

WarWizard™ -- The Manual

(PC's and compatibles version)

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-by Brad McQuaid & Steve Clover

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Table of Contents

INSTALLATION & SYSTEM REQUIREMENTS.....	1
INTRODUCTION.....	1
OVERVIEW.....	3
GETTING STARTED.....	3
Starting a New Game	
MAIN SCREEN.....	4
Map Window - Party Window - Action Window - Commands Window - Compass - Inhabitant/Search Icons	
COMMANDS.....	5
Disk - Quit - Status (Backpack, Spellbook, Keys) - Mount - Camp - Wait - Search - Transact - Combat - Cast	
ENVIRONMENT.....	9
Travel - Outside - Villages - Cities - Castles - Dungeons - Tunnels - Towers - Fortresses	
LOCALS.....	10
Shops - Healers - Inns - Doors - Horse Traders - Ship Wrights - Schools - Pubs	
ITEMS.....	12
Classes - Types - Magic Items - Keys - Potions	
CHARACTERS.....	13
Races - Classes - Attributes - Proficiencies - Alignments	
MAGIC.....	15
Origin - Spells	
COMBAT.....	17
Combat Screen One - Combat Screen two - Movement - Targets - Attack - Cast - Escape - Victory - Defeat	
QUESTIONS AND ANSWERS.....	20
GAMEPLAY HINTS.....	21
APPENDICES.....	22
Item Lists - Spell Lists - Credits	

SYSTEM REQUIREMENTS

WarWizard™ runs on PCs and compatibles with a minimum 386 processor, VGA graphics, and 4 megabytes of RAM.

INSTALLATION

Place the installation disk in your drive. If your drive is A, then from the DOS prompt enter A:INSTALL. If your drive is B, then from the DOS prompt enter B:INSTALL. The installation will offer a default directory in which to install (C:\WW1), but it will allow you to change this if desired. Please follow the onscreen instructions from this point.

INTRODUCTION...

The known world in which the game WarWizard™ takes place is a large continent amidst a vast sea. It is a land rich with variety, consisting of various environments including grasslands, forests, deserts, hills, and mountains. It is equally rich in the diversity of its inhabitants. Many races of intelligent (and semi-intelligent) creatures dwell throughout the land. These inhabitants generally dwell alone, however several of the humanoid species interact to an extent, involving themselves in trading and sometimes even combat. The continent itself is divided into six lands, each sometimes ruled by a single race or nation, but just as often merely a label to describe a vast and untamed territory.

Aladain and Kraenn take up the northern third, and they hold a myriad of landscapes, including vast mountain ranges, hills, grasslands, and even swamps. Kraenn itself is the most wild, ruled only in part by villages of Halflings which prefer to stay to themselves and also Dwarves, who reside hidden deep within the earth. Aladain has a long history of being populated by humans and a reputation of being a stronghold for the forces of good. Recently however, as shall be detailed later, a great evil has arisen in the north and those who dwell in the other five lands have heard little from Aladain.

Cara and Essea are the lands in the center of the continent. Essea's few grasslands are inhabited by humans who long ago allied themselves with their brothers in Aladain and elsewhere. The remaining land, however, is a vast and unexplored forest rumored to contain wild animals and other dangers, as well as vast kingdoms of Elves. Cara, other than its swamps, is mostly grasslands which contain human outposts and even some cities. It is a relatively tame land but also not completely explored.

Zebesk and Terwan lie to the south. Their northern most territory contains grasslands inhabited by good humans who live in villages, cities, and great castles. They live at peace with themselves as well as trade and do other business with their brothers in Cara, Essea, and until recently Aladain. The remaining lands, however, are filled with vast deserts and jungle. Ancient history tells of an evil empire ruled by the now dead kings of Terwan who once controlled these bleak lands. After the last great wars, centuries ago, however, these lands were laid to ruin and are now considered wild and unexplored. Mysterious nomads traverse the desert lands, and it is rumored cannibals and other savage people dwell in the jungles (not to mention exotic and deadly animals).

The various races' history is long and detailed, consisting primarily of an eternal struggle between the forces of good and evil. Long ago, it is told, the Kings of Terwan, who desired to rule the entire continent, discovered a means by which to converse with demons who lived in

other dimensions, adjacent to their own. These creatures became their gods and bestowed great power and knowledge to their worshipers. Terwan grew and disrupted the balance of power which had existed. They made war on the other lands and soon completely engulfed Zebesk. The forces of good retreated primarily to Aladain and created great fortresses in which to defend against the encroaching forces from the south. In their capital, the large castle called Gildain, they too began to dabble in magical arts, however the origin of their newfound abilities lay in the power of good.

A hero soon arose from Gildain, and he was a man of great power and skill. They called him a WarWizard™, for he could master any of the forms of magic, as well as do battle with conventional weapons. As he was trained by the most powerful of magic-users and most skillful warriors, both the Dwarves and Elves were solicited for their unique skills. They created nine magical items of superior power; a helmet, armor, sword, bow, arrows, collar, boots, belt, and shield. When the WarWizard™ had completed his training, he was given these artifacts and sent to do battle with the High King of Terwan, a being also rumored to possess the ability to cast any form of magic and to wield great weapons. He travelled to the south and completed many adventures before coming face to face with his enemy. In a now lost place they did combat of a nature until then unknown. In the end, both destroyed themselves, but the resultant absence of the High King caused chaos amongst the forces of evil. The King of Gildain then led his forces southward and the greatest battles in history took place. Eventually, the forces of good took the upper hand and vanquished the remaining Kings of Terwan. Both Zebesk and Terwan were left in ruins, and the victors swore to remember this holocaust well.

As time continued upon its way, those monks who had raised the now martyred WarWizard™ hid themselves in the mountains of Cara, creating a cult whose mission in life was to raise new WarWizard™s each and every generation in the event that the gods of Terwan ever rose to power again. Victorious Gildain and those throughout Aladain, however, grew confident and soon had no fear of the now buried mystical forces deep in the south of Terwan and Zebesk. When the monks asked them for assistance in locating the magic armor and weapons the WarWizard™ had wielded, they declined. It was known that the leaders of Gildain, pleased with their new status as superpower, had no wish to see another being with the abilities of the WarWizard™, good or evil, ever rise again. They sent their own agents to locate the lost site of the battle, and when it was discovered they found only some of the artifacts. Where the others had gone was unknown but the worst was assumed. Being unable themselves to wield the pieces they did have, they decided to scatter them throughout the lands to various agents under their control. The monks and their practices became only legend and the forces of good enjoyed the peace which war had earned.

Uneventful centuries passed, which brings this history to recent times. The people of Cara and Esseas suddenly lost contact with Aladain. It was known that the powers there had grown complacent over the years, but now messengers sent to Gildain and elsewhere no longer returned. More time passed, and suddenly outposts to the north still in contact with the capitals of Terwan and Zebesk were attacked by evil creatures and powers not seen since ancient times. Finally, rumors appeared detailing how a being of great power appeared from deep within the mountains of Aladain. He viscously took control of the fortresses and towers of Aladain and even Gildain was under siege. Those of the remaining free lands were unprepared. If anything, they had assumed evil would arise from the deserts and jungles of the south -- certainly not Aladain. As quickly as possible they began to raise their own forces in order to halt an assault from the north. Spies sent to Aladain and even Kraenn, however, returned with bleak news,

assessing the probable and even inevitable victory of the superior forces of evil. The leader of these forces, who had now built a vast castle for himself deep within Aladain was soon rumored to control dragons and other creatures of great power. He himself was also told to be able to control all forms of magic as well as normal weapons. Loremasters began to emphasize how history eventually repeats itself and thought the events occurring were both familiar and disquieting.

This brings us to the present. The monks who dwelled in the mountains of Cara now are only two: an old man and you. All your life you have been taught by this man ancient and secret skills. Your intelligence, stamina, and strength are the highest a human can possess. Your training has also given you the ability to master all forms of magic and every weapon known. You are a WarWizard™, just as your old master is. He has heard from the occasional passerby what has occurred in Aladain and as a result is jealous of the opportunity that is now yours. It is your destiny to locate the artifacts once wielded by your predecessor a thousand years ago. It is your responsibility to confront and defeat the Evil WarWizard who has taken up residence in Aladain. Your old master smiles and assures you that although you currently have no weapons, no spells, no experience, and no allies to join you on your quest, you have every potential to defeat the forces of evil and bring peace to the six lands once again...

