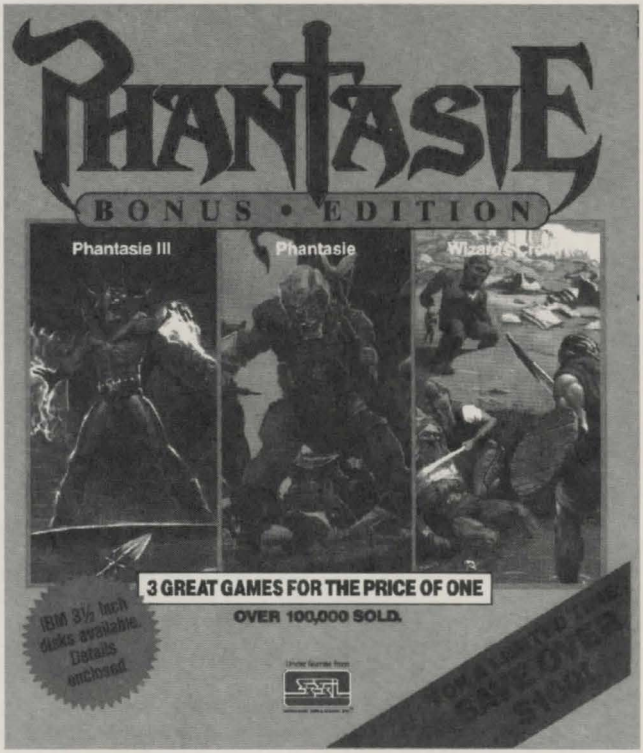

INSTRUCTION MANUAL
WIZARDS CROWN

WIZARD'S CROWN™

A. LOADING THE GAME

IBM version:

Getting started:

1. Copy the disk that came with the game onto a separate blank disk to create a play disk.
2. Save the Wizard's Crown Game Disk to reset Dungeon Levels as needed.
3. After loading DOS 2.0 or higher into your system, boot the Play Disk by entering WIZ at the prompt (>).

Movement:

Use the numeric keypad (1-9) to move the party, characters and to direct spells. The cursor compass at the bottom right of most displays will normally show the movement options

Utilities:

The only utility is to reset dungeons. Dungeon Levels are normally reset when an item from that level is lost or when information from that level is forgotten. To reset a Dungeon Level, press "U" when in the main menu.

Press "R" in the Utilities menu.

Press the letter key for the Dungeon Level to be reset and insert the Game disk as prompted.

COMMODORE 64 version:

Boot the Wizard's Crown disk. Type LOAD"*",8,1 and press <RETURN>. When READY appears, type RUN and press <RETURN>.

B. COMMUNICATING WITH THE COMPUTER

Each menu indicates the commands to be used. If a menu appears with an item highlighted, move the highlighting to the desired item by pressing the arrow keys.

Then if there are commands listed, press the letter indicated; often it is the first letter of the word.

If a menu does not list a command to be used to leave the menu, use E<X>IT. If the same menu continues to appear, you are being told that you must make a choice before you can exit.

C. OPENING MENU

After the title screen, an opening menu appears:

Play Difficulty: Play levels affect the reaction time of monsters in combat. Select a level of difficulty from 1-5 (1 the hardest/5 the easiest). The level must be set each time you reboot the disk as it is not saved.

Create A Game Disk: You need to create a game disk and a dungeon disk for play. Follow the instructions given on the screen.

Sound: You may choose to play with sound on or off.

Utilities: This option allows you to reset Dungeons back to their original state. Follow the instructions given on the screen.

D. SAVING THE GAME

The game may be saved whenever the player is at the Inn. At that time, the main menu is on the screen. Selecting (T)- Tell The Minstrel of Your Deeds saves your party.

II. THE GAME BEGINS

A. AT THE INN

Current Party Members	10/0
ID Name	Status
A) Lord Miles Of Eslake	HIRED
B) Sir Col of Westmarch	HIRED
C) Sir Frederick	HIRED
D) "Battleaxe" Harold	HIRED
E) Lightfoot	HIRED
F) Folnar NeDeux Homme	HIRED
G) Father John	HIRED
H) Soul Wind	HIRED
	(D) DELAY:5

YOU ARE AT THE INN
(G)REET NEW ADVENTURERS
(T)ELL THE MINSTRELS OF YOUR DEEDS
(R)EST THE ADVENTURERS
(C)HECK CHARACTER
(I)MPROVE CHARACTER
(H)AVE A CHARACTER QUIT THE PARTY
(V)IEW THE ITEMS STORED AT THE INN
(O)UTFIT A CHARACTER
(M)OVE MONEY AROUND
(E)XIT THE INN

At the upper right hand corner of the screen, the year, day and time of day are indicated (10/0 DAWN at the start, indicating the tenth year of the reign of Ancus). At the right hand middle of the screen, the time delay after messages is indicated (5 at the start). The delay is a number from 1-9, 1 being shortest and 9 being longest. You may change the delay by typing D. Each time you type D the number increases by 1; after 9, it begins again at 1.

