

Warriors of RAS™



DUNZHIN

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By Randall Don Masteller

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Dunzhin is a fantasy role-playing game with graphics, written for the Atari and Commodore 64 computers by Randall Don Masteller. Certain parts of the game requires quick reflexes, but there are no time limits for finishing. Using the SAVE command, players can save games in progress to play later.

Though it is a fantasy role-playing game, Dunzhin requires no experience with such games. In keeping with its spirit, however, this manual will refer to your computer screen as a crystal ball, through which mystical commands are given and received. To "command the crystal ball", simply type the commands on your computer's keyboard.

LOADING INSTRUCTIONS:

Commodore 64: To load Dunzhin on the Commodore 64 diskette, place the disk with the Commodore 64 label (blue) facing up in your 1541 disk drive. Turn on the computer, and when READY appears on the screen, type the following:

LOAD "DUNZHIN",8 (Press RETURN key)

After a few seconds, READY will appear again. Type:

RUN (RETURN). The program will take 3-4 minutes to load. A title screen will be drawn and music will play, then the first screen of the game will appear.

To load Dunzhin from tape on the Commodore 64, place the tape with the Commodore 64 label facing up in the tape recorder and turn on the computer. When READY appears, type LOAD. The computer will instruct you to press PLAY on the recorder. After a few seconds, FOUND will appear on the screen.

and the tape will load. Loading the complete program takes about 10 minutes. When the recorder stops and READY appears again, type the following just as it appears:

SYS12288 and press the RETURN key.

Be sure to remove the Dunzhin tape from the recorder and place a blank storage cassette in the recorder on which to save your games.

Apple: To load Dunzhin from disk on the Apple, turn on the first disk drive and insert the disk, Apple label (red) facing up. Turn on the computer. The disk will load, show the title screen and LOADING. When the loading message disappears, hit any key to begin the game.

Atari: To load Dunzhin from disk on the Atari, turn on the first disk drive and insert the disk, Atari label (purple) facing up. Turn on the computer. The disk will load, show the title screen, play the music, and finally reach the first screen of Dunzhin automatically.

To load Dunzhin from tape, place the tape, Atari label facing up, in the tape recorder. Be sure to remove all cartridges from the computer slots. While holding down the START key, turn on the computer. After the tone, hit RETURN. The tape will load and run automatically. Be sure to remove the Dunzhin tape from the recorder and place a blank storage cassette in the recorder on which to save your games.

SAVING AND LOADING GAMES

Diskette versions: To save a game in progress, type the command SAVE. You will be asked if you want to save the game (G) or the character alone (C). The computer will display a menu for saving 5 games or 5 characters. To save, designate a number (1-5) where you want to save, and a name to remind yourself of what you saved. When saving is complete, you will be returned to the game where you left off.

Cassette versions: To save a game in progress, type the command SAVE. You will be asked if you want to save the game (G) or the character alone (C). You will be instructed to prepare a cassette and hit RETURN when ready. Be sure to use a blank cassette tape, not the Dunzhin game tape! Place the blank tape in the recorder, advance it past the leader to the actual tape, and press the PLAY and RECORD buttons. Then press RETURN on the keyboard and the game or character will be saved. Be sure to label your tapes! When saving is complete, you will be returned to the game where you left off.

PROLOGUE

To whom it may concern: In the event of my death, please deliver this journal to my father, the Duke.

All Hallows Eve, the seventh year in the reign of Doseror The Inevitable, Lord of Ras. -- Evening deepened around me as I wound my way farther and farther into the hill-country of an unfamiliar land.

A full moon, huge and reddish, rose behind the ridge in front of me. Silhouetted against it on a jagged rock outcropping was a ruined castle -- a shambles of tumbled stone and mortar, empty windows and crumbling battlements. Could the end of my quest be near? Then something caught my eye: an eerie glow from within its gates. I drew my sword and crept closer.

Suddenly a form lunged at me from behind a rock. A blade glinted. I ducked as it whistled over my head. It shattered in an explosion of sparks on the rock behind me. I raised my own sword for a killing counterthrust, when my assailant fell back, collapsed and cried out:

"No! No! Stop! I beg you! I thought you were one of them, but you're human. Thank the gods -- you're human!"

I lowered my blade and peered at the form on the ground. It was a man, though gaunt as a skeleton. His right arm was only a stump, and his clothes and armor were tattered and gashed. Terrible wounds covered his body.

