantage of you. If you're lucky, all you'll lose are a few Zetos (the currency of Blackmoore) but some exceptionally unscrupulous character's will try to rob you of your life as well.

For additional information on playing the game see Inventory, Encounters, Combat, Seven Secrets and Defeating an Overlord.

5.4 Game Controls

	Key	Mouse
Attack Selection Key		
Player one:	F1	Click on weapon
Player two:	F9	Click on weapon
Inventory		
Player one:	F2	Click on stats
Player two:	F10	Click on stats
Spell Book		
Player one:	F3	None
Player two:	F11	None
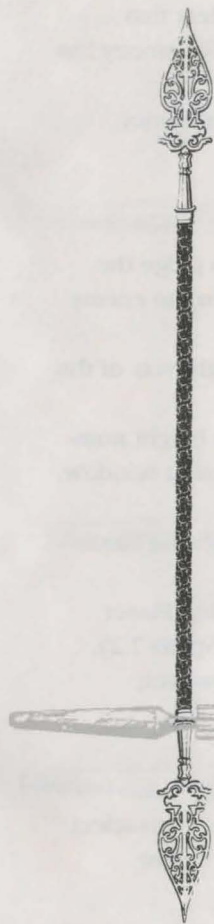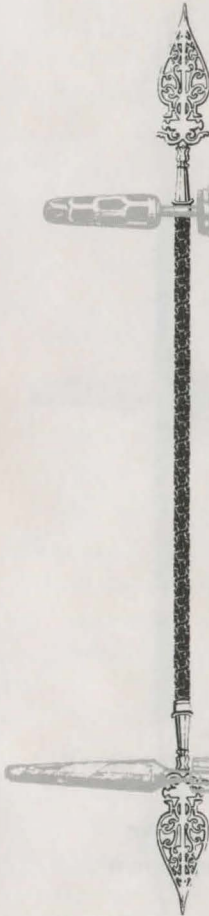
	Key	**Mouse**
Crystal Map		
Player one:	F4	Click on face
Player two:	F12	Click on face
Game Options	F5	None
List Selection		
up	8 (on keypad)	
select	5 (on keypad)	point & click
down	2 (on keypad)	
Movement		
	Keypad	Aim & click
Instigate Attack	3 (non-keypad)	
Combat		
Attack	5 (on keypad)	left button
Throw	Del	Right button
Health	1	
Attack Type	2	

5.5 Encounters

Throughout the course of The Red Crystal you will meet other groups and attackers. At that time it is necessary to determine a course of action.

You may either decide to bribe the opponent or jump right into battle. Bribing is an effective means of damage control and should be considered at all times. To bribe, simply use the up/down

keys to highlight the amount that you would like to try(bribes don't always work)then select that amount with the appropriate key. There are some opponents which don't have any use for money but there are many others who are easily turned by a few Zetos.

In the event that a bribe is made and it is lacking or made to a monster without use for money, combat will occur. In addition the bribe amount will be lost.

5.5.1 Combat

The Red Crystal is unique in its approach to combat. When attacking it is necessary to judge the height of your attacker and select an attack accordingly. The closer your attack height is to the enemy you're fighting, the more damage your character will do.

Attack heights will carry from battle to battle. Therefore, if the last opponent you fought was of the same type as your current foe, it is unnecessary to adjust your attack.

The attack height may be set by selecting the Player Combat Key and then choosing a height number. After an attack is selected, monitor the damage messages that appear below your combat window. If the damage amounts seem low try other attack heights.

It is possible to get a bar graph indication of all the combatants health. To do this select the Player Status Key. This will freeze combat so you can evaluate the results.

Spells are another important part of combat. A spell may be cast at any point by pressing Player Action Key and selecting Cast Spell. This will produce a list of combat-related spells (see Spells 7.2).

Some spells and certain weapons (see Weapons 5.5.1.5) can be used at a distance. However, weapons which are thrown may be difficult to retrieve.

5.5.1.1 Attack Types

All non-magical attacks are based on height. Therefore, prior to each battle it is necessary to select an attack type. Attack heights are set by choosing the Player Combat Key and choosing a height number on the keypad.