THE COMMANDS:

(G)reet New Adventurers

This command allow you to create a new character. A maximum of eight characters is allowed. If the current player list contains eight , you must eliminate one before adding another.

(T)ell the Minstrels of Your Deeds

This command saves the game.

(R)est the Adventurers

This command allows you to send your party to rest. Depending on his strength, each member of the party recovers from his wounds and his lost Power, Morale and Life Force. The cost per day of rest is 40 copper, automatically subtracted. If a character cannot pay, he sleeps in the stables for the entire period. In this case, only the character's power is restored.

(C)heck a Character

This command allows you to inspect a character's current condition.

(I)mprove a Character

This command allows you to improve a character by spending Experience on attributes, skills, power and karma.

(H)ave a Character Quit the Party

This command allows you to remove a character. He is permanently lost (unless you reboot without having saved the game).

(V)iew Items Stored at the Inn

This command allows you to view the items at the Inn and pick up those you no longer wish to store. The maximum number that may be stored is 18.

(O)utfit a Character

This command allows you to choose a new icon to represent the character and to rename your character.

(M)ove Money Around

This command allows you to distribute money. You may choose to divide it among all of the characters or give it all to one.

E(X)it the Inn

This command allows you to leave the Inn and begin your travels.

B. EXITING THE INN

After you exit the Inn, the computer asks "HAVE ALL THE CHARACTERS LEAVE THE INN Y/N?" If you answer N , you are asked to select those characters which are to leave.

After the departing characters are chosen, the computer displays the current party member list with the statuses now reflecting whether the character is traveling.

The computer asks "WHICH CHARACTER WILL BE ON POINT?" Choose from your party a member with good ratings in Stealth and Scan. The point character's skills in these areas modified by how far in advance of the party he is determine whether 1) the party may perform an ambush, 2) the party itself is ambushed, or 3) the party has a normal face-to-face encounter.

After the character is chosen, the computer asks you to give a value to the point man lead, "POINT MAN LEAD (1=none or 2-9)?" This value represents how far in advance of the scouting party the lead man is. The farther out he is, the less likely the party will be ambushed. The farther out he is, the less chance he has of getting back to the main group when combat occurs.

After the lead is entered, the party leaves the Inn.

C. CREATING A NEW CHARACTER

To create a new character when you already have the maximum number (8) of members in your party, press H. You will be asked to select the character who is to depart and then to confirm your choice. Then you will return to the Inn. The departed character is gone permanently.

Now press G to allow you to create a new character.

The Personal Attributes display will appear, and you must distribute the available points. NOTE: All of the points must be used before you are allowed to exit.

STRENGTH	5
DEXTERITY	5
INTELLIGENCE	5
LIFE	25
EXPERIENCE	20
POINTS LEFT	25

(<)UP, (>)DOWN, (A)DD, (S)UBTRACT, or E(X)IT

Points are purchased in the following ratios: STRENGTH(1-1), DEXTERITY (1-1), INTELLIGENCE (1-1), LIFE (5-1) and EXPERIENCE (4-1).

Remember that the number of points you assign to INTELLIGENCE will determine which of the professions is available to the character. Note that a character may have more than one profession. The cost of each profession is indicated in the table.

SORCERER	INT	11
PRIEST	INT	7
FIGHTER	INT	5
RANGER	INT	3
THIEF	INT	3

After all your points are spent, exit and Profession Cost list will appear. The number of INTELLIGENCE points that you choose will determine which of the professions are available to the character, only those will appear on the screen.

After you select the profession, the Skills list will appear. Only those skills available to the character's profession will appear.

After you view the Skills list, you will see the list of all the weapons which the character has the STRENGTH and skill to use.

Select a weapon. The character will be provided with the weapon, armor, a dagger and a shield (if the weapon was one handed and the character has the strength to use it.)

Finally, the icons available to represent characters are displayed. Select one for the character you have created.

After selecting the icon, you will be returned to the Inn.

