# Warriors of RAS™



# ziggurat™

ZIGGURAT

By Randall Don Masteller
Title screen art (C-64) by Michael O. Haire.
Opening music (C-64) by Steven Baumrucker.

LOADING INSTRUCTIONS:

Commodore 64: To load Ziggurat 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 "ZIGGURAT",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.

Atari: To load Ziggurat 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 Ziggurat automatically.

Apple: To load Ziggurat 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.

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 Ziggurat layout), or transferred to
play in another of the Warrior of RAS games, such as
Wylde or Dunzhin. A SAVEd character from another Warrior
of RAS game can be loaded into Ziggurat in the following
manner:

Boot up Ziggurat as instructed for your computer system.
Respond N (no) when asked if you wish to restore a game.
Replace the Ziggurat disk with the game disk containing
the desired character.
Answer Y (yes) when asked if you wish to restore a
character.
The character will be loaded automatically, and a new
Ziggurat created for him or her to play in.

IMPORTANT: Ziggurat 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, Ziggurat
requires no experience with such games. In keeping with
its spirit, however, this manual will refer to your
computer screen as a magic amulet, to which mystical
commands are given and received. To "command the amulet",
simply type the commands on your computer's keyboard, as
the computer asks for "INSTRUCTIONS".

The following manuscript was found by Herman L. Peabody, a New York taxidermist, while preserving the body of an ancient direwolf for a prominent customer. How the transcript came to its rather unusual resting place is a matter for conjecture, nevertheless its contents should prove useful as a warning to many reckless adventurers. The entire text follows:

At last, it lies before me! The famed Ziggurat of RAS, tomb of the wretched king whose reign of horror reduced these prosperous lands to poverty. Even in death, his evil rules! Only the Sapient Scepter of Sirocco holds the power to break his spell, but it lies buried with his foul body in yonder tomb.

Of course, I've heard the stories. I know that the "Zombie King's" soul is trapped in that pyramid. He is said to devour the minds of would-be looters, leaving their crazed bodies to roam the tunnels and hallways, a menace to other intruders. In spite of the reward offered for the capture of the Scepter, few warriors have ventured into the darkness of the Ziggurat. Even fewer have returned. Now I have come to the door of that dreaded pyramid of death!

I gazed down at the amulet around my neck. It was given to me by my father, the great warrior Dominican. Its ruby center is possessed of strange magical powers, which have aided me through many adventures. As I approached the Ziggurat, the stone began to glow with an unearthly luminescense. In its depths I could make out the words

    WELCOME TO THE ZIGGURAT OF RAS
    DO YOU WISH TO PLAY A SAVED GAME?
As this was my first attempt to conquer the Ziggurat, I answered
                <N>o.
I then read the words
    DO YOU WISH TO PLAY A SAVED CHARACTER?
Again, I answered <N>o.

As I approached the pyramid, I heard the rumble of angry thunder in the skies above. Looking quickly at the amulet, I saw

    YOU ARE AT THE ENTRANCE TO THE ZIGGURAT.
    YOU ARE TO FIND THE SAPIENT SCEPTER OF SIROCCO
    YOU MAY (B)UY, (E)NTER, (Q)UIT, (R)ETRIEVE, OR
(S)TASH.
    YOUR OPTION?
My provisions were running low, so I decided to <B>uy. An enterprising, if unsavory, businessman had set up shop at the foot of the pyramid. He greeted me with a malicious chuckle as I browsed through his display of weapons and supplies.

"So," he muttered, "You think you can rescue the Scepter, do ya?" He shook his shaggy head. "I seen many brave men go in there." He paused, and spat. "Ain't seen any come out."

"How can they defend themselves wielding one of your worthless swords?" I disdainfully threw a dagger across the counter and turned away.

"These 'worthless swords' are the only ones you'll find for miles," he said, picking up the dagger with a shrug. I moved back to the counter, knowing he was right. After looking through his wares, I chose a "standard pack" (f7 on the Commodore, @ on the Atari and Apple). As I examined weapons and tried on armor, I tried to prepare myself for the dangers I was soon to face.

