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                         WIZARD'S CROWN
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             Game Development by Chuck Kroegel and Jeff Johnson
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Object

    Five hundred years ago the land was governed by the Fellowship of Wizard's and was a place of beauty and wisdom. The Crown of the Emperor was a great treasure. It gave power and reason to the Fellowship and was the source of learning, of all knowledge present, past and future. Each wizard wore the Crown until the constellation Atarius shifted in the sky, then he passed it to the next wizard. However, when it came to the turn of Tarmon, wizard of Thunder, he refused to give up the crown. Magical civil wars ensued. Tarmon fleed with the Crown to his laboratories and sealed himself inside forever. That was 500 hundred years ago and the Crown still awaits it's freedom.

    The land (Arghan) is still infested with monsters called up during the war. A magic wall contains them having been erected by the Fellowship when they came to their senses. The Fellowship are barred from entering the gates of the city until the Crown has been recovered.

    This then is your challenge. You have been called to find the Crown of the Emperor. Return with the Crown and you will receive a great enchantment ... you will rival the heroes of old. The more swiftly you return the greater your reward.

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An Overview

    Wizard's Crown is a game of adventures and encounters. The objective is to locate and retrieve a wizard's crown. You create a party of eight characters each with personal attributes and professions that determine the skills he will have available for his actions.

    The adventurers travel, setting out from the Inn, following clues and searching through a town and ruins. There are opportunities to enter buildings and other places in which dangerous and delightful events take place.

    Be aware that monsters may appear almost anywhere. When they do you may fight a detailed tactical battle. Or if you prefer, you may choose to fight quick combat, in which the computer resolves the entire battle in a few seconds.

    After the battle the characters take loot from the monsters, equipment (sometimes magical) to be used or sold later on. From their adventures, the characters acquire experience which they then use to increase their skills.

    While in battle a character may receive injuries that weaken him for future battles. By returning your party to the inn, you make it possible to give a wounded character rest and recuperation before you send the party off on further adventures.

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Play Difficulty

    Select a level of 1 to 5 (on opening menu). 1 is hardest.

Create a Game Disk
     You need to create a game disk for play.
Utilities
     This option allows you to reset the dungeons to their original state.

SAVING THE GAME
     Select (T) - Tell the minstrel your deeds

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At the Inn
     At upper right hand corner of screen is the year, day and time of
day. (10/0 DAWN at the start, indicating the tenth year of the reighn of
Ancus).
     At right hand middle of screen the time delay after messages is
indicated (5 at the start). The delay can be any number from 1 to 9. 1 is
the shortest delay. You may change it by typing D.

The Commands
     (G)reet new Adventurers
          Allows you to create a new character (no more than eight at a
          time).
     (T)ell the Mistrel your deeds
          Saves the game
     (R)est the adventurers
          Sends 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 of rest is 40 copper pieces
          automatically deducted. If a character cannot pay for the number
          of days he is to rest, then he sleeps in the stables for the
          entire period. In this case only the characters power is
          restored.
     (C)heck a character
          Shows characters current condition
     (I)mprove a character
          Allows you to improve a character by spending Experience
     (H)ave a character quit the party
          Allows you to remove a character, He is permanently lost.
     (V)iews items stored at the Inn
          Allows you to see the items you have stored at the inn and to
          pick up those you no longer wish to store. The maximum number
          that can be stored is 18.
     (O)utfit a character
          Allows you to choose a new icon to represent a character.
     (M)ove money around
          Allows you to move money between characters. You can divide it
          equally or give it all to one.

     E(X)it the Inn
          Allows you to leave the Inn and commence your travels.

EXITING THE INN
     All or just some of your characters may leave the inn. You will be
asked which.
     You will be asked, "Which character will be on point?" Choose a perty
member with good ratings in stealth and scan. The point characters' 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.

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

     To create a new character when you already have eight in the party,
press H. Select the character who is to depart. You will be returned to
the inn and the departed character has pemanently gone.

