

Warriors of RAS™

23/1/5/6



Volume II
KATV™

KAIV

By Randall Don Masteller
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Opening music (C-64) by Steven Baumrucker.

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LOADING INSTRUCTIONS:

Commodore 64: To load Kaiv on the Commodore 64 diskette, place the disk with the Commodore 64 label (blue) facing up in your 1541 disk drive. Turn on the computer, and when READY appears on the screen, type the following:

LOAD "KAIV",8 (Press RETURN key)

After a few seconds, READY will appear again. Type:
RUN (RETURN). The program will take 3-4 minutes to load. A title screen will be drawn and music will play, then the first screen of the game will appear.

To load Kaiv from tape on the Commodore 64, place the tape with the Commodore 64 label facing up in the tape recorder and turn on the computer. When READY appears, type LOAD. The computer will instruct you to press PLAY on the recorder. After a few seconds, FOUND will appear on the screen and the tape will load. Loading the complete program takes about 10 minutes. When the recorder stops and READY appears again, type the following just as it appears:

SYS12288 and press the RETURN key.

Be sure to remove the Kaiv tape from the recorder and place a blank storage cassette in the recorder on which to save your games.

Atari: To load Kaiv from disk on the Atari, turn on the first disk drive and insert the disk, Atari label (purple) facing up. Turn on the computer. The disk will load, show the title screen, and finally reach the first screen of Kaiv automatically.

To load Kaiv from tape, place the tape, Atari label facing up, in the tape recorder. Be sure to remove all cartridges from the computer slots. While holding down the START key, turn on the computer. After the tone, hit RETURN. The tape will load and run automatically. Be sure to remove the Kaiv tape from the recorder and place a blank storage cassette in the recorder on which to save your games.

Apple: To load Kaiv from disk on the Apple, turn on the first disk drive and insert the disk, Apple label (red) facing up. Turn on the computer. The disk will load, show the title screen and LOADING. When the loading message disappears, hit any key to begin the game.

SAVING AND LOADING GAMES (Atari and Commodore 64):

Diskette versions: To save a game in progress, type the command SAVE. You will be asked if you want to save the game (G) or the character alone (C). The computer will display a menu for saving 5 games or 5 characters. To save, designate a number (1-5) where you want to save, and a name to remind yourself of what you saved. When saving is complete, you will be returned to the game where you left off.

Cassette versions: To save a game in progress, type the command SAVE. You will be asked if you want to save the game (G) or the character alone (C). You will be instructed to prepare a cassette and hit RETURN when ready. Be sure to use a blank cassette tape, not the Kaiv game tape! Place the blank tape in the recorder, advance it past the leader to the actual tape, and press the PLAY and RECORD buttons. Then press RETURN on the keyboard and the game or character will be saved. Be sure to label your tapes! When saving is complete, you will be returned to the game where you left off.

RESTORING PREVIOUS CHARACTERS (all versions):

The SAVE feature of the Warriors of RAS games allows the player not only to save a game in progress, but to save only the character he or she has created, at any point during play. This character can then be loaded into a new game (such as a new Kaiv layout), or transferred to play in another of the Warrior of RAS games, such as Wylde or Ziggurat. A SAVED character from another Warrior of RAS game can be loaded into Kaiv in the following manner:

Boot up Kaiv as instructed for your computer system. Respond N (no) when asked if you wish to restore a game. Replace the Kaiv disk with the game disk containing the desired character. For tape versions, insert the tape with the stored character in the recorder. Answer Y (yes) when asked if you wish to restore a character.

The character will be loaded automatically, and a new Kaiv created for him or her to play in.

IMPORTANT: Kaiv is a fantasy role-playing game with graphics, written for the Apple, Atari and Commodore 64 computers by Randall Don Masteller. Certain parts of the game require quick reflexes, but there are no time limits for finishing. Using the SAVE command, players can save games in progress to play later.

Though it is a fantasy role-playing game, Kaiv requires no experience with such games. In keeping with its spirit, however, this manual will refer to your computer screen as an echoing voice, to which mystical commands are given and received. To "command the voice", simply type the commands on your computer's keyboard, as the computer asks for "INSTRUCTIONS".

PROLOGUE

Doserror, Lord of Ras, looked up from his chessboard at the commotion outside his door. A footman of the imperial guard rushed in and kneeled, out of breath, in front of the throne.

"Sire! He's back! He's back!" The messenger said.

"Who is back?" Doserror asked.

