DARKHORN

THE REALM OF THE WARLORDS
APPLE® II SERIES VERSION

*Darkhorn is The Avalon Hill Game Company's Trademark
for its microcomputer game of fantasy combat*

INTRODUCTION

Darkhorn is a fast-action game for one to four players combining the best of strategic computer gaming with elements of arcade games. As pretenders to the throne of *Darkhorn*, players raise and command armies in an attempt to capture crown and sceptre. *Darkhorn* is unique in that the warlords do not "take turns"; all play is simultaneous. As soon as you decide upon an order, do it! You are only limited by the number of Action Points you have and by your own quick thinking.

LOADING

The Apple II version is a self-booting disk. With the computer turned off, insert the disk in the disk drive and close the door. Turn on the computer, and the game will load. Once "The Ride of the Valkyries" has played, sit back and watch the show, because after a short delay the computer will play a game until you press the space bar. Consult the Player Aid Card, and try to identify the various types of terrain: woods, hills, towns, etc. Watch the four "players" form and split parties of warriors. Each player has his own symbol, and in each square it appears, it represents a group of warriors. At the bottom of the screen, the composition of the active party will appear. When a battle occurs, the warriors in the two opposing parties line up against each other to fight to the last warrior. Once you've seen enough to get a feel of the game's flow, press the space bar and you're on your way.

WINNING THE GAME

In the solitaire game, the winner must occupy three of the four towers. In games with two or more players, the game ends when either one player occupies three towers, or when one human player's army is completely destroyed. When that happens, the winner is the player with the most towers under his control. Towers which the player captures, but does not occupy, do not count.

Ties are possible.

In the final battle of the campaign game, the winner is the one who occupies the three castles in the center of the map. In this final battle, the game will not end if a human's army is eliminated.

THE SETUP

Before playing your first game, you must first create a USER disk. This is a blank disk formatted by the game to store maps and keep track of the campaign game. The User disk contains 18 maps, consisting of two sets of eight plus a special map (for each set) seen only at the end of the campaign game. You do not need to initialize a disk, just create a User disk by following the procedure below when the first question appears after the title screen:

Do you want to (P)lay a game or (C)reate a user diskette (P/C)?

No matter which selection is made, the next question will appear:

How many disk drives do you have connected (1/2)?

With two drives, the User disk can be placed in the second drive. The game will tell you when to do this.

To create a User disk, the game will ask you to put a blank disk in a drive, and press the Return key. This will take about three minutes. Any number of User disks may be created.

BEGINNING A GAME

At the beginning of each game the *Darkhorn* game menu will appear:

DARKHORN GAME MENU

A Game Type	....	Quick
B Pace	....	Moderate
C Special options	....	No
D Combat order entry mode	....	Joystick

Player Name	Player Symbol	Skill Level	Strategic order Entry mode
E Balt	(star)	I 3	M Joystick
F Grum	(cross)	J 3	N Computer
G Aura	(eagle)	K 3	O Computer
H Dred	(shield)	L 3	P Computer
X Everything ok (exit)			

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Typing the letters A through P will change the selections. The options, and the choices available to each, are listed and explained below:

A. Game type: There are two types of games available for play: a quick game and a campaign game. A quick game takes place on one map only, while a campaign game consists of nine short games, each fought on a different map. Quick orders a single-map game. Any of the 16 maps may be used to play a quick game; campaign/standard begins the campaign game using the maps that come with the game; the campaign/random selection plays the campaign game with randomly created maps. The game type cannot be changed if you are continuing a campaign.

B. Pace: players command their armies by spending Action Points. The pace is the speed at which APs are accumulated. There are five speeds, from very slow to very fast.

C. Change special options: if yes is selected, each player will be able to select one option from the following screen. That option will affect only his warriors. This screen will appear after you leave the main game menu:

DARKHORN OPTIONS

A. None. This is used as a handicap to aid other players.

B. Accumulate up to 99 Action Points.

C. Start with 7 Action Points for each party.

D. Start with two extra warriors in each party.

E. Action Points increase 20 per cent faster than normal.

F. Friendly forts are worth 8 in combat.

G. Costs no Action Points to deploy.

H. Elves fire arrows at enemy before combat begins.

Computer players always select option C.