D. CHECKING A CHARACTER

To check a character, press the letter C. The computer displays the list of current party members.. Press the letter identifying the character you want to inspect.

A description of the procedure follows the sample screen displays.

To trade coins, press T to see the list of characters. Choose a character for the trade of the coins. After you select the character, the coin types are highlighted.

To ready, transfer, drop or evaluate items, press R. The menu changes and the new options read as follows:

(<)UP, (>)DOWN, (R)EADY, (T)RANSFER, (D)ROP, (E)VALUATE, or E(X)IT

Use the arrow keys to highlight the desired item.

To ready the item, press R; YES indicates the item is readied.

To transfer an item, press T and the computer asks TO A (C)HARACTER OR TO TO THE (I)NN. Press C and you are shown the lists of party members from which to choose. Press I and the transfer takes place and the item is no longer seen on the screen.

To drop an item, press D and the item is removed. It cannot be recovered.
To evaluate an item press E.
The second screen displays the character's skill abilities.

When you continue, the list of current party members reappears.
Exit by pressing X.

III. PERSONAL ATTRIBUTES

STR: STRENGTH determines the available weapons, the permissible weight of armor, the ability to force locks, and the rate of recovery from wounds.
Note: Starting STRENGTH should not be higher than required for use of the desired weapon or armor.

DEX: DEXTERITY determines the starting value for many skills. It also indicates how often the character may act.

INT: INTELLIGENCE determines the available professions for the character. (e.g. A Thief needs 3 INT, a Priest 7 INT and a PRIEST-THIEF a total of 10 INT.) In general, only the exact INT points required for the desired professions(s) should be purchased. However, since INT does influence other factors, it might be worth purchasing more sometimes.

LIFE: LIFE determines the ability to withstand wounds and to avoid becoming unconscious. Bleeding, Poison, Life Steal and Life Blast cause a loss of current LIFE points. When LIFE drops to zero, you're dead.

EXP: EXPERIENCE represents the training and skill of the character. In the game, a character earns Experience points which may be spent to increase his attributes, skills, powers and karma. A new character begins with EXPERIENCE, reflecting his background.

B. PROFESSIONS

RANGERS are foresters, scouts and hunters. They can exist on their own in the wilderness. Although they are not great fighters, they can use spears and bows.

FIGHTERS are prepared for all types of combat.

PRIESTS are favored by the gods. They can heal, treat poisons and turn undead.

THIEVES are sneaky and make good point men. They can spot the enemy, locate hidden things, find and disarm traps and bargain well.

SORCERERS are able to cast spells and make potions. They can recognize and understand the magical items that they find.

C. SKILLS

A character's profession(s) determines the skills he possesses. His attributes influence the starting values of his skills; these are referred to as his skill abilities.

D. SKILL ABILITIES

Skill abilities are values which represent how well a character performs a skill. There are skills of magic, of the dungeon, of the wilderness, of the use of weapons, of scholarship and of healing. Usually, to determine if a skill is performed successfully, the skill abilities are randomized and compared with another number.

Many magic items increase a skill ability when the item is readied. Wounds and morale loss may decrease the skill ability of all skills except "LUCK" and "TURN UNDEAD". These abilities never exceed the current Karma rating.

WEAPON SKILLS are 1) the ability to hit an opponent with a weapon and 2) the ability to avoid being hit by an opponent while the weapon is readied.

Each weapon skill gives the character the ability to use that class of weapon. Weapon skills are Close Combat (unarmed and dagger), Sword, Axe, Spear, Mace, Flail, Bow and Crossbow.

SHIELD: The ability to shield bash, to avoid being hit and to block an attack that would have succeeded.

COMBAT AWARENESS: The ability to sense others nearby and the direction from which an attack came.

SCAN: The ability to spot an enemy who is hidden or sneaking.

SWIMMING: The ability to move through liquid without stopping or inhaling water.

STEALTH: The ability to avoid being seen by the enemy.

HUNT: The ability to live off the wilderness. Not used in this game.

TRACK: The ability to follow tracks. Used to find a monster's lair and the treasure within.

FIRST AID: The ability to heal wounds and stop bleeding. First aid does not work on serious wounds and serious bleeding. Any wounds and bleeding not healed in the attempt to heal become serious. Bandages are required.

SEARCH: The ability to find things that are hidden, including magic items, traps, secret doors, etc.

DISARM TRAP: The ability to disarm a trap which has been spotted.

PICKLOCK: The ability to open locked doors, chests, etc.