"Grimsweord the Warrior has returned from his quest into the Ancient Lands!"

"Indeed? He was my greatest warrior. Send him in."

Doserror did not see Grimsweord at first as the attendants led him into the room. But he saw the crowd around the throneroom door draw back in horror. The ragged and lame wanderer who stumbled to his knees before the throne little resembled the massive warrior who had strode from the hall to begin his quest two years before. But though his face was gaunt and scarred, and his eyes stared blindly at nothing, it was the face of Grimsweord.

"Grimsweord, what has happened?" Doserror said.

"I have been to the Kaiv, my lord. I have ventured into its heart," Grimsweord said.

"It exists, then! The legends do not lie," Doserror said, standing up and signalling his servants for food.

"Come, tell me your tale!"

THE TALE OF THE KAIV

"I found it by sheerest chance, my lord, stumbling into a cleft in the hills to escape the cold and storm outside," Grimsweord said. "Entering its mouth, I found a torchlit tunnel leading back under the mountain. I reached a massive door, twice as tall and wide as this hall. I pounded on it with the hilt of my sword. I felt a strange sensation. A voice within my mind told me that I had indeed found the Kaiv, though it made it seem as if it were some fell game. As the doors swung back smoothly on massive hinges, I heard the voice ask:

DO YOU WISH TO PLAY A SAVED GAME?

As I had never entered the Kaiv before, I said (N)o. It then asked,

DO YOU WISH TO PLAY A SAVED CHARACTER?

Again I said (N)o.

OUTFITTING FOR THE KAIV

"The voice then asked me if I wanted to (E)nter, (S)tash, (R)etrieve, (Q)uit, or (B)uy supplies for my quest. Simply the first letter of the word was enough to command it. As my journey had been long and my pack lost in an avalanche on the mountainside two days before, I said I needed to buy supplies.

"I heard a massive rumbling, and the wall on one side of me opened to reveal a vast store of weapons, food, armor, and other implements. A strange, gnarled man holding a torch was within and laughed a weird, cackling laugh as he saw me. He picked up a stone from the floor and hurled it at me. It missed, and I drew my sword to strike him down, but he cried out:

"Wait! If you would enter the Kaiv, you must deal with me," he said. "I am the keeper of the storeroom."

"Verily, I will deal with you!" I said. "I will kill you and take what I will."

"Then you will have no where to take it," he said, and the wall rumbled and shut, trapping me in the room. "Only I can free the stores from the stone," he said. "You must pay my price, for you cannot get new supplies inside the Kaiv -- you can only replenish your supplies here."

"Loth I was, but there was naught else to do. I pulled out my treasure pouch; it was rather thin, as I had been forced to spend all but my last 2000 silver coins. (Adventurers who have brought their characters in from other games will find they have all their previously collected treasure with them.) "What do I need in the Kaiv?" I said.

"Buy what you will," he said, "but have I got a deal for you!" He pointed to a great sword frozen in the stone. "This is a magic sword, and can strike with awful force against your foes. It's yours for a mere 3000 silver pieces." When I said I had not enough money, he showed me what he called a "standard pack", which I took after speaking the mystic word "e" and paying him 1800 silver pieces. The pack included one suit of chain mail armor, three ordinary swords, 10 torches, 15 meals worth of food and water, a cross, a flint and steel, three ropes, two dirks, a pick, and a mirror.

"He also informed me that the remainder of my treasure could be safely stored here for me, if I used the (S)tash command. It would be held in safe-keeping until I emerged from the Kaiv, and used the (R)etrieve command. 'Why would I entrust what little I have left to such a thieving scoundrel as you?' I asked him. He ignored the insult and answered, 'Every pound you carry slows you down in the Kaiv. You will have enough troubles without the extra weight.'

"I turned away from him with a sneer, and heaved my pack to my shoulders. As my back bowed with the weight, I found myself believing his words. I entered the command (S)tash, and was asked how much I wished to store. I answered with 200, all my remaining wealth. The pack felt slightly lighter. (This is important for characters entering from other games with great wealth. Too much treasure can prevent you from moving at all!)

"Wait. You will need this too.' He offered me a rolled parchment. 'It is a map of the Kaiv.'

"I unrolled it. 'Do you jest with me?' I said. 'There is nothing on it!'

"There will be,' he said.

THE OBJECT OF THE QUEST

"What will I find in the Kaiv?' I asked the keeper. 'I have heard tale of great treasure.'

