

WARRIORS of RAS

KAIIV

Copyright 1981, 1982, 1983 by Intelligent Statements, Inc.
All rights reserved.
Screenplay (TM) is a trademark of Intelligent Statements, Inc.

By Randall Don Masteller
Title screen art by Michael O. Haire.
Opening music by Steven Baumrucker.

IMPORTANT: *Wor* is a fantasy role-playing game with graphics, written 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, *Wor* 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.
"Grimsword the Warrior has returned from his quest in the Ancient Lands!"

"Indeed? He was my greatest warrior. Send him in."
Doserror did not see Grimsword 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 Grimsword.

"Grimsword, what has happened?" Doserror said.
"I have been to the **Kaiv**, my lord. I have ventured into its heart," Grimsword 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 KAIIV

"I found it by sheerest chance, my lord, stumbling into a cleft in the hills to escape the cold and storm outside," Grimsword 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 see 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)lash, (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, armour, 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

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 armour 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 MADE

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:

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, 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**, **Wyde** 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

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 hauberk 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 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 **Kaiv** 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.

MANTICORAS: 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 **Kaiv**. 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 **Kaiv**, 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. If you want all the messages speeded up, use the **SPEED** command. But you will only be speeding up the approach of doom!

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 nowhere 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 I have 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 "at" and paying him 1800 silver pieces. The pack included one suit of chain mail armour, 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 on 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 tales of great treasure."

"Death! You will find death!" he said. "But yes, there is a great treasure in the **Kaiv** 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 the 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

HELP (return)

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

COMMAND	CRM63	ATARI	COMMAND	CRM63	ATARI	COMMAND	CRM63	ATARI
Aim	A	A	Fetch	F	F	Quit		
Background	B	*	Footsteps			Remove	O	O
Bribe	B	K	Force	X	X	Run	R	R
Climb	C	C	Get	G	G	Save		
Color	C	*	Help	H	H	Sound		
Disuse	D	V	Hide	N	N	Store	S	S
Drink	D	D	Hit	H	H	Swap	J	J
Drop	D	B	Inventory	I	I	Use	U	U
Eat	E	E	Light	L	L	Wear	W	W
Extinguish	Y	Y	Move	M	M			
Facts	F	ESC	Pick	P	P			

(for commodore 64, F3 denotes function key F3 and so on.

* Under 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,

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 favour, 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 fingers. 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 or 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, slimey 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.

SLIMEY FLOORS: A nasty slime make 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 **Kaiv** 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 **Kaiv** itself, and cause even more damage.

LIGHT: Next to your sword, your torch is your best friend in the **Kaiv**. You must have light to see the hazard 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

THE END OF THE TALE

Grimsword'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 panic
W/Fire	Blows up things
W/Lightening	Zaps opponents
W/Paralyzation	Turns opponents into statues
W/Withering	Yeech!

APPENDIX 2 Facts

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 Level (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. 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.

into the darkness.

To correct mistakes I made in commands to the crystal globe, I invoked the mystical symbol (INST DEL) (Commodore 64), DELETE BACK SP (Atari) 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 retrieve 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.

you are more likely to hit your target, whether it is a ghostly voice say, 'Go away,' and found myself suddenly teleported to another part of the maze. A ghost haunts the **Kaiv** as well! There is no telling when you will run across this spirit, but he loves his solitude. The **LADY'S LUCK**.

BACKGROUND: (Commodore 64 only) : Giving this command changes the background colour 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.

COLOUR: (Commodore 64 only) : Changes the colour 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.

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 **Kaiv** 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 **Kaiv**, 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 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 **Kaiv**. Most are deadly. Some possess strange powers. They can paralyse 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 KAIV**.

LOW-RANK FOES

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

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 **Kaiv** 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 paralyse its victims with horrible screeches. It uses sword and claws to kill.

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 to 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 to 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 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 a 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.

WARRIORS of RAS

DUNZHIN

Copyright 1981, 1982, 1983 by Intelligent Statements, Inc.
All rights reserved.
Screenplay (TM) is a trademark of Intelligent Statements, Inc.

PROLOGUE

To whom it may concern: In the event of my death, please deliver this journal to my father, the Duke.