OVERVIEW

The experienced game player may wish to skip the detailed directions that follow and jump right into the game. We suggest reading the 'installation' and 'starting a new game' sections to ensure you begin properly, but beyond that you may refer to the manual merely as a reference tool. The beginner, on the other hand, is encouraged to read through the entire document so that he may enjoy WarWizard™ to the fullest extent.

Essentially, the objective of WarWizard™ is to search the world in order to find clues as to the locations of the Artifacts your predecessor used to defeat the first High King of Terwan. Upon retrieving all nine artifacts, you are to locate the Evil WarWizard in Aladain and defeat him in battle. During the quest you may acquire treasure, magical items, and up to three other companions to aid you on your quest. Note that these companions may and should vary and that you most likely will not keep the same ones throughout the game. The characters and their classes will vary as the game proceeds, and it is up to the player to determine how he will utilize their various and unique talents on different parts of his quest.

GETTING STARTED...

After WarWizard™ has finished loading the main screen appears. From the three options (Start New Game, Continue Saved Game, Sound, Info, Preview WarWizard™ II, Quit), select 'Start New Game' in order to begin your quest.

The New Game Window then appears. From here you can enter the name you wish the WarWizard™ to have for the duration of your quest, as well as his/her sex. Note that being male or female has no bearing on your capabilities in your game and is only selectable so that the player can more accurately identify with his/her character.

After you have entered this information, you may either select CANCEL, which will bring you back to the title screen, or OKAY, which will bring up a window with five Save Game slots. Choose one of the "-- Unused --" slots by clicking on it and then clicking the SAVE button. Now you must backspace over the "-- Unused --" and type in a description for this new game (up to 18 characters in length), such as "Fred begins". After you are finished editing your Savegame name hit enter, which will save your character, create a new game, and begin you on your quest. Also note that if another game already exists in this Savegame slot, you will be prompted as to whether you wish to overwrite the older game. If you choose OKAY, the older game will be permanently lost.

MAIN SCREEN

The Main Screen is where you will spend the majority of your time while playing WarWizard™. It contains six windows which both display information and also allow you to make decisions.

Map Window

The Map Window is located in the top left portion of the screen. This window gives you the ability to see the world, which is always displayed from a top-down point of view. Note that walls, mountains, and other visible obstructions block your view. Any area which is blocked is represented by blackness.

Party Window

The Party Window is to the right of the Map Window on a piece of parchment and displays general information pertaining to the characters in your party. Note that there is room for four member in your party at one time, although you begin initially with only yourself. Three lines describe your character, the first containing his name. The second contains his race, class, food, and sleep level. The third has his gold, the status of his body and whether he is awake or asleep. These statistics are explained in more detail in both the 'Commands - Status' and also the 'Character' sections.

Action Window

The Action Window, which is immediately under the Party Window and also on the parchment, has four lines of information. The first displays your last action followed by the description of the section of the map you are currently on. The second tells you the current time of day (see 'Commands - Camp') and your current method of transportation (see 'Commands - Mount'). The third line contains the date, which begins January 1, 1000. Note that in WarWizard™, as opposed to the real world, each month simply has thirty days and each year twelve months. The final line describes where you are, as in the name of the land, village, dungeon, etc. in which you currently travel.

Commands Window

The Commands Window is directly under the Map Window and contains two rows of buttons. Selecting any of these options with the mouse allows the player to execute any action he wishes the party to make. Each of these options is explained in detail in the 'Commands' section.

Compass

The Compass is directly under the Action Window. Each letter represents the directions North, South, East, and West. Pressing these buttons with the mouse will cause your party to move in that direction. Also note that the arrows on your keyboard do the same thing and can be easier to use.

Inhabitant/Search Icons

Between the Commands Window and the Compass are two small windows which inform the player whether their current location is occupied by another character or a searchable object.

When you occupy a location with either a placed or random inhabitant (see 'Environment - Travel') a head will appear in the upper box. If this inhabitant is not hostile (ie., it doesn't attack), you may try to transact with it (see 'Commands - Transact'). When you occupy a location with a searchable object (see 'Commands - Search'), a small chest will appear in the lower box.

COMMANDS

This section describes the various screens/windows which appear when an option from the Commands Window is selected.

Disk

This option allows you to both save and quit the current game, depending upon your location. You may always quit, however you can only save a game while in an inn (see 'Locals - Inns'). Also note that the game is saved whenever you enter or leave a dungeon/city/etc., and also when you search an object. After selecting the DISK button, you will be presented with the Savegame requester, which will have your current Savegame slot highlighted, but you may also choose a different Savegame slot in which to save your game. Once you have highlighted the slot that you wish to use, click the SAVE button (or CANCEL if you do not wish to save your game after all) and you will then be able to edit the text description for the highlighted game slot. When you are done editing this game description, hit enter and your game will then be saved.

Look

This option allows the party to search for traps. When selected you will be prompted as to which player you wish to look. A character's ability to locate a trap is based upon his dexterity (see 'Characters - Attributes'), so it is suggested you always use the character with the highest dexterity. Traps will not always be uncovered, but if they are they are represented by a small red dot. If you are concerned about traps being nearby, it is suggested you 'look' several times. Note that 'looking' will only discover traps, unlike the Search spell, which locates both traps and secret doors.

Status

Selecting the 'Status' command brings up the Character Selection Screen. This screen displays the current hit points for each body section of each character in your party (see 'Characters - Attributes'). At this point you may either press the right mouse button in order to return to the Main Screen or select on the box (using the left button) of the character you wish to view in more detail. If you do this, the Status Screen will then appear. This screen displays the various attributes of your character, including his sex, attack mode, armor class, languages known, etc. Each of these attributes are explained in detail in the 'Character - Attributes' section. At the bottom of this screen, there is a Spellbook, a Key, and a Backpack. Selecting one of these will bring you to the respective screen. Note that you can only enter the Spellbook screen in an inn (see 'Locals - Inns').

Spellbook Screen

This screen contains the Message Window, Spellbook, Memory Window, Backpack Icons, and six buttons. It is used to memorize spells and scribe scrolls into the spellbook. See 'Magic' for a complete explanation of spells and their use in WarWizard™.

The Message Window displays the name of the character whose spellbook is being examined as well as his current spellcasting level, depending on the class of the selected spell. Underneath is a description of the currently selected spell, including its level, domain, and radius.

The Spellbook contains 80 slots in which spells can be written into. Selecting a spell will reveal its description in the Message Window. Five spells are listed per page and you can move between the pages by selecting the right and left hands.

The Memory Window contains five slots which represent spells from the spellbook the player has memorized. Selecting on these slots reveals the spells description exactly like selecting a spell in the spellbook.

The Backpack Icons show the first two out of the ten possible items that are in the player's backpack. Pressing the small hands at each end scrolls through the remaining items in the backpack. This is present in order for the player to scribe scrolls into the spellbook. The Message Window will display which spell is inscribed onto a scroll if a scroll is selected in the backpack. Selecting the Feather and Ink button will scribe the scroll into the book if it is of the proper class.

The remaining three buttons are the Memorize, Forget, and Leave buttons. In order to place a spell in memory, first select the spell in the Spellbook, and then press the Memorize button. In order to remove a spell from memory, first select a spell in memory and then press the Forget button. In order to leave the Spellbook Screen and return to the Status Screen, press the Leave button.

Key Window

The Key Window allows you to display and manipulate any keys you have in your possession. The window consists of the Message Window, the Keys Icons, and three buttons. The Message Window displays the description and title of the currently selected key. The small hands at each end of the Keys Icons allow you to scroll through the 14 keys each character may carry. The three buttons allow you to drop keys, trade them to another character in your party, and to return to the Status Screen. See both 'Items - Keys' and 'Locals - Doors' for more details.

Backpack Screen

The Backpack Screen allows you to display and manipulate items you have in your possession. The screen contains the Body/hands Icons, Backpack Icons, Message Window, Item Window, and five buttons.

The Body/Hands Icons show each item either located on the body or the hands. Selecting one of these icons displays its description in the Item Window.

The Backpack Icons show the first two items in the character's backpack. Selecting one of the two small hands at each side of the Backpack Icons allows you to scroll through the remaining items in the player's backpack. Selecting one of these icons displays its description in the Item Window.

