# Tome of Knowledge
# (Silvern Castle User's Guide)

**SILVERN CASTLE - Fantasy Role-Playing Game**
**Version 9.3 - June, 2008**
**Freeware - Copyright 1999**


**Title page graphic - Cary Gunnare (used with permission)**
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**AutoMaker utility - David Ward (freeware)**

**See the Tome of Miscellany (READ.ME.FIRST) for**
**install, notices, latest bug fixes, changes, and new features**

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# Silvern Castle Tome of Knowledge

# Introduction to Silvern Castle

Silvern Castle is a fantasy role-playing game. At first glance, Silvern Castle may appear to be a Wizardry clone. However, other than its outward appearance, it outperforms Wizardry in scope and complexity.

For instance, you get 200+ monsters (including wandering monsters, NPC parties, dragon lairs, snake pits, and humanoid dens, to name a few), 400+ items (mundane, magical, enchanted and cursed), special goodies, three multi-level 27x27 mazes, a rich spellbook system for magic-users, traps, magic fountains, 100+ spells (of which many can be cast reversed), sub-plots and quests, and much more.

You can create up to 36 characters and take 6 of them at a time on an expedition into the unknown depths of three different multi-level 3-D mazes. It won't be easy. Traps of all kinds abound, as well as hundreds of monsters. Will you be able to fulfill your quest for each scenario?

# Scenario Briefing Materials

### The Ultimate Quest: The Lost Crystal Orb (First Scenario)

As was the custom of the time, the symbol of a king's right to rule-the Crystal Orb-was entrusted to the arch-wizard Ragon after the last king died. Ragon placed the orb in the maze below the castle to await the day a hero would be proclaimed king. This time something went terribly wrong. An evil wizard named Drachma crept into the sacred place where the orb rested, and stole it. Without the orb, the throne of Silvern Castle will remain empty. As a result, a party of adventurers was quickly organized to recover the orb, with Ragon leading the way.

Unfortunately, the rescue mission failed. The lone survivor, an elf, reported that Ragon had vanished after Drachma's minions had killed the rest of the party. Apparently Drachma had allowed the elf to escape as a warning that further attempts to retrieve the orb would be futile.

However, small groups of adventure-seeking individuals have continued the quest to retrieve the orb from Drachma's clutches. Although the danger is high, the reward of being crowned the next king of Silvern Castle outweighs the perils.

The only person to reach Drachma's lab-and live to tell about it-the lone elf from the original rescue party, went insane shortly after he escaped. The sketchy details of that encounter as described by the elf may help determined individuals reach Drachma's lab.

According to his ramblings, the lab can be found on the last level of the maze, guarded by legions of demons and guardians. In addition, Drachma's lab was somehow protected by a strong magical lock that needed to be circumvented with a special object. It is thought that Ragon had this special object with him, and he may have hidden it in the maze when he vanished.

New adventurers needn't worry too much about the elf's story, however. For few will ever venture close enough to meet these "Maze Demons". For they will succumb to the more mundane monsters and traps instead. For the vast majority of adventure seekers, the ultimate quest will simply be to survive!

If you should by luck and craft accomplish your quest and defeat the evil Wizard Drachma and recover the Crystal Orb, the provisional ruling body will send the Castle Guards to take possession of the orb to verify its' authenticity when you return to the market (refuse at your own risk!). You will then be awarded a score to rank against other players, and your party with acquire noble ranks and honors, especially for the holder of the Crystal Orb.

It might take months of playing to acquire enough power to even reach the last level of the maze, let alone defeat Drachma!

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## Extended First Scenario Changes (since v3.0)

Before I realized how easy it was to add additional scenarios, I modified and extended the first scenario, thinking it would be my last scenario challenge for a long time, or otherwise I wouldn't have touched it.

The two major changes involve the moat (which was mostly empty before), and also including some special goodies as permanent specials instead of having them randomly placed as before.

For those of you who haven't found Drachma's Lab yet, nothing else has been changed in the maze proper. So keep at it!

If you have won prior to v3.0, you can either attempt to re-win or start the second scenario (see "Briefing Materials: Shades of the Past" below). To re-win, you should attempt to find Drachma's Lab again-just find the door on level 10 needing the silver key as before. At this point you will encounter the first change-and you are on your own from there! Hint: Can't find the moat? Try teleporting-and beware of "hidden" secret doors!

By the way, to completely finish the first scenario as extended, you must now accomplish two goals: Defeat Drachma and locate the second scenario gateway in the moat (not the short-cut alternate portal on level 1!). Hint: Can't get past the blue archway? Defeat Drachma.

## Briefing Materials: Shades of the Past (Second Scenario)

For those hearty adventurer's who have defeated Drachma and have recovered the Crystal Orb, a new challenge awaits! A completely new scenario, including a fiendishly-designed new multi-level maze can be reached via a portal located in the first scenario. The background material for this scenario is revealed to parties that have defeated Drachma (if you have finished the first scenario prior to v3.0, be sure to read the "Extended First Scenario Changes" section above for the details on acquiring this new information).

By the way, if you wish to forgo the background material you can start the second scenario without finishing the first scenario. The short-cut alternate gateway is located in the first scenario on the west side of level one. The password is SHADES. Scenario goal: To defeat an ancient enemy from out of another realm; clues to the identity of this person is revealed throughout the second scenario.

This scenario includes new features like elevators, new specials, more items, new monsters, challenging puzzles, and many surprises. Will you be the first on your block to discover the secret of "Shades of the Past"?

## Briefing Materials: Time Master (Third Scenario)

This installment concludes the Silvern Castle trilogy. After completing "Shade of the Past", your hardy band must now undertake the perilous journey to close the pentagram gateways to prevent further incursions from the ancient realm discovered in "Shades". It is rumored that this can be accomplished by locating and deactivating the gateway's power source.

Only users who have defeated the second scenario's nemesis, and have located the password to access the "Time Master" portal should attempt this expert-level scenario! (The password is JURASSIC)

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# I: TITLE PAGE

To start the game, execute the SILVERN.SYSTEM file.

Note: See "Starting Silvern Castle" in the Tome of Miscellany for more complete technical details.

Running SILVERN.SYSTEM launches MICRODOT and brings up the Silvern Castle title page. The title page is also where you end up if you save the game or disband the party.

## A: Start the Game

Press <RETURN> at the title page to get things started. If you have a saved game, you will be placed at the point where you last saved. If this is your first time playing, or you have no party in the maze, you will be placed at the market (see "Castle Market").

## B: Extra's Menu

This menu contains various utilities.

### 1: Resize Roster

This allows you to select a larger or smaller sized roster, depending on how much disk space you have. It can also be used to "crunch" the roster so that new characters will be added to the end of the list. An option to zero (delete) all characters is also available. This option is not available when the "Update Datafiles" option is present.

**WARNING:** All deleted characters will be permanently zapped. Run the Roster Transfer Utility if you wish to recover deleted characters.

### 2: Update Datafiles

After you install a new version of Silvern Castle sometimes new stuff such as items, spells, character statistics, and other definitions have to be applied to various datafiles to update them to the new version. This utility facilitates this. This option is disabled after it has updated the appropriate datafiles.

**WARNING:** All deleted characters will be permanently zapped. Deleted characters must be recovered before installing new Silvern Castle updates.

### 3: Set Preferences

This allows you to toggle optional game features on/off. To restore all preferences to their default settings, press <SPC>. Press <ESC> to save and exit. Press <TAB> to toggle between pages.

#### 3a: Page 1

##### a: Use encumbrance rules? [Y] = default

With encumbrance selected yes, each character has a strength-imposed maximum limit to carry coins and items (expressed in "coin weight", or cn) without incurring an encumbrance penalty. Search on "encumbrance" for more details.

##### b: Restrict loot coinage to GP? [N] = default

When selected to yes, the party will automatically skip any silver or copper coins in favor of only gold pieces. Market transactions are not affected.

##### c: Combat real-time status update? [N] = default

With this option set to yes, the party status summary box is updated in combat in real-time whenever any character's armour class, hit points, or condition changes. The monster count status box is also updated. When set to no, these status windows are only updated after each round. In any case, incapacitated characters are not reordered until after the combat round is over.

**d: Fluctuating store prices? [Y] = default**

This preference affects whether or not Quillon's Trading Post will adjust prices based on quantity. When set to yes, items in low supply command premium prices, and vice-versa.

**e: Show spells cast by monsters? [N] = default**

When this option is set to yes, spells cast by the monsters in combat will display the spell name (but not the charge or whether the spell is cast reversed; you'll have to monitor the results to determine those attributes).

**f: Easier XP advancement? [N] = default**

This option when selected to yes reduces the amount of experience points (XP) needed to advance characters over level 9. In addition, demi-humans only need 2X instead of 4X the XP for higher level advancement.