D. Combat order entry mode: combat orders are used when two armies meet. There are two ways to fight a combat: the quick way in which the computer calculates the winner, or by duelling, where the players fight the battle themselves. The duelling option requires combat orders which may be entered using the joystick, keyboard or paddles. The joystick can be used for combat with the solitaire game only. See the Combat section for more information on how to fight a battle.

E-H. Player name: players may enter a name up to four letters long.

I-L. Skill level: the skill level can handicap the better players and provide a greater challenge. The number ranges from 1 to 5, which, during the tactical portion of the game, affects the severity of damage received only if the duelling option is chosen. The higher the number, the faster you must react in the tactical combat mode before you take severe damage; handicapping takes effect only when the duelling option is used.

Skill level also affects the rate at which you accumulate Action Points. The higher the Skill Level, the slower a human player will get APs, and the faster the computer player gets them. So for a strong challenge, set the skill level for both yourself and the computer at 5.

M-P. Strategic order entry mode: each player is assigned a part of the keyboard, a paddle, or a joystick, to use in entering orders. It is possible for four players to use the keyboard, but we suggest making the other equipment available.

PLAYING DARKHORN

As a warlord in the realm of *Darkhorn*, it is up to you to recruit and organize your warriors and capture other players' towers. In the beginning, each player has two parties in the vicinity of his tower. They consist of one to nine warriors who may be men, elves and/or dwarves. On the screen, the symbol for one party will be larger than the other. That party is called "active" and can receive your orders. At the bottom of the screen are four boxes. Each one belongs to a single player. In it is the composition of the active party, the number of Action Points (APs) it has, plus the current command. Each party gradually accumulates its own pool of Action Points. Up to 20 APs may be saved, 99 if that special option is chosen. These APs are spent when you give an order to the active party. When the Switch command is used (by selecting the SWITCH command and pressing the fire button), the next party will be active, and its composition and available APs are shown on the screen.

Each player may have up to nine parties, each of which may have up to nine warriors (elves, men and/or dwarves). Each race has its own symbol: axes for dwarves, arrows for elves and swords for men.

COMMANDS

Orders are given by scrolling through the menu of commands and pressing a button to select the order you want. There are three ways to enter orders, and who uses which method is determined at the beginning of the game.

1. Keyboard: two keys are used to scroll through the menu of orders, and the third key selects it.

2. Paddles: twirling the knob will scroll through your options, and pressing the button selects it.

3. Joystick: push the joystick towards the edge and press the fire button to select. See the charts and tables card under "Joystick Entry" for more information.

The following commands may be given to any party so long it has enough APs.

MOVE

Unlike other commands which have words, this is represented by arrows pointing in the direction the party will move. A party can move in one of four directions, north, south, east or west. Parties cannot move diagonally. The cost depends upon the terrain entered (see Terrain Effects Table).

If your party doesn't have enough APs to enter a type of terrain, the party cannot move and the words

"NOT ENUF" will appear in your box. If the terrain is occupied by an enemy party, combat will occur. If it is occupied by one of your parties, the stationary party will attach itself to the rear of the moving party. If the combined party would have more than nine warriors, the excess will be lost.

DEPLOY

When you have two or more warriors in a party, this command forms two parties. This is a two-part command. Pressing the fire button once highlights the first warrior in that party. That warrior will remain in place if the rest of the party moves. You can leave behind more warriors by pressing the fire button once for each. Then, choose the MOVE command to order the rest of the party to march. This is the only way to create new parties of warriors. Cost: 1 AP.

SWITCH

Another party is activated. Each party gets its chance in turn; you cannot control which party will be active next. If you Deploy a unit, then Switch without moving, those highlighted warriors will be moved to the back of your party. This can be useful in reorganizing the composition of a party.

RECRUIT

Another warrior is added to the party. There are three races in *Darkhorn*. The race of men may be found in towns; dwarves in the hills; and elves in woods. The VACANT response means that no recruiting can be done there. The cost depends upon which player is recruiting which race. See the Cost to Recruit chart. Although very expensive (20 AP), a random warrior can be recruited in a tower.