The Message Window displays the total weight and capacity of the player given the items he has in his possession (see 'Characters - Attributes'), his Attack Mode and Armor Class (see 'Characters'), and the character's proficiencies. If a weapon is selected, the proficiency for that class is displayed. If armor is selected, the character's evasion proficiency is displayed. Any other item will display 'N/A', meaning non-applicable. See 'Characters - Proficiencies' for more information.

The Item Window displays detailed information about the item selected either in the Backpack Icons or Body/Hands Icons. The class, type, position, weight, charges, and description of the item is displayed. See 'Items' for more information.

The five buttons are Body/Hands, Consume, Trade, Return, and Drop. The Body/Hands

button toggles the Body/Hands Icons, displaying items worn on each body section or fingers.

In order to move any items from your body/hands to your backpack, or the reverse, simply left click and hold the mouse button on the object that you wish to move. After a short pause you should see the item image following your mouse pointer around the screen, and to move this item to another location, simply move your mouse pointer over the place where you want to put it. Once you are over a valid box, it will light up (the frame of the box will change to a brighter color) and if you release the mouse button the item that you were dragging should be placed in the new location where you dropped it. If there was an item already in the spot that you chose as the destination, the positions of the new item and the old will be swapped. Keep in mind that items have a valid place where they can be put, and if you try to put an item in an invalid location (such as a sword on your head) it will pop back to the spot from which it came.

The Consume button allows the player to drink from potions (see 'Items - Potions'). The Trade buttons allows the player to trade items from the currently selected character to another in the party (note that the item will appear in the players backpack following the trade). The Return button exits the Backpack Screen and goes back to the Status Screen.

Mount

Selecting Mount allows the user to either mount/dismount a horse or board/unboard a ship. To do this, the player must place his party on either a horse or a ship and it must belong to him (see 'Locals - Horse Traders/Ship Wrights'). Whether you are on foot, horseback, or sailing vary turns and consumptions (see 'Environment - Travel').

Camp

Selecting Camp takes the player to the Camp Screen. If the player is in a Village, City, or Castle, he can only camp in an inn (see 'Locals - Inns'). This screen consists of the Hit Points Window, the Message Window, and fourteen buttons. The Hit Points Window displays (exactly as it does on several other screens) the hit points for each body part of the selected character. The Message Window displays the sleep level, and quantity of food of the currently selected character. It also shows his intended action and the duration the party will execute their actions.

The buttons under the Hit Points Window allow the player to select which character he wishes to examine and specify an action. The four duration buttons to the top left of the Message Window allow the player to select how long he wishes to camp. Note that each button represents the time of day (Day, Dusk, Night, Dawn), and that the first button is always the time period immediately following the current period.

Under the duration buttons are the action buttons. You may have each character Sleep, Hunt, Guard, or Abandoned. Note that you may not abandon the WarWizard™, and that you may not Hunt in an inn or while sailing. Sleeping lowers the character's sleep factor. If a character's sleep factor is at nine for more than one time period, he will fall asleep. If an entire party is asleep at one time, movement is not allowed. Hunting will increase that character's food supply. Guarding essentially does nothing, but is at the same time very important. If you are not camping in an inn, you are subject to attack from wandering monsters. In this case, always place at least one of your party members on guard. If you fail to do this and you are indeed attacked, your entire party will be asleep for the duration of combat resulting in total defeat. Abandoning will remove a character (other than the WarWizard™) from the party so that another character can be joined at a later time (see 'Commands - Transact'). Proceed executes the selected actions

for the selected duration, while cancel immediately returns the player to the Main Screen.

Wait

The Wait button causes a turn to pass without any movement. It is useful if the player wishes time to pass without going anywhere.

Search

The Search button takes the player to the first Search Screen if there is an object in his current location (signified by the chest in the Inhabitant/Search Icons section of the Main Screen). The first Search Screen will also appear following victorious combat in order to let the party search any dead bodies (see 'Combat'). Note that if an inhabitant also occupies this space, you may not search the location without first removing the inhabitant or waiting for him to leave. The first Search Screen contains the Map Window, the Hit Point Window, the Message Window, and twelve buttons. The Map Window displays a detailed view of the current location of the party. Using the Compass (bottom left of the screen), the player can move the pointer over different locations of the room. The Hit Point Window displays the hit points for the currently selected player (as elsewhere). The Message Window displays the last action the character took as well as a description of a searchable item within the room. It also displays the current action the character is selected to take.

The Character Select buttons under the Hit Point Window allow the player to select which character he is currently directing. The Compass at the bottom left of the screen moves the characters through the room (the arrow keys will also do this). The Action buttons are to the right of the Compass. If the player is searching a room, Chest and Guard buttons are present. If dead bodies are being searched, the Body and Guard buttons are present. Selecting either the Chest or Body buttons is only possible if the pointer is on a legitimate searchable object or body, respectively. Selecting the Proceed buttons takes the player to the second Search Screen (if the characters were directed to search an object/body). The Exit button brings the player back to the Main Screen.

Finally, either mouse button can be used to click on the Map Window, which will center the map window on that point that you clicked on, and if there is a body or object at that spot, the Chest or Body button will be selected.

The second Search Screen contains three message windows, the Backpack Icons, the Object/Body Icons, the Food & Gold Selectors, and five buttons. This screen allows the player to transfer items, keys, food, and gold between an object/body and the selected character.

The Message Window on the bottom left of the screen displays information about the currently selected item or key, as well as the total weight of the selected character's items. The window underneath the Backpack Icons displays the name of the currently selected character. The window above the Object/Body Icons displays the name of the object/body, its status, and the location of the object/body the character is examining.

The Food & Gold Selectors allow the player to transfer gold and food to and from the object/body. This is done by pressing the small hands at both sides of the selectors. Note that if the quantity exceeds ten, 100, or 1000, then ten, 100, or 1000 units are moved, respectively.

The Location button is between the Backpack Icons and the Object/Body Icons. If the player is searching an object, the Location button toggles between items and keys. If he is searching a body, the button toggles between the backpack, body, hands, and keys. In order to move any items or keys from an object/body to your backpack, or the reverse, simply left click on the

object that you wish to move and hold down the button. You should now see the item or key image following your mouse pointer around the screen, and to move this item/key to another location, simply move your mouse pointer over the place where you want to put it. Once you are over a valid box, it will light up (the frame of the box will change to a brighter color) and if you release the mouse button the item/key that you were dragging should be placed in the new location where you dropped it. If there was an item/key already in the spot that you chose as the destination, the positions of the new item/key and the old will be swapped. Keep in mind that you may get a message such as "Fred can't carry this much!" or something similar, which means that you would have exceeded Fred's weight limit by placing the new item in his backpack.

The Bash and Done buttons are in the bottom left corner of the screen. The Bash button (applicable only when searching on object) will attempt to break an object and its effectiveness is based upon the character's strength (see 'Characters - Attributes'). The Done button returns the player to the first Search Screen. The Open/Close and Lock/Unlock buttons (applicable only when searching an object) will do the obvious to an object. To unlock an object, toggle the Location button to the keys, select the key or pick, and press the Lock/Unlock button. Note that if the object is broken (as a result of bashing), the object is neither lockable nor closable.

Transact

Selecting the Transact button takes the player to the Transact Screen if there is a good or neutral inhabitant at the party's current location. This screen contains two Hit Point Windows, the Conversation Window, and nineteen buttons.

The Hit Point Windows show the hit points of the selected character (on the right) and the selected member of the party you are talking to (on the left). The Conversation Window displays anything the selected party member says to the selected character following in inquiry.

The eight buttons under the left Hit Point Window allow the player to select which inhabitant with whom he wishes to speak or to solicit to join. The four under the left window select which character you wish to initiate the inquiries.

The remaining buttons are for inquiries. The two arrows toggle between the possible two pages of text which an inhabitant can communicate. Greet solicits a pleasant response, Bribe offers money for information, and threaten offers pain. Join asks the inhabitant to become a member of your party (if you have room). A good inhabitant will join you if the selected character has sufficient charisma (see 'Characters - Attributes') and has a willingness to do so. A neutral inhabitant will apply the same criteria but will also demand money, accepting a position in your party as a mercenary (see 'Characters - Mercenaries'). Leave brings the player back to the Main Screen.