     A character's personal attributes affect his abilities to learn
skills, handle weapon etc. The minimum values are STRENGTH 5, DEXTERITY 5,
INTELLIGENCE 5, LIFE 25, EXPERIENCE 20.
     Points are purchased in the following ratios: STRENGTH (1-1),
DEXTERITY (1-1), INTELLIGENCE (1-1), LIFE (5-1) and EXPERIENCE (4-1)
     Points you assign to a character will determine the professions
available to him. A character may have more than one profession. The cost
of each profession is as follows:
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     SORCERER INT 11
     PRIEST   INT 7
     FIGHTER INT 5
     RANGER   INT 3
     THIEF   INT 3

     After you select a profession the skills list will appear. Only the
skills available to the characters profession will appear. After the skill
list you will see a list opf all the weapons the character has the
STRENGTH and skill to use. Select a weapon. The character will be provided
with the weapon, armour, a dagger and a shield (if the weapon was one
handed and the character has the skill and strength to use a shield).

CHECKING A CHARACTER
     To check a character press the letter C. First screen displays
attributes and possessions, second screen displays skill ability ratings.

     To trade coins press T
     To ready, drop or evaluate items press R. The menu changes. Use arrow
keys to place highlighting on the desired item. To ready an item press R;
YES indicates the item is readied.
     To transfer an item press T an the computer asks TO A (C)HARACTER OR
TO THE (I)NN.
     To drop an item, press D. It cannot be recovered once dropped.
     To evaluate an item press E
     After the check is completed, exit by pressing X

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PERSONAL ATTRIBUTES

Strength
     Determines available weapons, permissable weight of armour, ability
to force locks, and rate of recovery from wounds. N.B. The designers
suggest that the starting strength should not be higher than required for
use of the desired weapon or armour.

Dexterity
     Determines starting value for many skills. Indicates how often a
character may act, e.g. DEX 20 acts twice as often as DEX 10.

Intelligence
     determines professions available to a character. In general only the
exact INT points required for the desired profession(s) should be
purchased. However, since INT does influence other factors, it just might
be worth purchasing more sometimes.

Life
     Determines ability to withstand wounds and to avoid becoming
unconscious. Bleeding, poison, Life Steal, and Life Blast cause a loss of
current life. When life reaches zero, the character is dead.

Experience
     Represents training and skill of the character. In the game a
character earns experience points which may be spent to increase his
attributes, skills, power and karma. A new character begins with
Experience reflecting his background.

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 favoured 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
recognise and understand (evaluate) the magical items that they find.

SKILLS
     A characters profession(s) determines the skills he possesses. His
attributes influence the starting values of his skills.

SKILL ABILITIES
     Skill abilities are values which represent how well a character

perform,s a skill. There are skills of magic, of the dungeon, of the wilderness, of the use of weapons, of scholarshop, and of healing. Usually, to determine if a skill is performed successfully, the skill abilities are randomised and compared with another number.

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     For example, consider a thief with a search ability of 74 as he searches a wall. A trap in the wall has a concealment rating of 30 (Of course this is not known by the player). A number between 1 and 74 is rolled; and if the number rolled is above 30, the trap is spotted.
     Many magical items increase a skill ability when the weapon is readied. Wounds and morale loss may decrease the skill ability of all skills except 'luck' and 'turn undead'. 'Luck' and 'turn undead' abilities never exceed the current Karma rating.

Weapon Skills
     Weapon skills are 1) the ability to hit an opponent with a weapon and 2) the ability to avoid being hit by an opponent whilst the weapon is readied.
     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 monsters lair and the treasure therein.

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 more serious. Bandages are required.

Search
     The ability to find things that are hidden, including magic items, traps, secret doors, and many other things.

Disarm Trap
     The ability to disarm a trap that has been spotted.

Picklock
     The ability to open locked doors, chests, etc. Requires lockpick.

Haggle
     The ability to get the best possible price for something being sold.
When an item is being sold by your party, 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 continuing 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 the others.

Alchemy
     The ability to make potions successfully in a laboratory.

Luck
     The ability to prevent harm (other than magic) to a character.
Represents the good will of the gods.

Read Ancient
     The ability to understand ancient writings.

Evaluate Magic
     The ability to determine whether an object 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
after combat, before anyone views them.