"Death! You will find death!' he said. 'But yes, there is a great treasure in the Kaiv's farthest reaches. No one knows what it is. And there is lesser treasure strewn about along the tunnel floors. But some, it is said, enter the Kaiv merely for the challenge, the thrill of testing their skill against its traps and fearsome denizens. And one clue: ask for Help, Facts or Inventory if you need help. Now, it is time for you to go!' He raised his hand and there was a bright flash.

"I found myself at the doors to the Kaiv again. This time, I answered that I wished to (E)nter. I lit a torch and strode forward through the open doors and into the darkness.



MOVING WITHIN THE KAIV

"Once inside, I found that I could not move as before. The voice in my head said:

INSTRUCTIONS:

I found that by stating my intended action, direction, and number of steps I wished to take, such as

MOVE EAST 2 (return)

I could move wherever I wished. I strode forward two steps into the darkness.

"To correct mistakes I made in my commands to the crystal globe, I invoked the mystical symbol <INST DEL> (Commodore 64), DELETE BACK SP (Atari) or ← (Apple) and repeated my command correctly.

THE MAP

"It was dark in the tunnel. My torch gave out a weak glow, but only enough for me to see one step in any direction. I looked down at the map, which I had pinned to my arm. It was no longer blank. It now depicted the section of the Kaiv in which I had been. I could also see where the light from my torch had illuminated the ragged walls on either side of me. It was a magic map!

"Feeling more confident, I began to run forward, taking five steps. Suddenly a wall loomed up in front of me. I could not stop! I slammed into it full tilt, and fell back, bruised and scraped. It is difficult to avoid the walls in such a darkness. Thereafter I was more careful -- a man's body can only take so much battering before it weakens.

"I also found that if I only wished to take one step, I could use the arrow keys for the direction I chose. I did not always use these, though, for it seemed to increase my chances of finding monsters.

FETCHING AND WEARING ARMOR

"My armor! I had forgotten to wear it. Not only had the wall hurt me, but I was easy prey to any foe that should happen along. I said

FETCH ARMOR (return)

I retrieved my armor, and donned it with the command

WEAR ARMOR (return)

THE FIRST CLUE

"Recalling the keeper's words, I decided to try his list of helpful clues, before I ventured too far into the unknown. My first command was:

FACTS (Return)

Those who do so upon first entering the Kaiv (with a standard pack) will see the following:

FACT SHEET

LEVEL	1
EXPERIENCE	0
MOVEMENT	8
ATTACK VALUE	1
DEFENSE VALUE	0
FIGHT VALUE	1
TREASURE	0
TOTAL DEFENSE	5
ARMOR DEFENSE	0

After fetching the sword and armor, the values concerning with battle and defense will increase accordingly. Movement, I found, decreased with the weight of the objects I carried, and increased as I became a higher Level warrior.

There was also a list of vital spots:

AREA	PROTECTION	BODY DEFENSE
HEAD	4	1
CHEST	4	4
ABDOMEN	4	3
RIGHT ARM	4	1
LEFT ARM	4	1
RIGHT LEG	4	2
LEFT LEG	4	2
NECK	4	1

(Protection applies when armor is worn. Without armor, protection is 0 in all areas.) The numbers change as your quest progresses, depending on how you fare. A blow to one of these spots that is greater than the armor protection will be absorbed by your body. If the blow is more than your body can withstand, it will kill you. Beware lest your defenses fall too low!

ATTACK OF THE WOLF

"Before I could do anything else, I heard a terrible howling. It filled the darkness around me, confusing my mind. Then I saw it in the torchlight: gaunt and grey, with eyes that flickered in the torch's fire. The voice in my head said:

YOU HAVE ENCOUNTERED ONE WOLF
YOUR ACTION?

"I had a sickening moment as I realized that my sword was in my pack too. I was defenseless. My only hope was to hide in one of the corners of the tunnel. I said:

HIDE (return)

But the voice said:

SORRY! YOU WERE SEEN
THE WOLF IS GOING FOR THE NECK

It leaped at me, but I ducked and spun away. I had to fight. So I said:

FETCH SWORD (return)

The wolf slashed at my chest as I drew the sword from the pack, but its teeth could not penetrate the chain mail. It hurt, nevertheless. The voice said:

THE WOLF HIT YOUR CHEST FOR 2 POINTS OF DAMAGE
THAT AREA IS PROTECTED FOR TWO
YOUR ACTION?

