

Welcome,

First I must include a disclaimer, I did not write Moria or do the port to the Mac. The Game is in the public domain as indicated in the documentation.

The Game of Moria originated on VAX VMS systems and has been ported to UNIX and finally to the Mac. This copy was ftp'd from U.C. Berkeley and is apparently a Beta version. I thought it was too good not to distribute even though it is in a Beta form. The only bugs I noticed are that the spell probabilities are a little off it is in much better shape than a PC version I played previously. The program is of course similar to Hack and Rogue but I like it a lot better. It is possible to win (i.e. kill the Balrog) and I will include a few of my own feeble hints at playing or at least getting started:

- 1) Roll for Strength and Dexterity first you'll be bashing more than spell casting at first.
- 2) Sell all items unidentified to the store, especially scrolls and potions, the shop keeper ID's all non cursed items for you.
- 3) Save and backup saved characters after:
 - A) getting an unusual item
 - B) going up a level
 - C) raising an attribute
- 4) Restart with a backup when you get wasted.....
- 5) Figure on being a 30th level character or above before going anywhere near the Balrog.

Have fun,

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