Cast Spell
     The ability to cast a spell successfully

Morale Lost
     This is not a skill, but will be displayed on the skill 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 the tavern can eliminate all morale loss.

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SKILLS
                                  Starting

Skill	Class1	Value2	Ep3	Gain4
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	1	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	"
Alcheny	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

    1Class indicates which professions possess the skill. F=fighter etc.
    2Starting value indicates which attribute controls the starting value
of the skill. D = Dexterity etc.
    3EP indicates the amount of experience required to improve the skill.
    4GAIN: Each time you improve a skill through experience, the skill
increases a random amount. At first the skill will increase 1-8 points.
When the skill ability reaches 100 the skill will only increase 1-4
points. At skill ability 150, you only gain 1-2 points each time you spend
experience. Finally, at skill 200, you only gain 1 skill point.

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EXPERIENCE
    To spend experience you must be at the inn. Use arrow keys to move
cursor.
    If you have 100 points of experience to spend you may improve your
STR, DEX or LIFE when you follow the instructions at the bottom of the
screen.

MORALE
    During the course of the game your characters will accumulate morale
loss. This represents fatigue and nervous strain and reduces your skill
abilities. Morale is lost through fighting, being awake as dawn breaks

(i.e. being up all night),and through various magical effects you may run into.
     Morale loss is slowly reduced through sleeping in a good room at the inn. It is very quickly reduced by having a good time in a tavern.

THE GAME ELEMENTS

Coins
     A character may carry no more than 250 coins.
     There are four denominations: copper, silver, electrum and gold. Each type is worth ten times as much as the previous one listed.
     Money is obtained by selling items in the market place in the town.
     Money is spent for purchasing all types of items.

Items
     Each item has a set of characteristics: size *(small, medium, large), number of hands required to ready, and strength required to ready.
     An item must be readied before it is used. A character may not ready an item that would require more hands than he has available or more strength than he has.
     A character may have no more than 1 weapon, 1 armour and 1 shield readied at any time.
     A character may not carry more than 10 items. Among these there can be no more than 2 large items or a combination of 5 medium and large items.

     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 on entering the inn..

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.

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     When a spell on an item is cast, one charge is deducted from the item. When the number of charges reaches zero you can no longer cast spells. You will not know the number of charges on an item. Some spells work an infinite number of charges - but you won't know which..
     Potions come in vials, bottles or jars. There are two types of potions: Defence (add armour) and cast spells. Those that cast spells are treated like other items that cast spells (see above). Potions of defence must be treated as though they were casting spells; that is, readying the potion does not add defence. The potion must be used.

WOUNDS
     Wounds have two effects, injury and bleeding.

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

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

There are two levels of both injury and bleeding: normal and serious.

Normal injury is referred to as Injury; normal bleeding as Bleeding. As expected serious injury and bleeding are harder to heal.

KARMA AND PRAYERS

Pay careful attention to the relationship between Karma and prayers; the ability of your characters to survive battle depends on it.

Karma represents the influence the 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 characters Karma rating. A character can regain Karma by visiting a temple.

There are 8 prayer levels. The maximum Karma a character has determines the best prayer possible.

PRAYER LEVELS
    1) Stop Normal Bleeding: Removes all normal bleeding.
    2) Heal Normal Injuries: Removes all normal injuries and normal
       bleeding.
    3) Bless: Increases luck of entire party by 40 during a battle.
    4) Stop Serious Bleeding: Removes all serious bleeding and all normal
       bleeding.
    5) Heal All Injury: Removes all injury (normal and serious) and all
       bleeding (normal and serious).
    6) Create Food and Water: No effect in this game.
    7) Restore Life Forces: Removes all injury and bleeding and restores
       Life up to the characters maximum.
    8) Raise Dead: Removes all injury and bleeding, restores Life to
characters maximum, and restores character to life.

Note that even though an unconscious person has been healed, the character will remain unconscious until the end of combat.

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SPELLS
    Spells are cast in dungeons or combat, but especially during 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 a list of spells for which the sorcerer has enough power.
    In dungeons spells are cast with the S command.