HAGGLE: The ability to get the best possible price for something being sold. When an item is sold, your best haggler determines the price you get for it.

TREAT POISON: The ability to stop the continuing effects of poison.

TREAT DISEASE: The ability to stop the effects of disease.

TURN UNDEAD: The ability to destroy one of the undead and at the same time, to protect oneself from the attacks of others.

ALCHEMY: The ability to make potions in a laboratory.

LUCK: The ability to prevent harm (other than magic) to the character. Represents the goodwill of the gods.

READ ANCIENT: The ability to understand ancient writings.

EVALUATE MAGIC: The ability to determine whether an item is magical and in what way. Magical items do not function until they have been evaluated. A sorcerer who has failed to evaluate an item must improve his ability before trying again to identify that item. Your character with the best Evaluate Magic ability will attempt to evaluate all items found as loot before anyone else views them.

CAST SPELL: The ability to cast a spell successfully.

MORALE LOST: This is not a skill, but it will be displayed on the page if greater than zero. It is detrimental to the character because it subtracts from any skill the character attempts to perform. Sleeping in the inn will reduce it slowly, and a visit to a tavern can eliminate ALL morale loss.

SKILLS

SKILL	CLASS[1]	STARTING VALUE[2]	EP[3]	GAIN[4]
Close Combat	ALL	D	3	1-8/1-4/1-2/1
Sword	F	D	4	"
Axe	F	D	6	"
Spear	F, R	D	4	"
Mace	F	D	3	"
Flail	F	D	6	"
Bow	F, R	D	5	"
Crossbow	F	D	3	"
Shield	F	D	4	"
Combat Awareness	F	I	3	"
Scan	ALL	I	4	"
Swimming	ALL	S	3	"
Stealth	R, T	D	5	"
Hunt	R	D	3	"
Track	R	I	4	"
First Aid	R, P	I	3	"
Search	T	I	4	"
Disarm Trap	T	D	5	"
Picklock	T	D	4	"
Haggling	T	I	3	"
Treat Poison	P	I	4	"
Treat Disease	P	I	4	"
Turn Undead	P	EXP	4	"
Alchemy	S	I	5	"
Luck	P	EXP	6	"
Read Ancient	S	I	4	"
Evaluate Magic	S	I	3	"
Cast Spell	S	I	6	"
Karma	P	0	1	1
Power	S	0	3	1

E. EXPERIENCE

During the course of the game, your characters will accumulate experience (EXP). This experience may be expended to improve the characters by increasing their skills, characteristics, karma and/or power. To spend the experience, you must be in the Inn. Type "I" for Improve a Character, and choose which character is to be improved. A display will appear showing the value of character's skills, karma and power. If the character does not have sufficient experience available to improve a given ability, the ability will not appear on the list.

When the list appears, one ability will be highlighted. Use the arrow keys to move the cursor over the ability you wish to improve, and type "S". If you have 100 points, experience may improve your STR, DEX, or LIFE when you follow the instructions at the bottom of the screen.

F. MORALE

During the course of the game, your characters will accumulate morale loss. This is represented by fatigue and nervous strain and reduces your skills abilities. Morale is lost through fighting, being up all night and various magical effects you may run into.

Morale loss is slowly reduces through sleeping at the Inn. It is very quickly reduced by having a good time at a tavern.

IV. THE GAME ELEMENTS

A. COINS

A character may carry no more than 250 coins. There are 4 denominations of coins: copper, silver, electrum and gold. Each type is worth 10 times as much as the previous one listed. All prices are listed in Copper Coins.

Money is obtained by selling items that are found or taken as loot. They are sold in the marketplace in the town.

Money is spent for purchasing all types of equipment, making potions, training and resting at the Inn.

B. ITEMS

Each item has a set of characteristics: size (small, medium or large), number of hands required to ready the item, and strength required to ready an item.

An item must be readied before it can be used. A character may not ready an item that would require more hands or strength than he has available.

A character may have no more than 1 weapon, 1 armor and 1 shield readied at any one time.

A character may not carry more than a total of ten items. Among these there can be no more than 2 large items or a combination of 5 medium and large ones.

Torches provide light. They require one hand and are lit as soon as they are readied. When unreadied, they are consumed. Torches are automatically consumed when a character enters the Inn.

C. MAGICAL ITEMS

If an item is magical, it can be either evaluated or unevaluated. If the item is unevaluated, the character cannot use its magical properties.

A magical item must be readied to be considered in use. Magical items can have offensive and defensive capabilities, skill bonuses and spells.

