

INTRODUCTION

Rohrkhad Dwar-Father sat in the Throne of Stars and cast his Second Eye upon the land. Although viewing his children always disappointed him, he could not help himself from looking upon the dwarves who, once peaceful, had now split into warring tribes.

He bent the Eye upon chief Rakan of the Morin tribe and saw through Rakan's eyes. Rakan was in his longhouse in the stead Kafari, studying a leather map showing the boundaries of the Morin and Tamar tribes. But now Rakan's loremaster placed colored clay to indicate the poitions of a new threat - bands of Taldor raiders to the west. Rohrkhad could feel Rakan's fear; the Morin were dwarves and could be counted on to adhere to the Codes of Battle, but the Taldor were unpredictable creatures.

The god then looked upon the stone city Haraza, capitol of the Tamar, where the dark-skinned chief Torongo was shouting at advisors. "I do not want to hear of Taldor raids! We can defeat Morin and Taldor! Find word of the treasures of the gods!" And the advisors scurried away, quarreling about how they could find word of treasures that had been lost for generations.

Rohrkhad sighed a sigh born from centuries of despair. Since the other gods drove him from his castle and stole his sigil, he had watched his children turn bitter, and now he had all but given up on mortal affairs. He longed for the mile-high steel walls of his Castle Entemar. He longed for his sigil, Khamalkhad, the axe forged from bloodstone before the dwarves were born, now hidden deep in the ice caverns beneath Entemar. And the covenants prevented Rohrkhad from returning to his castle except in the form of impotent fire.

But Rohrkhad had one last hope to save the dwarves from themselves and from the cruelty of the other gods. He had been watching a young warrior who lived in the caves beneath Asarene - a young warrior who was skilled with axe, crossbow, and magic. A young soldier who could one day penetrate Castle Entemar, retrieve Khamalkhad, and use it as a symbol to unite the warring dwarven tribes. Rohrkhad sang to the threads of Time, and tied the youth to that destiny with divine chains.

The young warrior of the Asarene caverns was about to grow up.

Installation and Startup

*Before you can play **Bloodstone: An Epic Dwarven Tale**, you must install it onto your hard disk.*

Installation

First, check your CONFIG.SYS file. It must have a line reading

```
FILES = 12
```

A number higher than 12 is OK, too.

From the DOS prompt, insert Disk I and switch to the drive holding it by typing A: or B: and hitting the "Enter" key. Then type

```
INSTALL
```

and hit "Enter." The installation process will begin.

Install Options

On the install screen, the current settings for your *Bloodstone* installation are displayed. The current settings for the source drive and hard drive directory to install to are displayed. If you want to install the game into a different hard drive directory than C:\BLOOD, use the arrow keys on the keyboard to highlight the setting you want to alter and press "Enter." You may then type in the desired hard drive letter and the directory to install to.

Proceeding with INSTALL

When all of the options have been correctly set, select "Install" from the menu on the screen (by using the arrow keys to highlight "Install") and press "Enter." The game installation will begin. The program will copy files and then begin decompressing them. You will be prompted when to switch the game diskettes.

Sound Options

Once the transfer and decompression of the files is completed, you must run the SETD program.

From the DOS prompt, type

```
SETD
```

and press "Enter." Here you will be able to set your sound options for the game (use the arrow keys to move up or down menus). You will be presented with a list of soundcards. Choose the card in your machine, or one of the IBM internal speaker options if you have no sound card, and press the "Enter" key. The machine settings will be saved.

Hardware Check

The SETD program will automatically show the factory defaults for sound card specific settings. Depending on the type of card in your computer, you may be given the option to manually enter settings for the base address, IRQ and extra value of your sound card. (If any of these terms are unclear, check your sound card manual for further explanation.) When choosing these settings, the factory defaults will be highlighted. You may choose the defaults by simply hitting "Enter" or select your own settings.

Troubleshooting

Bloodstone requires 2 MB of extended (**not expanded**) memory free to load the digitized sound effects. To run the program, you may have to free up more low memory or convert expanded memory to extended (by altering your EMM386 command).

If sound problems occur within the game, there may be a compatibility problem with your specific hardware configuration. To test for sound card compatibility problems, run the SETD program and select "IBM Internal Speaker, Foreground" to see if this eliminates your problems.

Equipment Changes

If the sound equipment in your program from DOS. Choose the appropriate sound card from the options listed, then press "Enter." The new machine settings will be saved.

If you replace your existing mouse with a new one, no changes need to be made to the configuration. Make sure, however, that the new mouse driver is loaded and 100NG compatible before starting *Bloodstone* .

Starting the Game

Once the game is installed, switch to its subdirectory, by typing something like

```
C :
```

```
CD \BLOOD
```

Then type `BLOOD` to start the game. On the title screen, the Version Number of your copy of the game will appear, along with a flickering candle flame. Remember the version number, in case you run into problems you need to talk to Mindcraft about. The flickering candle flame means: "Press any key or mouse button to continue." You'll see it often. Next is a short menu with three options. "New" starts a new game. "**Restart**" continues where you left off in a game that you have previously saved. The last option, computer changes, run the SETD "Quit," returns to DOS.