**g: Fast combat monster equip? [N] = default**

Mainly for benefit of users without accelerators, this option when set to yes greatly speeds-up combat monster equip. However, when in effect this option trades speed for variableness, giving out the same fixed equipment, depending on the monster group (except special items; i.e. potions, rings, etc).

**h: Show monster HP remaining? [N] = default**

This preference is useful as a combat aid, especially for new adventurers. When turned on, this option shows how many hit points remain after a non-fatal hit on a monster, whether caused by weapons, items, or spells.

**i: Sound pitch [80] = default**

Allows changing sound parameter affects. To play current sound settings, press any key not listed on-screen (such as the <return> key). You can press the option (or closed-apple) key to reverse the direction.

**j: Sound length [06] = default**

Another sound parameter option. Select zero to mute sound (regardless of sound pitch setting). You can press the option (or closed-apple) key to reverse the direction.

**k: Preload files into /RAM [Y] = default**

When turned on, this option preloads files into the built-in ProDOS RAM drive (slot 3, drive 2) to increase disk I/O performance. If the RAM drive already contains files, has been removed, or your Apple II has less than 128K, this preference is ignored.

*Note:* Users with hard drives or Apple IIgs 3.5" drive systems with Diversi-Cache installed can turn this option off without affecting disk I/O performance.

**l: Level of difficulty [Hard] = default**

Allows you to choose between 2 levels of difficulty: HARD is the standard, or less difficult mode; GRIM is the most difficult mode, it removes most handicaps for lower-level parties.

**m: Auto-unlock doors [N] = default**

When this option is turned-on, your party will automatically open all locked doors in the maze without being prompted to select a key, as long as your party is carrying the appropriate key of course.

**n: Encounter frequency [norm] = default**

This preference allows you to set the wandering monster encounter frequency to more, normal, or less. Usually lower-level monsters tend to avoid parties that are much higher in level than they are; conversely, higher-level monsters tend to seek out weaker parties. Selecting more or less will modifier the normal encounter frequency by making the party appear weaker or stronger than it really is. This preference has no effect on lair encounters.

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**3b: Page 2**

**a: Disable shareware checks [Y] = default**
Since v5.2 when Silvern became freeware, the flag that used to check whether you had registered was disabled, although the actual unregistered shareware code was never removed. Now you can toggle this flag on and off to experience Silvern Castle in unregistered shareware or freeware mode. See the Freeware Tome (SC.REGISTER) for more information.

**b: Message time delay [350] = default**
Allows you to set the length of time messages appear on the screen (see also maze Time Delay command). Although you may set the time delay anywhere between 0-65550, for most Apple II computers a value of around 1000 is sufficient, while larger delays may be needed for accelerated or emulated Apple's. You can press the option (or closed-apple) key to reverse the direction, or press the open-apple key to increase the step size by 1000 instead of 50.

**c: Use GS color settings [N] = default**
This option is ignored unless you have an Apple IIgs. When set to the default, text screen colors are set to white characters on a black background/border. If you turn this option on, your control panel settings are used instead. Please note in hires modes, the border color is always set to black.

**d: Maze display mode [Hires] = default**
**e: Camp display mode [Hires] = default**
**f: Market display mode [Hires] = default**
**g: Combat display mode [Hires] = default**
**h: Guild display mode [Hires] = default**
These options allow you to set the screen mode to hires or text for each of the modules listed above. Text mode results in displays that are faster and crisper. The only module with significant difference between modes is the maze. In hires, the maze is displayed in hidden-line wire 3-D, while in text mode the maze is displayed in overhead 2-D style.

**i: Mundane loot frequency [Norm] = default**
When this preference is set to half, the normal mundane loot chance is halved, or if set to skip, all mundane loot found in the maze will automatically be passed over by the party. This greatly reduces the time needed to inspect loot for high-level parties. By the way, mundane items include all normal non-magical weapons, most armour, shields, helms, gloves, and potions. Scrolls containing normal level 5 spells or less are also considered mundane.

**j: Substitute initiative for race [N] = default**
When activated, this preference modifies the bottom character status window display to show the character base initiative rating instead of the default race statistic. There is a slight speed penalty when updating the character status window when this preference is set to show initiative. In addition, the camp inspect character display will not show the character initiative if the preference is already set to show initiative at the character status window.

**k: Cache automap images [Y] = default**
By default, Silvern Castle will cache all automaps viewed, which speeds up the automap feature. However, even though these  cached images are packed, you will need upwards of 175 blocks available to store an entire scenario's worth of automaps and notes, so you may run out of disk space, especially on 3.5" disk systems if you are exploring multiple scenarios. If you start running low on disk space, you can turn-off this preference to stop caching new automaps. If you turn this option off, you may want to see the Extra's Menu Delete Cache Images option to recover the disk space used.

**l: Lair frequency [Norm] = default**
This preference allows you to adjust the chance for lairs appearing in rooms. Setting it to More will double the chance, and Less will slightly lower the chance.

**m: Show graphics [Y] = default**
If this preference is turned on, graphic images are displayed in certain program modules. However, in addition to this preference being turned on, for the graphics to show the corresponding module display mode must be set to hires.

**n: No-frills maze plotter [N] = default**
If this preference is turned on, maze special outlines and the maze resource window are not displayed. The resource window can be refreshed with the S)tatus command. The net effect is to slightly increase the speed needed to draw the maze.

## 4: View AutoMaps
This option allows you to view any scenario level automap without having to be in the maze. A standard Apple II hires image is saved of the last automap viewed to the file MAP.PIC in your Silvern Castle folder to allow you to use a paint program to print the automap outside of Silvern Castle.

## 5: Clear Enchanted Store Stock
This allows you to remove all enchanted items from Quillon's Trading Post.

## 6: Character Transfer / Undelete Utility
This utility allows you to transfer characters between different Silvern Castle rosters. In addition, you can undelete characters.

### a. Transfer Utility Requirements
Error 256 - 80-column card required
Error 257 - Mousetext required (enhanced IIe, IIc, or IIgs)

**WARNING:** Please make a backup before attempting to transfer characters, just in case!!!

### b. Select Location of Silvern Castle Folder(s)
The pathname of the current Silvern Castle folder is shown by default. Use the keys shown below to select a different Silvern Castle folder or volume, if necessary. Once you have opened a valid Silvern Castle folder, choose the <select this Silvern Castle folder> option if it's the folder you want.

After selecting the first Silvern Castle folder, you are given the option to run the undelete utility only, or both the transfer & undelete utilities. The selected mode is shown at the top right of the screen. If you choose the transfer utility mode, you must repeat the steps above to locate another Silvern Castle folder to transfer to/from.

The following commands are used to browse/select:

- <tab> select volume (disk)
- <esc> close current folder
- <ret> open current folder
- OA-Q  exit
- The up and down arrow keys move the pointer. Pressing OA in addition to the up and down arrow keys moves through the list faster.

*Note:* Only the first 99 subfolders per folder are shown.

**c. Roster Display**

Once you have selected the location of the Silvern Castle folder(s), the following information is displayed as each roster is loaded: Pathname of the Silvern Castle folder, roster version, count of number of characters, followed by the maximum number of character slots, and finally all characters in the roster (if none <empty> is shown). Names longer than 10 characters are truncated. In addition, the following symbols may be displayed appended to the character name:

* - On expedition (locked - can't be transferred or deleted)
# - Deleted character (may be recovered)

*Note:* Characters permanently deleted (see zap section below) are never shown. Characters deleted prior to v8.0 are not recoverable.

The followings errors may be displayed:

- Error 260 - Pathnames of rosters must be unique (for 3.5" disks, each disk or folder must have a different name)
- Error 261 - Not a SC folder (you must select the folder containing your Silvern Castle roster)
- Error 262 - Roster too old (update roster and try again)
- Error 264 - Both rosters empty

**d. Transfer Characters / Command List**

The active roster is indicated by the inverse selection bar.

The arrow keys move the inverse selection bar to choose the active character. To jump through the list more quickly, press the OA key with the up and down arrows. The following commands are also available:

- OA-D  Delete character
- OA-T  Toggle active roster (transfer mode only)
- OA-U  Undelete character
- OA-Q  Quit / Exit
- opt-Z Zap (permanently delete) character
- <ret> Transfer character (transfer mode only)

The following error codes may be displayed:

- Error 263 - Destination roster full
- Error 264 - Both rosters empty
- Error 265 - Character on expedition
- Error 266 - Transferred character already exists on destination
- Error 267 - Deleted characters cannot be transferred (undelete first)

**e. Delete Characters**

Press OA-D to delete the active character. The character can be recovered with the OA-U command (see next section).

**WARNING:** It's possible for deleted characters to be overwritten by creating new characters at the Adventurer's Guild. In addition, deleted characters will be permanently zapped if you run the Resize Roster Utility, or you install a new Silvern Castle version that requires running the Update Roster Utility. Always undelete accidentally deleted characters immediately.

