SYNERGISTIC SOFTWARE
presents

WILDERNESS CAMPAIGN

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The Kingdom of Draconia is a land of myth, a realm of mighty sorceries and fearsome beasts. Once a land of mighty and prosperous cities, Draconia has been reduced to a land of poor villages and decaying remnants of its former empire because of the evil influence of the Great Necromancer. The Necromancer seized power ten years ago and has since tyrannized and devastated the kingdom. Secure within his virtually impregnable fortress, surrounded by a magical barrier, he is hated and feared by all. The ruins of Draconia's greatness and the more desolate parts of the countryside are now populated by fearsome creatures that prey on any hapless wanderers who pass by.

You have been chosen to lead a small band of men to organize the overthrow of the Great Necromancer. To accomplish this, you will need a magical weapon powerful enough to destroy the barrier around his fortress and enough men, armor, and weapons to defeat his army. A suitably powerful magic weapon can only be obtained from the Sanctuary of the White Mage, an elderly but once great magician. You may stumble on the sanctuary in your wanderings, or the oracle (an agent of the White Mage) may find and direct you. Good luck in your quest and the battle to follow.

SETTING UP

To begin your quest, place the accompanying cassette tape in your recorder. Be sure to have the correct side up. Place the APPLE in basic mode, type load, start the recorder, and press return. The program will instruct you to again start the recorder and press return. You are now loading the HIRES screen and shape data. After two beeps, the adventure will begin.   Note: Disk loading is automatic when disk is booted.

The initial setup will include the map of Draconia with all villages*, castles*, ruins*, temples*, tombs*, geographical features and the Necromancer's fortress displayed. Your party will have a number of men with specified strength*, speed*, dexterity*, charisma*, and experience*. You will also have some treasure to begin with.

* Random placement or amount.

THE QUEST

Your initial goal is to search for and acquire enough treasure to hire and outfit an army. Much of the treasure of Draconia is now guarded by monstrous creatures. These must be fought and defeated (see BATTLES). Once the treasure is obtained you can use it in the various villages to buy goods and hire men.

Your second goal in the early stages of the game is to find the Sanctuary of the White Mage and receive from him the powerful device you will need to destroy the Necromancer. To defeat the Necromancer, you will need at least 50 - 75 well-equipped fighters and a powerful magic weapon.

COMMANDS

Table 1, below, lists the commands that can be used during your quest. The L command displays the legend for your map. The X command displays the status factors for your party: number of fighters, total number in party (you may have some bearers), experience level, dexterity, etc. All of these factors may change during the game in ways described below. The B command lets you see what goods you currently have in your baggage. At any time, you may dump some of your baggage. This may become nesessary if you find treasure whose weight is such that you can't carry it and all your baggage. Next time, to avoid this problem, hire more bearers or buy a mule. The M command lets you check your baggage for magic items that you wish to use. Finally, Q allows you to quit the game and save the current setup to disk/cassette.

The N, S, E, and W commands are self-explanatory. Movement is fastest in the plains, slower in the more rugged terrain areas. The more rugged areas (swamps, jungles, mountains, or deserts) are also much more hazardous. You may encounter such obstacles as gorges, crevasses, or cliffs. With the proper equipment you can get by. Otherwise, you must turn back and try elsewhere. You may also get caught in avalanches, sandstorms, or quicksand. Dexterity and luck (roll a saving throw with the dice) will determine whether or not there are casualities.

TABLE 1
LEGAL COMMANDS

N = Move North	L = Display Legend
S = Move South	X = Display Status
E = Move East	M = Use Magic Item
W = Move West	B = Check Baggage Inventory
Q = Quit	

POINTS OF INTEREST

VILLAGES

Once you have gold to spend, enter the nearest village. You can hire bearers or fighters or visit the village bazaar. A constantly varying selection is available for your consideration. Prices vary, and the merchants will dicker.

CASTLES

Some of the castles of Draconia are still inhabited by members of the old nobility. Depending on your charisma, they will donate varying amounts of men and gold to help in your campaign. Other castles are abandoned death traps.

ABANDONED STRUCTURES

Temples, tombs, ruins, and abandoned castles are dangerous but potentially rewarding. Treasure of the former inhabitants may be available for the taking. Traps, hazards, and hostile creatures, however, are common and must be overcome.

BATTLE

Whenever monsters or hostile inhabitants are encountered, you have the option of fighting (and perhaps winning treasure) or leaving the vicinity. They may or may not pursue. If they do and they are faster, you will have to fight anyway.