    A sorcerers power is reduced by the cost of the spell each time a spell is attempted. To cast a spell a 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.

The odds (percentage) of casting a spell successfully are equal to the cast spell ability minus the difficulty level. Foe example, if a Sorcerer with a spell cast ability of 90 tries to cast a lightening bolt (difficulty level 60), he has a 30% chance of casting the spell successfully.

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 a magical bolt as shortbow arrow
     Night Vision 4 Allows Sorcerer to see in dark. Lasts until return to
                    Inn
     Unlock 2 May open a locked door, chest, etc. Chance of success is
              based on sorcerers skill and locks difficulty.
     Invisibility 1,4 Makes 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 (although they may still hide). Adds 30 to
                      Scan and 20 to combat awareness of all members of
                      the casting sorcerer's party.
     Wound 1 Hit the target with a 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 each 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 targets hands. Some magic items are
               unharmed.
     Lightning Bolt 1 Hits the target with a powerful magic attack
     Life Blast 1 Reduces the life of the target
     Dispel Magic 1 Eliminates all enemy combat spells
     Armor 1,4 Increases the armour and resistance to magic of the
               sorcerer's party for one battle.
     Life Steal 1 Reduces the targets life and the sorcerer's wounds.
     Mass Invisibility 1,4 Turns the sorcerer's party invisible.
     Fireball 1 Fills an area around the target square with magical flames
                that do magical damage to the sorcerer's 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.

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SPELLS

Spell                  Power Cost      Difficulty
Countermagic               1              0
Foxfire                    1              0
Magic Bolt                 1              0
Night Vision               1              0
Unlock                     1            Special
Invisibility               2              0
Reveal Enemy               2             20
Wound                      2             10
Magic Protection           3             10
Missile Protection         3             30
Paralyze                   3             40
Darkness                   3             30
Poison                     3             50
Change Terrain             4             20
Shatter                    4             20
Lightning Bolt             4             60
Life Blast                 4             80
Dispel Magic               5              0
Armor                      5             50
Life Steal                 5            140
Mass Invisibility          8            100
Fireball                   8            100
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THE OUTSIDE WORLD

     Commands are as follows:

     (S)earch Area: If no adventure awaits you in a square at a particular
time, the search brings no change to the screen. You may have to search a
square more than once; you may find nothing there at one time and
something there at another.

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     (C)heck a character: Allows you to check a character

     (M)ake Camp: You make camp primarily to perform various post-combat
activities indicated by the following commands:
     (P)ray for Healing: See Karma and Prayers
     (H)eal a character: Perform First Aid on members of your party.
     (C)heck a character:
     (V)iew Items: Display items found on monsters and in the area.
     (U)npoison a character: Attempt to unpoison.
     (S)how Party Health:
     (M)ove Money Around: Distribute money amongst characters.
     (T)ell the Minstrel your deeds: Saves Game (not in a dungeon!).
     E(X)it Camp.

DUNGEONS
     (To put a dungeon back into it's original state, use the utilities
command when you boot up.)

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, fiding 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 Statuses
     At any given time in the dungeons, each character has one of three statuses: Active, Following, or Independant. The set of Active Statuses control which characters move and act. One and only one character may be Active at any one time; the others at that time are Following or Independent.

Active:
     The Active character is the one currently performing a task
Following:
     The Follower is a character that moves when the active character does

Independant:
     The Independant character does not follow the Active characters nmovement. this is useful when preparing your party for a fight or when sending a character ahead to search out traps.

     To change the Active status of a character, press A as the Dungeon menu is on the screen. P changes status of all characters in the party.

Page 15
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THE DUNGEON MENU

     > Change Facing: turns character clockwise a quarter turn
     < Change Facing: turns character counterclockwise
     1,3: The directions in which the character may move
     A) Alter Active Status of Characters
     C) Check a Character
     E) Examine Space in Front of Character: (for traps, secret doors etc)
     F) Start a Fight with Person in Front: Attack person in front
     M) Make Camp
     N) Make Next Character Active
     O) Open Thing You Are Facing: Chest, door, etc.
     S) Cast either Foxfire or Night Vision: (Sorcerer)
     T) Talk to the Person in Front of You:
     W) Have Active Character Wait: (Allows followers to move closer).