The following error codes may be displayed:
- Error 265 - You cannot delete a character on expedition

### f. Undelete Characters
Press OA-U to recover deleted characters. See the warning message in the section above.

To avoid duplicate character names, if you create a new character at the Adventurer's Guild with the same name as a deleted character's name, and you later recover the deleted character, the name of the recovered character will have the last 1 or 2 letters of the name replaced with random letters or numbers. You can then rename that character at the Adventurer's Guild if you wish.

### g. Zap Character
Pressing opt-Z (option, solid apple, or closed apple key) will permanently delete the selected character after a confirmation prompt. You cannot recover a zapped character.

The following error codes may be displayed:

- Error 264 - Both rosters empty
- Error 265 - You cannot delete a character on expedition

## 7. Erase & Zero AutoMaps
This option allows you to selectively erase your automaps by scenario. It will also erase any saved automap images and notes.

**WARNING:** This option will permanently zero all automaps on the scenario selected!

## 8. Delete Cached Images
This option only deletes the cached automap images and notes from the scenario you select. It does not zero any automaps. See the Cache Automap Images preference for more information.

## 9. Delete Obsolete Files
Use this option to recover additional disk space by deleting any unnecessary files left-over from earlier versions.

## 10. Tome Viewer
Pressing "?" in the Extra's Menu, allows on-screen viewing of the Silvern Castle Tomes (a.k.a. docs) as an on-line reference (80-column card & mousetext required). A keyword search option is available to help you locate specific information. For best results, limit keyword searches to single words, since phrases that cross line breaks will not be found.

All the Tomes are in Appleworks format, allowing off-line viewing (and printing) with any word processor that can read APW documents.

### a: (Tome1) Tome of Miscellany (Read.Me.First)
Affords on-screen viewing of the READ.ME.FIRST file. This file contains equipment/software requirements, installation instructions, and the version history of Silvern Castle.

### b: (Tome2) Tome of Knowledge (Silvern Castle User's Manual)
Permits on-screen viewing of the instructions you are reading right now.

### c: (Tome3) Tome of Arcana (Hint/Help/Review Guide)
Allows on-screen viewing of various posts made to the Delphi A2 Entertainment Forum, and review material from Juiced.GS about Silvern Castle. And helpful hints from yours truly.

**d: View All Tomes**

This option allows you to view all the Tomes as if they were one continuous document.

After selecting the Tome you wish to view, the following commands are available:

- OA-Q Quit
- OA-G Goto Page
- OA-S Enter New Search String (NOT case-sensitive)
- Press the up or down arrow keys to page backward/forward.
- Press <ESC> to stop/pause either the Goto Page or New Search functions while running.
- After the first search string is found, press <S> to find the next one. To cancel the search prompt, enter a null search string.

When you reach the last page of the document, the message "END OF TOME" is displayed.

If you are viewing all tomes, when you reach the last page of each tome the message "LAST PAGE" will be displayed if there are more tomes following-at which point you can page forward to the next tome. In addition, you can quickly jump to the start of the previous/next tome by pressing the open-apple key and the up/down arrow key.

When entering search strings, the following editing commands are available:

- <RET> Accept string as is regardless of cursor position, with leading and trailing spaces removed
- <ESC> Clears string if cursor is not in position one, else exits input with null string
- <DEL> Delete character to left of cursor
- OA-E  Toggle overwrite/insert mode (cursor flashes in insert mode)
- OA-D  Delete character at cursor
- OA-Q  Aborts string
- OA-Y  Truncates string from cursor position to end
- The left and right arrows move the cursor.

## C. Exit the Game

Pressing <ESC> will exit back to the launcher.

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## II: CASTLE MARKET

The market is your main base of operations. It is here that you outfit your characters and enter the MAZE.

*NOTE:* The current party is displayed at the bottom of the screen. It briefly lists the character's ID number (one to six), name, class, race, armour class (AC), current hit points (HP), and status (like DEAD, or maximum hit points if OK).

**A: Adventurer's Guild**
The guild is where you create and delete characters.

When you enter the GUILD, a list of characters already created are displayed at the top of the screen (18 at a time). At the GUILD you will see the prompt "NAME". Pressing <ESC> will take you back to the market, and the <TAB> key will display the next page of characters.

> **1: Create Character**
> To create a character, enter a name up to 13 letters in length. If the name you enter does not exist, you will be asked if you really want to create it. If you do, you will be asked to enter the character's race and sex.
>
> > **a: Character Race List**
> >
> > - **Human:** Your basic adventurer. Humans start out with average skills, so they may become any class. In addition, humans advance faster in level (because of their shorter lifespan) than do demihumans. Most humans can expect to live at least to age 65.
> >
> > The following races are known as demihumans. Compared to humans, demihumans may have: special abilities, longer life spans, higher starting hit points, and higher starting skill proficiencies. However, this comes at a price. Demihumans need double the experience points to advance up to level 8, and after level 8 they need four times the amount. While there is no limit on the number of levels demihumans may ultimately acquire, the vast amount of experience points needed effectively limits demihumans from attaining high levels. Because of their low level advancement, demihumans may not be able to attain some advanced character classes.
> >
> > - **Elf:** Elves start out with a very high intelligence skill, making them the best mages; although, because of their other skill abilities, elves may also start out as average fighters, clerics, or thieves. Elves also have the longest life spans, possibly exceeding 500 years.
> >
> > - **Dwarf:** Dwarves are excellent fighters, as they start out with high strength and vitality, but they also make fairly good thieves, but cannot start out as clerics or mages. A dwarf may live to age 200.
> >
> > - **Gnome:** Gnomes are poor mages and make average fighters or thieves; although, they do start out with high piety and vitality, making them good choices for clerics. Gnomes can expect to live upwards of 150 years.
> >
> > - **Hobbit:** Hobbits are excellent thieves, but are a poor choice for other classes because of their low ability scores in strength, intelligence, and piety. Hobbits have roughly half the lifespan of dwarves.
> >
> > - **Orc:** Most orcs would rather munch down on humans and other tasty adventurer races, but some orcs have become somewhat civilized (learning the common tongue and preferring adventure to a good "leg of adventurer"). Orcs have the worst starting character ratings, but their slightly higher than average starting skills in strength and agility make them fair fighters or thieves. An orc's lifespan is less than a humans.

**b: Character Ability Skill List**

At this point you will be able to define your character's ability scores. Briefly, there are six ability scores:

- **Strength:** Affects the chance to hit and the damage done to monsters, as well as determining encumbrance.

- **Intelligence:** Determines how many spell points a mage spell- casting character can cast.

- **Piety:** A measure of faithfulness. Determines how well clerics can identify items found in the maze. Also determines how many spell points a cleric can cast.

- **Agility:** This skill determines how well the character can dodge attacks and open traps; it also determines initiative, and with strength determines how many times you can hit a target.

- **Vitality:** A measure of health. It affects a character's life expectancy, hit points, and the chance to be raised from the dead.

- **Luck:** ???

To change any ability skill, press <RETURN> until the arrow on the screen is next to the skill you want to revise. Pressing "+" will add one point to the skill the arrow is pointing at, and "-" will subtract one point. The number of points available to alter skills is always 5 for demihumans, 10 for humans. The maximum points you can select for any ability is 18. The minimum value is determined by your race and sex, and cannot be lowered. As you add and subtract points, any classes that you can qualify for are displayed on the screen.

**c: Character Class List**

There are 10 different classes, but you can only attain the 4 basic classes when creating characters at the guild. The basic classes are:

- **Fighter:** Fighters usually provide escort and protection for the other classes. Fighters require a strength skill of at least 12, although agility and vitality are not a prime requisite, they also largely affect how a fighter performs. Mage spells can be acquired with the addition of a spellbook around level 25 (adjusted for intelligence).

- **Thief:** Thieves can deal with traps more effectively than other classes. As they are apprenticed to a local Thieves' Guild when created, they will have already acquired their own set of lockpicks. At around 14th level (depending on intelligence), a thief may begin to cast mage spells with the addition of a spellbook. Thieves need a minimum agility skill of 12.

- **Cleric:** Clerics can cast healing spells and identify unknown items. A cleric's power comes from the deity it serves; this power is channeled through a vessel known as a holy symbol. All clerics must possess such a device to dispel the undead and to learn and cast spells. Newly rolled clerics are given a holy symbol and the ability to cast the read magic spell during a rite performed by a local temple. Clerics require a piety skill of at least 12.

- **Mage:** Mages are magic-users who can become very powerful, if they can manage to survive! Newly created mages will have already gone through a period of training with a master of the arcane arts, and as such will already have inscribed the read magic spell into their newly acquired spellbook (with which mages can add scrolls to cast spells). Mages need a minimum intelligence skill of 12.

