

The BattleField

Addendum

4/5/89

Recently, I added a few new things to the BattleField. They are: Spells, Experience, and Levels. Experience and Levels are basically the same thing, but the Spells are something totally new. Levels help you fight, and help you when buying spells. (you can't buy the high level spells unless you're level 10 or higher).

Spells:

Spell	What
1. Teleport	Simple: teleports you to a sector.
2. Map	A Magic map for 4 sectors on each side of you.
3. Destroy Monsters	A handy little spell that allows you to eliminate any problems in the monster department.
4. Magic Weapon	Gives you a 5x increase in weapon strength for the duration of the fight.
5. Magic Armor	Basically the same as the Weapon.
6. Magic Warriors	Gives you 15000 warriors to aid you in any battle. More spells = more warriors.
7. Destroy User	Kills a user of the person's choice.
Really handy for grudge matches.	
8. Steal Castle	Allows a user to take a castle without a fight. All warriors contained within are the new owner's.

The Magic Armor, Weapons, and Warriors are fight only spells. They are cast during a fight, and remain in effect only as long as the fight lasts. Spells aren't very accurate as spells go. They fail quite frequently. (intentionally, that is, not a bug in the game).

Updating:

To update your BattleField, you MUST go into the old version of the game, <R>eset the game(in the sysop menu), delete the BattleField Options, move the new BattleField executable into the folder that it is needed in, and re-do the options. (sorry, but due to the additions, the old files are not compatible.

Bug Fixes:

There have been so many small catches and bug fixes, that it isn't really worth it to mention them.

New Additions:

There are many new features to the BattleField, including a message base, ability to save the high scores as an external text file (for displaying outside of the game), many small tweaks with spells and their effects, ability for use by WWIV boards, and lots of little changes. If your users liked the previous game, they'll be wild for the new version.