     ?) Help: Displays brief description of commands available.

     FACING does not effect movement in the dungeon as it does in combat.

LEAVING THE DUNGEON:
     A party may leave the dungeon by moving the active character onto an exit square. Exit squares are usually found on the edge of the map or stairways.

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COMBAT

Quick Combat
    Computer handles all combat (note, normal combat can take 20 to 30
minutes to resolve)

    Combat ends when one of the following conditions occurs: 1) no one
from either side can see an enemy; 2) all of one side have fled the battle
field, are unconscious or dead.

Types of damage:
    The results of an attack are dependent on the damage type and the
damage rating of the attacker's weapon or spell.
    There are two categories of damage type:
   - Pure Magic
                        - Physical

    There are six types of damage:
                        - Bash   (Physical)
                        - Cut   (Physical)
                        - Thrust   (Physical
                        - Physical Magic (Physical)
                        - Magic   (Pure Magic)
                        - Life Blast (Pure Magic)

    The location of the hit is determined by damage type. Bash and cut
attacks tend to do more injury. Thrust tends to cause more bleeding.
Physical magic tends to cause the most damage of all.

Facing
    Each character has a facing; that is, each character faces in a
particular direction. From the characters facing, certain squares are
referred to as his front, rear, shielded side, and unshielded side. In the
following diagrams, the ^ indicates which way the character faces.


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                        Front
                        .  .  .

            Shielded side  .  ^     Unshielded side


                        Rear



                    Unshielded side
                        .

            Front       .  <     Rear

                        .  .

                    Shielded side
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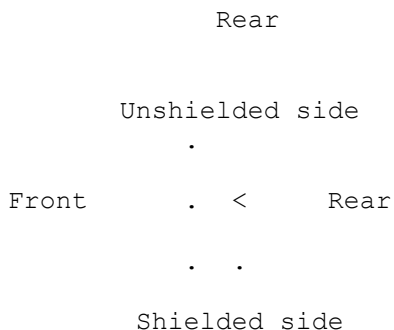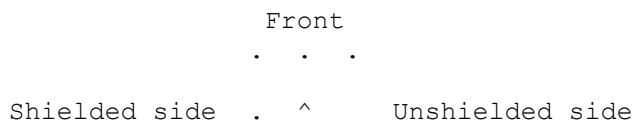
Shield Protection
     A shield can protect you from attack from the left and front. It
cannot protect you from attack from the right (unshielded side) or rear or
if the attacker is using a flail.

Engagement
     If a character who was attacked by a melee weapon in the last action
that an enemy performed is still adjacent to the enemy, he is ENGAGED. An
engaged character my neither sneak nor move more than one square.

Special Weapon Abilities
     AXES: If a shield blocks an axes blow and the damage roll for the axe
exceeds the defence of the shield, the shield breaks.
     FLAILS: Flails totally ignore shileds. An attack with a flail has the
same effect as an attack on the targets unshielded side.
     SPEARS: When attacking, spears may reach two squares, attacking over
the heads of friends and enemies.

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     The spear (^) facing up may attack any square with a dot in it.

     BOWS AND CROSSBOWS: These are missile weapons. When defending with a
missile weapon in hand, the close combat skill is used.

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 the 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.

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     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 (moved more than 2 or 3 squares) or over

        obstacles.

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

      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 if shield may be used.
      - Adjust attacker's ability (see 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 armour (or set armour 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 armour roll.
      - Subtract adjusted defender's armour roll from 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 he weapon, the greater the degree
of damage to the character. (Each armour type has a defence rating
indicating your protection from each damage type.)
      2) The higher the armour defence 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 attack and the magic defence rating of the
armour, 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
the total bleeding. determine severity. Determine if the defender is dead
or unconscious.
      Note that multiples are determined by location, with chest and
stomach causing much bleeding, and limbs and head much injury.