I responded:

HIT HEAD

and made a quick downward stroke with the sword that split the wolf's skull. It died instantly. I had won my first battle.

INVENTORY AND HELP

"I felt a strange power surge over me. I felt stronger and faster. The weight of my pack seemed lessened. What had happened? Then echoing voice spoke again:

YOU HAVE MADE A NEW LEVEL

What was this? There was so much I did not understand!
Not knowing what else to do, I again asked for:

FACTS (return)

The chart informed me that I was now a Level 2 warrior,
and that my abilities, as represented by the various
numbers, had increased slightly. Determined to learn more
before another surprise attack, I retreated into a dark
corner of the tunnel and tried the next clue:

HELP (return)

The echoing voice was there again, explaining all the
various commands at my disposal. These were:

<u>COMMAND</u>	<u>C-64</u>	<u>ATARI/APPLE</u>
AIM	A	A
BACKGROUND	f8	*
BRIBE	K	K
CLIMB	C	C
COLOR	f7	*
DISUSE	V	V
DRINK	D	D
DROP	B	B
EAT	E	E
EXTINGUISH	Y	Y
FACTS	f1	ESC
FETCH	F	F
FOOTSTEPS		
FORCE	X	X
GET	G	G
HELP	f3	Q
HIDE	N	N
HIT	H	H
INVENTORY	f4	@
LIGHT	L	L
MOVE	M	M
PICK	P	P
QUIT		
REMOVE	O	O
RUN	R	R
SAVE		
SOUND		
STORE	S	S
SWAP	J	J
USE	U	U
WEAR	W	W

(For Commodore 64, f3 denotes function key f3 and so on.
* under Apple/Atari indicates that this command does not
exist. Blank spaces mean no abbreviation exists, the
whole word must be typed in for these commands.)

Next, it pointed out my choice of targets on monsters:

LEFT-LEG	LL	HEAD	H
RIGHT-LEG	RL	CHEST	C
RIGHT-ARM	RA	NECK	N
LEFT-ARM	LA	BODY	B
LEFT-FORELEG	LF	ABDOMEN	A
RIGHT-FORELEG	RF		
LEFT-HINDLEG	LH		
RIGHT-HINDLEG	RH		

"Finally, I tried the command:

INVENTORY (return)

My response was a list of all the items I possessed.
Those I carried (my torch and my sword) were listed, and
which hand I carried them in was also shown, (l) for the
left hand, (r) for the right. My armor was followed by
(w), showing that I was wearing it.

FINDING A WAND

"Infused with new strength and new knowledge, I
ventured deeper into the Kaiv, being careful not to run
into its jagged walls. Suddenly, the strange voice in my
mind said:

THERE IS SOMETHING ON THE GROUND
IT IS A W/FIRE

I stopped and looked, and saw a faint glow in the
darkness. I issued the command:

GET

The voice responded OK! I felt my pack grow heavier. I
then commanded:

INVENTORY

Now in my pack was the object I had found. It was a magic
wand, a wand of fire.

THE MYSTICAL COMMANDS

"In the hours that followed I wandered many dark
tunnels and fought many battles. Sometimes my foes were
alone, sometimes there were many of them. I shall not
recount the battles, but perhaps it is best that I tell
you some of what I learned.

"In most cases, the voice will understand shortened, or abbreviated commands of a single character. Those are given in response to the HELP command, and I have already listed them for you. Here follow the mystic invocations:

AIM: This command allows you to take careful aim. Using it, you are more likely to hit your target, whether it is an easy one such as the chest or a difficult one such as the neck. But you forfeit one of your blows to take the time to aim, and your opponent may get a free swing at you.

BACKGROUND: (Commodore 64 only): Giving this command changes the background color of the map's display.

BRIBE: Some of your foes are greedy, and can be bribed into letting you pass. You must decide how much of your treasure points you will sacrifice. Your foe may not accept it. You must, however, know in advance how much treasure you have, as there is no time to check your pouch once you have offered the bribe.

CLIMB: If you encounter a cliff, it will be marked on the map. Stepping off one can hurt you severely. You can, however, climb cliffs. The better a warrior you are, the better your chances of a successful climb. Having a rope helps even more, but you will leave it behind if you use it.

COLOR (Commodore 64 only): Changes the color of the letters on the map.

DISUSE: Stops the effect of the USE command (see below).

DRINK: Used to drink water, when you get thirsty, or potions, if you decide to try their effects.