Combat

Selecting Combat initiates a battle between your party and any inhabitants in your party's current location. Note that attacking individuals in Castles, Cities, or Villages places your party on Outlaw status for that area only. This will cause any guard to attack you as long as you remain in that area, and will still be in effect upon return.

When you select Combat you are placed into the first Combat Screen and always have the initiative. Because of the depth and detail of battle in WarWizard™, combat has its own section.

Cast

Selecting Cast brings up the Cast Window, which contains boxes showing the five spells the selected character has in memory and two buttons: Utter and Leave. To cast a spell, select the desired box and press the Utter button. If you decide you do not actually wish to cast a spell, select the Leave button. Note that you may only cast Outside spells from this window (see 'Magic').

ENVIRONMENT

Travel

Moving around in WarWizard™ takes place in several modes: Light Foot, Heavy Foot, Horseback, and Sailing. The first two represent movement on foot. Light Foot is generally through grasslands and cities, while Heavy Foot is through hills, deserts, jungles, and forests. If inside, Light Foot consumes the least turns, while outside it consumes more. Heavy Foot requires more effort and thus more turns. Horseback allows the player to travel at a faster speed and thus turns go by more slowly and the possibility of random encounter is slightly less. Sailing takes the longest and has the highest consumption rate.

Horseback obviously requires the purchase of a horse. This can be done in several villages and other locations throughout the continent. Sailing requires the purchase of a ship, and this too can be done in various locations.

Outside

Traveling outside is necessary in order to move from one location to another. The various terrains outside include grass, forest, desert, jungle, hills, mountains, swamp, and water. Wandering monsters are especially prevalent in areas far from civilization or near an evil location. Both the terrain type and location determine the type of random encounters. Camping is possible outside, but beware of random encounters while sleeping (see 'Commands - Camp').

Villages

Villages are the smallest collection of inhabitants. They usually contain some shops and almost always an inn. Good advice can be found in villages, but they are most often used by adventurers as places to rest in order to avoid the random encounters that take place outside.

Cities

The size of Cities is between the Village and the Castle. These are fairly large population centers and can offer a variety of shops and other information. They are usually ruled by a Duke, who will likely have information that you will find useful regarding his city or possibly even information about your quest.

Castles

These large communities almost always represent the Capitols of one of the six lands of the continent. They are ruled by Kings and Queens and have almost every type of shop available. Treasure rooms and prisons can usually be found, along with all sorts of valuable information.

Dungeons

The term 'dungeon' is a general one and is not to be taken literally. It is merely a way to describe any location inhabited by the forces of evil. They can be caves, temples, and even pyramids. Camping is possible, but the probability of random attacks is high. Treasure and adventure are almost always prevalent, but so is danger. Many of the dungeons you encounter will hold one of the artifacts you seek, usually heavily guarded and in the deepest most removed location.

Tunnels

Tunnels are small dungeons specifically designed as a way to get from one location to another. They are sometimes inhabited by evil creatures, but more often they are hidden, long abandoned and untraveled.

Towers

Great towers are rumored to exist in Aladain, created long ago by the forces of good. They are usually inhabited by a prominent official, oftentimes a powerful wizard. Whether these towers are still controlled by their builders or compromised by the Evil WarWizard is unknown.

Fortresses

Three great fortresses exist to the north. They were built ages ago by Aladain to keep the evil from the south from coming north. It is rumored that currently they are controlled by the Evil WarWizard and are there to keep the forces of good from reclaiming Aladain. Undoubtedly, the WarWizard™ will have to cross through one, if not all, of these fortresses in order to complete his quest.

LOCALS

Shops

Located in Villages, Cities, and Castles are the favorite places of merchants and traders. Armories deal with armor, shields, collars, helmets, etc. Weapon Shops deal with all forms of weapons, both magical and mundane. Locksmiths deal in keys and lockpicks. Tailors deal in cloaks and boots. Magic Shops and Guilds deal with scrolls and usually adhere to specific classes. Finally, Alchemists deal with potions. Shop Screens contain the Case Icons, which are the various items available for sale, the Backpack Icons which show all items in the selected characters backpack that can be sold, and message windows displaying an item description, the character's current quantity of gold, as well as how much the merchant is willing to pay to sell or buy an item. Note that the items available for sale come from two cases. The first (which consists of the first 10 items displayed) is reserved for regular items. If you purchase one of these items, it is immediately replaced by another of the same type in that the merchant keeps them well stocked. The second case (which consists of the latter 10 items displayed) are special items and are not replaced. If you sell an item to a merchant, he will always place it in the second case, unless the second case is full. If this occurs, the merchant will no longer buy, even if there are empty spaces in the first case (which he reserves for regularly stocked items).

Healers

These holy places are run by clerics and although they are non-profit, they do require donations. The abilities of these clerics vary, but are limited to Healing (which raises the hit points of a specific body location), Restoration (which brings all body locations to their maximum hit point level), Curing (which cures a poisoned character), and Resurrection (which brings a dead character back to life).

Inns

Each room in an inn can be used to camp free from any random encounters. Most rooms are also searchable and contain chests which the player can store extra items, food, or gold. It is also a handy way to transfer gold or food between characters in a player's party.

Doors

When the party attempts to enter a door that is either closed or locked, the player is asked which character he wishes to use to try to open the door. Upon selection the Door Window appears.

This window contains the Message Window, five buttons, and the Key Icons. The Message Window displays the status of the door, as well as the description of the key or lockpick that is currently selected in the Key Icons.

The buttons available are Leave, Proceed, Lock/Unlock, Open/Close, and Bash. The latter three behave similarly to those on the second Search Screen. Leave takes the player back to the Main Screen outside the door. Proceed takes the player through the door, but can only be selected when the door has been successfully unlocked and opened. Note that once a door has been opened and the player leaves it, it stays open and he can later pass through it without utilizing the Door Window.

Secret Doors

Secret Doors operate the same as normal doors, except that they close automatically after passing through them and they are hidden. To locate a Secret Door, the player must continually try to move through a seemingly impassable location. How quickly a Secret Door will be found is dependent upon the WarWizard™'s dexterity. As soon as it is located, the player will be prompted as to which character he wishes to try the door, just as in a normal door. There is also a Sorcerer spell that will reveal secret doors (a red dot will appear at the location of the secret door) and traps for the short duration that the spell is in effect.

Horse Traders

To purchase a horse, the player must enter a Horse Trader's shop, and stand before the counter (if one exists). He will then be asked whether he wishes to make the purchase and which character he desires to pay. Upon purchase, the player may mount the next horse he finds. As soon as he does, the horse becomes his for the duration of the game.

Ship Wrights

This shop acts identically to the Horse Trader, except it deals with ships (obviously).

Schools

These places of learning teach one of the several languages spoken in the six lands, thus enabling a character to transact with a wider variety of inhabitants. The player will be asked who will learn the language and who will pay the tuition.

Pubs

Pubs, which are located in various villages, cities, and castles, can be very valuable in the WarWizard™'s quest. Prominent and powerful individuals often gather in these establishments in search of adventure. The screen shows the various tables in the pub, and those which are inhabited are shown as such. They will not transact with you, however, unless at least one character in the player's party joins the atmosphere by having a few drinks. Upon achieving a level of intoxication, selecting a table will bring the party into transact mode. There, valuable companions can be met and solicited to join. In addition to drinks, food can also be purchased in pubs.

ITEMS

Over 500 different types of items and over 100 keys exist in WarWizard™. They are very detailed and include weapons, armor, clothing, consumables, magical devices, and others.

Classes

The following item classes exist in the game: Swords, Axes, Blunt Weapons, Thrown Weapons, Projectile Weapons, Wands, Rods, Rings, Helms, Armor, Boots, Belts, Girdles, Amulets, Necklaces, Potions, Scrolls, Ammunition, Shields, Crowns, and Collars.

Types

From the existing 21 classes are over 50 different types of items. For example, a Mace is a type of Blunt Weapon.

Magic Items

Items that contain magical properties are most often prefixed with a +X, where X is the added damage that is inflicted when the item is used or the added protection given when worn. These items are rare and valuable and may be sold or bought for many times the value of their mundane counterparts. The unique Elven variety of magic items function in the same manner as their regular counterparts, but they have a higher "plus" rating which makes them even more effective and desirable.