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COMBAT COMMANDS
      In the following explanation of combat commands, movement
restrictions often are listed as 1 or 2 squares. The greater restriction
is for diagonal moves. A diagonal move cost one and a half 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 the character
moves more than 1 or 2 squares, he no longer may make normal attacks.
Attacking ends a characters move.

      C Cast Spell: The character begins an attempt to cast a spell. The
spell is completed, based on the spells 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 or crossbows.

     E Stand Erect: This may not be performed if the character has moved.
Stand erect 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. Fall Prone ends a turn.

     G Guard: The character waits for an enemy to get in 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. Guard ends a turn.

     I Inspect a Character: Shows character stats; has no effect on turn.

     K Attack to Kill: The character makes a reckless attack on the
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 loaded already. If it
wasn't, this command loads it. After 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 the character's turn.

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     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
command ends a character's turn.

     O Open or Close Door: The character 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. The command ends the
character's turn.

     P Pray: The character may make any prayer to his gods for which he
has sufficient Karma. The character cannot be moved previously. Depending
on the prayer level. prayers take 1 to 4 turns.

     Q Quit Your Turn: The character ends his turn.

     R (Un)ready an Item: The character may ready and 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 a character's turn.

T Aim at Target: The character aims at an 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 a character's turn.

U Turn Undead: The character selects an undead target and attempts to dispell it. He also becomes partially safe from undead attacks. A character may not move if turning undead. Turning undead ends the character's 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 a character's 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 he enemy is displayed. You may look at an enemy at any time. Looking at an enemy does not effect the character's turn.

Z Dodge and Zig Zag: The character dodges, making him more difficult to hit. He may not have moved more than 2 or 3 squares. Dodging does not end the character's turn, but his actions are restricted afterward to fall prone, inspect, quit, ready, sneak, scan, look at targets, moving and help.

? Help: The computer displays a brief description of the commands

available. The command may be used at any time, it does not end the character's turn.

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DEFENSE RATINGS

Armour	Bash	Cut	Thrust	Magic	Str
Leather	3	2	2	0	5
Cuirbolli	5	4	3	0	6
Ring	4	6	3	0	8
Brigantine	6	8	5	0	9
Chain	5	10	6	0	12
Scale	6	10	7	0	15
Plate	8	12	9	0	16

Str = strength required to wear the armour

OTHER GAME ITEMS
    Ropes
    Crowbars - used for forcing locks
    Lockpicks - used for picking locks

Bandages - needed for first aid
Bottles, Jars, and vials - may or may not contain potions

There are other game items as well

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WEAPONS

Weapon	Dam	Type	Str	Hands	EP	Skill
Fist	STR/4	T	5	1	3	Close Combat
Dagger	4	T	5	1	3	Close Combat
Rapier	6	T	6	1	4	Sword
Shortsword	7	T	8	1	4	Sword
Scimitar	8	C	10	1	4	Sword
Broadsword	9	C	12	1	4	Sword
Longsword	10	C	16	1	4	Sword
Claymore	12	C	11	2	4	Sword
Greatsword	14	C	15	2	4	Sword
Handaxe	7	C	8	1	6	Axe
Battleaxe	9	C	12	1	6	Axe
Geataxe	13	C	13	2	6	Axe
Mace	7	B	10	1	3	Mace
Morningstar	9	B	16	1	3	Mace
Staff	8	B	7	2	3	Mace
Maul	11	B	13	2	3	Mace
Flail	8	B	12	1	6	Flail
Large Flail	12	B	13	2	6	Flail
Spear	8	T	10	1	4	Spear
Heavy Spear	10	T	8	2	4	Spear
Shortbow	8	T	8	2	5	Bow
Longbow	10	T	12	2	5	Bow
Light Crossbow	11	T	10	2	3	Crossbow
Heavy Crossbow	15	T	16	2	3	Crossbow
Buckler	*	4A	6	1	4	Shield
Shield	*	6A	10	1	4	Shield

 * Do shield bash

 DAM = Damage Rating   TYPE = Damage Type (T)hust, (C)ut, (B)ash
 STR = Strength required to use   HANDS = Number of hands required to use
 EP = Experience cost to improve skill
 SKILL = Skill required to use the weapon

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