The keypad numbers correspond to the approximate height of the attacker. For example, if you are fighting a group of maggots a good choice for height would be 1, since maggots are about one foot in size.

It is important to note that attack types will carry from battle to battle and will only change when the player sets them. (see also Combat 5.5.1.5)

5.5.1.2 Throwing Weapons

There are two weapon types that may be thrown: axes and daggers. These weapons may be used to help keep distance between yourself and opponents but may be lost (at least until the end of combat) so be careful, discretion is advised.

There are also several spells which may be thrown. They are identical to throwing weapons in their use but leave no residual to pick up.

To throw a weapon or spell, arm yourself with the weapon and push the DEL key on the keypad. This will launch the attack. (see also Combat and Weapons)

5.5.1.3 Poison, Stunned and Frozen

Wizards are dangerous characters to mess with. Like player wizards, they can cast spells which cause harmful side-effects. Depending on your character's resistance and other factors, these spells' success may be minimized.

In the event you are incapacitated there is little hope. It will wear off or you may be able to cure it with a spell.

5.5.1.4 Weapons

There are five basic weapon classes: swords, axes, daggers, clubs and maces. Each class has strengths and weaknesses. Any weapon may used by any character, however, a character's abilities

may limit their effectiveness with a weapon class. The following is a description of standard, non-magical weapons.

	Range	Damage		Average Cost
	(feet)	(hit points)	(Zetos)	
Swords	10	4-8		80
Axes*	7	5-10		90
Daggers*	3	2-4		10
Maces	8	3-6		50
Clubs	10	3-4		20

* these weapons may also be thrown, but will do less damage

There a number of magical and unique weapons in addition to standard weapons which will exceed, and in some cases, fall short of these values. These statistics should only be used to provide a relative comparison, as a number of factors will determine a weapons overall effectiveness. Your level, statistics, and **the opponent** can all effect the weapon's damage and chances to hit a particular creature.

5.6 Inventory

A character may only keep thirty items at any time so it is very important to manage the things you carry, wisely. Similar items can generally be sold at a store or may be dropped (see Dropping Items 5.6.2). Picking up an item is not the same as using it! See (Using Items 5.6.1).

5.6.1 Using Items

To use an item or weapon, select the Player Action Key and select Use Weapon or Use Item. A list
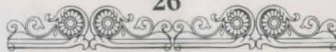
of weapons or items will appear. Depending on the character using the item, it may have no effect! Many times, items are not usable. Items such as artifacts and treasures are examples of this.

5.6.2 Dropping Items

At times it may be necessary to drop items. Any item, other than the weapon currently in use, may be dropped. Dropped items will leave a bag which may picked up for a period of time (after that time the item will be lost to other adventures, scavengers, etc...). Thus, do not leave a stash laying around for the evil orcs to find.

5.6.3 Scrolls

There are two types of scrolls found throughout Blackmoore: Spell Scrolls and Information Scrolls. Spell Scrolls are very valuable. They will allow characters to learn spells. Learning a spell from a scroll is much cheaper than paying a wizard in a temple to teach it.

To use a Spell Scroll, press the Player Action Key and select Use Item. Select the scroll and the a message explaining the spell you have learned will appear. From that point on, the spell is yours and you may use it for the rest of the adventure. Remember...anyone can use spells, but sorcerers use them the best.

The second type of scroll, the Information Scroll, is more varied. These scrolls take the form of old messages left by other adventurers or warnings left by adversaries. These scrolls will instantly appear when you go to collect them. Many contain warnings, but many more contain clues for completing the adventure.

5.7 Saving the Game

When you want to temporarily quit a game, simply press ESC. This will prompt you to save the game. Then, when you wish to continue your quest, select the same save game name.
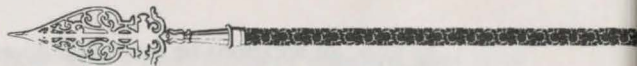
here are many classes and races of opponents which will be encountered in Blackmoore. Although there are exceptions, most characters you will meet fit the following groups. There are exceptions to these classes.

Assassins

Many of the generals, commission assassins to dispose of troublesome opponents. These assassins are made up of Blackmoore's most dangerous men. Most assassins are well versed with specific weapons and some even carry poison.