"Who are you?" I said.

"A fool," he replied. "I am a fool. For I dared to enter the lost Dunzhin of Ras." He pointed to a long set of stairs descending into a cavern under the ruins. It was from there that the glow emanated.

"The Dunzhin!" I said. "Praise the gods. I have found it at last!" I strode past him towards the stairs.

"No! Stop! Wait, you fool!" he cried, clutching at my heels. I turned to stare at the piteous creature.

"If you are resolved to enter the Dunzhin, at least hear my tale. For I once was as you are: young, strong, ready to race headlong into adventure, not knowing the horrors that awaited me. If you will but share some of your food with a poor wretch, I will tell you the ways of that deadly lair."

This seemed wise, so we ate. After he had gorged himself, he belched and began the following tale:

THE LEGEND OF THE DUNZHIN

"I know not what sort of scheming mind dreamt up the maze you are about to enter. But it holds a horrible fascination for adventurers young and old, be they lord or lady. It challenges not only brute reflex, but cunning, prudence and the favors of the gods as well. Many have died mere minutes after braving the gates, while others have spent hours in its coils, risking death and worse.

ENTERING THE DUNZHIN

"The glow you see yonder is from the crystal ball which stands before the door of the Dunzhin. My first mistake was allowing it to draw me in. I gazed into the crystal ball, and beheld to my amazement a fiery writing within. I found that I need only make the sign of a letter on it -- it mattered not which letter -- and the fiery writing changed to ask me:

DO YOU WISH TO PLAY A SAVED GAME?

As I had never entered the Dunzhin before, I said (N)o. It then asked,

DO YOU WISH TO PLAY A SAVED CHARACTER?

Again I said (N)o.

THE SECRET OF THE DUNZHIN

"The crystal ball then revealed to me a talisman of immense worth, and said that it was the 'target' of my quest. The maze is built on a series of connected levels. Not until later did I learn that the target is hidden on the Dunzhin's lowest level, guarded by monsters. The target is different each time you enter the Dunzhin anew and the path is never the same twice; it takes on a new form each time you undertake a new quest. Precious items are hidden throughout the many rooms on each of themaze-like floors. There are perilous creatures in the rooms and corridors as well."

"Then it asked if I wanted to (E)nter or (Q)uit. Naturally, I entered, taking the crystal ball with me."

"To correct mistakes I made in my commands to the crystal ball, I invoked the mystical symbol <INST DEL> (Commodore 64) or DELETE BACK SP (Atari) and repeated my command correctly.

THE WARRIOR'S TOOLS

"At the entrance I found a warrior's garb arrayed for me to wear -- a sword, a full suit of armor, a treasure pouch, and a magic wand. These I took, for I knew not what was ahead of me. The sword seemed well-crafted, but swords often break. The magic wand, I learned, can unleash a blast of immense power, but only if it is fully charged; a charged wand can hold as many as three blasts, or as few as one.

THE OBJECT OF THE QUEST

"Fool that I am -- I came in search of easy riches. The riches within the Dunzhin are for the taking, but only if you live to bring them out. To capture the target and escape with it would be a great feat, but the legends say that some go to the Dunzhin for the pure thrill of mortal combat.

"It is dark in the dungeons; your foes are many and deadly, and they prey on the unwary. As you learn, growing faster, stronger, and more cunning, you may find your way deeper into the blackness. The crystal ball judges your skill -- you begin as a Level 1 Warrior. It is written that the boldest, most cunning and most able of adventurers can attain the rank of a Level 20. What does not kill you makes you stronger, if you can defeat it in battle.

"To judge your strength or wealth, invoke the mystic command:

FACTS (Return)

Those who do so upon first entering the Dunzhin will see the following in the fiery letters:

FACT SHEET

LEVEL	1
EXPERIENCE	0
MOVEMENT	12
ATTACK VALUE	3
DEFENSE VALUE	4
FIGHT VALUE	7
TREASURE	0
TOTAL DEFENSE	5
ARMOR DEFENSE	100

Below that will be a list of vital spots:

AREA	PROTECTION	BODY DEFENSE
HEAD	4	1
CHEST	4	4
ABDOMEN	4	3
RIGHT ARM	4	1
LEFT ARM	4	1
RIGHT LEG	4	2
LEFT LEG	4	2
NECK	4	1

The numbers change as your quest progresses, depending on how you fare. A blow to one of these spots that is greater than the armor protection will be absorbed by your body. If the blow is more than your body can withstand, it will kill you. Beware lest your defenses fall too low!