All Hallows Eve, the seventh year in the reign of Doserror The Inevitable, Lord of Ras. - Evening deepened around me as I wound my way farther and farther into the hill-country of an unfamiliar land.

A full moon, huge and reddish, rose behind the ridge in front of me. Silhouetted against it on a jagged rock outcropping was a ruined castle - a shambles of tumbled stone and mortar, empty windows and crumbling battlements. Could the end of my quest be near? Then something caught my eye: an eerie glow from within its gates. I drew my sword and crept closer.

Suddenly a form lunged at me from behind a rock. A blade glinted. I ducked as it whistled over my head. It shattered in an explosion of sparks on the rock behind me. I raised my own sword for a killing counterthrust, when my assailant fell back, collapsed and cried out:

"No! No! Stop! I beg you! I thought you were one of them, but you're human. Thank the gods - you're human!"

I lowered my blade and peered at the form on the ground. It was a man, though gaunt as a skeleton. His right arm was only a stump, and his clothes and armor were tattered and gashed. Terrible wounds covered his body.

"Who are you?" I asked.

"A fool," he replied. "I am a fool. For I dared to enter the lost Dunzhin of Ras." He pointed to a long set of stairs descending into a cavern under the ruins. It was from there that the glow emanated.

"The Dunzhin!" I said. "Praise the gods. I have found it at last!" I strode past him towards the stairs.

"No! Stop! Wait, you fool!" he cried, clutching at my heels. I turned to stare at the piteous creature.

"If you are resolved to enter the Dunzhin, at least hear my tale. For I once was as you are: young, strong, ready to race headlong into adventure, not knowing the horrors that awaited me. If you will but share some of your food with a poor wretch, I will tell you the ways of that deadly lair."

This seemed wise, so we ate. After he had gorged himself, he belched and began the following tale:

The Legend of the DUNZHIN

"I know not what sort of scheming mind dreamt up the maze you are about to enter. But it holds a horrible fascination for adventurers young and old, be they lord or lady. It challenges not only brute reflex, but cunning, prudence and the favours of the gods as well. Many have died mere minutes after braving the gates, while others have spent hours in its coils, risking death and worse."

Entering the DUNZHIN

"The glow you see yonder is from the crystal ball which stands before the door of the Dunzhin. My first mistake was allowing it to draw me in." I gazed into the crystal ball, and beheld to my amazement a fiery writing within. I found that I need only make the sign of a letter on it - it mattered not which letter - and the fiery writing changed to ask me:

DO YOU WISH TO PLAY A SAVED GAME?

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

DO YOU WISH TO PLAY A SAVED CHARACTER?

Again I said (N)o.

THE SECRET OF THE DUNZHIN

LOADING INSTRUCTION

ATARI

Cassette: Connect cassette unit as per user manual; disconnect all other peripherals. Rewind cassette on label side. Turn off the computer. Hold down the START key (on XL and XE machines hold down START and OPTION) and then turn on the computer. When you hear the buzz, release the keys. Press PLAY on the cassette player and press RETURN on the keyboard. The tape will load and run.

Disk: Connect disk drive as per user manual. Disconnect all other peripherals. Insert disk label side up and turn on drive. Turn off the computer. Hold down OPTION key on XL and XE models (on all other models do not hold down any keys). Turn on the computer, release any keys and the disk will load and run automatically.

COMMODORE 64

Cassette: Connect cassette player as per user manual and rewind cassette on label side. Turn on the computer and press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player and the program will load and run automatically.

Disk: Connect disk drive as per user manual. Insert disk, label side up, and turn on the drive. Turn on the computer and type LOAD***.8,1 and press RETURN; the disk will load and run automatically.

THE CLOSED DOOR

To the south was the black emptiness of another corridor. To the north I saw a door. I decided to try it. It was jammed shut. I lowered my shoulder and rammed against it after using the following command:

Move North 1 (Return)

I smashed through it, leaving it splintered on its hinges. I moved into the room, following the wall as I went. Ahead of me I saw a glowing symbol - the letter M or the Russian alphabet. I strode forward and stood on the glowing letter. The crystal ball blazed with fiery script:

YOU ARE IN ROOM M.

YOU HAVE FOUND A DIAMOND GEM.