There are many different types of special items in the game such as Rings, Wands, Staves, Rods, etc. Many of these items have charges which limit the item's use to only a certain number of times, and once these charges are reduced to zero the item becomes useless and should be dropped (if it does not disappear on its own, as some items will do when they are used up).

Keys

Keys and Lockpicks are used to open both doors and objects. There are eleven classes of keys, each used for different environments, including prisons, castle walls, residences, palaces, dungeons, etc. Lockpicks also exist and are distinguished by class. The higher the class, the more likely it is to be able to open a door or object.

Potions

Potions, which are consumed in the Backpack Screen, affect the consumer magically. They usually heal, cure, or permanently increase the attributes of the character who drinks from it. The charges of a potion signify how many times a character(s) can drink from it.

CHARACTERS

Characters in this section refer to any and all beings or creatures the player might come into contact with while playing the game.

Races

Perhaps the most prevalent race the player will encounter are humans. They occupy the most area in the six lands and can be both allies and enemies. They are also of the most variety of classes, including warriors and the various types of magic-users.

Elves too are both good and evil, but they dwell primarily deep within forests. Not much is known of the Elves, but they are said to be true masters of the forest. They have been known to hide within the trees, and sometimes attack people that venture too far within their sacred woods. They are known to be expert archers, and are magic-users of a high caliber. There are tales of both a Good Elven Kingdom and a Dark one, but no one knows the exact locations of either mystical place.

Dwarves have remained consistently on the side of good throughout history. They dwell primarily underground in caves and delvings of their own design, but one may occasionally encounter them while travelling, in that they too seek adventure.

Halflings and Gnomes also travel throughout the six lands, although the halflings are said to have several villages in Kraenn. These peoples can be either good or evil and it is best to approach them with caution...

Nomads tend to adopt a more neutral attitude, and while they will not necessarily be willing allies on your quest, neither are they servants of the evil WarWizard™. These people generally travel throughout the desert lands of southern Terwan and Zebesk, but are also rumored to hold two great keeps where their Lords and Chiefs rule and dictate tribal law.

Those who are in direct service to the evil WarWizard™ take many shapes and forms and dwell in varying environments throughout the six lands. These vile creatures include orcs, kobolds, goblins, ogres, gnolls, lizard men, and many others. There are also legions of undead, such as zombies, wights, spectres, etc, who dwell both in swamps and in crypts and other burial grounds. Lastly are the elite of the evil WarWizard™'s servants: the dragons, pit fiends, and their human masters. These creatures are both powerful and intelligent, often able to cast powerful spells and possessing magical weapons and armor. They primarily occupy the lands surrounding the evil WarWizard™'s holdings.

Remaining is the various animal life of the continent. Those which the player will encounter are mostly carnivorous and seeking food, while those docile and harmless will avoid you. Few of these creatures are truly powerful and dangerous and most often will only hinder you in your quest. Since they lack intelligence and likewise any form of treasure, there is no honor lost in continually fleeing their attacks.

Classes

Many of the more sophisticated races the player will encounter are subdivided into classes. These may be further split into those who can use magic and those who cannot.

The magic-users of the six lands are divided into the following classes: Clerics, Magicians, Sorcerers, Enchanters, and Wizards. Each class can only cast spells that belong to their own

'school' of magic, except for the WarWizard™ who is able to cast spells from any of these 'schools' of magic, and each 'school' has its own specialty. Clerics heal, Magicians create and summon, Sorcerers protect and unprotect, Enchanters enhance and curse, and Wizards cast offensive spells at lower levels (other offensive spells are available to all classes as they achieve higher levels).

The remaining classes consist of the mundane. They include warriors, soldiers, merchants, guards, nobles, and thieves. They vary from royalty to servants and everything inbetween. Note that certain classes are restrained from using certain items. These limitations are detailed in the Appendices under Items.

Attributes

A character's attributes describe his abilities in detail. Remember that all of these attributes can only be permanently raised by the drinking of certain magic potions that can be found in shops and dungeons.

Strength determines several aspects of the character. The higher the strength, the higher his Attack Mode, which is the bonus applied to his offensive roll each time the character attacks with a weapon. His strength also determines how much weight in units he can carry both on his body and in his backpack, as well as how effective an attempt to bash either a door or an object is.

Wisdom describes the experience, maturity, and state of mind of a character and is important primarily to clerics. Each prayer a cleric may invoke (See 'Appendices - Spells') has a minimum level of wisdom required in order for it to be successful.

Intelligence describes the intellectual capacity of a character and is important primarily to wizards, enchanters, magicians, and sorcerers. Each spell a mage may cast (See 'Appendices - Spells') has a minimum level of intelligence required in order for it to be successful.

Stamina describes the overall constitution of the character and is used to determine his maximum hit points.

Dexterity, like strength, determines several aspects of the character. The higher the dexterity, the higher his Armor Class, which is the bonus applied to his defensive roll each time he is attacked. His dexterity also determines how effectively the character can locate traps using the 'Look' button (see 'Commands - Look'), as well the quantity of movement points allotted during combat (see 'Combat - Movement'). Also, the higher the dexterity the more quickly a character will locate a secret door (see 'Locals - Secret Doors').

Charisma affects a character differently depending upon who he is dealing with. To a good or neutral character it determines leadership qualities and affects the creature's willingness to join the party (see 'Commands - Transact'). To an evil creature of lesser stature, the charisma of the character determines how formidable he appears, thus deterring random attacks.

Proficiencies

The axiom 'Practice makes Perfect' applies not only to real life but also to WarWizard™. As a character uses a weapon effectively or defends himself successfully, he becomes more and more experienced. Weapon proficiencies are by item class, while evasion proficiency applies to all body sections. Experience is broken up into levels (see 'Appendices - Various Tables'), where each level adds one to the offensive or defensive roll, relative to weapon or evasion proficiency, respectively. 'Commands - Status - Backpack Screen' explains in detail how to determine a character's various proficiencies.

Alignments

The various creatures you encounter in WarWizard™, from an ethical standpoint, can be good, evil, or neutral. Those who have chosen the path of goodness will assist you willingly on your quest as well as join your party if you are sufficiently charismatic. Those who have chosen neutrality can still be useful, however, they tend to be either mercenaries or subject only to bribes and threats. Those who are evil, whether they are knowing servants of the Evil WarWizard or free agents, have only one goal: your death and defeat.

MAGIC

Origin

Scholars, mages, clerics and others all have their own theories as to the origin of magic. Debate is constant and few agree in detail, however it is generally thought that magical power is a gift from the gods. Whether or not these gods are truly divine or merely beings that dwell in adjacent planes is also debatable, but it is clear that there exist those who are good, evil, and neutral. It is also evident that those able to receive the power they transfer must be either extremely wise or intelligent.

Spells

There are several factors involved with spell casting. First, you must be the proper class and have sufficient intelligence / wisdom. Secondly, you must have achieved an equal or higher spell-casting level relative to the level of the spell itself. Casting a spell successfully increases the character's spell casting experience by class. See 'Appendices - Various Tables' for a listing of spell experience and levels. The following is a brief description of the various spells available by class:

Clerical Spells

Healing: These spells restore hit points to all the target's body locations up to, but not beyond his hitpoint maximum. The spell's efficacy is the number of points restored.

Turn Undead: This spell will cause fear among any undead creatures with whom the party is in conflict.

Cure Poison: This spell returns a poisoned party member to healthy status. Note that it does not return any hit points that may have been lost due to his previous condition.

Resurrect: This spell returns a dead party member to healthy status. Note that each body location of the target will have a token one hit point and should be healed as soon as possible.

Magician Spells

Bring Food: These spells bring food units to the party member that was targeted. The spell's efficacy is the number of units brought.

Awaken: This spell will cause a sleeping party member to awaken, thus enabling him to resume combat, make transactions, etc.

Sleep: This spell causes the target to fall asleep, thus making him unable to participate in combat but still be vulnerable to attack. Note that exceptionally intelligent creatures are resistant and that this spell is subject to failure.

Aid Travel: This spell distorts the time continuum, thus resulting in travel which does not consume food or other resources. It also freezes the current time of day. Note that this spell only lasts a small portion of time and casting an additional spell of the same type does not increase the duration.