Druids

Like Lexor's sorcerers, the druids employed in his armies are fanatically loyal. Many worship him and Worm (see Generals (Prologue)) as gods. Unlike sorcerers, druids are not as deadly. They lack spells but may use magical weapons in addition to standard weapons.

Dwarves

There are a number of dwarf clans throughout Blackmoore. Prior to Lexor's rise, dwarves and humans co-existed- although humans definitely held the upper hand. After Lexor's rise many dwarf clans began to press human civilization in an effort to raise their stature. This strain has caused a rift between dwarves and humans in many areas.

Dwarves are courageous fighters, showing no mercy to their enemies. Most dwarves are, however,
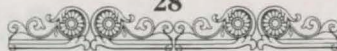
reasonable and may be persuaded by the right offer.

Giant ants

There are two species of ants: red and black. Both types are equally deadly. Ants use their iron-like mandibles to tear at attackers and break their bones. They scavenge alone and in groups.

Giant spiders

Spiders have a strong love of human flesh and seize any opportunity to get it. Some varieties are poisonous, but all are formidable.

Maggots

There are a number of varieties of maggots which differ in size and vitality. Few are very dangerous. It is believed that maggots never metamorphosize but simply grow throughout there lives.

Minotaurs

Another rare magical creation are minotaurs. These creatures usually work alone as guards or scouts. They were originally created during general zurnars reign and were instrumental in his overthrow. As a result there is a great deal of bad blood between the two. Never the less, many of lexor's other generals use minotaurs to guard key areas where stamina and vigilance is required.

Orbs

Orbs are a race completely apart from man. Their origins are said to be derived from a magical disaster in blackmoore's distant past.

Orbs are almost animal in intellect and generally hunt solely for food. They are unrelenting in their attacks but sometimes may be beaten to retreat. These fairly vicious creatures are not for those who have few hit points.
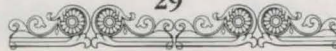
Reptilians

Reptilians are another formidable enemy of humans living in blackmoore. Their origin is unknown but it is rumored that they are the descendants of ancient dragons, now extinct. Reptilians usually have a minimal intellect.

Most reptilians work as mercenaries and soldiers for the various overlords. Reptilians are nearly as efficient as their undead counterparts and function without conscience.

Serpents

In the warmth of the ancient castles, serpents have sought refuge from the blazing sun and cold nights common in blackmoore. Serpents are ill-tempered and will attack anything close that moves.

Skeletons

Re-animated corpses and undead beings, frequent the castles, and to a lesser degree, the towns throughout blackmoore. Most are similar to humans in strength but are more difficult to intimidate and persuade.

Generally, undead characters have an unnatural loyalty to the entity who revived them and remain near the host's domain. There are some undead corpses, who because of strong wills, have gained their freedom. These characters are almost exclusively hostile, and many times, more dangerous than other living dead.

Soldiers

After lexor's rise to power, some soldiers switched sides. Most of these soldiers are either sinister and malicious or easily corruptible. In either case, they have been maintained by lexor as an interim force(although they are unaware of it) until he can replace them.

Sorcerers

One of the most dangerous groups employed by lexor and his generals are sorcerers. Practitioners of the dark arts, these wizards have waited long for lexor to return and have been his most ardent supporters.

Lexor's sorcerers range in ability but all are very deadly and cunning. Most are loyal and beyond temptation which makes their attacks even more difficult to evade.

Undead knights

Like their close cousins, the skeletons, undead knights are ferocious fighters with an unswerving loyalty to their masters. However, unlike skeletal beings, undead knights have been enhanced and made far superior to typical humans.

Undead knights are some of the most vicious and merciless fighters blackmoore has ever known and should be avoided at all costs.

Wolves

There are a large number of wild dogs and wolves which have been used to help control the influx of attackers and raiders who invade the seven castles. Most wolves are fearless attackers and may roam in packs.
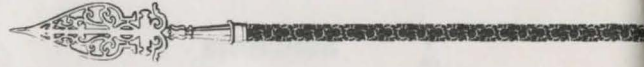
here are 32 spells within the Red Crystal System. Again, any character may learn spells but the effectiveness depends on their statistics. Although any class may use spells, only the Sorcerer Character Class may master them.