I marvelled at the poetry for a moment, then looked down. In a small chest on the floor was a cunningly cut gem of flawless diamond. It glittered in the pale light. Using the FACTS invocation, I learned that I had captured 400 points of treasure in the crystal ball's ledgers. Placing it into my treasure pouch, I turned west and walked into the darkness.

A SKELETON ATTACKS

Then I heard brittle, shuffling footsteps echoing through the chamber. The sound of breathing, hollow and hoarse, filled the room. I could not get out. In the glow of the crystal ball I could see it - a walking skeleton. It carried in its hand a sword. Caught unawares, I could only think to ask the crystal ball for

Help (Return)

The crystal ball responded immediately with a list of incantations and actions I could use to fight or escape the monster:

COMMAND	CBM 64	ATARI
AIM	A	A
BACKGROUND	B	B
BRIBE	B	B
COLOUR	F	F
FACTS	F	ESC
FOOTSTEPS		X
FORCE	X	K
HACK	K	Q
HELP	F3	C
HIDE	C	
HIT	H	H
QUIT		
RUN	R	R
SAVE		
SEARCH	S	S
SPEED		
STOP	T	T
WAND	W	W

(for commodore 64, F3 denotes function key F3 and so on.)

* Under Atari indicates that this command does not exist.

Blank spaces mean no abbreviation exists, the whole word

SPEED: After you have explored the Dunzhin for a while, you may find the messages take too long, and you grow impatient. SPEED decreases the delay in the messages.

STOP: This command stops the search and lessens the number of foes assailing you after you have invoked a SEARCH.

WAND: The wand you are given is the ultimate weapon - no monster, no matter how powerful, can stand up to it. By invoking this command, you wipe out all life other than yourself in the room or corridor. As you know, however, the wand has a limited capacity. Any fool can use it, regardless of skill, and a victory using the wand will not advance your skill level.

MAGIC ROOMS

There are many magical rooms scattered throughout the Dunzhin, and they can either save you, help you, bewilder you, or harm you.

GAS: These rooms emit poisonous gases that can harm you.

TELEPORTATION: These rooms teleport you randomly within the Dunzhin. They may send you from one room to another, or from one level to another. You may find yourself transported into uncharted places, forced to find your way back.

REGENERATION: Blessed are the warriors who find one of these rooms. All wounds are healed, and warriors are restored to full strength for their rating.

ARMOUR REPAIR: Several rooms in the Dunzhin contain armour repair stations. You may use these immediately, or remember their location for times when you need them. They can be used but once each.

WEAPON REPAIR: Certain floors have weapon repair rooms. If you find one of these rooms, your broken weapons are repaired and your wand recharged.

HAZARDS ALONG THE WAY

Death awaits the unwary in the Dunzhin. There are traps in the walls, floors and corridors of each maze, 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.

NETS: Nets may fall on you, and if you cannot avoid them you must HACK your way out. Should a monster appear, you cannot run and your fighting ability will be hampered. You may still be able to hide, though.

SLIPPERY FLOORS: There is no lack of water in the Dunzhin, but this makes some floors extremely slick. A nasty knock on the head and lost points can result.

TRIP WIRES: These are hidden in the rooms and corridors

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.

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 Dunzhin 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.

MINOTAURS: These quiet and powerful creatures kill quickly when they attack. They walk on two legs, but on cloven hooves, and possess the torso, head and horns of a bull.

CAVEBEARS: Though extinct elsewhere in the world, the cavebear survives in the Dunzhin. Mountains of muscle, rise to attack. They are always hungry.

SPEEDING UP THE QUEST

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

THE END OF THE TALE

We sat in silence for some moments. The only sound was the wind moaning through the castle's tumbled stones and the hissing breath of the one-armed man.

"What happened to you?" I asked.

"The gods were against me," he said. "I reached the rank of a Level 7 Warrior quickly, but was teleported deep into the Dunzhin and into the realm of the most awful monsters. In short order, a thief stole my treasure pouch and my sword broke in battle against four harpies. I managed to run away, but then faced the nightmare of finding my way back to the surface through uncharted mazes, unable to collect treasure or defend myself once my wand's charge was used up. That I made it out at all was a miracle. I repaired my sword, but I had not the strength of character to re-enter the Dunzhin."