Move Unseen: This spell eliminates the possibility of random encounters. It does not, however, exclude the party from combat with evil placed inhabitants. Note that this spell only lasts a small portion of time and casting an additional spell of the same type does not increase the duration.

Sorcerer Spells

Protection: These spells increase the Armor Class of the target, thus making it more difficult to inflict damage upon him. The spell's efficacy is the number by which the target's Armor Class is increased.

Unprotect: These spells decrease the Armor Class of the target, thus making it less difficult to inflict damage upon him. The spell's efficacy is the number by which the target's Armor Class is decreased.

Tongues: This spell enables anyone in the party to transact with individuals regardless of language barriers. Note that this spell only lasts a small portion of time and casting an additional spell of the same type does not increase the duration.

Search: This spell enables the party to locate both secret doors and also traps without impediment. Note that this spell only lasts a small portion of time and casting an additional spell of the same type does not increase the duration. A red spot will appear on the map at the location of a secret door or trap (if there are any on screen).

Enchanter Spells

Enhancement: These spells increase the Attack Mode of the target, thus giving him additional ability to inflict damage in combat. The spell's efficacy is the number by which the target's Attack Mode is increased.

Weakening: These spells decrease the Attack Mode of the target, thus impeding his ability to inflict damage in combat. The spell's efficacy is the number by which the target's Attack Mode is decreased.

Sobriety: This spell changes a target whose status is drunk to that of healthy, thus removing combat penalties resultant from intoxication.

Drunkennes: This spell changes a target whose status is healthy to that of drunk, thus incurring combat penalties resultant from intoxication.

Wizard Spells

Fear: This spell causes the target to fear every member of the party with whom he is engaging in combat, thus causing him to initiate retreat. Note that exceptionally intelligent creatures are resistant and that this spell is subject to failure.

The rest of the spells that have not been explained above are offensive spells which simply cause damage. More details can be found in the Spell List in the appendices.

COMBAT

In WarWizard™, combat is either initiated by the player or an evil inhabitant. If combat is chosen by the player (see 'Commands - Combat'), he will always have the initiative. If you are attacked, the initiative is random. Either way, the player will be brought into combat mode, which consists of two screens:

Combat Screen One

The first combat screen is the primary screen and it is here that you will move your characters, select your targets, cast spells, access the possessions of your party, see the enemy move, and watch the battle. Each round of combat starts with either one of your enemies moving first, or you moving your WarWizard™ first.

A red box (the target box) will appear over each of your party members once it becomes their turn (the screen will also center on that character as much as possible depending on their location on the combat map) and they must "spend" all of their movement points, or click the DONE button to end their turn while movement points still remain, before another enemy or party member is allowed to take their turn. This red box will also be used to show which character you are targeting (see Targets below for help with selecting valid targets). Depending on how many party members you have and how many enemies you are facing, the combat turns will usually go one for one with you moving one of your party members, and then one of the enemies taking their turn, until the combat is finally resolved. If you have only a few party members when there are many enemies against you, two or more of your enemies may move between the turns of your party members. Keep in mind that attack, movement, spell casting, and changing weapons will all happen within the same turn -- there are no separate turns for movement and combat. See the section below on Movement for more explanation of movement points and their usage.

The TARGET button, once you have chosen a valid target, will take you to the second combat screen where you will be able to carry out your attack on that enemy. See the section below on Targets to find out how to select a valid target, and the following section labeled Combat Screen Two, which talks about what to do once you click the TARGET button.

The POSSESSIONS button will bring up the Inventory screen for the current party member, and you will probably recognize it right away because it is the same screen that can be reached by clicking the Backpack icon on the Status screen. See the *Backpack Screen* section in the earlier COMMANDS portion of this manual for more information about the workings of this particular screen. You may not use the TRADE button on the Inventory screen while in combat, but all of the other functions of the screen work as normal.

The CAST button will allow the spellcasters in your party to employ their primary talent by casting a previously memorized defensive or offensive spell. See the section below titled *Cast* for more information.

The DONE button will finish your current party member's turn, forfeiting any remaining movement points. Remember that your turn will automatically end once your party member's movement points reaches one or below, because there are no actions which can be performed with only one movement point.

Combat Screen Two

The second screen will appear when you have selected a target and then either clicked on the

target button, or simply LEFT click with the mouse on one of your enemies, which is the equivalent of selecting a valid target and then clicking on the TARGET button. This second screen is where you will choose which area of your enemy's body you wish to attack, and the weapon, or weapons you wish to use for your attack.

Near the lower right hand corner of the screen, you will see two hand buttons, one of these should be made into a fist and darkened a bit, whereas the other should be open with the palm down and "highlighted". The later hand is the one that is currently selected, and the rest of the screen's buttons and information will reflect the "settings" for this hand. Simply click on the fist beside the current "open" hand, and that one will now open to become the active hand.

The boxes closest to the bottom left portion of the screen show the available "weapons" for either your left or right hand, depending on which hand is currently selected (the displayed hand is selected by clicking on the right or left "hand" buttons at the bottom right portion of the screen as explained in the paragraph preceding this one). These boxes show any rings you might have, followed by your fist, and then the weapon that is in that hand -- if any. Select which "weapon" you want to use for this hand by clicking on the image of the ring, fist, or weapon held in your hand, which will then highlight the box frame in a bright red showing that this is the "weapon" that will be used for this hand in the coming attack against your foe. Note that if you are holding a two handed weapon (such as a Long Bow or Two-Handed Sword) in your one of your hands and select this as your "weapon", you will not be able to choose a different "weapon" for your other hand because both hands must be used to wield the two-handed weapon in an attack. You may, however, attack with both hands at the same time if your selected "weapons" only require one hand each.

The upper right portion of the screen shows a body with one of the body parts highlighted in red -- this is the bodypart that your chosen "weapon" for the current hand will attack. While it is possible to have a weapon in each hand and attack two separate body locations, such as attacking your enemy's chest with a dagger in one hand and your enemy's head with a Ring of Fireballs, but it may be a much better strategy to concentrate both hands on one body part. Also note that many of the creatures that you will face in the game have a "weak" spot that will take less damage than other areas of the body, but as this is different for each type of creature you will have to find each creature's "weak" spot through trial and error. Some of the body locations (the head, neck, chest, and torso) will kill your enemy if they are brought down to zero hit points at that location, but other body parts (left arm, right arm, and legs) will be simply disabled, or unusable, when that location's hit points reach zero. If you disable an enemy's legs, they will not be able to move for the rest of the combat unless they are healed. Arms that are disabled cannot be used to attack with, though spellcasting is still possible. Also keep in mind that your enemies can also do these things to you.

The info box that is above the "weapon" boxes will display which weapon each hand is going to be using in the attack, where that hand will be attacking, and other useful information.

Finally, after you are done selecting the weapon(s) you wish to use and where it/they should attack, simply hit the ATTACK button to launch your attack on the target.

Movement

Each of the characters in your party have a certain amount of movement points (the exact number is determined by that character's Dexterity) at the beginning of each combat turn. These movement points are 'spent' whenever you move, attack, or cast spells. Movement takes two movement points per step, spell casting takes three points for each spell cast (regardless of

success or failure), and the amount of points spent for attack varies depending on the weapon(s) used. Once these movement points are used up, that character will have to wait until the next turn of combat for more movement points. If your movement points goes below two, that character's turn will automatically be ended, but you can also forfeit his remaining movement points and finish his turn by clicking the DONE button. Movement points can NOT be saved up from turn to turn, your characters will always begin each turn of combat with their preset amount.

Use the arrow keys, or left click with your mouse on the sword (this sword 'compass' is located at the lower left portion of your screen on combat screen one) which points in the direction you wish the current character to walk. Your characters, as well as your opponents, cannot walk over or through certain objects on the battlefield, such as bushes and rocks, and must walk around these obstacles.

Targets

In order to perform an attack or cast a spell, you must first select a valid target for that action, and there are a few different ways that this can be done.

The first, and perhaps easiest, is to position your mouse pointer over a spot on the combat map and click the RIGHT mouse button, which will center the combat map on the spot where you clicked. In addition, if the spot that you clicked is occupied by one of your party members or an enemy, that character will become your current target and their information will be displayed in the target information portion of the screen that shows a basic body shape. If the character that you clicked on is one of your party members, you will be able to see exactly how many hit points the character has for each body location, but if your target is an enemy you will only be able to see a rough percentage which indicates how much perceived damage has been done to each body location.