MOVING WITHIN THE DUNZHIN

"Entering the Dunzhin, I found myself in a corridor on its west side. Somewhere within the maze and darkness was a stairway leading down to the next level. Where it was, I knew not. My instincts told me to go eastward.

"It was dark in the corridor. The crystal ball gave out a weak glow, but only enough for me to see one step in any direction. I could see the walls on either side of me. The fiery letters in the crystal ball read:

INSTRUCTIONS:

I guessed that I had to command the crystal ball to let me move, telling it the direction and the number of steps I wanted to take. My first command was:

MOVE EAST 3 (Return)

THE MAP

"I strode forward, my footsteps echoing in the corridor. Except for the walls, all remained black. I was suddenly afraid: would I become forever lost in the darkness? But when I looked at the crystal ball, I saw that it showed a map, drawn as if seen from above, depicting the stretch of corridor through which I had just passed. Darkness hid that stretch from my sight, but with the map I knew I could retrace my steps if necessary.

"Confident now, I bounded forward into the darkness, meaning to take nine steps down the corridor. But I had strength enough for but five steps in that Stygian air before I had to stop again. The crystal ball would not let me take more. I sensed that I would become faster if I could win battles and gain strength. I was never able to take more than nine steps at a time, though.

"I then tried to move another five steps eastward, but before I had gone more than two steps, a wall loomed up in front of me. I was running too fast to change direction or stop, and I slammed into it with a crash. The collision left me bruised, but not seriously hurt. It is difficult to avoid the walls in such a darkness when one hurries. Thereafter I was more careful -- a man's body can only take so much of a battering before it weakens.

"I also found that if I only wished to take one step, I could use the arrow keys for the direction I chose. I did not always use these, though, for it seemed to increase my chances of finding monsters.

THE CLOSED DOOR

"To the south was the black emptiness of another corridor. To the north I saw a door. I decided to try it. It was jammed shut. I lowered my shoulder and rammed against it after using the following command:

MOVE NORTH 1 (Return)

"I smashed through it, leaving it splintered on its hinges. I moved into the room, following the wall as I went. Ahead of me I saw a glowing symbol -- the letter M or the Russian alphabet. I strode forward and stood on the glowing letter. The crystal ball blazed with fiery script:

YOU ARE IN ROOM M.

YOU HAVE FOUND A DIAMOND GEM.

I marveled at the poetry for a moment, then looked down. In a small chest on the floor was a cunningly cut gem of flawless diamond. It glittered in the pale light. Using the FACTS invocation, I learned that I had captured 400 points of treasure in the crystal ball's ledgers. Placing it into my treasure pouch, I turned west and walked into the darkness.

A SKELETON ATTACKS

"Then I heard brittle, shuffling footsteps echoing through the chamber. The sound of breathing, hollow and hoarse, filled the room. I could not get out. In the glow of the crystal ball I could see it -- a walking skeleton. It carried in its hand a sword. Caught unawares, I could only think to ask the crystal ball for

HELP (Return)

The crystal ball responded immediately with a list of incantations and actions I could use to fight or escape the monster:

COMMAND	C-64	ATARI
AIM	A	A
BACKGROUND	f8	*
BRIBE	B	B
COLOR	f7	*
FACTS	f1	ESC
FOOTSTEPS		
FORCE	X	X
HACK	K	K
HELP	f3	Q
HIDE	C	C
HIT	H	H
QUIT		
RUN	R	R
SAVE		
SEARCH	S	S
SPEED		
STOP	T	T
WAND	W	W

(For Commodore 64, f3 denotes function key f3 and so on. * under Atari indicate that this command does not exist. Blank spaces mean no abbreviation exists, the whole word must be typed in for these commands.)