If 1) an item is readied and has a skill bonus and 2) the character has the skill, he gets the skill bonus. Items do not create skills, but they enhance the skills already possessed.

If a readied item has a spell, the spell is cast with automatic success when the item is used. (See COMBAT COMMANDS.)

When a spell on an item is cast, one charge is deducted from it. You will not know the number of charges. However, when the number of charges is equal to zero, you can no longer cast spells. Also, the item may disintegrate. Some spells work on an infinite number of charges but you will not know which ones.

Potions come in vials, bottles or jars. There are two types: Defense (add armor) and Cast Spells. Those that cast spells are treated like other items that cast spells. Potions of defense must be treated as though they were casting spells; that is, readying the potion does not add defense. The potion must be used.

D. WOUNDS

Wounds have two effects: injury and bleeding.

Injury represents the pain of the victim and the damage to his full effectiveness. Injuries of themselves can cause unconsciousness, but not death.

Bleeding represents uncontrolled loss of blood. Bleeding reduces a character's LIFE. When LIFE is zero, the character is dead. Wounds do not always cause bleeding.

E. KARMA AND PRAYERS

Karma represents the influence a character has with the gods. When a character prays, he spends Karma temporarily. The more he prays, the less karma he has remaining and therefore the less influence with the gods. The effective skill ability for Turn Undead and Luck (unadjusted for prayers or magic items) may not exceed the character's Karma rating. A CHARACTER MAY REGAIN KARMA BY VISITING A TEMPLE.

There are 8 prayer levels. The maximum Karma a character has determines the best prayer possible.
See the Karma and Prayers table for numerical relationship.

PRAYER LEVELS

STOP NORMAL BLEEDING: Removes all normal bleeding.

HEAL NORMAL INJURIES: Removes all normal injuries and bleeding.

BLESS: Increases luck of entire party by 40 during battle.

STOP SERIOUS BLEEDING: Removes all serious and normal bleeding.

HEAL ALL INJURY: Removes all injury (normal and serious) and all bleeding (normal and serious).

CREATE FOOD AND WATER: Creates food and water (no effect in this game).

RESTORE LIFE FORCES: Removes all injury and bleeding and restores LIFE up to the character's maximum.

RAISE DEAD: Removes all injury and bleeding and restore's LIFE to character's maximum and restores character to life.

Note: Even though an unconscious person has been healed, the character remains unconscious till the end of combat.

F. SPELLS

Spells are cast in dungeons or especially combat. A SORCERER knows all the spells at the start, but may not be able to cast them successfully. Spells have a difficulty level and a power cost.

In combat, spells are cast with the C command. The computer displays the list of spells for which the sorcerer has enough power. Move the cursor over the spell to be cast and press S for (S)elect.

In the dungeons, spells are cast with the S command.

A SORCERER'S power is reduced by the cost of a spell is attempted. To cast a spell,the SORCERER must have sufficient power remaining from previous reductions.

Lost power may be regained by resting at the Inn. Maximum power is increased by experience: 1 POWER costs 3 EXPERIENCE points.

A SORCERER'S ability to cast a spell is affected by the difficulty level of the spell. The odds of casting a spell successfully are equal to the cast spell ability minus the difficulty level. Example: A SORCERER with a cast spell ability of 90 tries to cast a lightening bolt (difficulty level of 60), he has a 30% chance of casting a spell.

SPELLS:

COUNTERMAGIC 1,4 Halves enemy spell cast ability for one battle.

FOXFIRE 4 Provides light for one battle or until exiting the dungeon.

MAGIC BOLT 1 Hits the target with the magical bolt which acts as a shortbow arrow.

NIGHT VISION 4 Allows the sorcerer to see in the dark. Lasts until he returns to the Inn.

UNLOCK 2 May open a locked door, chest, etc. The Chance of success is based on the sorcerer's skill and lock's difficulty rating.

INVISIBILITY 1,4 Makes the sorcerer unseen for one battle. The sorcerer may be spotted temporarily if adjacent to an enemy or if making a physical attack.

REVEAL ENEMY 1,4 Makes all enemies visible and prevents the enemy from becoming invisible for the remainder of the battle. Adds 30 to SCAN and 20 to COMBAT AWARENESS of all the members of the party.

WOUND 1 Hit the target with the bolt of physical magic.

MAGIC PROTECTION 1,4 Increases the resistance to magic of the sorcerer's party for one battle.

MISSILE PROTECTION 1,4 Makes the sorcerer's party invulnerable to missile weapons for one battle.