Battle outcome depends on many factors such as the relative strength, speed and experience of the combatants, their weapon and armor classes (see Table 2), bonus points for various factors, and luck. Speed, strength, and experience may vary during the game (Experience increases with battles won. Several magical devices can improve speed, strength, dexterity, etc.). Armor and weapon classes depend on the number and types of armor and weapons purchased. The higher the class, the more successful you will be in battle. Bonus points are available if you have weapons/armor particularly appropriate for your opponents (see Table 3), if your field position is better than your opponents' (on any given turn during battle, you may elect to try for better position instead of attacking. You may also run if you like.), or if you have a Spell of Defense or Attack. The last factor which decides the outcome of battle is luck as determined by rolling the dice.

A battle includes a succession of conflicts consisting of an attack and a defense phase for each of the combatants. The individual conflicts continue until one force is totally destroyed. If you win the battle, you can take your foes' treasure, if they possessed any.

To initiate the final battle against the Necromancer merely approach his fortress and follow the program's promptings.

TABLE 2

ARMOR CLASS		WEAPON CLASS	
1	No Armor	1	Short Sword
2	Leather Armor	2	Battle Axe
3	Shield	3	Broadsword
4	Chain Mail	4	Spear
5	Plate Armor	5	Bow or Crossbow

TABLE 3

MONSTER TYPE	EXAMPLES	SPECIAL WEAPONS*
Flying	Stingwing, Roc, Harpy	Bow/Crossbow/Spear
Undead	Vampire, Mummy, Werewolf	Cross/Holy Water/Silver
Giant	Cyclops, Ogre, Dragon	Spear/Battle Axe
Normal	Orc, Minotaur, Gorgon	None

* Gives extra advantage (bonus points) in battle.

MISCELLANEOUS

During your quest, you may occasionally find various sorcerous devices, spells, or artifacts. Crystal balls, flying carpets, magic lamps, etc. may be acquired and used throughout the game. The formidable Staff of Power and the Lightning Rod can only be obtained from the White Mage.

Remember that when you hire men, they expect to be paid. Payday occurs every ten days. The pay rate for all men is the highest hiring rate previously offered. Men that aren't paid will desert.

Also remember to keep your food supplies up. Food packets can be purchased at every village. Each packet feeds ten men for one day. If you run out, your men will starve.

The more common of the kingdom's unpleasant inhabitants are described below in Table 4.

TABLE 4

NAME	CLASS	FOUND IN	DESCRIPTION
ORCS	N	Mountains	Cave dwelling, fearless night fighters
SAND SERPENTS	N	Desert	30 foot long snakes, sand colored, kill by crushing
GORGONS	N	Jungle	Snake-haired, Victim turns to stone
MINOTAURS	N	Temples	Half bull, half man
GOBLINS	N	Tombs	Large orcs, hate daylight
TROLLS	G	Tombs	Thin and rubbery, can regenerate if not totally killed
CYCLOPS	G	Mountains	One eyed, one horned giant
DRAGONS	G	Jungle	Non-flying variety
ALLOSAURS	G	Swamp	Meat eating reptile
FIRE DEMONS	G	Temples	Large reptile, touch causes burning
GIANT OGRES	G	Ruins	10 to 12 foot tall giant man-eaters
ROCS	F	Mountains	Giant two-headed bird
STINGWINGS	F	Desert	Venemous stingers along wings
PTERIDACTYLS	F	Swamp	Flying reptile
HARPIES	F	Tombs	Woman faced, venemous bite
GARGOYLES	F	Ruins	Reptile with horns, talons, fangs, and bat like wings
GHOULS	U	Desert	Their touch paralyzes, drains life energy
WEREWOLVES	U	Jungle	Can turn from man to wolf
LYCANTHROPES	U	Swamp	Can turn into boar, tiger, or bear
VAMPIRES	U	Ruins	Blood drinkers
MUMMIES	U	Temples	Bandaged wrapped living corpse

N = NORMAL, G = GIANT, F = FLYING, U = UNDEAD

APPLICATION NOTES

1.   A partially completed game can be saved to disk/cassette at any time to be continued later. The Q (Quit) command lets you stop the game and save it. Initial game setup includes the question "New or old game (N or O)?" for continuing an old game that was saved.

2.   To reenter program, type GOTO 510 and press return.

Wilderness Campaign is a game of high adventure in which you undertake a crusade to free the kingdom of Draconia from the Evil Necromancer that is tyrannizing it. As you direct your party across the high resolution graphics map of Draconia, you must overcome obstacles, defeat hostile inhabitants, survive various natural hazards (avalanches, quicksand, etc.) and explore numerous tombs, temples, castles, and ruins in search of gold and magical devices.

When treasure is found, you will go to nearby villages to hire men and purchase weapons, armor, and assorted useful supplies. The supplies and any magical devices that you find will aid you in your ultimate quest: to find the ancient weapons of power required to defeat the Necromancer.

Once you have found the required magical weapon and have gathered and equipped a suitable army, you are ready to attack the fortress of the Necromancer itself. The future of Draconia rests on your shoulders.

Requires APPLE II with 48K RAM