Next, it pointed out my choice of targets on the monster:

LEFT-LEG	LL	HEAD	H	
RIGHT-LEG	RL	CHEST		C
RIGHT-ARM	RA	NECK		N
LEFT-ARM	LA	BODY		B
LEFT-FORELEG	LF	ABDOMEN		A
RIGHT-FORELEG	RF			
LEFT-HINDLEG	LH			
RIGHT-HINDLEG	RH			

"Seeing that the skeleton's neck bones were unprotected, I drew my sword and swung at it, issuing the following command:

HIT NECK (Return)

My blade sang as I whipped it forehanded at the skeleton's neck. But the skeleton pulled back and dodged the blow, leaving me off balance and vulnerable. The skeleton was off balance too, though, and its counter thrust glanced off the mail on my right shoulder, damaging the links but leaving me unhurt. I recovered my balance and decided to swing as hard as I could. I invoked the command:

FORCE (Return)

and the crystal ball replied: OK!

I then invoked:

HIT HEAD (Return)

and slashed backhanded at the skeleton's head, striking it squarely. Bone splintered. The skeleton collapsed in a heap of loose bones, that dried up and blew away with the wind in the corridor as I watched."

"The crystal ball glowed brightly. I felt new strength infuse me. I had become a Level 2 Warrior.

THE MYSTICAL COMMANDS

"In the hours that followed I fought many such battles. Sometimes my foes were alone, sometimes there were many of them. I shall not recount the battles, but perhaps it is best that I tell you some of what I learned.

"In most cases, the crystal ball will accept shortened, or abbreviated commands of a single character. Those are given in response to the HELP command, and I have already listed them for you. Here follow the mystic invocations:

AIM: This command allows you to take careful aim. Using it, you are more likely to hit your target, whether it is an easy one such as the chest or a difficult one such as the neck. But you forfeit one of your blows to take the time to aim, and your opponent may get a free swing at you.

BACKGROUND: (Commodore 64 only): Giving this command changes the color of the crystal ball's display.

BRIBE: Some of your foes are greedy, and can be bribed into letting you pass. You must decide how much of your treasure points you will sacrifice. Your foe may not accept it. You must, however, know in advance how much treasure you have, as there is no time to check your pouch once you have offered the bribe.

COLOR (Commodore 64 only): Changes the color of the fiery letters.

FACTS: As I have said, this command can show you your progress and vulnerabilities.

FOOTSTEPS: If the sound of your footsteps in the Dunzhin bothers you, use this command.

FORCE: If you employ this command, your blows land with many times their normal force, and will often defeat powerful monsters. However, you are more likely to miss your target if you swing with force.

HACK: Should you become entangled in a net, you may hack your way out of it by using this command repeatedly. Hacking your way free takes time, and until you succeed you are at a great disadvantage in battle.

HELP: The crystal ball displays all of your options.

HIDE: You may hide from your foes. If you hide well, they may pass you by. If you were seen, though, your foe gets the first blow in.

HIT: This is your basic fighting command. You may hit any of the targets your foe presents, but you cannot simply HIT without specifying a target. Different creatures have different targets; a skeleton does not have forelegs! You may miss. Your sword may break.

QUIT: Should you wish to end your quest, use this command. Your newly gained skills and the map of the Dunzhin you have explored will be lost forever, unless you SAVE it.

RUN: If you feel that your foe is beyond your measure -- perhaps your sword is broken and your wand is powerless -- you can sometimes run away. Your foe gets a free blow at you as you retreat. You may not be able to run, either. In that case you must try the command again and again, possibly suffering severe wounds, before you get away. The way is not easy for the cowardly.

SAVE: This command creates a parallel universe that can duplicate exactly all that is in the Dunzhin at the time you invoke it. If you choose to SAVE A GAME, it copies everything, and asks you to designate the copy with a number and name. You may later re-enter the same Dunzhin and put yourself back in the game where you left off by answering (Y)es when asked if you want to play a saved game. Similarly, choosing to SAVE A CHARACTER lets you preserve an exact copy of yourself in that parallel universe -- with all your acquired skill and power intact. You may then assume this identity in other quests in the Dunzhin, or other perilous ventures in the Kaiv, Wylde, or Ziggurat of Ras.

SEARCH: You may search for your foes by invoking the command SEARCH and the name of the creature you hope to find. Should a thief make off with your treasure pouch, for instance, you may find him quickly by commanding SEARCH THIEF. This causes the crystal ball to emanate a magical attraction that the thief cannot resist. You will likely find him in the next few turns. But beware! Naming the foe you seek does not keep the other denizens of the catacombs -- monsters and evil warriors -- from seeking the crystal ball too.

SPEED: After you have explored the Dunzhin for a while, you may find the messages take too long, and you grow impatient. **SPEED** decreases the delay in the messages.