PARALYZE 1,4 Has a 25% chance of paralyzing the enemy so that he may not move or defend himself for the remainder of the battle. Does not work on targets with magic resistance.

DARKNESS 1,4 Eliminates FOXFIRE spells and temporarily blinds all enemies so that the party is engaged no longer.

POISON 1 Slowly kills the target. Cannot be dispelled. MAGIC RESISTANCE does not help.

CHANGE TERRAIN 3,1 Converts unoccupied terrain to clear, wall or rubble.

SHATTER 1 Destroys items in the target's hands.

LIGHTENING BOLT 1 Hits the target with a powerful magical attack.

LIFE BLAST 1 Reduces the life of the target.

DISPEL MAGIC 1 Eliminates all enemy combat spells.

ARMOR 1,4 Increase the armor and resistance to magic of the sorcerer's party for one battle.

LIFE STEAL 1 Reduces the target's life and the sorcerer's wounds.

MACE INVISIBILITY 1,4 Turns the sorcerer's party invisible.

FIREBALL 1 Fills an area around the target square with the magical flames that do magical damage to the enemies only.

---

1 May be used in combat only
2 May not be used in combat
3 Will not work in dungeons
4 Combat Spell: Is dispelled by an enemy cast of Dispel Magic.

SPELLS

SPELL	POWER COST	DIFFICULTY	SPELL	POWER COST	DIFFICULTY
Countermagic [1, 4]	1	0	Shatter [1]	4	20
Foxfire [4]	1	0	Lightning Bolt [1]	4	60
Magic Bolt [1]	1	0	Life Blast [1]	4	80
Night Vision [4]	1	0	Dispel Magic [1]	5	0
Unlock [2]	1	special	Armor [1, 4]	5	50
Invisibility [1, 4]	2	0	Life Steal [1]	5	140
Reveal Enemy [1, 4]	2	20	Mass Invisibility [1, 4]	8	100
Wound [1]	2	10	Fireball [1]	8	100
Magic Protection [1, 4]	3	10			
Missile Protection [1, 4]	3	30			
Paralyze [1, 4]	3	40			
Darkness [1, 4]	3	30			
Poison [1]	3	50			
Change Terrain [3, 1]	4	20			

[1] May be used in combat only.
[2] May not be used in combat.
[3] Will not work in dungeons.
[4] Combat Spell: is dispelled by an enemy cast of Dispel Magic.

V. After you enter the Inn the strategic map of the outside world appears. On the map, an icon indicates the position of the party.

Below it, there is information about the current situation and the commands available to you.

The numbers at the right of the screen indicate the keys to be used to move your party. Press 1 to move one space straight up, 2 to move diagonally up to the right, ect.

The numbers at the center indicate the year, day and time of day.

You may choose to do any of the following:

(S)earch Area: If no adventure awaits you, there is no change to the screen.
(C)heck A Character: Very similar to the info seen when you check at the Inn.
(M)ake Camp: Primarily to perform various post combat duties.
If you choose to Make Camp, you may use the following commands:

(P)ray For Healing: See KARMA AND PRAYERS.
(H)eal A Character: Perform firstaid on party members. See SKILLS.
(C)heck A Character: Same as above but more combat oriented.
(V)iew Items: Any character may take an item. Only a sorcerer may evaluate it.

(U)npoison A Character: See skill abilities.
(S)how Party Health: Tell what state the characters are in. N/S (Norm./Ser.)
(M)ove Money Around: Choose to distribute money or give it all to one person.
(T)ell Minstrel Of Deeds: If camped in the wilderness, this is available to you. It saves the game.
E(X)it Camp.

LOOTING:

After a battle your party will make camp, searching for bodies of the enemy and the surrounding area. The equipment found can be seen with the (V)iew The Items command. A list of all the items will appear with the cursor over he items. one of the items.

Your magician with the best EVALUATE MAGIC will go through the items and attempt to find those which are magical. He sets them aside, in addition to gems, jewelry, gold and silver. If the magician cannot determine if an item is magical, it will have a question mark next to it.

To take an item, use the arrow keys to move the cursor over an item and (T)ake it. The viewing character will take the item if it will not overload him. Note that the list of items may be larger than one screen. As it approaches the bottom, the list will scroll.

You may gain money by taking the looted items to the marketplace and selling them. The prices you get will be determined by the known value of the item and the skill of the best haggler in your party.