DROP: Used to drop items on the floor of the Kaiv. If you wish to reclaim them, you must remember where you dropped them, for the map will not mark them. If you drop your armor or shield, you will never find it!

EAT: Used to eat food when you are hungry. Eating and drinking are vital, and damage will result if the body is ignored.

EXTINGUISH: Puts out a lighted torch. If you wish to temporarily store a torch in your pack, you must extinguish it first!

FACTS: As I have said, this command can show you your progress and vulnerabilities.

FETCH: Transfers the item you name from your pack to your hand. If both hands are full, you will be told, and you must store one of the objects you carry before you can fetch another.

FOOTSTEPS: If the sound of your footsteps in the Kaiv bothers you, use this command.

FORCE: If you employ this command, your blows land with many times their normal force, and will often defeat powerful monsters. However, you are more likely to miss your target if you swing with force.

GET: Used to pick up items from the floor of the Kaiv. Saying GET alone will pick up the first item found. If there are several items there, it will take several GET commands to get them all. GET can also be used with an object name, such as GET SWORD. The GET command puts the item in your pack, and you must FETCH it to use it.

HELP: The voice lists all of your options.

HIDE: You may hide from your foes. If you hide well, they may pass you by. If you were seen, though, your foe gets the first blow in.

HIT: This is your basic fighting command. You may hit any of the targets your foe presents, but you cannot simply HIT without specifying a target. Different creatures have different targets; a skeleton does not have forelegs! You may miss. Your sword may break.

INVENTORY: The voice will list all the items you carry. Items worn or carried in the hands are indicated, and magical items are marked if they are in effect.

LIGHT: Sometimes your torch is blown out by the winds of the Kaiv. And no torch lasts forever. If it is blown out, you can relight it, if you have a flint and steel. If your torch goes out, the burned out torch is automatically discarded, and you must fetch another from your pack, and then LIGHT TORCH.

MOVE: The basic movement command, used with a direction and a number of steps.

PICK: If you have a pick in your possession, you can fetch it and use it to pick out walls. This can save you in the event of a cave-in, or simply make a path where there was none before. You must fetch the pick, and indicate a direction, such as PICK NORTH.

QUIT: Should you wish to end your quest, use this command. Your newly gained skills and the map of the Kaiv you have explored will be lost forever, unless you **SAVE** it.

REMOVE: Takes off items that are worn, such as armor and rings, and stores them in the pack. **REMOVE RING OF FIRE.**

RUN: If you feel that your foe is beyond your measure -- perhaps your sword is broken and your wand is powerless -- you can sometimes run away. Your foe gets a free blow at you as you retreat. You may not be able to run, either. In that case you must try the command again and again, possibly suffering severe wounds, before you get away. The way is not easy for the cowardly.

SAVE: This command creates a parallel universe that can duplicate exactly all that is in the Kaiv at the time you invoke it. If you choose to **SAVE A GAME**, it copies everything, and asks you to designate the copy with a number and name. You may later re-enter the same Kaiv and put yourself back in the game where you left off by answering (Y)es when asked if you want to play a saved game. Similarly, choosing to **SAVE A CHARACTER** lets you preserve an exact copy of yourself in that parallel universe -- with all your acquired skill and power intact. You may then assume this identity in other quests in the Kaiv, or other perilous ventures in the Dunzhin, Wylde, or Ziggurat of Ras.

SOUND: Turns off all sound effects in the Kaiv.

STORE: Places the object you name in your pack. **STORE SWORD.**

SWAP: Exchanges the contents of the right and left hands.

USE: Activates magic rings and wands. See the description of magical items.

WEAR: Puts armor on the body and rings on the fingers.

SPEED: (Commodore 64) After you have explored the Kaiv for a while, you may find the messages take too long, and you grow impatient. **SPEED** decreases the delay in the messages.

THE MAGICAL ITEMS

"As I explored the Kaiv, I found many magical items. Some I found useful, and some seemed reluctant to work their magic in my favor, and some I feared to try at all. I believe every adventurer will have to try the magic for himself. But I did learn these things:

RINGS: Magic rings must be worn on the finger. Even so, they do not work until the **USE** command is given. Some rings, like the ring of fireball, only work once. Others continue until the magic gives out, or you **DISUSE** them.

WANDS: Magic wands are all offensive weapons. To use them, they must be fetched from the pack and then **USED**. Each creature has a chance of evading the spells. There is no predicting their effect. Some wands can also be used on inanimate objects, like walls.