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The following are advanced classes, and are not normally available to newly created characters. To qualify for an advanced class, you will need sufficient skills, experience, and character rating. See the TEMPLE for information on changing character classes. There are 6 advanced classes; including:

- **Druid:** A very powerful cleric. Druids can cast the most powerful healing spells. A holy symbol is required. Druids need a high piety skill of 18 and must have attained the blessing of their deity, usually accomplished by achieving level 12 experience.

- **Ranger:** A much improved fighter who can wield the most mighty 2-handed weapons. As such, a ranger needs a high strength skill of 18, a minimum agility skill of 16, and sufficient vitality (at least 14) to lug around heavy armour and equipment. In addition, rangers need to prove their worthiness by attaining a character rating of at least 16. At around 18th level, rangers can learn and cast mage spells (adjusted for intelligence) with the acquisition of a spellbook.

- **Monk:** A type of fighter, monks specialize in hand-to-hand combat, and are restricted from using most types of weapons. In fact, they fight MUCH better without any weapons! They also naturally gain a lower armour class as more experience is acquired. A monk requires a vitality skill of 18, a piety skill of at least 16, an agility skill of at least 12, and a 15.5 character rating. In addition, monks can also dispel the undead with a holy symbol. At 8th level clerical spells (adjusted for piety) may be acquired.

- **Assassin:** A mixture of a fighter and a thief. As such, assassins need a high agility skill of 18, sufficient strength (at least 14), a higher than normal intelligence (minimum of 12), and a 15 character rating. At 10th level they can cast mage spells after purchasing a spellbook.

- **Wizard:** The most powerful of all spellbook carrying characters. Wizards need an intelligence skill of 18. To become a wizard, a character must have proved their satisfactory
- completion of the knowledge of the arcane arts; usually realized by completing the 15th level of experience.

- **Mystic:** ???

To choose a class, press <ESC> when you have used up all your points.

## d: Character Statistics
There are many more statistics that the program assigns to your character when you create it, some of these include:

- **Status:** Basically what your current condition is. Newly created characters are OK, but during the course of an adventure it may change to POISONED, SICK, P-LYZED, STONED, ASLEEP, GULPED, FLED, DEAD, ASHES, or LOST. Except for LOST characters, most conditions need to be healed with the application of spells, devices, or the help of the priests of the Temple of Kirn.

- **Age:** Your beginning age depends on your character's race. As your character increases in age, the weaker the character becomes. Characters near their life expectancy (a very low vitality may halve your lifespan) may suffer a heart attack, and possibly die. Heart attacks in old characters are caused by the adrenalin rush of an encounter-their system can't handle the stress any longer. You can tell if an old character suffered a heart attack, since their status seems to mysteriously change to SICK at the start of an encounter. Each heart attack reduces one or more ability skills; if this drops your character rating below 1, you're dead!

- **Hit Points (HP):** This is a measure of how many points of damage you can sustain before you die. Fighters usually have the most while mages have the least.

- **Armour Class (AC):** A measure of how well protected you are. The lower the AC the better.

- **Level (LVL):** This statistic shows what level of experience you are at. Usually the higher your level the more powerful you are.

- **Experience Points (XP):** This score shows how many points of experience you have collected. XP determines level, but only after you register XP at the Red Dragon Inn.

- **Character Rating:** This statistic displays how you rank overall; based on the average of your ability skills.

- **Initiative:** This ability determines how fast your character can perform combat actions. It is predominantly determined by your agility skill and your rank in the party's marching order, with slight adjustments made for level and class. Higher scores indicate better initiative ability.

- **Money:** A measure of how wealthy you are. Money is displayed as the sum of the platinum (pp), gold (gp), silver (sp), and copper (cp) pieces carried.

  Coin exchange: 100cp = 10sp = 1gp; 1pp = 10gp

- **Encumbrance (ENC):** Encumbrance applies to coins and items. It determines whether or not your character is overburdened. Encumbrance is displayed in coins (cn), and expresses how much weight you can reasonably carry.

  Any coin = 1cn
  Exchange: 80cn = one pound (#)

  Item weight, for the purpose of encumbrance is expressed in equivalent coin weight. See the inspect character section at camp for further details.

- **Title:** This displays any titles of nobility you may have achieved; newly created characters are commoners and are addressed as SIR or LADY only by those wishing to sell them something.

**e: Spellbooks and Holy Symbols**
In addition to the above stats, some classes have magic-casting abilities. Clerics need the benefit of a holy symbol to learn and cast spells. Mages require a spell book to add and cast spells. Once a scroll is added (see CAMP; Add function) a character can cast that spell as long as they have spell points to cast it.

Losing one's spell book or holy symbol is very bad-all spells known would be lost if this should happen! Therefore you may not trade, drop (see CAMP to permanently remove), or sell your spellbook or holy symbol. However, you may purchase spares of your spellbook or holy symbol to prevent any accidental losses. Spares are treated as exact copies, and you may trade, drop, or sell your spares (although it is assumed the contents are erased first; no self-respecting character would allow his or her spellbook or holy symbol to be read or used by another!)

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**f: Spell Points (SPP)**

Spell casters must also have spell points to cast spells. See the Red Dragon Inn for more information on acquiring spell points and see the section titled CAMP for more information on learning and casting spells. The following list of spells are divided among seven base levels, although more potent, or charged, versions of some spells (called power levels) are possible. For example, all FIREBALL spells have a base level of 2 (see spell list), but a regular (non-charged) FIREBALL spell has a power level of zero (also known as it's base power level), and would cost 2 SPP to cast (base level + power level); a FIREBALL+1 spell has a power level (or charge) of 1, and would cost 3 SPP to cast fully.

**g: Spell List**

Key: (M-mage, C-cleric, D-druid, W-wizard)

An asterisk (*) after the spell name indicates that the spell can be cast reversed.

Please note that characters can become multi-classed spell casters (see MARKET-Temple of Kirn: New Class Rite). For example, if a mage changes class to become a cleric, the character can still cast all mage spells known while the character was a mage, but can only add cleric spells from thereon (until the next change class of course).

## Level 1

- ❖ **FLAMES(TRIKE)** (M,W) - A small ball of fire that does up to 12hp of damage per power level to one monster. Fire-immune monsters sustain no damage from this fire-based spell, while cold-immune monsters take double damage. A few monsters are fire resistant and have partial immunity (taking half damage). Works only in combat.

- ❖ **SLEEP** (*) (M,C,D,W) - Puts up to one group of monsters to SLEEP, making them easier to hit. Additional power levels possible. Some monsters (most notably UNDEAD, SPIRITS, and PLANTS) are immune. Other monsters, like DRAGONS, are resistant (partial immunity). Sleep works only in combat. (*) The reverse of this spell cures the effects of sleep from one party member. Combat or camp.

- ❖ **CURA** (*) (C,D) - A healing spell that cures up to 8hp of damage per power level to one character. Works in combat or camp. (*) In reverse, it casts FLAMES. Combat only.

- ❖ **SHIELD** (M,C,D,W) - Lowers the AC of the caster by 4 points per power level. Works only in combat.

- ❖ **FEAR** (M,C,D,W) - Lowers the morale of one opposing monster group. Some monsters are immune or more resistant (partial immunity due to high morale) to fear. Additional power levels possible. Combat only.

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## Level 2

- ❖ **CONFUSE** (M,C,D,W) - Raises the AC of one monster by 4 points per power level. Combat only.

- ❖ **LIGHT** (M,C,D,W) - Allows the party to see further in the MAZE and to see all secret doors. Additional power levels possible. Camp only (has no effect at the tavern camp).

- ❖ **FIREBALL** (M,W) - A large ball of fire that does up to 24hp of damage per power level to one monster group. Fire-immune monsters sustain no damage from this fire-based spell, while cold-immune monsters take double damage. A few monsters are fire resistant and have partial immunity (taking half damage) from this fire-based spell. Combat only.

- ❖ **LOCATE** (M,C,D,W) - Gives you the teleport coordinates from the market stairs to your current location. Allows you to easily teleport from the market back to the spot where you invoked this spell. After using a scenario gateway portal, the coordinates are from the spot the portal dropped you instead of the market stairs. Works only in camp.

- ❖ **REVEAL** (M,C,D,W) - Allows the party to see exactly what the opposing monsters really are. Combat only.

- ❖ **FROST(BITE)** (M,W) - Causes up to 48hp of cold damage per power level to one monster. Cold-immune monsters sustain no damage from this spell, but fire-immune monsters take double damage. A few monsters are cold resistant and have partial immunity (taking half damage). Works only in combat.

## Level 3

- ❖ **SILENCE** (M,C,D,W) - Causes all monsters to be temporarily unable to cast spells. Also prevents monsters from calling for help. Additional power levels possible. Combat only.

- ❖ **B(REATHE)-SHIELD** (M,C,D,W) - Creates an invisible shield that protects the party from all monster breath attacks. Its affects are temporary. Additional power levels possible. Works only in combat.