Characters with a very poor magical ability will have trouble casting spells and performing spells effectively. Sorcerers must undergo a minimal training before becoming practicing sorcerers and, hence, understand how to invoke and control spells. You can acquire new spells by finding scrolls or through the teachings of mages.

7.1 Using Spells

In order to cast a spell, press the Player Action Key and select Spells. This will bring up a list of spells you know. The list will change depending on whether you are in combat mode or not.

Remember that poor spell casters may have a tough time casting a spell even though they know it. Also remember that casting a spell may tire your character. Be careful to use spells wisely.

7.2 List of Spells

Armor

Type: Defend spell
Produces an invisible covering around the caster which is stronger than a dome.
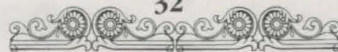
Aware

Type: Physical spell
Temporarily increases the caster's ability to detect secret passages.

Banish

Type: Special group attack
Exiles one or more foes. Banished enemies will permanently leave a battle.

Blast

Type: Attack spell
Very much like the fireball spell, Blast fireballs are stronger than Burn, and Fireball spells.

Blind

Type: Special group attack
Causes a group of foes to lose their sight.

Burn

Type: Attack spell
Similar to Fireball, Burn allows the user to throw fireballs (which are more damaging) at oppo
nents.

Charm

Type: Physical spell
Temporarily increases the caster's charisma and makes negotiating much easier.

Crystal

Type: Physical spell

Simulates the use of a red crystal. It temporarily gives the user a complete knowledge of an area.

Cure

Type: Health spell

Cure will remove any poison or other harmful state but will not reduce damage.

Decimate

Type: Attack spell

The most powerful attack spell, Decimate unleashes pure, kinetic blasts.

Detect

Type: Augment spell

Allows the caster to uncover any secret passages in an area.

Door

Type: Physical spell

Produces an opening in an otherwise sealed wall.

Dome

Type: Defend spell

Creates an encompassing field that is roughly equivalent to plate armor.

Fear

Type: Special group attack
Like Banish, Fear repels enemies but is much more effective.

Fireball

Type: Attack spell
Low power attack spell. After this spell has been cast, the caster has the ability to throw fireballs at an opponent.

Freeze

Type: Group attack
Causes a group of attackers to be frozen for a period of time based on their resistance.

Heal Critical

Type: Health spell
After this spell is performed, most damage is cured and, on occasion, poisoning may be cured.

Heal Light

Type: Health spell
This spell will reduce light damage.

Intangibility

Type: Talent spell
After preparing this spell, the user is able to pass through inanimate objects. Such as a wall.

Invisibility

Type: Talent spell

Makes a character nearly invisible to opponents. In close situations, sound and scent may give him away, though.

Invulnerability

Type: Talent spell

Allows the caster to absorb damage without any side effects.

Poison

Type: Group attack

Poisons one or more attackers. This poison is diminutive but may wear off.

Protect

Type: Defend spell

Protect is the strongest defense spell. It actually repels attacks.

Scorch

Type: Attack spell

Scorch gives the caster an infinite number of plasma blasts.

Shield

Type: Defend spell

Casts a temporary energy shield around the caster.
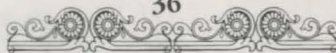
Soul Steal

Type: Special group attack

Soul Steal removes one opponent from this plane of existence.

Stone

Type: Group attack

Turns one or more attackers to stone. Depending on the opponent's resistance, this spell may wear off or have no effect at all.

Stun

Type: Group attack

Temporarily stuns a group of opponents.

Teleport

Type: Defend spell

Teleport allows the caster to move to random spots during combat. It is especially effective in relocating the caster when surrounded.

Transport

Type: Talent spell

This is a volatile spell that should only be used in extreme situations.

Transport will teleport a character to a random location. There is no way to direct its outcome.

Wall

Type: Physical spell

Wall enables the caster to seal an open area.

Weaken

Type: Special group attack

Weaken absorbs a group's energy. Weaken is an effective way to lower a large group's collective power.

n modern day Blackmoore, there are ten towns. Seven of these towns are connected to the Seven Kingdoms held by Lexor's generals. The remaining three towns are independent.