I knew from my previous adventures that the amulet was my connection with the strange world of RAS. All my instructions were carried out through its power. I could ask it for <HELP> if I was in trouble, or <FACTS> if I became confused. My only hope of recovering the Scepter lay in its magic energy.

When I had filled my pack, I paid the old geezer and moved to the entrance of the pyramid. This time I chose to (E)nter, and immediately found myself in a dark hallway. In the center of the amulet I could read the word:

    INSTRUCTIONS:

and by stating my intended action and direction, such as

    MOVE EAST  (return)

I could move wherever I wished. I quickly discovered that the first letter of each word was sufficient.

Once inside the Ziggurat, I was faced with confusing halls and passageways. On each level there were tunnels, some leading up (on lower levels), and others leading down. Frequently I would enter a tunnel and emerge in a completely new area of the pyramid.

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

THE FIRST CLUE

    My first command was:

    FACTS (Return)

In the amulet I read the following:

FACT SHEET

| | |
|---|---|
| LEVEL | 1 |
| EXPERIENCE | 0 |
| MOVEMENT | 8 |
| ATTACK VALUE | 1 |
| DEFENSE VALUE | 0 |
| FIGHT VALUE | 1 |
| TREASURE | 30 |
| WEIGHT | 1655 |
| | |
| TOTAL DEFENSE | 5 |
| ARMOR DEFENSE | 0 |
| SHIELD DEFENSE | 0 |
| COAT DEFENSE | 0 |

After fetching the sword and armor, the values
concerning with battle and defense increased 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 will change as
the quest progresses, depending on how the warrior fares.
A blow to one of these spots that is greater than the
armor protection will be absorbed by the body. If the
blow is more than the body can withstand, it will kill.
Beware lest the defenses fall too low!)

ATTACK OF THE JACKALS

Before I could do anything else, I heard a terrible
howling. It filled the darkness around me, seeming to
come from every direction. Then I saw them just ahead:
gaunt and grey, with eyes that flickered with ravenous
fire. The amulet said:

YOU HAVE ENCOUNTERED THREE JACKALS
JACKAL #1 WILL MOVE
JACKAL #2 WILL RUN
JACKAL #3 WILL MOVE
YOUR ACTION?

With a sickening feeling I realized that my sword
and armor were still in my pack. Looking around quickly,
I thought that it might be possible to outrun the
animals. Frantically I commanded:
RUN NORTH (return)

and moved forward a few steps.
Then the voice said:

JACKAL # 1 WILL RUN
JACKAL # 2 WILL RUN
JACKAL # 3 WILL MOVE
YOUR ACTION?

The jackals were closing in. I knew that if I could
turn the corner into the next hallway, I would be safe.
Again I commanded:
RUN NORTH (return)
As I moved out of the corridor, the amulet said:

YOU HAVE ESCAPED
THE ENCOUNTER IS OVER
THERE WAS NO TREASURE
THERE WAS NO ADVANCEMENT

I took a deep breath. Then, having learned my
lesson, I commanded :
WEAR ARMOR
to which the amulet replied:
OK!!
I then said :
FETCH SWORD
and was again told
OK!!

INVENTORY AND HELP
Determined to learn more before another surprise
attack, I leaned up against the wall and tried the next
clue:

HELP (return)

I received the following information from the amulet:

| COMMAND | C-64 | ATARI/APPLE |
|---------|------|-------------|
| AIM | A | A |
| BACKGROUND | f8 | * |
| COLOR | f7 | * |
| DATA | Tab | Tab |
| DISUSE | V | V |
| DRINK | D | D |
| DROP | B | B |
| EAT | E | E |
| EVADE | K | K |
| FACTS | f1 | ESC |
| FETCH | F | F |
| FOOTSTEPS | | |
| FORCE | X | X |
| GET | G | G |
| HELP | f3 | Q |
| HIT | H | H |
| INVENTORY | f4 | @ |
| MOVE | M | M |
| PAUSE | P | P |
| QUIT | | |
| REMOVE | O | O |
| RUN | R | R |
| SAVE | | |
| SOUND | | |
| SPEED | | |
| STORE | S | S |
| THROW | J | J |
| TURN | T | T |
| USE | U | U |
| WEAR | W | W |

