

The Power of Zenalok INDEX

Welcome to the Power of Zenalok Role-Playing Game. In these types of games, you assume the role of someone or something else. In this game, you are Zigfried (the default name. You will be able to create characters soon.) and the world is being threatened by ZENALOK, evil and cunning being! Click on [Story](#)

Game Principles

[Your character](#)

[The Monsters](#)

[The World](#)

[The Story](#)

Spells and Items

[About Spells](#)

[Using Spells](#)

[About Items](#)

[Using Items](#)

The Menu Bar

[File](#)

Combat

[Combat](#)

About this Program

[Registration](#)

[Updates](#)

[About](#)

Your Character

Your character is Zigmfried (or some other name), and he is a fearsome warrior in the future. He knows the art of magic, and uses his weapons and armors well. He utilizes explosives, grenades and other items. He is one of the perfect fighters, and you are here to guide him through his adventure, to rid the world of Zenalok!

The character (we'll call him Zigmfried from now on) has several status meters that you can look at if you choose Commands|Character Stats...

His stats are:

Hit Points

Magic Points

Level

Damage

The Monsters Opposing You

Most of the monsters you will meet are fearsome and powerful. Some have special spells to attack you and heal themselves. Others are weak and run when in trouble, and others duel to the death.

Each monster has, if you will, a personality, and he will act on that personality. I have installed an Artificial Intelligence routine to determine proper monster actions.

You should blindly fight each monster. In future versions of this program, I may add a communications feature, but not yet. Now, kill everything you see!

Monsters have identical attributes to you, except Magic Points.

The World Around You

The World around you is filled with exciting places to go, things to buy and monsters to kill. You will find navigating the world of Zenalok easy, because it is handily divided into six window-sized areas. The black squares labeled "Gate" or "Gate #2" etc., are Gates

The red squares are Palaces, and they will transport you to a new area once you beat the monster inside the palace.

There are also blue squares, and those are Towns, and they allow you to purchase items.

As you reach the higher levels, certain other squares may appear with different colors, and they may yield good results or bad results! Tread lightly!

Gates

Gates are black squares which symbolize an area that is designed to be tough to get through. Upon wandering into a gate (usually necessary to reach an important area), you will meet a specific, tough monster. You must kill this monster to pass the gate.

Some palaces require a gate to be beaten before you can even progress. Other gates yeild prizes, such as weapons, armor, spells and items.

Towns

Towns are blue squares where you can purchase items, spells, weapons and armor. To purchase an item, you simply click the item's name in the list box, and its price will appear in the edit box at the bottom of the dialog. Then, click purchase to buy the item! It's that simple!

Palaces

Palaces are red blocks which contain an extremely hard monster that you must kill to advance. If you kill this monster, you will usually get a prize of some sort, and then advance to the next area. The only way to return to the area you were last in is to use the go back spell (useful for building experience.)

The Story A long time in the future, about 2166, a young man of 18 (or older), named Zigmund, wandered out into the forest. He witnessed the Power of Zenalok, being unleashed on the largest city in the world, New York. Determined to save the world from this evil menace, he embarked on his journey.

He embarked on a shuttle to Minos V, the planet where Zenalok resides. He spots the horrible city of Zenalok, and embarks on his journey. He does not know, however, that the path to the city is riddled with horrible monsters and obstacles waiting for him.

The mutant hordes are upon you, Zigmund! Do not let the world down!
Vanquish the evil foe Zenalok, and return a hero!

Hit Points

Hit Points are a measure of your character's health and damage. This is your most important stat, because if it falls below zero, you die a horrible death. Most of the time, you will be able to heal your Hit Points with spells or items.

Magic Points

Magic Points tell you how much magic you can cast. Once your Points are at zero, you must use a Medical Kit item to restore them to full, otherwise you cannot cast spells anymore.

Level

Zigfried's level indicates how proficient he is fighting. He will increase in levels as he kills more monsters. As he goes up in levels, his Hit Points and Magic Points will go up.

Regarding Damage...

Damage occurs when either you or your opponent hurt the other, so in your case, you would cause DAMAGE to the monster, and the monster would cause DAMAGE to you!

Damage can be caused by harmful spells, harmful items or you guessed it, your faithful gun.

Using Spells

You will use spells when you are faced with a horrible opponent, when your hit points are down low, or you feel like unleashing a powerful menace on your opponent! Anyway, spells are a powerful way to get the job done!