VI. DUNGEONS

Dungeons are buildings or other places that can be explored. Searching where a dungeon exists in the outside world results in entry. In a dungeon, the characters move about exploring, finding and disarming traps, talking to people, reading old scrolls, etc. Messages appear on the screen. If <CR> appears in the bottom right hand corner, press RETURN to continue.

ACTIVE:

The Active character is the one currently performing a task. For example, if Herman the Barbarian is the Active character, and a chest is being examined, it is Herman's skill ability at searching that is used to find the trap on the chest.

FOLLOWING:

The Follower is a character who moves when the Active character does. Therefore, if all but the Active character are followers, the entire party may be moved by moving the Active character. Sometimes a Follower gets stuck behind a wall. To free him, make him Active and make all the others Independent. Then move him away from the obstruction. Afterwards, reset

Special Weapon Abilities

AXES: If a shield blocks an axe's blow and the damage roll for the axe exceeds the defense of the shield, the shield breaks.
FLAILS: Flails totally ignore shields. An attack with a flail has the same effect as an attack on the target's unshielded side.
SPEARS: When attacking, spears may reach two squares, attacking over the heads of friends and enemies.
BOWS AND CROSSBOWS: These are missile weapons. When defending with a missile weapon in hand, the Close Combat Skill is used.

D. COMBAT OPERATIONS

When a character attacks, the attacker's ability is compared to the defender's ability to determine whether there is a hit.

The attacker's ability is increased if:

1) Defender is prone and the attacker is using a melee weapon.

2) Defender's last action was an attack to kill (K).

3) Defender moved quickly or through obstacles and the attacker is using a melee weapon.

4) Attacker aimed at the target in action prior to attack.

5) Defender was attacking a target other than the attacker or the attacker was unseen (invisible or sneaking) and the Defender fails a combat awareness roll.

6) Defender is attacked from the rear.

The attacker's ability is decreased if:

1) Attacker is Prone while attacking with a melee weapon.

2) Defender is Prone and the attacker is using a missile weapon.

3) Attacker is making a defensive attack (D).

4) Defender's last action was readying an item, dodging or a defensive attack.

5) Attacker moved quickly (more than 2 or 3 squares) or over obstacles.

6) Defender moved quickly or through obstacles and the attacker is using missile weapons.

To determine if the character is hit:

-Attacker's ability: Attacker's weapon skill ability.

-Defender's ability: Defender's weapon skill ability divided by two plus defender's shield skill ability may be used.

-Adjust attacker's ability: See attacker's ability above.

-Compare adjusted attacker ability roll to defender ability roll to see if hit.

-To determine damage when hit.

-Roll attacker's damage (or set damage if a pure magic attack).

-Roll defender's armor (or set armor if a pure magic attack).

-If defender's shield may be used, compare adjusted attacker ability roll to defender's shield ability roll.

-If the shield roll is successful, add the shield strength to the defender's armor roll.
-Subtract adjusted defender's armor roll from the attacker's damage roll to determine base damage.

In general, if a character is hit, the following is true:

1) The higher the damage rating of the weapon, the greater the degree of damage to the character.
2) The higher the armor defense rating against the attacking type, the lower the degree of damage to the character.

If an attack is one of Pure Magic, it has a fixed result dependent on the damage rating of the armor. Apply the base damage to the target. Pure Magic attacks never cause bleeding.

If an attack is not one of Pure Magic, determine the hit location and apply the injury multiple to determine the total injury. Determine severity. Roll the base damage and apply bleeding multiple to determine total bleeding. Determine if the defender is dead or unconscious.

Note that multiples are determined by location, with the chest and stomach causing much bleeding and the limbs and head much injury.

COMBAT COMMANDS

<-> Change facing. Facing is displayed by an arrow within the directional rosette on the right side of the menu. A character may only move into the front squares as defined by his facing and may only attack through the front and side. Facing influences the character's defensive ability, and the ability to see. The farther a character moves during his turn, the less he may change his facing. The right arrow key turns him clockwise a quarter turn. The left arrow key turns him counterclockwise.

1,2,3,4,5,6,7,8 are the directions a character may move with direction 1 being toward the top of the screen. The right end of the combat menu displays the directions this way:

```
8 1 2
7   3
6 5 4
```

Only the directions that the character can legally move are listed for you in the commands at the bottom of the combat menu and highlighted on the directional rosette. Characters which are engaged or prone may only move 1 square. The maximum a character may move at any time is 6 squares. Entering a full water square automatically ends all movement. Additionally, until the character makes a swimming ability roll, he will stay helpless and he may take damage. Movement may reduce or prohibit many actions. Attempting to move onto a square containing an enemy indicates a shield bash attempt. A Shields Bash attack is resolved just as if the character's shield were a weapon. However, instead of taking damage, the target may be knocked prone.