POTIONS: Potions must be drunk to take effect. Each one has a certain time for which it is effective. You are not permitted to drink a second potion before the first one has finished.

"All the magic items could be indicated with their full name, or with several abbreviations. **WAND OF FIRE** can be abbreviated **W O FIRE** or simply **FIRE**. When one is found, it is called **W/FIRE**, but that name will not work as a command. I also found that when a magic item was being used or a potion was in effect, that was indicated on my **INVENTORY**.

HAZARDS ALONG THE WAY

"Death awaits the unwary in the Kaiv. There are pools of water and acid, slimy floors, pits, cliffs and cave-ins. It takes quick reaction to avoid them: merely invoke a mystic character -- any one will do -- before the trap is fully sprung, and you may escape. If you are too slow, you will injure yourself or find yourself trapped.

POOLS: You will see the pools on your map, but there is no way of telling if they are merely water, or acid. Avoid them if you can. Sometimes the only way you can go leads through a pool. Then you must simply step in and trust your luck.

SLIMY FLOORS: A nasty slime makes some floors extremely slick. A knock on the head and lost points can result from a fall.

CLIFFS: Cliffs are marked on the map. Stepping off one can cause severe damage. **CLIMB** will often work, but sometimes you will fall. Ropes help, but there is always a risk!

PITS: The tunnel floor is sometimes broken by gaping holes, and an unwary adventurer may fall into a pit. The force of the fall and the trouble of climbing out costs you more defense points.

CAVE-IN: The walls of the Kaiiv may suddenly fall in around you, and their crushing force can cause serious damage. You can be trapped in walls of stone, and your pick may be your only way out. But beware! Using the pick too often can undermine the structure of the Kaiiv itself, and cause even more damage.

LIGHT: Next to your sword, your torch is your best friend in the Kaiiv. You must have light to see the hazards ahead of you. Breezes can blow the torch out, but it is easily relit if you have a flint and steel. And be sure to carry an ample supply of fresh torches with you!

THE GHOST IN THE MACHINE

"It is impossible to describe my fright when first I heard a ghostly voice say, 'Go away,' and found myself suddenly teleported to another part of the maze. A ghost haunts the Kaiiv as well! There is no telling when you will run across this spirit, but he loves his solitude.

THE LADY'S LUCK

"Once, as I strode through the Kaiiv, I heard a lovely woman's voice speak to me. It said, "I do not like you." I searched the area I was in, but found no one. After that, however, my luck turned bad. I was injured in fights when my blows missed, and all of my fighting skill seemed to be for naught. Later, I heard the voice again, but this time she said she liked me. My luck improved after that.

HOW TO 'SAVE' YOURSELF

"Many creatures dwell in the Kaiiv. Most are deadly. Some possess strange powers. They can paralyze you as you fight them, or even turn you to stone. Your only hope with creatures so empowered is to invoke one of the mystic characters when the crystal ball tells you to "save". If luck is not with you, you could be immobilized long enough to give the monster several free blows at you or to allow yourself to be killed in other horrible ways.

DENIZENS OF THE KAIIV

Low-Rank Foes

GHOULS: Ghouls eat human flesh. They are not mighty fighters, but can kill a weak warrior. Their touch can paralyze.

ZOMBIES: The undead flesh of zombies is quite weak in certain places, though other parts of their bodies can absorb great punishment. Armed with broken swords, they seek to destroy all whom they encounter, but are rather slow.

WOLVES: The lank, dirty grey wolf tends to haunt the steps of the warrior, alone or in packs. They are generally not hard to kill, but one slip of the warrior's guard can be fatal.

SKELETONS: Magic binds the sinews of these creatures, but their brittle bones can be smashed by a well-aimed blow. They are dangerous fighters, and know well how to use their swords.

FIGHTERS: These human warriors, trapped forever in the Kaiiv by a curse, are malicious bandits and ruffians. They will slit your throat at the least provocation.

DWARVES: The axe of an angry dwarf is a thing to be feared. Their leather garments and stocky build make them resilient foes. They dislike humans.

ELVES: Of the lower-level fighters, the elf is by far the most dangerous. He is a superb swordsman, a shrewd bargainer and a crafty fighter. It is hard to hit the vital spots, as elves are very quick.

LIONS: A cave seems a strange place to find such a creature, but nevertheless, lions prowl the darkness. Even though they are out of their element, they are fast and powerful foes.