The fire burned low. Clouds obscured the moon. Darkness grew around us. Down the stairway, beneath the ruins of the castle, the shimmering light of the crystal ball beckoned to me. I drew a deep breath and resolved to enter the Dunzhin.

The crystal ball then revealed to me a talisman of immense worth, and said that it was the 'target' of my quest. The maze is built on a series of connected levels. Not until later did I learn that the target is hidden on the **Dunzhin's** lowest level, guarded by monsters. The target is different each time you enter the **Dunzhin** anew and the path is never the same twice; it takes on a new form each time you undertake a new quest. Precious items are hidden throughout the many rooms on each of the maze - like floors. There are perilous creatures in the rooms and corridors as well.

Then it asked if I wanted to (E)nter or (Q)uit. Naturally, I entered, taking the crystal ball with me.

To correct mistakes I made in my commands to the crystal ball, I invoked the mystical symbol (INST DEL) and repeated my command correctly.

THE WARRIOR'S TOOLS

At the entrance I found a warrior's garb arrayed for me to wear - a sword, a full suit of armor, a treasure pouch, and a magic wand. These I took, for I knew not what was ahead of me. The sword seemed well-crafted, but swords often break. The magic wand, I learned, can unleash a blast of immense power, but only if it is fully charged; a charged wand can hold as many as three blasts, or as few as one.

THE OBJECT OF THE QUEST

Fool that I am - I came in search of easy riches. The riches within the **Dunzhin** are for the taking, but only if you live to bring them out. To capture the target and escape with it would be a great feat, but the legends say that some go to the **Dunzhin** for the pure thrill of mortal combat.

It is dark in the dungeons; your foes are many and deadly, and they prey on the unwary. As you learn, growing faster, stronger, and more cunning, you may find your way deeper into the blackness. The crystal ball judges your skill - you begin as a Level 1 Warrior. It is written that the boldest, most cunning and most able of adventurers can attain the rank of a Level 20. What does not kill you makes you stronger, if you can defeat it in battle.

To judge your strength or wealth, invoke the mystic command:

Facts (Return)

Those who do so upon first entering the **Dunzhin** will see the following in the fiery letters:

FACT SHEET

Level	1
Experience	0
Movement	12
Attack Value	3
Defense Value	4
Fight Value	7
Treasure	0
Total Defense	5
Armor Defense	100

Below that will be 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

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

you are not yet a warrior, this command is not available.

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		

Seeing that the skeleton's neck bones were unprotected, I drew my sword and swung at it, issuing the following command:

Hit Neck (Return)

My blade sang as I whipped it forehanded at the skeleton's neck. But the skeleton pulled back and dodged the blow, leaving me off balance and vulnerable. The skeleton was off balance too, though, and its countertrust glanced off the mail on my right shoulder, damaging the links but leaving me unhurt. I recovered my balance and decided to swing as hard as I could. I invoked the command:

Force (Return)

and the crystal ball replied: OK!

I then invoked:

Hit Head (Return)

and slashed backhanded at the skeleton's head, striking it squarely. Bone splintered. The skeleton collapsed in a heap of loose bones, that dried up and blew away with the wind in the corridor as I watched.

The crystal ball glowed brightly. I felt new strength infuse me. I had become a Level 2 Warrior.

THE MYSTICAL COMMANDS

In the hours that followed I fought many such 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 crystal ball will accept 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 colour of the crystal ball'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.

COLOUR: (Commodore 64 only): Changes the colour of the fiery letters.

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

FOOTSTEPS: If the sound of your footsteps in the **Dunzhin** 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.

HACK: Should you become entangled in a net, you may hack your way out of it by using this command repeatedly.

When you are not yet a warrior, this command is not available.

PITS: Some of the flagstones on the dungeon floor are unsteady, and will tilt to cast an unwary adventurer into a pit. The force of the fall and the trouble of climbing out costs you more defense points.

CLOSING WALLS: The walls may begin to close on you, and their crushing force can cause serious damage if you are not quick.

FOG: The steamy heat of the **Dunzhin** sometimes causes sudden fogs to spring up. The crystal ball's map becomes useless until you can walk out of the fog. This takes several turns. In the meantime, you are likely to walk into walls and damage yourself. You cannot add to your map during the fog, as you are stumbling around blindly. Beware! The other traps can still ensnare you, and monsters do not avoid the fog.