FORTIFY

This builds a friendly fort or tears down an enemy fort. This is an expensive command, costing 10 APs minus 1 AP for each dwarf in the party. Up to four forts may be built in one area. Forts are shown on the map as smaller versions of the player's symbol.

THE RACES OF DARKHORN

Man: fighting men are found in villages. They are effective all-purpose fighters, but are vulnerable to elven hedge-magic. Combat with elves should be avoided. Balt is a human and has an advantage in recruiting men.

Dwarf: weaker than men, dwarves are stronger than elves and immune to their magic as well. Dwarves are accomplished sappers and can build forts at a lower cost. Dwarves are found in the hills. As a dwarf, Grum has an advantage in recruiting them.

Elf: although the forest-dwelling elves are physically weak, their magic and bowmanship makes them effective in combat, especially against men. Elves must use a dagger in hand-to-hand combat, but can fire their bows when supporting a warrior. Each archer in the party adds to the effectiveness of the warrior who is fighting. Aura is an elf and has an advantage in recruiting elves.

COMBAT

There are two ways of handling combat. When two parties meet, you may press the Space Bar or the A key. If the A key is pressed, combat is quickly resolved by the computer, and the winner announced. When the Space Bar is pressed, combat is conducted in a series of rounds. The two players (human and/or computer) fight in arena-style combat. The first warrior in each party takes the position of lead warrior. The players position their weapons low or high, then thrust. The defending player can parry the blow. The amount of damage done depends upon the swiftness of the players' reaction as well as the strength and bonuses of the attacking warrior. When you are attacked, you must move quickly and counter the cut, else the warrior will take heavy damage! Furthermore, once the attack is blocked, the defender must sustain the block until the attacker withdraws his weapon.

At the end of each exchange, the attacker will withdraw his weapon to a neutral "retract" position and must remain there until he regains control of the weapon or until his opponent attacks him. All combat is to the death. A warrior dies when his strength reaches zero. The survivor of one round, even though he may be wounded, will then fight the next warrior. The winner of this duel to the death captures the disputed territory.

When using the paddles or joystick for combat, it is only necessary to press the button momentarily to execute an attack. Holding down the button won't help; in fact, it will penalize you, since you can't execute another attack until you release the button. The button has no effect when you are defending, and you cannot execute an attack until the opponent's attack is completed.

Each fighter has a combat bonus that increases his ability to inflict damage:

10 points if the terrain is the home terrain of that warrior (i.e., towns for men, hills for dwarves and woods for elves)

5 points for each friendly fort in the area, to a maximum of four forts

5 points for each warrior who is different from the lead warrior (combined arms)

2 points for each elf in the party, except for the lead warrior (representing the effect of ranged weapons)

0-10 points to the defender depending upon the terrain they are fighting in. See the Terrain Effects Table.

When one party is destroyed, the winning party takes the disputed terrain, and all its wounds are healed.

SPECIAL KEYS

Pause the game: ESC

Save game to disk: CTRL-X (this command saves the position of all warriors to the User disk. The User disk cannot be used for any other game until the saved game is played)

Toggle sound effects off and on: CTRL-E

Pressing CTRL-Q when the "Hit a key" prompt appears lets the computer resolve the combat quickly.

Increase or decrease game speed: press CTRL-I or CTRL-D, respectively.

THE DARKHORN CAMPAIGN

The realm of *Darkhorn* is larger than any one monitor can display. There are nine separate provinces. The *Darkhorn* campaign consists of nine separate battles, each fought in its own province. The first eight games begin in the same way, and end when one human's parties are destroyed or three towers are occupied.

The final battle is different from the other games. Each player begins with one party, plus one for each victory won on a previous field, and minus one for each time he was wiped out. Eliminating a player on this map will not end the game. There are three unoccupied castles on the final map, and to win, one player must occupy all of them. But that is not all, for winning the campaign game means you must face the Final Trial against the one and true Darklord. The nature of this trial will remain a secret until you face it, but once you have defeated him, you have the right to claim the title of Darklord of *Darkhorn*.

PLAYER'S NOTES
STRATEGIC

At the beginning of the game, form as many new parties as you can with the Deploy command. These parties will accumulate Action Points which can be used for recruitment. It is wise to keep eight or nine parties in existence at all times. Make sure that each party has less than 20 APs; once they reach that level, further APs are lost.

