

Main Screen

For keyboard commands there is a chapter near the end of this manual.

Character Status Bar

-) Character Portrait
- 2) (COMBAT ONLY) GREEN - The character has yet to move that round.
RED - The character is not in the battle.
GREY - character has already moved that round.
- 3) Characters AUTO status: (COMBAT ONLY) Down = In AUTO mode, Up = Normal mode.
- 4) Characters name.
- 5) Current Stamina / Maximum Stamina
- 6) Special info, varies by character caste.
- 7) Characters Armor Rating

Action Buttons

You can also select any action below by typing the first letter of the command on that button. In case of duplicates the letter corresponding to the button will appear in the upper left hand corner of the button.

- 1) Toggle between camp and adventure mode.
- 2) Go to items screen.

- 3) Cast a spell.
- 4) Displays current spells affecting the party.
- 5) Toggle between search mode and standard mode.
- 6) Use a scroll from the active characters scroll case.
- 7) Trade items between characters.
- 8) Exchange money between characters, shops & temples.
- 9) Rest (while button is held down).
- 10) Create scrolls.
- 11) Shows status of light source. (Click on torch to light new torch if

someone has one.)

12) Click: Shows items carried by current character. ✓ Indicates item is equipped.

13) Click: Shows conditions affecting current character. ⚡ Indicates permanent condition.

◇ Indicates temporary condition.

NOTE: For number 12 & 13 above you may hold down the command (⌘) key to display the items or conditions of ALL the characters in the party.

14) Heal party (while button is down). All characters capable of casting healing spells will begin casting healing spells on all those injured.

In addition, you will see several other buttons. Here is a list of what they do:

Special Action Buttons

Makes the party SEARCH the immediate area while button is held down.

Enter a temple. (You can change gold into gems here.)

Enter a shop or warehouse. (You can change gold into gems here.)

Attempt to perform some special action. (See ENCOUNTERS)

Fatigue: Displayed below the character information on the main screen is a small bar with an X, Y, and the word 'Fatigue' printed on it. This shows the current X and Y position of the party, and their current level of fatigue. Note that as the party moves around, a bar will grow next to the word Fatigue. The bar will change to yellow (dangerously fatigued), then to red (critically fatigued). When it reaches the end, then that signifies that the party is too tired to continue. The party must rest before moving any further.

Movement: Moving around is easy. Just place the cursor in the direction you want to go. When you click on the screen the party will move in the direction of the red arrow. You can also use the arrow keys on the keyboard, or the numeric keypad. The '7', '9', '1' and '3' keys on the keypad allow diagonal movement.

Terrain: Different types of terrain take longer to travel over than others. Roadways and open fields are the easiest to traverse, while tunnels, rocky, muddy or shorelines take more. If you are in an area that is frequented by wandering bands of monsters, you are more likely to encounter them while moving in areas of slow progress because you are in the area longer. So to minimize your chance for unwanted encounters, try to stay in open areas.

Mountains:

Impassable

oad:

5 Minutes

ave Entrance:

10 Minutes

pen Ground:

15 Minutes

Wooded Area:

25 Minutes

Rocky Ground:

30 Minutes

River/Shoreline:

35 Minutes

Buildings/Tunnels: 40 Minutes

ndoor Area:

Base is 1 minute but it varies by what

you are walking over. Furniture and

other cluttered areas take more time.

NOTE: If you have SEARCH MODE turned ON, it will take you much longer to travel the same distance. It's nice to just turn on and leave it, but there are some negative results as well. You will encounter more random monster encounters for any given distance as that is a time dependent

thing.

Combat Movement: As characters move around the combat screen, they use movement points. Each character has a maximum movement allowance that is determined when they are created. The total movement allowed during combat by an individual character is determined by a ratio of their maximum movement \times (load/maximum load). For example, consider a character who has a maximum movement of 12 when completely unloaded, and a maximum carrying capacity of 5000. If that character picks up 2500 in weight, they will have a maximum movement of 6 in combat. A character will always have at least 3 movement points per round, even if that character is carrying their maximum load.

The idea that rougher terrain takes longer to cross also holds true during combat. Open areas take 1 movement point to cross while obstacles, muddy, or rocky areas take more movement points. Some objects, such as trees or giant fungi, are solid barriers to small creatures, while larger creatures are able to step over or move through these objects.

If you want to swap positions with any character or ally that is one square in size, you can do so by attempting to move on them. You will then be asked if you want to SWAP POSITIONS or to ATTACK YOUR FRIEND. Characters on AUTO or that are ANIMATED will never attack an ally and will always try and swap positions if needed to get access to their target.

Special Note On Random Encounters

Search Mode: (No. 5 above) increases the chance of finding secret areas but there is also a downside. Searching takes MUCH more time to traverse the same distance and will increase your chance of encountering wandering monsters. If you are sure you don't expect to find any secret areas, and don't want any more grief than necessary from random battles, then turn search mode off. The spell 'Detect Secret' also increases your chance of finding secret areas, but DOES NOT increase the time spent, or chance of encounters.

Three Dimensional View Some indoor areas are in a first person, 3D view. Often they can be viewed in one of two ways. Either in a

2D-overhead view, or a 3D view. To switch between one view or the other, hit the 'SPACE' bar.

From time to time you may be limited to the 3D view. At times like this, you will have to use the 3D view until you leave the area. The 5th level Sorcerer spell "Wizard Eye" will allow the party to see ANY area in 2D for the duration of the spell.