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 **Dunzhin**! 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 **Dunzhin**, I heard a lovely woman's voice speak to me. It said, 'I do not like you.' I searched the room 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.

THE CRYSTAL BALL'S QUESTIONS

The crystal ball often asked me if I knew the consequences of my next move. Sometimes I did, sometimes I didn't. If I answered rightly, my luck changed for the better. If I was wrong, it worsened. Sometimes a strange feeling of confidence or foreboding would come over me as well.

THE MAGIC CRYSTAL

Sometimes in a room, rather than a treasure, I would find a Magic Crystal. I was asked if I wished to touch it. If I did, I found that strange things would happen to me, some good, some bad.

THE MAD HERMIT

A hermit lives in the corridors of the **Dunzhin**. Sometimes he points the way to treasure. Other times he foretells doom, or throws things at you. A strange ranger, indeed.

HOW TO 'SAVE' YOURSELF

Many creatures dwell in the **Dunzhin**. Most are deadly. Some possess strange powers. They can paralyse 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 DUNZHIN

THIEVES: You will not know a thief has been around unless you look for your treasure pouch and find it missing (a star on your FACTS screen). To get it back, you must find the thief and defeat him in battle.

APPENDIX 1

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 (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. 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 12 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.

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 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

the blow is more than you can withstand, it will kill you. Beware lest your defenses fall too low!

Moving Within The DUNZHIN

Entering the **Dunzhin**, I found myself in a corridor on its west side. Somewhere within the maze and darkness was a stairway leading down to the next Level. Where it was, I knew not. My instincts told me to go eastward.

It was dark in the corridor. The crystal ball gave out a weak glow, but only enough for me to see one step in any direction. I could see the walls on either side of me. The fiery letters in the crystal ball read:

INSTRUCTIONS:

I guessed that I had to command the crystal ball to let me move, telling it the direction and the number of steps I wanted to take. My first command was:

MOVE EAST 3 (Return)

THE MAP

I strode forward, my footsteps echoing in the corridor. Except for the walls, all remained black. I was suddenly afraid: would I become forever lost in the darkness? But when I looked at the crystal ball, I saw that it showed a map, drawn as if seen from above, depicting the stretch of corridor through which I had just passed. Darkness hid that stretch from my sight, but with the map I knew I could retrace my steps if necessary.

Confident now, I bounded forward into the darkness, meaning to take nine steps down the corridor. But I had strength enough for but five steps in that Stygian air before I had to stop again. The crystal ball would not let me take more. I sensed that I would become faster if I could win battles and gain strength. I was never able to take more than nine steps at a time, though.

I then tried to move another five steps eastward, but before I had gone more than two steps, a wall loomed up in front of me. I was running too fast to change direction or stop, and I slammed into it with a crash. The collision left me bruised, but not seriously hurt. It is difficult to avoid the walls in such a darkness when one hurries. Thereafter I was more careful -- a man's body can only take so much of a 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.

your way out or by using this command repeatedly. Hacking your way free takes time, and until you succeed you are at a great disadvantage in battle.

HELP: The crystal ball displays 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.

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

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 **Dunzhin** 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 **Dunzhin** 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 **Dunzhin**, or other perilous ventures in the **Kaiv**, **Wyldc**, or **Ziggurat** of Ras.

SEARCH: You may search for your foes by invoking the command SEARCH and the name of the creature you hope to find. Should a thief make off with your treasure pouch, for instance, you may find him quickly by commanding SEARCH THIEF. This causes the crystal ball to emanate a magical attraction that the thief cannot resist. You will likely find him in the next few turns. But beware! Naming the foe you seek does not keep the other denizens of the catacombs -- monsters and evil warriors -- from seeking the crystal ball too.

LOW-RANK FOES

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

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.

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 **Dunzhin** 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 are 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.

MIDDLE-RANK 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.

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 paralyse 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 haubergs 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.

can sustain. The higher this amount, the longer the warrior will last. Total Defense is increased with each new warrior Level.

ARMOUR 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 repaired.

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.

screenplay



Manufactured in U.K. under licence from Screenplay Incorporated by All American Adventures, Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Tel: 021-359 8881.

© 1986 All American Adventures. All rights reserved. Unauthorised copying, lending or resale by any means strictly prohibited.