- ❖ **C(URE)-POISON** (*) (C,D) - Cures the affects of poison from one character. Works in combat or camp. (*) The reverse casts a CAUSE POISON spell, although some monsters are immune or resistant (partial immunity). Works only in combat.

- ❖ **ENCHANT** (M,W) - Magically enchants all normal or lesser enchanted weapons carried by the party by +1 per power level. This enchantment only affects monsters with weapon immunities; it has no effect on normal corporeal entities. This spell has a limited duration; although if cast by multiple characters in the same round the effects are cumulative. Works only during combat.

- ❖ **COLDRAY** (M,W) - Causes a cone of cold to strike one group of monsters, doing up to 36hp of damage per power level. Cold-immune monsters sustain no damage from this cold-based spell, while fire-immune monsters take double damage. A few monsters are cold resistant and have partial immunity (taking half damage). Combat only.

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## Level 4

- ❖ **PROTECT** (M,C,D,W) - Lowers the AC of your party by 4 points per power level. May be cast in combat or camp. When multiple PROTECT spells are cast in combat-like all AC spells-its effects are cumulative, but its duration ends after combat is over. When multiple PROTECT spells are cast at camp, its effects are not cumulative, but its duration is cumulative. However, whenever a PROTECT spell is cast at camp that has a different power level then the last PROTECT spell cast at camp did, the duration interval is reset to reflect the new AC adjustment. In addition, charged PROTECT spells cast at camp also reduce monster ambushes by 10% per power level over base. Has no effect at the tavern camp.

- ❖ **C(URE)-P/LYZE** (*) (C,D) - Cures the affects of paralysis from one character. Combat or camp. (*) In reverse, casts a CAUSE P-LYZE spell, although some monsters are immune or resistant (partial immunity). Combat only.

- ❖ **RETURN** (M,C,D,W) - Teleports the party directly to the market. Works best in camp, when cast in combat see TELEPORT (does nothing when used at the tavern camp).

- ❖ **CURMUCH** (*) (C,D) - Cures up to 24hp of damage per power level from one character. Combat or camp. (*) In reverse, it casts FLAMES+1. Combat only.

- ❖ **COMA** (*) (M,C,D,W) - A sleep spell than can potentially affect all monster groups, but less effective. Monster immunity to this spell similar to the normal sleep spell. Additional power levels possible. Coma works only in combat. (*) The reverse of this spell cures the effects of sleep from one party member. Combat or camp.

- ❖ **HASTE** (C,D) - Causes the character it is cast on to do double the number of attacks normally able during melee combat. The affect lasts the entire duration of an encounter. Works in combat only.

## Level 5

- ❖ **C(URE)-STONED** (*) (C,D) - Cures the affects of petrification from one character. Works in combat or camp. (*) The reverse casts CAUSE STONIFY, although some monsters are immune or resistant (partial immunity). Combat only.

- ❖ **STUN** (M,W) - This spell removes half of all hit points per power level from one monster, but some monsters are immune or resistant (taking half damage) from this energy-based spell. Works only in combat.

- ❖ **L(IGHTNING)-BOLT** (M,W) - This spell does up to 48hp of damage per power level to all monsters, but some monsters are immune or resistant (taking half damage) from this electric-based spell. Combat only.

- ❖ **DAZE** (M,C,D,W) - Lowers the AC of one monster group by 4 points per power level. Works only in combat.

- ❖ **IDENTIFY** (M,W) - Allows mage-casting characters to mimic the cleric's identify ability. Works only in camp.

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## Level 6

- **TELEPORT** (M,C,D,W) - Allows the party to teleport to any location within the maze by selecting a number of relative spaces north or south, east or west, and up or down. It cannot teleport to the market. Only works reliably in camp (does nothing at the tavern camp), however in dire situations it may be cast in combat. When used in combat the party is teleported to a random location.

- **RECHARGE** (D,W) - Allows the caster to fix CHARGED (wands, amulets, and the like) devices that have been exhausted. It will not fix mundane broken items (like weapons turned into a pile of ferric oxide by a RUST MONSTER or ONE-SHOT devices like
- potions and scrolls). Additional power levels possible. Can only be cast in camp.

- **C(URE)-SICK** (*) (C,D) - Cures the effects of diseases not caused by poison, including heart attacks (see AGE statistic). Combat or camp. (*) The reverse casts CAUSE ILLNESS, although some monsters are immune or resistant (partial immunity). Combat only.

- **CURMORE** (*) (C,D) - A much improved healing spell that cures up to 64hp of damage per power level from one character. Combat or camp. (*) The reverse casts FLAMES+7. Combat only.

- **ACIDFOG** (M,W) - Causes a cloud of acid to descend upon all opposing monsters, doing up to 72hp of damage per power level, but some monsters are immune or resistant (taking half damage) from this acid-based spell. Can only be cast in combat.

- **DISPEL** (M,W) - Allows mage-casting characters to dispel, but affecting no more than one undead or spirit. Combat only.

## Level 7

- **STRIKING** (W) - This spell does up to 84hp of damage per power level to all monsters, but some monsters are immune or resistant (taking half damage) from this energy-based spell. Combat only.

- **RAISE** (D) - This spell can raise the dead, but its success rate is unknown. The temple located in the market is usually safer. Additional power levels possible. Works only in camp.

- **CURALL** (*) (D) - Heals any condition (except DEATH conditions) and all damage sustained in combat from one character. Works in combat or camp. (*) The reverse casts STUN. Combat only.

- **AIR** (W,D) - Allows oxygen breathing characters to breathe under water. Who knows when this could come in handy? Additional power levels possible. Works only in camp (has no effect at the tavern camp).

- **UNCURSE** (D) - Transforms any cursed item (including equipped items) from one character into a normal item. Can only be cast in camp.

- **DEATHRAY** (W) - A more potent STUN spell, it removes half of all hit points per power level from one entire monster group, although some monsters are immune or resistant (taking half damage) from this energy-based spell. Combat only.

**2: Delete Characters**
Invoking this option will delete the selected character.

**WARNING:** If you accidentally delete a character, you must immediately run the Roster Transfer Utility to undelete that character before creating new characters or transferring characters, or
you risk the possibility of your deleted character being over-written.

**3: Recover OUT Characters**
Due to unforeseen power outages, computer crashes, disk errors, or the inadvertently use of the RESET key, your character's record on disk may be marked in such a way that it cannot be used. If you had used the maze save game option before the catastrophe happened, when you restart the program your party will be at the point where you had last saved (of course, minus anything that took place between the save and the crash).

However, if you never saved your game in the maze since the last time you assembled your party at the tavern, you will need to recover them at the guild after any computer mishap; these characters will have the suffix OUT after their name, and until you recover such characters with this option you cannot assemble a party with them. To prevent such an occurrence, always save your game in the maze periodically, especially after assembling a party at the tavern.

The chance for something occurring like described above is rare, and you should not need to worry about it.

Characters on expedition will have the suffix EXP attached and are locked until you remove that character from your party at the tavern or disband the entire party.

**4: Retire Characters**
This option retires the selected character from play. Retiring maybe the only logical choice for a high level character near death's door (one with a low vitality and a low character rating-as occurs when a character is near their life expectancy, or from the system shock resulting from repeatedly being raised from the dead).

While any character may choose to retire, only high-level characters get an advantage in doing so, as they will be able to train an apprentice who will assume most of the characteristics of the retiring master. The TEMPLE provides a rite of passage (R.O.P.) for high-level characters who wish to know if they can qualify to train an apprentice when they retire.

Regardless if you take the rite of passage or not, when you invoke the retire option, those characters who do not qualify to become a training master will retire permanently (you will be shown the age when the character died). However, if the character is worthy enough to become a master, you will be prompted to enter the name of an apprentice to train. The apprentice replaces the retired character's record in the roster. You will be pleasantly surprised how well the apprentice mastered their training and by the honor bestowed upon the apprentice's master (when you return to the market).

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## B: Blue Knight Tavern

The tavern allows you to assemble a party from among all eligible characters you have created.

### 1: Add Character to Party

When you invoke this option all eligible characters are displayed. Enter the letter displayed next to each name to have that character join your party. When there are more than 18 characters, press the <TAB> key to display the next screen.

### 2: Remove Character from Party

This option does not delete characters but instead places them back at the guild where they can be used later.

### 3: Camp

See section III for more details.

### 4: Divvy

This service is provided by a money changer, who pools all the party's copper, silver and gold coins, and exchanges the sum for platinum pieces (any reminder is exchanged for gold pieces; smaller amounts are pocketed by the money changer), and then splits up the pooled coins, giving each character an equal share.

## C: Red Dragon Inn

This is where characters can register new levels, regain clerical spell points by meditating, or recover mage spell points by studying. Wounds may also be healed (for a price).

Characters that have enough XP to advance to the next level may gain or lose ability scores.