The second method to select a target is to use the NEXT button that lies beneath the target information area that was described above. This button will allow you scroll through all of the available targets one by one until you find the one you are looking for, or if you had selected a target on a previous round of this combat, you could also use the LAST button (that is beside the NEXT button) to select the current character's last target.

Attack

See the sections above titled *Combat Screen One* and *Combat Screen Two* for instructions on attacking your foes.

Cast

Before selecting the Cast button, be sure that you have targeted the correct character or creature that you would like to cast a spell on (see Targets above for help in selecting a valid target). Once you have a valid target, then select Cast and the Spell Requester will pop up showing which spells are in the casters memory. Select the spell you want to cast by clicking on one of the boxes with the spell name, or use the up and down arrow keys on the keyboard to select a spell, and then hit Utter to cast the spell, or hit Cancel to return to combat without casting a spell. If you selected Utter, the spell will be cast and will either succeed or fail depending on your ability as a spellcaster and various other factors such as a creature's (a Dragon for example) resistance to magic, etc... With each successful spell that a character casts, he/she will gain more proficiency in casting spells from the particular school of magic that the cast spell

belongs to. In other words, if your WarWizard™ casts a spell like Fear (which is a Wizard Spell) then he/she will gain more proficiency as a Wizard, but his/her ability as a Cleric, Magician, and Enchanter will remain unchanged. Offensive spells are divided up into the single target and multiple target variety (see the Spell Lists in the appendices to find out which spells are single target and which are multiple target), and you should be wary when casting the multiple target variety because some of the more powerful spells have a radius which may include your own party members and possibly kill them with friendly "fire"! Remember that you must target multiple target spells on a single target just like with the single target spells, but the multiple target spells will also strike any targets around the original target as long as they stand within the radius of that spell (each spell has a different radius, see the Spell Lists in the appendices for more information).

Escape

It is often wise, and sometimes very necessary to flee combat. This can be done by moving one of your characters to one of the edges of the combat map and then continually moving in that same direction until you are asked if you want to flee combat. When you attempt to flee, you may get a message telling you that someone in your party is engaged (don't start buying gifts, it's not THAT kind of an engagement), and if it is not the WarWizard™ you will be asked if you want to flee anyway. If you choose to flee anyway, then that party member that was engaged will be left behind and gone forever! If it is your WarWizard™ that is engaged, then you will not be able to flee at all. A character is engaged when there is an enemy two squares away or closer to that character. If you flee, as you may or may not have guessed, you will not get to search any of the bodies of the enemies that you may have killed in the battle prior to breaking and running away like a bunch of sissies. Finally, fleeing is not always successful, even when no one is engaged. In other words, your party takes off running like a bunch of yellow-bellies, and your enemies run after you and catch your slow, sorry hides -- at least on that particular attempt. Keep trying though, and you might just succeed. You know, Little Engine That Could and all that. Coward! Craven dog! Only kidding, fleeing is a perfectly good tactic...

Victory

Once you have fought the good fight and have vanquished all of your foes, you have won the battle and now you get to Search all of the dead bodies for cool stuff. Keep in mind that animals, such as Giant Rats, do not have any items, keys or gold, but some animals may have a small amount of food. So, as you may have guessed, it is pointless to fight animals unless it is absolutely necessary so read the previous section on Escape. Once you have killed an enemy who has some possessions, take as much as you can carry, or is available, even if you don't think you need it. All of the things that you collect can be sold in merchant shops, and this is a good way to gain gold to heal your wounds, buy potions, etc...

Defeat

If your WarWizard™ dies, your game is over. Prevent this at all costs! Every other outcome to combat is considered a win to some extent or other. See *Victory* above if further explanation is necessary.

QUESTIONS AND ANSWERS

Q: There are so many random encounters!!!

A: Random encounters depend on two things: Time of day and location. First of all, don't travel at night. Second, some areas are nasty, some peaceful, and some inbetween. Usually, the farther you are from civilization, the nastier it gets.

Q: Mercenaries cost so much! How will I ever build a party?

A: Don't hire mercenaries until later in the game. Build your party by joining with characters found in pubs who usually don't ask for money.

Q: When do my hit points go up? There doesn't seem to be any levels like in some other RPGs.

A: We don't particularly like levels per se, so we approached this a bit differently in WarWizard. The more you practice with a weapon, the better you will become. The more you cast spells, the better spells you can cast. As for hit points, this depends on your STAMINA. Find and drink POTIONS such as INCREASE STAMINA. These increase (or decrease, there are some of these also) your attributes, and THIS IS PERMANENT. Thus, if you drink a stamina potion, your hit points will go up. Make sure you read the section on potions in this manual.

Q: How do I get spells?

A: Spell scrolls can be purchased at the Magic Shops in some cities, villages, and castles, but most of the scrolls will be found in dungeons throughout the game. Once you have a spell scroll, go to an Inn and enter the Spellbook screen (The red book icon on the status screen), then follow the instructions in the earlier part of the manual on how to use this screen.

Q: Why can't I move into the Desert, Forest, or Swamp?

A: If this is true, then you must be riding a horse and you will have to dismount before being able to enter these areas because horses cannot travel into these parts of the land. You can leave your horse anywhere without fear of it walking away or being taken, but remember where you left it!

GAMEPLAY HINTS

-- When you start the game, it is suggested you Search the room that you begin the game in, and take the money and food that is inside the chest near the bed, Transact with your mentor in the next room, and then proceed directly to the city of Caer Tiran which lies a short distance down the road to the southwest. Once inside the city, go to the Pub and seek allies immediately.

-- Random attacks will grow more frequent and difficult the further you get away from 'civilization', so try to stay on the roads and close to cities and villages at first, especially if you do not have a full party with you, or if you and your allies are wounded. You may encounter thugs, thieves, etc. on the roads far from 'civilization', but they are not as difficult as the creatures that await you off the roads.

-- Don't travel at night if at all possible. All sorts of nasties are roaming even in the cities and on the roads at night, and you will generally have more encounters at night than in the daylight hours, so make Camp if you are outdoors or Camp at the Inn if you are in a city, village, or castle.

-- You should not try to fight every random group that attacks you! Try to run away first, and only fight if you have to. This should extend your lifespan considerably.

-- It is possible to trade items between your characters via the Trade button on the Backpack/Possessions screen (at the main screen select Status, then the character you wish to strip of all his possessions, um, I mean trade from, then select the backpack icon, etc.). You may wish to use this feature quite a bit in the beginning until your WarWizard™ is properly outfitted. Just don't leave TOO many warriors naked and Abandoned! After all, they DID join you as a friend, and besides, it isn't very nice.

Happy adventuring!

APPENDICES

Item Lists

Abbreviations Used:

Mage : Any Magic User Mag : Magicians Only
 NoMag : No Magic Users (Excl Clr) Enc : Enchanters Only
 NoClr : No Clerics Clr : Clerics Only
 War : Warriors Only Wwz : WarWizard™s Only
 Wzd : Wizards Only Sor : Sorcerers Only

Weapons (Right,Left,Both Hands):

Type Damage Range Throw Wt MPU SRN DXN #Hands Usage

Swords

Short Sword -6 1 n/a 20 3 6 6 1 War
 Long Sword -4 2 n/a 30 3 8 7 1 War
 Two-Handed Sword 0 3 n/a 78 3 15 12 2 War

Axes

Battle Axe -4 2 n/a 40 3 10 7 2 War

Blunt Weapons

Wooden Staff -6 2 n/a 15 4 3 4 2 ALL

Mace -6 1 n/a 26 3 5 4 1 NoMag

War Hammer -4 3 n/a 50 3 13 10 2 NoMag

Thrown Weapons

Dagger -8 1 9 6 3 3 4 1 NoClr

Throwing Axe -7 1 8 9 3 4 5 1 War

Throwing Hammer -6 1 8 17 3 5 5 1 NoMag

Spear -6 3 12 8 3 4 5 1 War

Projectile Weapons

Hunter's Sling n/a 14 n/a 5 4 5 6 2 ALL

Short Bow n/a 14 n/a 6 4 6 6 2 War

Long Bow n/a 18 n/a 7 4 7 6 2 War

Light Crossbow n/a 16 n/a 15 5 8 7 2 War

Heavy Crossbow n/a 18 n/a 22 5 10 8 2 War

Ammo

Pouch of Bullets -8 n/a n/a 8 n/a n/a n/a n/a n/a

Quiver of Arrows -6 n/a n/a 9 n/a n/a n/a n/a n/a

Quiver of Bolts -4 n/a n/a 15 n/a n/a n/a n/a n/a

Armor (Torso):