HARPIES: The harpy, with the body of a giant vulture and the upper torso of a human, can paralyze its victims with horrible screeches. It uses swords and claws to kill.

Middle-Rank Foes

GARGOYLES: The gargoyles are short but deadly, with thick horns on their foreheads, powerful claws and long, narrow wings sprouting from leathery skin. They can also paralyze unwary victims.

OGRES: Ogres are massive, cruel and aggressive. They carry huge oaken clubs for fighting. Ogres have primitive minds, but are fierce and crafty fighters.

WARRIORS: Wearing hauberks and chain mail helms and wielding fine swords, these grim men are hard to injure. They are nobler than the fighters -- less treacherous and somewhat resigned to their curse -- but they take what they wish.

GOBLINS: Goblins are warlike, sinister and crude of mind. That makes them ferocious fighters; their maces and leather armor make them foes to beware of.

COCKATRICES: These creatures -- large, fabulous serpents hatched from "rooster's eggs" -- are deadly to those who feel their breath or bite: they can turn those not able to "save" themselves into stone.

DIREWOLVES: The ancestors of the miserable wolf, direwolves are clothed in a thick brown-black coat tipped with silver. The fangs of their leaders can reach five inches.

GORGONS: The sight of a gorgon can turn a warrior to stone, and with good reason. Gorgons have shapely human bodies, but hideous faces, glowing eyes, deathly pale skin, and "hair" of writhing serpents. The ancient legends say that a mirror can protect the warrior from being turned to stone.

High-Rank Foes

GRIFFONS: This huge creature has the body and mane of a lion, and the head, claws and wings of a giant hawk. It eats flesh, and stalks the catacombs with the arrogance born of power.

WYVERNS: A dragon-like creature, with the dragon's wickedness but not its craftiness, the wyvern is three feet high, six feet long, and armored with hard scales that defy many swordstrokes.

LORDS: Once they were great knights and warriors, but they were trapped in the Kaiy eons ago. These accursed noblemen are magnificent fighters. They are heavily armored, with plate mail, war helmets and swords of great renown.

TROLLS: The average troll stands eight feet tall and weighs half a ton. His skin is green and tough as armor. He hates all non-trolls. It takes a dexterous warrior to dodge the blows of his great two-handed scimitar.

LANTICORAS: These arrogant and powerful creatures kill quickly when they attack. They possess a sleek leonine body, the giant head of a human being, large delicate-looking wings, and a long spiked tail.

CAVEBEARS: Though extinct elsewhere in the world, the cavebear survives in the Kaiy. Mountains of muscle, tooth, and claw, the bears stand ten feet high when they rise to attack. They are always hungry.

WRAITHS: Black shadows, with blood-red eyes, are all that remain of these undead creatures. The accursed wraiths can take one level of experience from those who do not "save".

VAMPIRES: Cursed to live forever in darkness, draining life from the living, vampires wander the Kaiy, fearing nothing save the holy power of the cross. Vampires can suck two experience levels from warriors who cannot "save" themselves.

SPEEDING UP THE QUEST

"Should the pace of the quest make you impatient, you can speed it up by giving abbreviated commands. For instance, MOVE NORTH 4 can be shortened to M N 4. To speed up the response to your commands, press the ↑ key (Commodore 64), the CAPS LOWER key (Atari) or the → key (Apple). If you want all the messages speeded up, use the SPEED command. But you will only be speeding up the approach of doom!"

THE END OF THE TALE

Grimsweord's voice wavered, and he collapsed exhausted on the floor before Doserror. A pair of servants lifted him gently.

"What shall we do with him, my lord?" one asked.

"Carry him to the Wizard," Doserror replied. "He was once a great warrior. Mayhap that wise man's potions can restore him." He stood up and addressed the crowd gathered in the throne room.

"Leave me for now, all of you. I must consider this tale."

Doserror turned back to his chessboard. He stared at it for several minutes, then moved his king forward one square.



APPENDIX 1 Magical Items and Effects

P/Fight	Increases Attack Value by 4 points
P/Haste	Increases your movement
P/Health	Heals all your wounds instantly
P/Hiding	Makes you invisible
P/Ironskin	Affords an extra 4 points of body protection
P/Strength	Doubles damage done
P/Super-Fight	Increases Attack Value by 8 points
P/Etherealness	Allows movement through walls
R/Shield I	Magical protection of 2 points
R/Shield II	Magical protection of 4 points
R/Shield III	Magical protection of 6 points
R/Fireballs	Blows up things
R/Invisibility	Makes you invisible
R/Teleportation	Moves you to a randomly determined location
R/Healing	Speeds up Natural Recovery
R/Light	Gives light without a torch
W/Cold	Freezes things hard
W/Fear	Causes victims to run away in a panic
W/Fire	Blows up things
W/Lightening	Zaps opponents
W/Paralyzation	Turns opponents into statues
W/Withering	Yeech!