In addition, you can determine how long the current party has been in the maze since the last disband by the time shown at the top of the screen.

## D: Quillon's Trading Post

### 1: Buy Stuff

A list of items in stock are displayed with the item's price. In addition, if the character cannot use the item, the word "UNUSABLE" is printed next to the price.

In the middle of the screen the amount of money the character is carrying is displayed. From here you may go Forward or Backward through the list of merchandise, Pool coins, or purchase an item by pressing the index number shown.

You can jump through the list in large increments with the open-apple-jump command. Press OA and a number to jump.

*NOTE:* The list of items for sale is only a partial list. Most items, especially magical items, must be found in the maze. Quillon keeps a true inventory, with most items in limited stock. The only way to replenish sold-out stock is to sell Quillon items you have found in the maze (exception: torches, holy symbols, lockpicks, spellbooks, and most potions are in unlimited supply).

### 2: Sell Stuff

To sell an item just enter the item's number or press <TAB> to display the next group. Equipped items must first be unequipped at CAMP.

Don't expect Quillon to give much for cursed, broken or unknown items. Quillon does not add cursed or broken items to his inventory (he usually gives them away to people he doesn't like!). Non-cursed unknown items are placed in his inventory identified.

### 3: Identify Stuff

Any unknown item (including equipped items) can be identified.

### 4: Uncurse Stuff

Any cursed item (including equipped items) will be transformed into a normal item with this option, for a hefty fee of course!

### 5: Enchant Stuff

Allows any identified normal or enchanted weapon, armour, or scroll (including equipped items) to gain an additional power level (up to a maximum of +30). Since Quillon's enchanted stock was acquired from NPC's who found the stuff in the maze, the enchant option requires a 10X price increase over the equivalent item for the procurement of rare materials and the arcane magic needed.

## E: Temple of Kirn

The temple provides two different services depending upon the condition of the character that enters.

### 1: Heal Condition (POISONED, DEAD, etc)

If the character that enters is not OK, the temple priests will heal the character for a price. You can opt to pay the priest's fee or not. Success is guaranteed unless the character is DEAD, then there is a chance for failure depending on the character's vitality and age. Character's who fail to be raised become ASHES. For vastly more money than raising the DEAD, characters who are ASHES may attempt to be raised.

Characters with a very low vitality may fail to be raised and become LOST forever!

### 2: New Class Rite

If the character that enters the temple is not in need of healing, the temple priest will show you a list of all the classes that character can qualify for. If you want to change your character's class the temple priests, for a fee, will invoke the new class rite.

**WARNING!** This rite will change your class to the new class selected, and as a consequence your character's level will be reset to one with zero XP, although hit points will carry through intact.

As part of the new class rite, your character may be given a special item (spellbook, holy symbol, or lockpicks) as required by the new class. In most instances, only those classes that are able to use either their spell casting or thieving abilities at level 1 will be given the appropriate item. If your character doesn't have any open item slots to receive their special item, you MUST purchase the said item at the trading post before you leave the market.

In addition, all spells known are transferred intact. However, depending on your new class and level restrictions, some or all spells may not be able to be cast initially (or at full power) until higher levels are attained (for further information see CAMP-Inspect Characters: List Spells).

*NOTE:* You will also have to reequip your character as some items are not usable by all classes.

From time to time, your characters should stop by the temple to see if they can qualify for the more advanced classes. Remember that the most powerful magical items can only be used by wizards and druids, for instance. Only rangers can wield mighty two-handed weapons. In addition, only parties of advanced character classes can hope to defeat Drachma!

## F: Proving Grounds

Here your character can study and train to acquire specific skills. Somewhat similar to a character editor, you can buy and sell skills by exchanging points to attain those abilities most needed by your character. Only fit characters may train.

A list of class types you can qualify for at the Temple Change Class Rite is displayed as you upgrade/trade skill points. An asterick displayed after the class means you meet the prime requisite, but you lack either a high enough level, average skill rating, or both.

Higher skill points cost more than lower skill points. You cannot lower any ability below 9 points. Abilities may be increased above 18 points at substantial cost.

Unallotted points may be used to increase hit points at a one-for-one basis, but total hit points may not exceed an absolute limit of 10hp per level of the character, up to 100hp maximum.

When you are done, you will be asked to confirm any changes made.

## G: Enter Maze

To enter the maze, you must have at least one OK character. If you meet that requirement, your party will setup camp to prepare for the adventure to come (see "Camp").

## H: Disband Party

This option removes all the characters from the current party and returns them to the Adventurer's Guild.

## I: Quit/Save

This will present you with the option of saving the current party to disk or not, and exits to the title page.

## III: CAMP

### A: Pickup Cached (or dropped) Stuff

This option is only available if there are items or coins laying on the floor. Any such stuff is displayed at the top of the screen. After selecting this option you may pickup cached coins or items and give it to any character (press <TAB> to display next group). All cached stuff is lost after leaving camp.

### B: Reorder Party

This option allows you to change the marching order of the party. Although all characters can attack and be attacked by monsters (unless a character flees), the front 3 characters have a higher chance to be hit by monsters, as they provide protection for the back 3 characters. Your party's order is significant. Characters who rank higher in the marching order gain an initiative advantage. See initiative at the Adventurer's Guild under character statistics for more information.

### C: Equip Party

This option will globally equip all party members. This is useful the first time you enter the maze after purchasing everyone's equipment.

### D: Make a Wish

Used only as a last resort, a wish allows the party a means of teleporting to the market in a tight situation (such as when your party has no TELEPORT or RETURN spells and your party is trapped in an area with no exits). Warning: Each character will age a number of years every time this option is invoked.

### E: Inspecting Characters

The camp allows you to view your character's possessions and ability scores. If the character has any items, the program uses special symbols to tell you more information about them:

```
Prefix:
```

- **?** = unknown
- **#** = unusable by this character
- **\*** = equipped

```
Suffix:
```

- **+** = enchantment power level (e.g. long sword+1)
- **−** = cursed power level (e.g. long sword-1)

In addition to viewing your character you can also do the following things: (Note: You can press <TAB> at the inspect screen, or at any option that deals with items, to display the next group if you have more than 8 items. The item index numbers will be shown in inversed type when the second group of items are displayed.)

The command list is displayed at Camp in two pages. Press <SPC> to toggle between them.

**1: T)rade Equipment/Coins** - Allows you to trade items between party members. To trade coins, press the open-apple key when prompted. Remember that you can only carry up to 16 items at one time and you cannot trade equipped items.

**2: P)ool Coins** - Pools all the coins the party is carrying to this character. Pressing open-apple when selecting pool changes this option to divvy all the party's platinum, gold, silver, and copper coins equally among the party. Any remainder or excess coins over the party's maximum ENC is dumped to the character with the highest ENC.

**3: List S)pells** - For characters with spellbooks or holy symbols, this command shows all spells known. However, if the character cannot cast spells at the moment due to class level restrictions (due to changing class), the level 1 read magic spell displays the level at which spells can be cast and added again (if you are below the minimum age, the level shows zero). If you do not have a spell book or holy symbol and cannot cast spells, the level at which you can begin assembling spells is shown instead.

*NOTE:* You can begin listing spells at any level by pressing the number key (1-7) that corresponds to the level you want to start at.

**4a: E)quip Weapons and Armour** - Outfits the character with weapons and armour. Only weapons and armour need to be equipped. You only have to equip your character once, unless you want to equip the character with something else. The item you want to equip does not need to be identified, but then you run the chance of equipping a cursed item. Should you equip yourself with a cursed item, you will not be able to take it off.

**4b: Equip W)eapon Only** - This command quickly equips just your weapon, skipping armour. Please note that you cannot equip a 2-handed weapon with this command if you have an equipped shield, unless you first unequip the shield (in which case you should just use the regular equip command). Please note that due to lack of space, this command doesn't appear in the command list display.

**5: U)se an Item** - Allows you to invoke the powers of any usable items carried, but the item doesn't necessarily need to be identified. Before the item can be successfully used the program might ask you additional information. Be careful, some items have limited charges (or uses) before they are exhausted. Some items are powerless unless used in combat.

*NOTE:* When an item is exhausted it becomes a ?BROKEN/ITEM. You may drop it or use it as a missile weapon in combat. Some exhausted items can be refilled with the RECHARGE spell.

**6: C)ast a Spell** - Allows you to cast spells. The program will ask you the level of the spell and then lists all the spells you know at that level. Like the use item option above, you might be required to enter additional information. Remember that each spell requires spell points equal to the spell's level to cast and you can only reclaim your supply of spell points by resting at the inn.

Certain spells can be multicast up to 6 times. In addition, healing spells can be cast automatically until one character or the party is fully healed. Enter the approriate key combination when prompted.

*NOTE:* To reverse a spell, hold the closed-apple (or option) key while entering the spell's menu number. The spell's name will then be highlighted to indicate it is reversed. Be aware that not all spells can be reversed, and that some spells cannot be reversed in camp (CURA, for example).