(For Commodore 64, f3 denotes function key f3 and so on.
Blank spaces mean no abbreviation exists, the whole word
must be typed in for these commands.)
Next, the amulet pointed out my choice of targets on my
attackers:

| | | | |
|---------|------|----------|-----|
| 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)

The response was a list of all the items I possessed.
Things that I carried (such as my sword) were listed, and
the hand I carried it 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.
    I was now ready to venture further into the
Ziggurat.  At first I moved quickly down the corridors,
but I slowed down considerably after bumping (rather
painfully) into a wall.
    Suddenly, up ahead I heard a rustling noise. The
amulet glowed with the words

        YOU HAVE ENCOUNTERED TWO SKELETONS
        YOU SEE TREASURE OF SOME KIND
        YOUR ACTION?

Although I was frightened, I grasped my sword and with
the command
        RUN EAST
I advanced toward the first skeleton.  I heard the
clatter of dry bones as
        SKELETON #1 WILL MOVE
        SKELETON #2 WILL RUN
        YOUR ACTION?
 I used the command
        TURN NORTH
to face the intruder and said:
        HIT HEAD (return)
The impact of the blow rocked my own body, but the
skeleton crumbled  into a heap at my feet.  The amulet
informed me
        YOU HIT THE HEAD WITH 6 POINTS OF FORCE
        THE SKELETON STOPS 2 IN THE HEAD
        SKELETON #1 IS DEFEATED!
        YOU'RE NOT DONE YET
        SKELETON #2 IS GOING FOR YOUR CHEST
I spun around to avoid the blow.  The amulet told me
        HE MISSED
        YOUR ACTION
I responded
        HIT CHEST  (return)
and lashed out at the creature with all my might.

        YOU HIT THE CHEST EXTRA HARD WITH 17 POINTS OF
FORCE
        THE SKELETON IS DEFEATED
    I looked suspiciously at the package the skeletons
had carried.  The amulet informed me that
        THE TREASURE CONSISTS OF A WAND OF FIRE
With the command GET (return), I picked up the wand.
    It was slightly warm to the touch.  I longed to try it
out, but resolved to use it only in a desperate situation.

## MYSTICAL COMMANDS

In the hours that followed I wandered many dark paths and fought many battles. Sometimes my foes were alone, sometimes there were many of them. It is impossible to  recount the battles, but perhaps it is best to record some of what I learned.

In most cases, the amulet will understand shortened, or abbreviated commands of a single character. Those are given in response to the HELP command. Here follow the mystic invocations:

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

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

BRIBE: Some of the foes are greedy, and can be bribed into letting one pass. I had to decide how much of my treasure I was willing to sacrifice. The foe may not accept it. I had to remember  how much treasure I had, as there was no time to check my pouch once I had offered the bribe.

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

DRINK: Used to drink water, when I was  thirsty, or potions, if I decided to try their effects.

DROP: Used to drop items on the floor of the Ziggirat. If I wished to reclaim them, the I had to remember where I dropped them, for there is no way to mark them. If I dropped my armor or shield, I never found it!

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

FACTS: As has been said, this command would show my progress and vulnerablilities.

FETCH: Used to transfer the item named from my pack to my hand. If both hands are full, I was told, and I had to store one of the objects I carried  before I could fetch another.

FORCE: If this command is employed, the blows land with many times their normal force, and will often defeat powerful monsters. However, it is more likely to miss the target if force is used.

GET: Used to pick up items from the floor of the Ziggurat. 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 the  pack, and one must FETCH it to use it.