There are three types of spells - harmful, beneficial and non-combat. During combat, harmful and beneficial can be used. In a non-combat situation, only non-combat and beneficial can be used.

To use a spell in combat, click the magic button or press the right mouse button. This will bring up a dialog box prompting you for the spell you want to cast. Only harmful and beneficial spells will appear.

There are also three radio buttons at the bottom. They are UNSUPPORTED as yet, so leave them blank.

About Spells

Most spells are divided into three categories:

Harmful

Beneficial and

Non-combat

You can use harmful spells only in combat, beneficial anytime, and non-combat only while outside battle.

These are the spells available to you in this version:

Agility - Makes you more agile. Gives you one automatic dodge.

Zap - A general purpose combat spell

Fly - Unknown use!!

Sleep - Nullifies the monster's actions until he wakes up.

Void - Absorbs spell energy, preventing spell usage.

Teleport - A spell that randomly places you on the map.

Catastrophe - Unknown!!

Uncontrollable - Unknown!!

Repel - Repels monsters for 5 steps.

Funnel - Heals and attacks at the same time!

Magic Grenade & Magic TNT - General-purpose combat spells.

Go Back - Moves you back one level.

Enhance - Enhances your next item use.

Mega Enhance - A hi-powered version of Enhance

Super Repel - Repels monsters for 10 steps

Heal & Super Heal - General-purpose healing spells.

Handy - Gives you one guaranteed hit

Bongo Drum - Scares away the monster

Powerball & Firebreath - General-purpose combat spells

Using Items

It is easy to use items. Simply click the items button during combat, and a dialog will appear, prompting you for the item you want to use.

Items can only be used during combat.

About Items

There are two types of items, healing and combat. Healing items simply increase your current Hit Points, while combat items decrease your opponent's Hit Points.

Here is a list of all the items you are likely to encounter:

Hand Grenade - Hand-held explosive

Mini Grenade - Smaller form of above

Plastic Explosive (6 and 12) - Moldable explosive

TNT - Low-powered explosive

Medical Kit - Healing item. Hi-power.

Medicine - Fast way to heal small wounds.

Gauze - Very small, fast and low-powered.

The File Menu

The File Menu is easy to use, but important in Zigfried's development.

Here is a list of the File Menu's commands:

New	Starts the game over, erasing any character data not saved.
Open Character...	Loads a previously created character
Save Character	Saves the character using the current name
Save As...	Saves the character using a new name
Print	Dimmed.
Printer Setup...	Dimmed.
Exit	Exits the program

Combat

During combat, you will see a window appear on your screen, with the title of Combat!, and a picture of a monster on the right side. On the left is a column of four buttons.

These four buttons, Fire Gun, Run Away, Magic and Use Item control Zigfried's actions. Pressing the fire gun button, or clicking the gun cursor on the monster, will fire your weapon.

The run away button will initiate an attempt to flee the monster.

The Magic and Use Item buttons will Cast A Spell or Use an Item, respectively.

You can also use the right mouse button to cast a spell.

Registration

Simply send your \$9.95 payment to:
James Payne
5 Daniel Road
Hopkinton, MA 01748-2434

If you send in your payment and GEMail address, I will contact you via E-mail as soon as I receive your payment. I will then send the complete program on disk to your address. It's as simple as that!

If, for some reason, you did not like Zenalok, or found a bug in the program, please, I urge you, write me via E-mail at J.PAYNE8! Thank you!
Thank you for registering!

Updates Available to Registered Owners

Among the bug removals, improvements and otherwise cosmetic updates to this program, as a registered owner, you will receive the following major updates, in version 1.10.

- Full Printing Support- Six Areas with full-color backgrounds- More monsters, items, spells, armor and ammo types- Vehicles and vehicle combat- Printed manual- Full support through E-mail

You can benefit from all these updates by simply Registering

The Power of Zenalok is written by:

James Payne

It is a shareware program, and it costs only:

\$9.95

This is version 1.0a, the shareware version to receive version 1.2b, the full-version with new updates, send your shareware payment to:

James Payne
5 Daniel Road
Hopkinton, MA 01748-2434

THANK YOU VERY MUCH!!!!

Beneficial Spells

Beneficial spells are spells that heal your hit points. They can be used at any time.

Harmful Spells

Harmful spells are spells which decrease you opponent's hit points, or give you an advantage in combat.

Non-combat Spells

Non-combat spells are spells which affect you while walking around the background area. Teleport, Repel, and Handy are all non-combat spells.