*NOTE:* If you have a more potent version of a spell (like FIREBALL+1) you can specify the exact charge you want to cast. You may want to do this since a spell costs one extra spell point for every charge (+) cast. For example, casting FIREBALL+1 uses 3 SPP (base spell level of 2 plus 1 charge, or power level). Press the open-apple key while pressing the spell's menu number to select the charge (zero charge equals a normal, or base spell). By default, the maximum charge is selected if you don't explicitly select a charge. Due to changing class, if you try to cast a charged spell that is too powerful for your current level, the level at which you can cast the full charge is shown.

*NOTE:* You can reverse and select the charge of a spell by pressing both apple keys at once.

**7: A)dd Scroll to Spellbook or Holy Symbol**- This option allows you to add identified mage scrolls to your spellbook or to learn identified clerical scrolls by invoking your holy symbol. Some scrolls may be too powerful to add or are unusable, depending on your class and level. If the scroll is too powerful, the level at which it may be added is shown.

*NOTE:* Although, within level restrictions, you can cast all spells known (since if you change class you may have a mix of mage and cleric spells), you cannot add new spells that are restricted by your class (see spell list).

**8: D)rop Equipment/Coins** - Allows you to drop items you no longer want. Press open-apple when selecting drop to remove coins. The 45 most recently dropped items (and any coins) can be recovered as long as you do not leave camp (see Pickup Cached Stuff).

Pressing the option key (a.k.a. closed-apple) key when selecting an item will discard (permanently remove) that item without placing it in the cache.

Non-spare spellbooks and holy symbols you no longer want may only be removed using option-discard. Once invoked and confirmed, all spells known will fade from the character's memory in time (if you selected this option by accident, the spells will be retained if you IMMEDIATELY purchase the appropriate item at the store-if in the maze, use a RETURN spell/device or invoke the camp WISH command).

**9: I)dentify Unknown Items** - Only clerics and druids have the ability to identify unknown items. Warning: There is a 5% chance that a cleric or druid may accidentally touch a cursed item and be automatically equipped with it.

When a character attempts to identify an item that's already known, that character may be able to derive that item's properties, if successful (if affect, turning the id function into an info command). Note: Info on keys display the scenario number that key belongs to.

**10: Equipment Notes -**

- **Weapons** - Each positive enchantment doubles base damage (e.g. long sword does from 2-10 damage; long sword+1 does from 4-20 damage). Each positive enchantment also increases your chance to hit by one. * Cursed enchantments divide the base damage by 2 for each curse level (e.g. long sword-1 does from 1-5 damage). In addition, each curse point decreases you chance to hit by one.

- **Armour** - Each positive enchantment lowers AC by one (e.g. sm shield+3 lowers AC by 3 additional points than a normal sm shield). * Each cursed enchantments raises AC by one (e.g. sm shield-3 raises AC an additional 3 points).

- **Potions** - Each positive enchantment only adds additional doses (e.g. pot/cura+1 can be used two times; each dose doing normal cura healing). * Cursed enchantments are not possible with potions, although this does not imply there are not any potions that do not have curse-like properties!

- **Scrolls** - Each positive enchantment doubles or adds to the scroll's spell affect (see spell list). A scroll can only be used once, but a scroll added to a spellbook or holy symbol can be cast multiple times (see spell points). * Cursed scrolls do not exist.

- **Rings, Amulets, Orbs, and Staves** - Each positive enchantment adds to or doubles the power of the device. In addition, when the number of charges (i.e. uses) are exhausted, the device will lose one enchantment power level (i.e. a BLUE AMULET+1 becomes a BLUE AMULET when exhausted; when it next becomes exhausted it crumbles into dust until it's refilled, either by a RECHARGE spell or device). Note: Some devices only have one charge (i.e. one-shot use) no matter how many enchantment levels they have (such devices cannot be refilled). * Cursed enchantments are not

possible with magic items, however this does not mean there are not any magic items that do not have curse-like properties!

- **Torch and Lanterns** - Used in combat, these devices are treated as thrown flaming missile weapons, and as such, they are not recoverable. However, in camp, when you use such a device, that item is only discarded when all the charges are used up.

**11: Encumbrance Notes** - The amount of weight you can carry is expressed in coin (cn) weight, and encumbrance is displayed minus the equivalent coin weight of all coins and items carried. Incapacitated characters are treated as dead weight, with a carrying capacity of zero.

In addition, you are limited to a maximum of 1500 coins per person.

When the encumbrance value is displayed in normal type, it expresses how much additional coin weight you can carry without incurring any encumbrance penalties (these are explained in the maze section).

When the encumbrance total is shown highlighted, it indicates how much coin weight you need to remove to eliminate any encumbrance penalties.

Encumbrance does not impose any restrictions on the absolute coin weight a character can carry-as long as you can live with the penalties. If you find yourself awash with encumbrance penalties, be sure to divvy (see Tavern) your coins into platinum pieces after each maze foray or drop coins and items as needed in the maze. If you have any unwanted incapacitated characters you may wish to discard them to further reduce encumbrance.

**12: Display Item Weight** - To display the weight in pounds and the equivalent coin weight of any item carried, press the index number of the item.

**13: Discard Unwanted Character** - This only works on incapacitated characters (except ASLEEP members) since its function is to reduce the party ENC penalty by discarding such characters that would otherwise have to be dragged along by the party as dead weight (see Maze section). Press CTRL-D to invoke (it does not work at the tavern camp). When invoked and confirmed, the current character is removed from the party and dropped in the maze, where the Castle Guards will eventually find the character and return the remains (monsters will most likely have munched upon the discarded character) to the Adventurer's Guild.

**14: M)inimum Weapon Proficiency** - Displays the minimum damage your character can inflict with the identified and usable weapon selected. Factors that affect weapon proficiency: Weapon selected, strength, and class.

**15: Equivalent H)uman Age** - Allows demihuman (non-human) characters to determine how old they are in "human" years. The equivalent age is shown in inverse type momentarily in place of the actual demihuman age. This information is helpful in providing a reference for age-related comparisons. For example, to cast spells you must be at least 15 "human" years old, and spell points (SPP), although determined by level and ability skills, are factored against a bell-curve that peaks in middle age (around age 45 in "human" years).

**16: B)urden** - This command displays the current character's carrying capacity, total weight carried, and any encumbrance penalties.

# IV: MAZE

When you enter the maze from the market you will be facing north at the bottom of a flight of stairs. The program always shows you the current level you are on, has well as the direction you are facing. The maze is displayed in 3-D (or 2-D when in text mode) in the upper left of the screen. The current scenario number and version number are displayed to the upper right.

The amount of normal light, magical light, air (not normally needed), and protection remaining is shown. Most rooms and all of the first level are illuminated with torches securely set into the wall. The more light, the further you can see. Moving forward uses one point of light. If you have no light sources, it will be very dark, unless you have at least one elf or dwarf who can see in the dark with infravision (magic light or torches are MUCH better).

If any of your characters are encumbered, a penalty equal to the highest encumbered character is applied to the party, plus a group penalty for each incapacitated character that has to dragged along. This penalty, if in effect, is displayed in the info box as ENC %, where % equals how much the party is overburdened (100% = full; 200% = 2X full, etc; encumbrances over 9999% are displayed #####). Any encumbered party takes longer to move in the maze (this is in game time, not real time), and as a consequence uses more light and other resources. Since an encumbered party makes noises dragging and pushing heavy loads (including dead characters), your party is at a greater risk of being ambushed and being caught if running away from monsters.

Some graph paper will come in handy. One of the many goals is to discover new areas and levels. Mapping areas being explored is an essential part of the game.

## A: Camp
This command will put you in CAMP.

## B: Status Update
This update's the character status display at the bottom of the screen. Usually this information is only updated during combat.

## C: Time Delay
This option will globally adjust the time that messages will appear on the screen. Use the arrows to adjust, press [RET] when you are done. To increase the step size to 1000 instead of 50, press the open-apple key while adjusting.

By the way, you can quickly abort any timed delay simply by pressing any key during the message. Also, pressing CTRL-S will suspend the game during any timed message delay until another key is pressed.

## D: Quit Options
This will present you with the option of saving the current party to disk or not, and exits to the title page.

## E: Movement Keys
Pressing the up arrow will move your entire party one square forward. If movement forward is not allowed, you will hear a beep. You cannot see secret doors-unless you have magical light-but you can go through them either way. To go through a secret door, move forward into a wall, if there's a secret door, you'll go through, otherwise you'll hear a beep. Only going forward changes you position, the left, right, and down arrow keys only change the direction you face.