HELP: The amulet lists all options.

HIT: This is the basic fighting command. I could hit any of the targets my foes presented, but I could not simply HIT without specifying a target. Different creatures have different targets; a skeleton does not have forelegs! It is possible to miss. The sword may break.

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

MOVE: The basic movement command, used with a direction.

QUIT: If I had wanted to end this quest, I would use this command. The  newly gained skills and the map of the Ziggurat would be lost forever, unless it is SAVEd.

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

RUN: If the foe is too powerful one can sometimes run away.  Sometimes I carried too much weight to run.  In that case I had to try the command again and again, sometimes suffering severe wounds, before I got 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 Ziggurat at the time it is invoked. If I chose to SAVE A GAME, it copied everything, and asked that the copy be designated with a number and name. I could enter the same Ziggurat where the game was left off by answering (Y)es when asked if I wanted to play a saved game. Similiarly, choosing to SAVE A CHARACTER let me preserve an exact copy of myself in that parallel universe -- with all my acquired skill and power intact. I could then assume this identity in other quests in the Ziggurat, or other perilous vertures in the Dunzhin, Kaiv, or Wylde of Ras.

SOUND: Turns off all sound effects in the Ziggurat.

STORE: Places the object named in the  pack. STORE SWORD.

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

THROW: Hurls projectiles.

TURN: Used with a direction, as TURN EAST.

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 the Ziggurat had been explored for a while, I found the messages take too long, and grew impatient. SPEED decreases the delay in the messages.


## THE MAGICAL ITEMS

As I explored the Ziggurat, I  found many magical items. Some proved useful, and some seemed reluctant to work their magic in my favor, and some I feared to try at all. 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 until they are DISUSEd.

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.

POTIONS: Potions must be drunk to take effect. Each one has a certain time for which it is effective. One is 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.

HOW TO 'SAVE'

Many creatures dwell in the Ziggurat. Most are deadly. Some possess strange powers. They can paralyze a warrior as he fights them, or even turn him to stone. The only hope with creatures so empowered was to invoke one of the mystic characters when the amulet warned me to "save". If luck was not with me, I was immobilized long enough to give the monster several free blows at me.  I was lucky I wasn't killed in some horrible way!

## DENIZENS OF THE ZIGGURAT

### Low-Rank Foes

DOGS:  These mangy, rabid creatures roam the Ziggurat in search of any prey.  They attack with the desperation of hunger, and althugh their assult is often clumsy, their numbers and persistence make them dangerous to a weak warrior.
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.
BEARS:  One slash from the claws of these ferocious animals can be fatal to the unprepared warrior.
MOUNTAIN LIONS:  Hunger has driven these vicious cats out of their mountain lairs.  They may be found anywhere in the Ziggurat, and are eager to make a meal of a feeble warrior.
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 Wylde 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 resiliant 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.

BLORMS:  First cousin to the Dwarf, the Blorm is far more
disagreeable and eager to fight. Rising to a grand height
of four feet, the Blorm is nearly as big around as it is
tall; all of it is solid muscle.  They are slow-witted
creatures, but possess a murderous strength.
DAELVES:  Known in eons gone by as Dark Elves, these
relatives of the elf are slightly faster, but easier to
hit.
JACKALS: Once considered the most chic of pets, the
jackals now roam the pyramids where they were left with
their beloved masters.  These descendants, however, have
no recollection of the bond their species once had with
humans. To these slavering animals, humans are but a
tasty meal.
FILZAS:  The lowest order of demon, the Filzas are imps
to all appearances.  They are quite fast and pack a good
punch though they are quite susceptible to damage.
SLIZZERS:  Large lizard shaped creatures with four foot
tongues constantly slapping about their faces,  Slizzers
are by far the fastest creatures to be encountered in the
Ziggurat.  They average six feet in length, and have an
insatiable appetite.
VIPERS:  The viper is a distant relative of the
rattlesnake, highly dangerous with acidic saliva drooling
from its jaws.  Though it possesses little defense and is
quite easy to kill once hit, the viper is definitely a
threat to any unprotected opponent.