Type Protection Wt SRN DXN Usage

Robes -8 4 3 2 ALL

Leather Armor -6 15 4 3 NoMag

Chain Mail -4 40 6 5 NoMag

Plate Mail	0	100	15	8	NoMag
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Armor (Head):

Type	Protection	Wt	SRN	DXN	Usage
Light Helm	-8	10	5	4	ALL
King's Crown	-7	10	4	3	ALL
Great Helm	-6	20	7	5	NoMag

Armor (Feet):

Type	Protection	Wt	SRN	DXN	Usage
Soft Leather Boots	-8	5	0	0	ALL
Hard Leather Boots	-6	8	3	4	ALL

Armor (Waist):

Type	Protection	Wt	SRN	DXN	Usage
Leather Belt	-8	4	0	0	ALL
Mail Girdle	-6	16	7	5	NoMag

Armor (Neck):

Type	Protection	Wt	SRN	DXN	Usage
Light Collar	-8	5	3	2	ALL
Heavy Collar	-6	11	4	3	ALL

Armor (Shoulders):

Type	Protection	Wt	SRN	DXN	Usage
Wool Cloak	-8	7	2	1	ALL
Fur Cloak	-6	10	3	2	ALL

Shields:

Type	Protection	Wt	SRN	DXN	Usage
Small Shield	-6	15	4	2	NoMag
Medium Shield	-3	40	6	3	NoMag
Large Shield	0	65	8	7	NoMag

Spell Lists

The following is a listing of all spells ordered by class, and level. Efficacy refers to the spell's power in general, which relates directly to the type of spell it is (ie., offensive: damage rating; healing: # of hit points returned; enhance / weaken: # of Attack Mode increased / decreased; protect / unprotect: # of Armor Class increased / decreased; bring food: # of food units returned). Radius refers to range if the spell is Offense Single, radius if Offense Multi. Domain indicates where the spell may be cast, (ie., during travel, in combat, or both). Wisdom/Intell refers to the level at which the spell caster must be at in order to successfully cast the spell. Exp.Gained refers to the quantity of experience points the caster receives toward his level and class (see Experience Levels in the appendices). Target refers to how many people/creatures will be affected by the spell. If a spell is labeled as a Multiple target spell, then any characters that are

within the spell's radius from the original target (no matter whether they are foe or friend!) will be affected by the spell and take damage, if it is an offensive spell.

Clerical Spells

Name	Level	Efficacy	Radius	Domain	Wisdom	Exp.Gained	Targets
Healing One	1	4	n/a	BOTH	10	15	Single
Turn Undead	3	n/a	n/a	CMBT	12	50	Multiple
Healing Two	3	8	n/a	BOTH	12	50	Single
Healing Three	6	15	n/a	BOTH	15	190	Single
Cure Poison	7	n/a	n/a	BOTH	16	240	Single
Lightning	9	15	3	CMBT	18	280	Single
Healing Four	10	22	n/a	BOTH	19	290	Single
Locust Swarm	11	22	1	CMBT	20	340	Multiple
Resurrect	11	n/a	n/a	TRVL	20	340	Single
Spirit Sword	12	23	6	CMBT	21	390	Single
Healing Five	13	30	n/a	BOTH	22	440	Single
Fire From Heaven	13	25	3	CMBT	22	440	Multiple
Consuming Fire	14	30	4	CMBT	23	470	Multiple
God's Judgement	15	45	15	CMBT	24	550	Single
God's Wrath	18	55	7	CMBT	27	700	Multiple

Magician Spells

Name	Level	Efficacy	Radius	Domain	Intell	Exp.Gained	Targets
Bring Food One	1	10	n/a	TRVL	10	15	N/A
Awaken	3	n/a	n/a	BOTH	12	50	Single
Bring Food Two	3	25	n/a	TRVL	12	50	N/A
Sleep	4	n/a	5	CMBT	13	80	Single
Aid Travel	4	n/a	n/a	TRVL	13	80	N/A
Move Unseen	5	n/a	n/a	TRVL	14	140	N/A
Bring Food Three	5	50	n/a	TRVL	14	140	N/A
Bring Food Four	7	100	n/a	TRVL	16	240	N/A
Ekkud's Curse	9	15	2	CMBT	18	280	Single
Bring Food Five	9	200	n/a	TRVL	18	280	N/A
Brebba's Chimes	10	15	1	CMBT	19	290	Multiple
Song of Stunning	11	23	6	CMBT	20	340	Single
Brebba's Gong	12	23	3	CMBT	21	390	Multiple
Mind Strike	13	34	15	CMBT	22	440	Single
Rhyme of Thanatos	14	34	7	CMBT	23	470	Multiple

Sorcerer Spells

Name	Level	Efficacy	Radius	Domain	Intell	Exp.Gained	Targets
Protection One	1	2	n/a	CMBT	10	15	Single
Tongues	2	n/a	n/a	TRVL	11	25	N/A
Unprotect One	2	2	n/a	CMBT	11	25	Single
Protection Two	3	5	n/a	CMBT	12	50	Single

Unprotect Two	4	5	n/a	CMBT	13	80	Single
Search	5	n/a	n/a	TRVL	14	140	N/A
Protection Three	5	8	n/a	CMBT	14	140	Single
Unprotect Three	6	8	n/a	CMBT	15	190	Single
Ueol's Knife	9	15	2	CMBT	18	280	Single
Freezing Sphere	10	15	1	CMBT	19	290	Multiple
Electric Tendrils	11	23	6	CMBT	20	340	Single
Summon Tornado	12	23	3	CMBT	21	390	Multiple
Ethereal Grip	13	34	15	CMBT	22	440	Single
Death's Scythe	14	31	7	CMBT	23	470	Multiple
Ueol's Fist	15	45	15	CMBT	24	500	Single

Enchanter Spells

Name	Level	Efficacy	Radius	Domain	Intell	Exp.Gained	Targets
Enhancement One	1	2	n/a	CMBT	10	15	Single
Weakening One	2	2	n/a	CMBT	11	25	Single
Sobriety	3	n/a	n/a	BOTH	12	50	Single
Enhancement Two	3	5	n/a	CMBT	12	50	Single
Weakening Two	4	5	n/a	CMBT	13	80	Single
Enhancement Three	5	10	n/a	CMBT	14	140	Single
Weakening Three	6	10	n/a	CMBT	15	190	Single
Drunkenness	7	n/a	n/a	CMBT	16	240	Single
Wasp Attack	9	15	1	CMBT	18	280	Single
Lighting Flash	10	15	1	CMBT	19	290	Multiple
Ice Cloud	11	23	5	CMBT	20	340	Single
North Wind	12	23	3	CMBT	21	390	Multiple
Power Shock	13	34	15	CMBT	22	440	Single
Air to Fire	14	31	7	CMBT	23	470	Multiple

Wizard Spells

Name	Level	Efficacy	Radius	Domain	Intell	Exp.Gained	Targets
Fear	1	n/a	n/a	CMBT	10	15	Single
Flame Touch	1	3	1	CMBT	10	15	Single
Column of Fire	2	2	1	CMBT	11	25	Multiple
Magic Sword	3	8	2	CMBT	12	50	Single
Suffocating Sphere	4	8	3	CMBT	13	80	Multiple
Power Strike	5	15	5	CMBT	14	140	Single
O'Kiel's Chant	6	15	4	CMBT	15	190	Multiple
Magic Dart	7	23	7	CMBT	16	240	Single
Yaeryl's Shockwave	8	23	5	CMBT	17	245	Multiple
Ball of Fire	9	34	11	CMBT	18	280	Single
Acid Rain	10	31	7	CMBT	19	290	Multiple
Keloc's Talons	11	45	15	CMBT	20	340	Single
Meteor Shower	12	40	7	CMBT	21	390	Multiple
Word of Death	13	55	17	CMBT	22	440	Single
Song of Desolation	14	50	7	CMBT	23	470	Multiple

Credits

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