Never leave your tower unguarded, and fortify it as soon as possible.

Recruit quickly and keep in mind who you are and who you are planning on attacking. Recruit men to attack dwarves, dwarves against elves and elves to attack men. A general purpose party, such as one guarding a tower, should include all three warrior types

to take advantage of the "combined arms" bonus.

When a player has occupied three towers, you will have a short time (5-30 seconds) to try to take one away from him before the game ends.

Use the Deploy and Switch commands to move your elves to the back of the party.

TACTICAL

Try to be the first to thrust without fouling when "ON GUARD" appears. The first blow is often decisive.

When attacked, quickly respond by bringing your weapon to the appropriate position, then hold it there. If you withdraw your weapon too quickly, your opponent's attack will continue and you will suffer more damage.

After your opponent has attacked and you have blocked his weapon, he must withdraw his weapon to a neutral position and cannot launch a new attack. Take advantage of it.

If the computer opponents are too tough for you, press CTRL-Q to resolve combat on an equal footing. This option may also be used if you want to ignore tactical matters and concentrate on your strategic game.

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The Avalon Hill Game Company
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If the computer opponents are too tough for you, press the Commodore and Q keys to resolve combat on an equal footing. This option may also be used if you want to ignore tactical matters and concentrate on your strategic game.

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The Avalon Hill Game Company
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Baltimore, MD 21214

IF YOU CANNOT LOAD THE PROGRAM
1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
4. If a friend or the local computer store has a similar computer, try loading the software on it. If it loads there but not on your machine, there is either a compatibility problem or your computer is not working properly.
5. The normal reason software will not load is disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

The Avalon Hill Game Company
A MONARCH AVALON, INC. COMPANY
4517 Harford Road
Baltimore, Maryland 21214

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the rest of the party to march. This is the only way to create new parties of warriors. Cost: 1 AP.

SWITCH

Another party is activated. Each party gets its chance in turn; you cannot control which party will be active next. If you Deploy a unit, then Switch without moving, those highlighted warriors will be moved to the back of your party. This can be useful in reorganizing the composition of a party.

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COMBAT

There are two ways of handling combat. When two parties meet, you may press the Space Bar or the A key. If the A key is pressed, combat is quickly resolved by the computer, and the winner announced. When the Space Bar is pressed, combat is conducted in a series of rounds. The two players (human and/or computer) fight in arena-style combat. The first warrior in each party takes the position of lead warrior. The players position their weapons low or high, then thrust. The defending player can parry the blow. The amount of damage done depends upon the swiftness of the players'

reaction as well as the strength and bonuses of the attacking warrior. When you are attacked, you must move quickly and counter the cut, else the warrior will take heavy damage! Furthermore, once the attack is blocked, the defender must sustain the block until the attacker withdraws his weapon.

At the end of each exchange, the attacker will withdraw his weapon to a neutral "retract" position and must remain there until he regains control of the weapon or until his opponent attacks him. All combat is to the death. A warrior dies when his strength reaches zero. The survivor of one round, even though he may be wounded, will then fight the next warrior. The surviving party captures the disputed territory.

When using the paddles or joystick for combat, it is only necessary to press the button momentarily to execute an attack. Holding down the button won't help; in fact, it will penalize you, since you can't execute another attack until you release the button. The button has no effect when you are defending, and you cannot execute an attack until the opponent's attack is completed.

Each fighter has a combat bonus that increases his ability to inflict damage:

10 points if the terrain is the home terrain of that warrior (i.e., towns for men, hills for dwarves and woods for elves)

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Do you want to:
A. Start a NEW CAMPAIGN?
B. Continue this CAMPAIGN on a NEW MAP?
C. Make CHANGES before continuing on a NEW MAP?

The menus that appear are self-explanatory and will not be dealt with here. After all eight battles have been fought, the final battle occurs. The number of parties each player has depends upon his success on the battlefield. Each player begins with one party. One is added

campaign/standard game takes place on the eight standard maps, while the campaign/random selection plays the campaign game with the randomly created maps.