The following information is provided for those players who want further information on the statistics provided on the FACTS screen of the Warriors of RAS games. It is not required for satisfactory play of the game.

LEVEL: The Warrior Level scale runs from one (a beginner) to twenty (a seasoned veteran). The values of the other statistics are determined by what Level the warrior is. Reaching a new Level always gives the player an advantage in some factors, but the largest changes occur at every three levels (between 3 and 4, between 6 and 7, etc.). Reaching a new Level always increases the player's chances of further success.

EXPERIENCE: Advancement to a new Level is determined by number of experience points. The chart at the end of this Appendix gives the experience points necessary to reach each Level. Experience points are only gained by successfully fighting opponents (magic doesn't count). Experience points are given at the end of every encounter. The amount is determined by the difficulty of the opponents and how many were defeated.

It should be noted that no matter how many nasty monsters are defeated in one battle, the player will never advance more than one Level at a time. If the experience granted is enough to move the warrior two Levels, then the player is advanced one Level and the experience points are adjusted to one point below the next Level.

MOVEMENT: A beginning warrior is given 13 movement points. For every three Levels he or she advances, two more movement points are given. Movement points are used in two ways: (1) the Movement value divided by two gives the maximum number of steps the player can take in one move (nine is maximum); and (2) the Movement value divided by three gives the number of actions the player can make in each encounter period. Thus, depending on the opponents, higher Level warriors can sometimes get extra blows. However, Movement points are deducted for the weight the warrior carries. Every thirty pounds of weight (equivalent to 300 pieces of treasure) deducts one movement point.

ATTACK VALUE: The Attack Value is used to determine if a player's attack on an opponent hits the opponent or misses. Each body part of an opponent is assigned a To Be Hit number between one and twenty, which indicates how difficult it is to hit. When a swing is made at a target, a random number between one and twenty is produced. To this random number is added the player's Attack Value. If the total is equal to or greater than the number required for that target area, then the hit is successful, and a random number is produced to determine how hard the hit was. Otherwise, the player's swing misses. For example, a Level One player (Attack Value of 3) aiming at a

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skeleton's chest (To Be Hit value of 11) must "roll" randomly a value of 8 or better to hit the skeleton in the chest. The AIM command increases the likelihood of hits for one turn.

DEFEND VALUE: The Defend Value is made up of two factors: the protection the warrior has (armor and magic) and the evasion capability of the warrior, which increases with warrior Level. The Defend Value is used to determine the Fight Value (below).

FIGHT VALUE: The Fight Value is the total of the Attack Value and the Defend Value. It is used in determining the amount of experience granted to a warrior for a successful encounter. The Fight Value of the warrior is compared to the total Fight Values of all the opponents defeated. The higher a warrior's Fight Value, the less experience he or she gets for a given battle.

TREASURE: The amount of treasure carried is displayed. If a star appears, the treasure pouch has been stolen by the thief.

TOTAL DEFENSE: The total amount of damage the warrior can sustain. The higher this amount, the longer the warrior will last. Total Defense is increased with each new warrior Level.

ARMOR DEFENSE: While armor can only stop four points of damage per blow, it can continue to do so until it has absorbed a total (all body areas) of 100 points of damage. After such abuse, it becomes useless and must be replaced.

AREA FACTS: Each area of the body has a certain level of armor protection and ability to withstand damage. The Area Facts shows the points each area can take. For example, if the warrior is hit in the head for five points of damage, the armor absorbs four. The head condition will be decreased by one point, as will the total defense value. If the Total Defense or any part of the body reaches zero, the warrior dies. Body strength is increased with each new warrior Level.



Level	Experience	Date Achieved
1	0	
2	2,500	
3	5,000	
4	7,500	
5	10,000	
6	15,000	
7	25,000	
8	50,000	
9	75,000	
10	100,000	
11	200,000	
12	300,000	
13	400,000	
14	500,000	
15	750,000	
16	1,000,000	
17	1,250,000	
18	1,500,000	
19	1,750,000	
20	2,000,000	

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