## Middle-Rank Foes

LIONS:  A more difficult foe than their cousins from the
hills, the stately lion prowls the Ziggurat at his
leisure, searching for his next meal.
TIGERS:  These fiendish felines are powerful fighters.
Their sleek, muscular bodies enable them to close in
quickly on their quarry.
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
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.
GHANZAS:  The second lowest order of demons, the Ghanzas
stand about four feet tall with a width of three feet,
and weigh about two hundred pounds.  They possess stony
features and have long spikes in place of hands.  They
are of limited intelligence, but deadly at close quarters.
LIZARDMEN:  Humanoid in shape though reptilian in
appearance, the lizardmen are very strong, and revel in
the prospect of a good fight.
DOPPELS:  Taking their name from the Germanic term for
"double", the Doppel is an exact duplicate of the warrior
he is fighting.  Fighting him is like fighting yourself.

## 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 Ziggurat 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 Ziggurat. 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 Ziggurat, fearing nothing save the holy power of the cross. Vampires can suck two experience levels from warriors who cannot "save" themselves.
SPECTERS: These near-transparent creatures abhor anything living. They can steal two levels of experience from warriors who cannot "save".
MUMMIES: These rotting remains of human flesh are among the most dangerous creations in the Ziggurat. The touch of a decaying hand can draw two levels of experience from those who do not "save".
WIGHTS: The wight is a humanoid creature, foul smelling and filthy, often covered in blood of its victims and reeking of death. As a cursed creature, the wight can rob its victim of a level of experience through its chilling, unholy touch.
TSEBA: The tseba is a creature of crude humanoid features, with three blood-red eyes above a gaping mouth. It has the ability to shatter armor (although shields are beyond its power). Whenever the tseba touches armor, an extra 4 points of defense are taken.
DALYAZAS: Third in the order of demons infesting the Ziggurat, the dalyaza is six feet tall with leathery wings and leather skin instead of scales. Watch out for its long claws and lethal fangs!
GOLEMS: These creatures were created as guards for the tomb, given bodies of stone and minds of the same. Though stupid, they are dangerous and difficult to defeat.
KARTANS: The kartan is INVISIBLE, and may only be defeated with magical weaponry. Good luck.
THE ZOMBIE KING: As part of his ceremonial burial, the Zombie King was given the power to return to a semblance of life should his death chamber be violated. He is vicious if his death slumber is disturbed.
(NOTE: Many "High Level" foes seek to turn humans into creatures like themselves by robbing the warrior of experience levels. Should your level drop to zero, you will be dead.)

SPEEDING UP THE QUEST

When the pace of the quest made me impatient, I could speed it up by giving abbreviated commands to the amulet. For instance, MOVE NORTH can be shortened to M N. To speed up the Amulet's response to commands, I pressed the ↑ key (Commodore 64), the CAPS LOWER key (Atari) or the → key (Apple). If I wanted all the amulet's messages speeded up, I used the SPEED command.

I've spent weeks in these dark, dank halls, crawling through tunnels, fighting gruesome creatures, moving closer and closer to the object of my hatred and revenge. The door to the Zombie King's tomb lies just ahead--I can see it through the gloom. My true quest is just beginning! Eternal death to the Zom---"

The preceeding pages have been taken directly from the manuscript found by Herman L. Peabody, New York taxidermist, while preparing the body of an ancient direwolf for a prominent customer.

APPENDIX 1    Magical Items and Effects

| Item | Effect |
| --- | --- |
| P/Fight | Increases Attack Value by 4 points |
| P/Haste | Increases your movement |
| P/Health | Heals all wounds instantly |
| P/Hiding | Makes the warrior 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 the warrior invisible |
| R/Teleportation | Moves the warrior 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 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.

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