STOP: This command stops the search and lessens the number of foes assailing you after you have invoked a **SEARCH**.

WAND: The wand you are given is the ultimate weapon -- no monster, no matter how powerful, can stand up to it. By invoking this command, you wipe out all life other than yourself in the room or corridor. As you know, however, the wand has a limited capacity. Any fool can use it, regardless of skill, and a victory using the wand will not advance your skill level.

MAGICAL ROOMS

"There are many magical rooms scattered throughout the Dunzhin, and they can either save you, help you, bewilder you, or harm you.

GAS: These rooms emit poisonous gases that can harm you.

TELEPORTATION: These rooms teleport you randomly within the Dunzhin. They may send you from one room to another, or from one level to another. You may find yourself transported into uncharted places, forced to find your way back.

REGENERATION: Blessed are the warriors who find one of these rooms. All wounds are healed, and warriors are restored to full strength for their rating.

ARMOR REPAIR: Several rooms in the Dunzhin contain armor repair stations. You may use these immediately, or remember their location for times when you need them. They can be used but once each.

WEAPON REPAIR: Certain floors have weapon repair rooms. If you find one of these rooms, your broken weapons are repaired and your wand recharged.

HAZARDS ALONG THE WAY

"Death awaits the unwary in the Dunzhin. There are traps in the walls, floors and corridors of each maze. It takes quick reaction to avoid them: merely invoke a mystic character -- any one will do -- before the trap is fully sprung, and you may escape. If you are too slow, you will injure yourself or find yourself trapped.

NETS: Nets may fall on you, and if you cannot avoid them you must **HACK** your way out. Should a monster appear, you cannot run and your fighting ability will be hampered. You may still be able to hide, though.

SLIPPERY FLOORS: There is no lack of water in the Dunzhin, but this makes some floors extremely slick. A nasty knock on the head and lost points can result.

TRIP WIRES: These are hidden in the rooms and corridors. Tripping over them will cost you defense points if you are not quick enough.

PITS: Some of the flagstones on the dungeon floor are unsteady, and will tilt to cast an unwary adventurer into a pit. The force of the fall and the trouble of climbing out costs you more defense points.

CLOSING WALLS: The walls may begin to close on you, and their crushing force can cause serious damage if you are not quick.

FOG: The steamy heat of the Dunzhin sometimes causes sudden fogs to spring up. The crystal ball's map becomes useless until you can walk out of the fog. This takes several turns. In the meantime, you are likely to walk into walls and damage yourself. You cannot add to your map during the fog, as you are stumbling around blindly. Beware! The other traps can still ensnare you, and monsters do not avoid the fog.

THE GHOST IN THE MACHINE

"It is impossible to describe my fright when first I heard a ghostly voice say, 'Go away,' and found myself suddenly teleported to another part of the maze. A ghost haunts the Dunzhin! There is no telling when you will run across this spirit, but he loves his solitude.

THE LADY'S LUCK

"Once, as I strode through the Dunzhin, I heard a lovely woman's voice speak to me. It said, "I do not like you." I searched the room I was in, but found no one. After that, however, my luck turned bad. I was injured in fights when my blows missed, and all of my fighting skill seemed to be for naught. Later, I heard the voice again, but this time she said she liked me. My luck improved after that.

THE CRYSTAL BALL'S QUESTIONS

"The crystal ball often asked me if I knew the consequences of my next move. Sometimes I did, sometimes I didn't. If I answered rightly, my luck changed for the better. If I was wrong, it worsened. Sometimes a strange feeling of confidence or foreboding would come over me as well.

THE MAGIC CRYSTAL

"Sometimes in a room, rather than a treasure, I would find a Magic Crystal. I was asked if I wished to touch it. If I did, I found that strange things would happen to me, some good, some bad.

THE MAD HERMIT

"A hermit lives in the corridors of the Dunzhin. Sometimes he points the way to treasure. Other times he foretells doom, or throws things at you. A strange ranger, indeed.

HOW TO 'SAVE' YOURSELF

"Many creatures dwell in the Dunzhin. Most are deadly. Some possess strange powers. They can paralyze you as you fight them, or even turn you to stone. Your only hope with creatures so empowered is to invoke one of the mystic characters when the crystal ball tells you to "save". If luck is not with you, you could be immobilized long enough to give the monster several free blows at you or to allow yourself to be killed in other horrible ways.