Standard maps are already on the game disk and do not require the creation of a data disk.

B. Pace: players command their armies by spending Action Points. The pace is the speed at which APs are accumulated. There are five speeds, from very slow to very fast.

C. Order Input Device: *Darkhorn* can be played with four paddles, two paddles plus the keyboard, two joysticks (for no more than two human players), or with the keyboard alone. As you scroll through these options, the words under the Strategic Order Entry Mode heading also change.

D. Change Special Options: if yes is selected, each player will be able to select one option from the following screen. That option will affect only his warriors. This screen will appear after you leave the main game menu:

D A R K H O R N   O P T I O N S
A. None. This is used as a handicap to aid other players.
B. Accumulate up to 99 Action Points.
C. Start with 7 Action Points for each party.
D. Start with two extra warriors in each party.
E. Action Points increase 20 per cent faster than normal.
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3. Joystick: push the joystick towards the edge and press the fire button to select. See the charts and tables card under "Joystick Entry" for more information.

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When you have two or more warriors in a party, this command forms two parties. This is a two part command. Pressing the fire button once highlights the first warrior in that party. That warrior will remain in place if the rest of the party moves. You can leave behind more warriors by pressing the fire button once for each. Then, choose the MOVE command to order

DARKHORN

THE REALM OF THE WARLORDS
COMMODORE® 64/128 VERSION

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for its microcomputer game of fantasy combat

LOADING

With the computer turned off, plug in any joysticks or paddles. Remove or disable all cartridges. Turn the computer on. If you have a C128, put it in 64 mode by typing GO 64. The Commodore 64 version must be loaded by typing in the command **LOAD"*",8,1** and pressing the Return key. If you have a second disk drive configured as drive 9, *Darkhorn* will automatically recognize its presence and it may be used for data disks.

WINNING THE GAME

The victory conditions depends upon the number of persons playing. In the solitaire game, the winner must occupy three of the four towers. In games with two or more players, the game ends when either one player occupies three towers, or when one human player's army is completely destroyed. When that happens, the winner is the player with the most towers under his control. In both cases, towers which the player captures but fails to occupy do not count. Ties are possible.

In the final battle of the campaign game, the winner is the one who occupies the three castles in the center of the map. In this final battle, the game will not end if a human's army is eliminated.

THE SETUP

This is the first menu you will encounter after the title screen.

Do you want to:

A   Start a New Game,
B   Continue an Old Game,
C   Generate New Random Maps, or
D   Watch a Demonstration Game?

Darkhorn can be played as a single game or as part of an eight-map campaign game. There are two types of maps upon which the game is played: standard and random. *Darkhorn* comes with standard maps, and it can also generate random maps and save them to another disk. Single and campaign games can be played with either set of maps.

Option B is used to continue a campaign or a game that was halted in mid-play and saved.

If option C is selected, instructions on the screen will guide you through the process of creating a data disk. You do not need a formatted disk to create Random maps; the game can do that for you. It is recommended that you create a data disk before playing your first game.

If option D is chosen, all four players will be controlled by the computer, and you can see how the game is played. Consult the Player Aid Card, and try to identify the various types of terrain. Watch the four players split and form parties of warriors. Each player has his own symbol, each representing a different group of warriors. At the bottom of the screen, the composition of the active party will appear. When a battle occurs, the warriors in the two opposing parties line up and fight to the last. Once you've seen enough to get a feel of the game's flow, press the Run/Stop key to return to the main menu.

BEGINNING A GAME

D A R K H O R N   G A M E   M E N U

A Game Type..	Quick/Standard Map
B Pace	Moderate
C Order Input Device	(4) Paddles
D Change Special Options	No

Player Name	Player Symbol	Skill Level	Strategic order Entry mode
E Balt	(globes)	I 3	M Paddle A Port 1
F Grum	(crown)	J 3	N Computer
G Aura	(lion)	K 3	O Computer
H Dred	(eye)	L 3	P Computer

   X Everything ok (exit)

Typing the letters A through P will change the selections.

A. Game Type: Quick/standard selects a single-map game using any of the eight standard maps on the disk. Quick/random orders a single-map game using the eight random maps created and saved to a separate disk. The