A diagonal move costs 1.5 times as much as a vertical or horizontal move. Obstacles also count as extra squares in movement.

A ATTACK. The character may make a normal attack. If a character moves more than 1 or 2 squares, he no longer may make a normal attack. Attacking ends a character's move.

C CAST SPELL. The character begins as attempt to cast a spell. The spell is completed, based on the spell's power cost in 1 or 2 turns. Casting a spell ends a character's turn.

D DEFENSIVE ATTACK. A defensive attack is the same as an attack, but it decreases the chance of hitting and being hit. It may not be performed with bows and crossbows.

E STAND ERECT. This may not be performed if the character has moved. This ends a character's turn.

F FALL PRONE. This may be performed at any time. It decreases the chance of being hit by missile weapons and increases the chance of being hit by and failing to hit with melee weapons. Turn ends.

G GUARD. The character waits for an enemy to get one of his front facing squares before attacking. The first time he is aware of an enemy in front of him, he will attack. Characters moving more than 1 or 2 squares may not Guard. Turn ends.

I INSPECT A CHARACTER. The computer will display the status, equipment and skills of a character. All values shown are the current values adjusted for spells, magic items,wounds and morale loss. This command may be used at any time; it has no influence on your turn.

K ATTACK TO KILL. The character makes a reckless attack on a target. He increases the possible damage to the target, but also increases his own chances of being hit. Bows and Crossbows may not attack to kill. This command ends a character's turn.

L LOAD BOW OR CROSSBOW. To attack with it, a Bow or Crossbow must be loaded. If it was readied before combat, it is already loaded. If not, this command loads it. When combat begins, a Bow is considered loaded again after each shot. A crossbow, however, must be loaded again each time before it is used. A character may move only 1 or 2 squares if he is to load. Loading ends a character's turn.

M USE A MAGIC ITEM. The character may cast a spell that is on a magic item or drink a potion. The character cannot have moved previously. This ends his turn.

O OPEN OR CLOSE A DOOR. He may open or close an unlocked door. Doors may not be closed if occupied by living or dead. The character may not have moved more than 2 or 3 squares. This ends his turn.

P PRAY. The character may make any prayer to his gods which he has sufficient Karma. The character may not have moved previously. Depending on the prayer level, prayers take 1 to 4 turns.

Q QUIT YOUR TURN. Character ends turn.

R (UN)READY AN ITEM. The character may ready or unready items and dodges. He may not have moved more than 1 or 2 squares. Use of this command does not end his turn, but it restricts the actions that may be performed to fall prone, inspect, quit, ready, sneak, scan, look at targets, moving, and help.

S BEGIN SNEAKING. The character attempts to sneak (makes a stealth ability roll). He does not learn whether he is successful. If he is successful, he becomes hidden. While hidden, he may move normally. He may be spotted when performing a physical attack, he moves adjacent to an enemy, or when an enemy scans or uses a Reveal Enemy spell. A character may not sneak while engaged. Sneaking ends the turn.

T AIM AT A TARGET. The character aims at the available target. If, in his next action, he attacks that target (with A, D or K), the target is MUCH easier to hit and vulnerable to greater damage. A character aiming at a target does NOT engage the target. He may not move and aim. Aiming ends the turn.

U TURN UNDEAD. The character selects an undead target and attempts to dispel it. He also becomes partially safe from undead attacks. A character may not move if turning undead. This ends his turn.

V VIEW WITH SCAN. The character looks all around, attempting to spot hidden enemies (making a scan ability roll). A character may not move more than 1 or 2 squares and scan. Scanning ends the turn.

W WHAT TARGETS. The character may look at all visible enemies in his field of vision. If S is pressed while the cursor is over an enemy, some information about the enemy is displayed. You may look at an enemy at any time. Looking at the enemy does not affect the character's turn.

QUICK COMBAT

When the characters meet monsters, the computer asks "USE THE QUICK COMBAT SYSTEM Y/N ?" Press Y to use it or N to use normal combat. You cannot change your choice during battle.

Quick combat begins with a display at the top of the screen of the name, status and health of the characters. The numbers on the right represent the normal and serious injury and bleeding of each character.

Bottom screen displays the number and type of monsters being fought. The display changes as the battle proceeds.

You have three options during Quick Combat: To pause the combat so that you may review the changing results or to try to run from the battle and use magic.