DENIZENS OF THE DUNZHIN

THIEVES: You will not know a thief has been around unless you look for your treasure pouch and find it missing (a star on your **FACTS** screen). To get it back, you must find the thief and defeat him in battle.

Low-Rank Foes

GHOULS: Ghouls eat human flesh. They are not mighty fighters, but can kill a weak warrior. Their touch can paralyze.

ZOMBIES: The undead flesh of zombies is quite weak in certain places, though other parts of their bodies can absorb great punishment. Armed with broken swords, they seek to destroy all whom they encounter, but are rather slow.

SKELETONS: Magic binds the sinews of these creatures, but their brittle bones can be smashed by a well-aimed blow. They are dangerous fighters, and know well how to use their swords.

FIGHTERS: These human warriors, trapped forever in the Dunzhin by a curse, are malicious bandits and ruffians. They will slit your throat at the least provocation.

DWARVES: The axe of an angry dwarf is a thing to be feared. Their leather garments and stocky build make them resilient foes. They dislike humans.

ELVES: Of the lower-level fighters, the elf is by far the most dangerous. He is a superb swordsman, a shrewd bargainer and a crafty fighter. It is hard to hit the vital spots, as elves are very quick.

Middle-Rank Foes

HARPIES: The harpy, with the body of a giant vulture and the upper torso of a human, can paralyze its victims with horrible screeches. It uses swords and claws to kill.

GARGOYLES: The gargoyles are short but deadly, with thick horns on their foreheads, powerful claws and long, narrow wings sprouting from leathery skin. They can also paralyze unwary victims.

OGRES: Ogres are massive, cruel and aggressive. They carry huge oaken clubs for fighting. Ogres have primitive minds, but are fierce and crafty fighters.

WARRIORS: Wearing hauberks and chain mail helms and wielding fine swords, these grim men are hard to injure. They are nobler than the fighters -- less treacherous and somewhat resigned to their curse -- but they take what they wish.

GOBLINS: Goblins are warlike, sinister and crude of mind. That makes them ferocious fighters; their maces and leather armor make them foes to beware of.

COCKATRICES: These creatures -- large, fabulous serpents hatched from "rooster's eggs" -- are deadly to those who feel their breath or bite: they can turn those not able to "save" themselves into stone.

High-Rank Foes

GRIFFONS: This huge creature has the body and mane of a lion, and the head, claws and wings of a giant hawk. It eats flesh, and stalks the catacombs with the arrogance born of power.

WYVERNS: A dragon-like creature, with the dragon's wickedness but not its craftiness, the wyvern is three feet high, six feet long, and armored with hard scales that defy many swordstrokes.

LORDS: Once they were great knights and warriors, but they were trapped in the Dunzhin eons ago. These accursed noblemen are magnificent fighters. They are heavily armored, with plate mail, war helmets and swords of great renown.

TROLLS: The average troll stands eight feet tall and weighs half a ton. His skin is green and tough as armor. He hates all non-trolls. It takes a dexterous warrior to dodge the blows of his great two-handed scimitar.

MINOTAURS: These quiet and powerful creatures kill quickly when they attack. They walk on two legs, but on cloven hooves, and possess the torso, head and horns of a bull.

CAVEBEARS: Though extinct elsewhere in the world, the cavebear survives in the Dunzhin. Mountains of muscle, tooth, and claw, the bears stand ten feet high when they rise to attack. They are always hungry.

APPENDIX 1

SPEEDING UP THE QUEST

"Should the pace of the quest make you impatient, you can speed it up by giving abbreviated commands to the crystal ball. For instance, MOVE NORTH 4 can be shortened to M N 4. To speed up the crystal ball's response to your commands, press the ↑ key (Commodore 64) or the CAPS LOWER key (Atari). If you want all the crystal ball's messages speeded up, use the SPEED command. But you will only be speeding up the approach of your doom!"

THE END OF THE TALE

We sat in silence for some moments. The only sound was the wind moaning through the castle's tumbled stones and the hissing breath of the one-armed man.

"What happened to you?" I asked.

"The gods were against me," he said. "I reached the rank of a Level 7 Warrior quickly, but was teleported deep into the Dunzhin and into the realm of the most awful monsters. In short order, a thief stole my treasure pouch and my sword broke in battle against four harpies. I managed to run away, but then faced the nightmare of finding my way back to the surface through uncharted mazes, unable to collect treasure or defend myself once my wand's charge was used up. That I made it out at all was a miracle. I repaired my sword, but I had not the strength of character to re-enter the Dunzhin."