All towns in Blackmoore are owned but may be purchased for a price. The price generally depends the size of the town, its population and your bargaining ability.

The advantage of owning a town is the revenue a town can generate. Taxes are payable every thirty days and are set by the owner. There is a correlation between the tax level, the town's area and its population. Taxes should be monitored and adjusted to account for fluctuations in population.

8.1 Buying A Town

The first step in purchasing a town is to go to the town you wish to buy. After arriving in the town, go to the courthouse building. Here you will be able to make an offer by speaking to the owner.

If a price is agreed on the owner will give you the deed. The next step is to set the tax level. Pay careful attention to the population, mood and area of your town. A small town will usually grow and shrink at a more rapid pace than a large one.

After setting the taxes you must wait thirty days to collect your first tribute. Time may be checked at any time using the Time Key([T]).

An easier way to determine when taxes are due is to use the Player Action Key and select messenger. This will cost you one red crystal but is well worth the price. The messenger will give you a list of all towns in Blackmoore and when taxes are due. This is especially helpful when you own more than one town.

The revenue a town produces is directly proportional to its population. For every household in a village, taxes are paid. This makes large towns, cash cows, when well managed.

In the event a player dies, the village will elect a new mayor who will assume the town's interests.
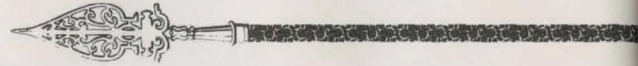
ed Crystal supports two types of modem play: null modem and standard modem play. The difference is how the connection between computers is made. Null Modem indicates a direct connection is made using a cable to link the computers. The alternative is to call a remote (waiting) computer using a modem. Regardless of the type, both work about the same.

To initialize a game for modem play, go to the Setup Screen (option '1' from the Option Screen). Next select Two Players. Next, pick Modem for player two's controls. Make any adjustments to your own controls that you wish to make, then press Esc to exit.

Usually this would take you back to the Option Screen, but when Modem is selected you will go to a Modem Screen. On the Modem Screen, the first thing you will need to do is Setup Modem. You and the other player will need to agree on the parameters : Baud Rate, Parity, Length and Stop Bits or set the connection type to direct. After setting the necessary parameters press Esc.

Back at the Modem Screen, select Remote or Host depending on whether you are the dialing computer or the receiving computer.

You are now ready to play. Either generate a new saved game or use an existing one. When you select Begin A Quest (option '4' on the Option Screen), the connection phase begins. If you are the calling computer you will be prompted at this point for a phone number.

Both host and remote will attempt to connect. If this process is successful, you will be notified and the game will begin. Otherwise the computers will continue retrying until the connection is made or you abort the process. In the event of an error, recheck the settings at the Modem Screen.

When you quit the game the connection will be severed (i.e. both computers hang-up or cease to communicate).
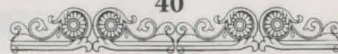
How Does Modem Play Work?

Because it would be prohibitive to convey all the information necessary to maintain one world, modem play is more like the intersection of two nearly identical worlds. The worlds basically evolve apart from one another and the only overlap between the two are the two players.

It is possible to work together or to fight each other. Items may even be exchanged. However, castles and towns are separate entities between the two. Player one may defeat Kang on his world while Kang still exists in player two's. At the same time, player one may help player two fight Kang and vice versus. Confusing isn't it? Obviously this isn't the way modem play would work in a perfect world (no pun intended.) **But until phone lines are faster it'll have to do**.

One nice thing about this type of modem play is that both players may use any one player saved games they have. This way it's possible to have a second player 'join in' after already starting.

This also opens the door for some interesting player vs. player fighting. Each player may equip and build up characters prior to modem play and then fight it out later. Players may also create duplicates of unique items. By exchanging items, players may actually exploit modem play. The possibilities are left to your imagination.
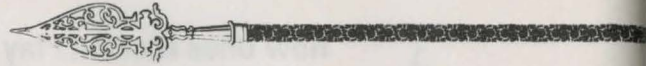
Seeing yourself as your character is key to fully experiencing the power of this game. Consider how you want to "role-play". Then think of which character class you can relate best to; Fighter, thief, magic-user...

A balanced character tends to fare better than a character with one or two high attributes. So roll wisely when creating your character.