## F: Automap Feature

Press <TAB> in the maze to see an overhead view of all explored areas on the current level. Secret doors are shown as filled outlines (if magic light is in affect), while regular doors have open outlines. Door outlines are displayed per direction, so unless you have seen both sides of a two-way door you will only see a half outline. Symbols show location of stairs (up/down arrows), chutes (box), and fixed specials (+). Because your current position is displayed as a flashing dot, the automap feature makes it extremely easy to locate your position even when you are lost. For simplicity, all directions of any square seen are displayed.

If the automap image being viewed does not show secret doors because the image hasn't been regenerated recently since you have cast magical light, press <TAB> to force the automap display to redraw.

Since the automap images are packed, they can't be viewed outside of Silvern Castle. However, the last automap image viewed is always saved automatically as a standard hires binary image file named MAP.PIC.

Press <RET> to activate the auto-notes feature to display special locations interactively on the automap display. If you save the auto-notes, a standard text file is generated instead inside your Silvern Castle folder at the following pathname: PICS/SCENARIO.X/LEVEL.Y.NOTES (substitute the scenario number for X and the level number for Y).

See the Cache Automap Images preference for more technical information.

## G: Full Plot

The <P> key toggles between the plotting the maze view normally (ON), or whether to inhibit the expanded view (OFF) as occurs with large amounts of light. When Full Plot is OFF, the quick plot mode makes maze movement through familiar areas faster, especially with non-accelerated systems. The current mode is displayed beneath the command. Full Plot is turned ON by default when you leave the market.

## H: Misc Info

Pressing the "@" key brings up some useful information, including the party rating and encounter chance. The party rating is the average level of the party, and the encounter chance is the average odds of engaging in combat with wandering monsters. The encounter chance depends on the party rating, current maze level, and the encounter frequency preference. Please note that wandering monsters will not engage parties that have a much higher rating than they do, in which case the encounter chance is zero because the monsters are cowering in fear in their lairs.

# V: COMBAT

Eventually your party will meet the inhabitants of the maze, the monsters. A typical encounter may consist of the following:

> 1. 8 HUMANOIDS (2)
> 2. 1 ORC (1)

The number appearing before the period is the group number; of which there can be up to 4 groups. The number after the period indicates how many monsters there are in the group; up to a maximum of 8. Next, you will be shown the monster's name, or the general type of monster if your party doesn't know what it is exactly. The number appearing in parenthesis indicates how many of the monsters are conscious and able to attack your party.

Using our typical encounter example above, there are two groups of monsters: group one contains 8 unknown monsters of the humanoid variety, of which only 2 are conscious (perhaps you had cast SLEEP and 6 of the monsters fell into a coma); and group two consists of a single orc, who is alive and kicking.

Some monsters are extremely intelligent and may have acquired special abilities like spell-casting and the use of magical devices.

Certain monsters also may have natural special abilities that may cause conditions such as POISON, SICK (diseases), P-LYZED, STONED, GULPED, or FEAR (FLED). Other monsters may also have natural special abilities to DRAIN levels, DESTROY items, AGE, CALL for help, BREATHE, or to REGENerate (a natural healing process). Of all the preceding abilities, DRAINing may be the most powerful-a character that is drained to level zero becomes an UNDEAD and is LOST forever.

Some monsters (most notably incorporeal SPIRITS and high-level UNDEAD) have normal weapon immunity, which means that they are only affected by spells, devices, and magic weapons of a high enough enchantment (if you hit with a weapon that isn't powerful enough, you'll get a "No affect" message). In addition, some monsters are also immune to certain spells and devices that cause sleep, poison, paralysis, sickness, stone, fear, and damage (if you cast a spell or use a device that a monster is immune from, you'll get a message indicating this). Some monsters are resistant and have partial immunity (taking half damage, no affect, or extra protection) from your attack.

Rooms may contain lairs of monsters. A humanoid lair most often consists of 4 groups of inhabitants, including a chieftain or other leader with bodyguards. Some monsters, like dragons, may only be encountered in their lairs and are VERY highly dangerous (but extremely profitable!).

You may also encounter wandering groups of adventurers with spell casting and fighting abilities very much like your own characters. Such non-player character (NPC) groups are usually outfitted with the best equipment, and are very challenging to defeat, to say the least.

## A: Combat Options

Each character (unless DEAD or otherwise incapacitated), one at a time, tells the computer what to do. The combat options include:

1. **F)ight** - Use your weapon or fists (if you are not equipped with a weapon). You may have to input which group to fight against if there are more than one.

2. **E)quip** - Allows you to switch weapons, or to select none at all. Could be helpful if you have a weapon that works great against some monsters but not very well against others. If you already have a cursed weapon, you cannot select another weapon until the curse is removed.

3. **U)se Item** - You will see a list of all usable devices you are carrying. Just press the number of the item you want to use or press <TAB> to display the next group. You can also use unequipped weapons, torches, lanterns, and broken items as missile weapons, but once these particular items are used they are not recoverable.

4. **D)ispel** - Allows certain characters who have this ability to turn the undead. May only be used once per encounter; further attempts have no effect.

5. **R)un** - Makes the character flee beyond the range of the combat area. Weak characters should use this option to withdraw out of harm's way and increase their chance of survival. A character that is able to flee is considered to be safe from any further monster attacks (including magical attacks-even friendly spells cast by the character's companions). If everyone flees the entire party will run away and be chased by the monsters (your party may be cornered, or the party may wind-up lost if the party eludes the monsters).

6. **C)ast Spell** - Allows you to cast spells like in camp.

7. **P)arry** - Uses the character's weapon or shield to block opponent's blows. It also allows a character to use any special class abilities (like identifying or stealing!).

*NOTE:* If the character has fled in a previous round, the computer will ask if the character will R)eturn to the party or P)arry and stay away.

*NOTE:* You may press <ESC> at any time while entering combat options to redo all your options. Or, press go B)ack to only redo the previous character.

After you have entered what each character will do in combat, you are given one last chance to change your mind. Press <RETURN> to fight, <ESC> to redo all, or go B)ack to redo the last character.

After you have confirmed your choices the computer will handle combat and display the results of the encounter. Combat results update the character summary in real-time if this preference is checked (see Extra's menu). The order that characters actually carry out their assigned choices depends on the party's marching order and the initiative rating of each character. This means it's possible for a character to be attacked and be killed by the monsters before that character has had a chance to act.

If any monsters survive you will have to enter another round of combat options. Please note that characters that become incapacitated are dragged behind the surviving party members after the combat round is over (but not dragged out of combat range). Incapacitated characters that later become OK will move back to their original slot in the marching order.

# VI: SLAUGHTERED EXPEDITIONS

If a trap or monster encounter should wipe out your party, your characters will probably be munched upon and stripped of most of their possessions and coins. Your characters will eventually be found by the Castle Guards, and they will be returned to the Adventurer's Guild; unless you press [ESC] to abort.

If you choose to abort, your party will restart at the point of your last save-but with an age penalty applied. If you have not previously saved a game in the maze you will need to recover your characters at the Guild (see RECOVER).

# VII: TREASURE

## A: Monster Spoils

It is possible to find equipment and magical items that the monsters may have been carrying.

### 1: Stolen Spellbooks or Holy Symbols

If a monster steals your spellbook or holy symbol and you have no spares, you will lose all the spells you have acquired, unless the character finds it after combat and is the one to pick it up.

## B: Experience Points (XP)

Each conscious surviving party member (including those characters that have fled) will get a share of experience points. After you have acquired enough XP, you may register additional levels at the inn.

## C: Treasure Chests

### 1: Open the Chest

Any traps must be disarmed or otherwise any attempt to open a chest will spring the trap. Also, locks must be picked before the chest can be opened successfully. Like monster spoils, if the party is full you can cache any items found in the chest.

### 2: Inspect Chest for Traps and Lock Quality

Any character may attempt to examine a chest to find any hidden traps, but thieves have a MUCH better chance. In addition, anyone can see if a lock is rusty or solid, but thieves can determine how difficult a lock will be to pick by resolving the exact lock quality (shoddy, poor, good, excellent, superb, or masterful) and trap difficulty. Watch out, you may accidentally trip any traps if the lock is too difficult to pick.

### 3: Disarm Traps and Pick Locks

If there are any traps, you must inspect first, otherwise you will set off the trap!

A successful disarm attempt removes any traps, pops the lock, and automatically opens the chest. If you set off the trap, a locked chest remains locked, and the character who bungled the disarm attempt may try to pick the lock again (unless the chest blew up or killed the character). If you fail to disarm the chest, but didn't set any traps off, the trap or lock is too difficult for the character to disarm, and the character cannot try again. A character must have a set of lockpicks to remove traps and pick locks. Like inspecting, thieves are MUCH better choices for disarming.

### 4: Leave the Chest

This option allows you to come back to the chest later, as long as the party doesn't leave the current level or save the game.

## D: Loot

If there are any coins, they are divided equally among any surviving party members. You can opt to take each member's share of each coin type or not, or cache everyone's share.