The fire burned low. Clouds obscured the moon. Darkness grew around us. Down the stairway, beneath the ruins of the castle, the shimmering light of the crystal ball beckoned to me. I drew a deep breath and resolved to enter the Dunzhin.

The following information is provided for those players who want further information on the statistics provided on the FACTS screen of the Warriors of RAS games. It is not required for satisfactory play of the game.

LEVEL: The Warrior Level scale runs from one (a beginner) to twenty (a seasoned veteran). The values of the other statistics are determined by what Level the warrior is. Reaching a new Level always gives the player an advantage in some factors, but the largest changes occur at every three levels (between 3 and 4, between 6 and 7, etc.). Reaching a new Level always increases the player's chances of further success.

EXPERIENCE: Advancement to a new Level is determined by number of experience points. The chart at the end of this Appendix gives the experience points necessary to reach each Level. Experience points are only gained by successfully fighting opponents (magic doesn't count). Experience points are given at the end of every encounter. The amount is determined by the difficulty of the opponents and how many were defeated.

It should be noted that no matter how many nasty monsters are defeated in one battle, the player will never advance more than one Level at a time. If the experience granted is enough to move the warrior two Levels, then the player is advanced one Level and the experience points are adjusted to one point below the next Level.

MOVEMENT: A beginning warrior is given 12 movement points. For every three Levels he or she advances, two more movement points are given. Movement points are used in two ways: (1) the Movement value divided by two gives the maximum number of steps the player can take in one move (nine is maximum); and (2) the Movement value divided by three gives the number of actions the player can make in each encounter period. Thus, depending on the opponents, higher Level warriors can sometimes get extra blows.

ATTACK VALUE: The Attack Value is used to determine if a player's attack on an opponent hits the opponent or misses. Each body part of an opponent is assigned a To Be Hit number between one and twenty, which indicates how difficult it is to hit. When a swing is made at a target, a random number between one and twenty is produced. To this random number is added the player's Attack Value. If the total is equal to or greater than the number required for that target area, then the hit is successful, and a random number is produced to determine how hard the hit was. Otherwise, the player's swing misses. For example, a Level One player (Attack Value of 3) aiming at a skeleton's chest (To Be Hit value of 11) must "roll"

ARCHIVES

randomly a value of 8 or better to hit the skeleton in the chest. The AIM command increases the likelihood of hits for one turn.

DEFEND VALUE: The Defend Value is made up of two factors: the protection the warrior has (armor and magic) and the evasion capability of the warrior, which increases with warrior Level. The Defend Value is used to determine the Fight Value (below).

FIGHT VALUE: The Fight Value is the total of the Attack Value and the Defend Value. It is used in determining the amount of experience granted to a warrior for a successful encounter. The Fight Value of the warrior is compared to the total Fight Values of all the opponents defeated. The higher a warrior's Fight Value, the less experience he or she gets for a given battle.

TREASURE: The amount of treasure carried is displayed. If a star appears, the treasure pouch has been stolen by the thief.

TOTAL DEFENSE: The total amount of damage the warrior can sustain. The higher this amount, the longer the warrior will last. Total Defense is increased with each new warrior Level.

ARMOR DEFENSE: While armor can only stop four points of damage per blow, it can continue to do so until it has absorbed a total (all body areas) of 100 points of damage. After such abuse, it becomes useless and must be repaired.

AREA FACTS: Each area of the body has a certain level of armor protection and ability to withstand damage. The Area Facts shows the points each area can take. For example, if the warrior is hit in the head for five points of damage, the armor absorbs four. The head condition will be decreased by one point, as will the total defense value. If the Total Defense or any part of the body reaches zero, the warrior dies. Body strength is increased with each new warrior Level.

Level	Experience	Date Achieved
1	0	
2	2,500	
3	5,000	
4	7,500	
5	10,000	
6	15,000	
7	25,000	
8	50,000	
9	75,000	
10	100,000	
11	200,000	
12	300,000	
13	400,000	
14	500,000	
15	750,000	
16	1,000,000	
17	1,250,000	
18	1,500,000	
19	1,750,000	
20	2,000,000	

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