Remember that you have minimal resources when the game begins. Avoiding major conflicts until you are better equipped to handle them, holds no shame. **AND** it may mean the difference between a long-lived character, and the need to revive one.

Most of your beginning adventures should be centered around getting familiar with the surrounding areas, castles, and towns of Blackmoore. The game will lead you all over the map. So you might want to know where your headed to help prepare yourself.

If your running low on Stamina Points, your local town oracle (Red bottle-like building) should be able to help you. In the meantime, maybe you should consider parting with some of those Zetos that you've been hoarding...

Opponents come in all shapes and sizes. Remember this when you choose a height to fight them at. Swinging at ground-level will do little against an Orb flying over your head.
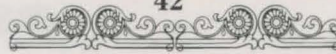
If you battle one of Lexor's generals, and win, remember to grab his secret and GET OUT FAST! Or you'll be doing the "death-burial-reincarnation thing" more often than necessary.

Not all encounters will lead to combat. In fact, some of the people and creatures you encounter will be informative. So don't try to kill everything that moves.

Hidden passageways and treasures may be all around you. So search everywhere for them. Luck helps, but don't rely too heavily on it.
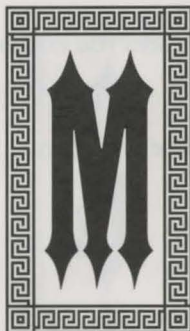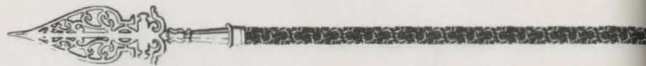
Movement Keypad Controls

8........Up
9........Upper-right diagonal
6.......Right
3........Lower-right diagonal
2.......Down
1........Lower-left diagonal
4.......Left
7........Upper-left diagonal

Action Keys

5........Attack/cast spell
Del......Throw weapon
F........Initiate attack
1........Health display

Attack height

Hold down the 2 key (Non-keypad) and
on keypad, press...

PLAYER #1

7 thru 9................High attack
4 thru 6................Medium attack
1 thru 3................Low attack

PLAYER #2

Q thru E (Top row)   High attack
A thru D (Middle row)   Medium attack
Z thru C (Bottom row) Low attack

Player action key

Player one:.............F1
Player two:............F9

Inventory

Player one:.............F2
Player two:............F10
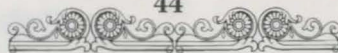
Spell Book

    Player one:.............F3

    Player two:............F11

Map view

    Player one:.............F4

    Player two:.............F12

Game options

    ....F5

List selection

    Up.........................8 on keypad

    Selec ....5 on keypad

    Down ....2 on keypad
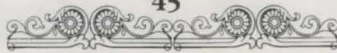
12.0 Credits

Design: Charles Griffith, Bruce Williams Z. and Steve J. Cohen

Programming: Charles Griffith

Game Art: Marcus Fisher and Team X

Intro: Art:Harold Moss

Cover Art:Earl Norem

Sound: Sam Powell

Quality Assurance: Steve J. Cohen

Technical Support: Steve J. Cohen, Ken Norris

Manual Editors: Ken Norris, Pete Alexander

Testing: Ken Norris, Bruce Zaccagnino, Pete Alexander, Steve J. Cohen, Paul McCarl, JamesHenn, Jeff Peters, Joe Barnes and John

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Additional Thanks: To the many people who contributed but must remain nameless. Masekawa
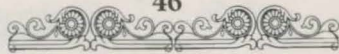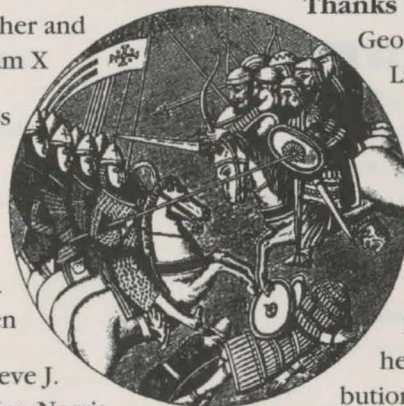
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Quantum Quality Productions, Inc.
1046 River Avenue
Flemington, NJ 08822
Phone 908-788-2799