Quick Start

The game system of *Bloodstone* was designed to be as intuitive and easy to use as possible. You can start the adventure without an extensive study of the game manual. even without reading any farther than this sentence. However. the depth and the richness of the game is such that, if you do not read the manual, you may play the game to completion without realizing your full set of options.

What we recommend you do, if you are one of those who has no patience for rule books and instruction manuals, is go ahead and start. Reading the manual can come later. Simply follow the steps specified in the previous chapter on "Installation and Start up" and you will be ready to go. Later, after you are familiar with the way the game works, you may decide to start over.

Start a New Game

From the title screen, click your mouse on "New," or press "N", or use the arrow keys to highlight "New" and press the "Enter" key or the space bar.

Select Your Hero

There are two possible hero profiles, one male and one female. each with the same attributes, skills and possessions. ("Heroine" is probably a sexist word, so we don't use it.) "The Party Leader" chapter further describes your hero. Choose one of the two to lead your party.

Name Your Hero

The leader of your quest calls himself "Danat" (or calls herself "Danta"). You may pick another name if you so choose. If it's longer than five letters, you'll need to make up a short nickname, too. This chapter will use the name "Danat."

Select Volunteers

The first thing to do is to pick three volunteers to help Danat escape from the ancient caverns. The procedure is explained in the "Character Generation" chapter, or you can hit "Esc" when you are asked to select a volunteer, and Poral, Halan and Maka will be given somewhat random characteristics and skills. then added to Danat's party.

Escape from the Cavern

The game starts with the party on the northern edge of a cavern. Exploring the cavern shows an exit passage in the southwest. Before the party can escape, it is ambushed by a group of Taldor (the evil creatures which have just destroyed the rest of the party's tribe).

At this point, you'll probably want to take a look at the "Keyboard and Mouse" and "Combat" chapters.

When the fight is over, head west through the opening. You will emerge in the land of Asarene, on the continent of Tarq. Move one space south, into the camp, and talk to Mantar, who will provide the background for your upcoming quest.

At this point, based on what Mantar has told you, head north to the city of Haraza to meet the Dwarves of the Tamar tribe, or south to the city of Kafari to meet the Dwarves of the Morin tribe.

A Few Last Reminders

Save your game before trying anything you wouldn't do in real life. "Quit" from the Main Menu, "Save," then "End" back into the game.

Proceed with a purpose. There are many things to be done. Your party should be actively working on at least one of them.

Talk to everyone. Wizards, potential party companions, bartenders, town residents and hermits in the wild all have useful things to tell your party.

The Main Screen

*While you are playing **Bloodstone**, your computer's screen will show you what is going on in four different ways: the picture, the messages, the status summary, and your possible commands.*

The Picture

In the upper left, the screen shows a picture of your party and their surroundings. For example. as the game starts, your party is seen standing in the opening cavern. soon to encounter a horde of maniacal Taldor. Later, you may see your hero and his or her companions in a mystic's camp. a crowded tavern, or exploring the lands of Tarq.

These pictures are in three different scales. The smallest happens when your party is in a small enclosed area, like The Frothy Mug Tavern in Kafari or Fazil's home in Haraza, and whenever they are in combat. At this scale. each party member moves around independently. The largest scale is out in the countryside, or at sea. Here. the party moves as a group, and the individual members are not seen. In

between. as in the opening cavern or the streets of Kafari, you can see the separate party members, but they all move as a group.

The Picture area is sometimes used for other purposes. The Status Screens, for example, are shown in the Picture area. So are the automatic Notes of significant events. And, when you are saving or restarting a game, the Picture area holds a list of all your saved games.

The Messages

Below the Picture area is the Message area. Here you will be told things of interest ("The door is locked"), asked important questions ("About whom will Danat inquire?"), and shown intriguing conversations ("*The dwarf says: 'Another beautiful, sunny day in Tarq. '").

The Status Summary

To the right of the picture, several Status Summary boxes appear at the top of the screen. At the very top is the game date and time. On the line below is a description of the weather. Weather affects the party's ability to swim across rivers and oceans. The better the weather, the better the chance to make it across. "Clear" is the best weather.

Below the weather is a box showing the party's formation. At the game's start, it holds just the number "1," indicating your hero. As he or she chooses volunteers to join the party, the formation box will start to fill up. See "Formatn" in the "Menus and Commands" chapter for details. The party's location is shown to the right of the formation box, both as "X" and "Y" coordinates and as a description, such as "Haraza" or "Dormani." The "X" and "Y" coordinates change with the scale of the picture. At the start, they refer to the hero's location within the opening cavern. When the party leaves a town, they will refer to the party's location within all the lands of *Bloodstone*. (At the smallest scale—within a room they stay as they were when the party entered.) At the bottom of the Status Summary area, the party members are listed with their identifying numbers on the frame next to their names. Following their names are their current Hit Points and Energy levels, then abbreviations of their health conditions. For example:

Danat	51 99	OK
Halan	25 12	Ti

Danat has 51 Hit Points, an Energy level of 99, and no health problems. He's feeling fine. Halan, on the other hand, is down to 25 Hit Points, his Energy is only 12, and he's tired. He needs rest. (Other abbreviations you will frequently see are "Po" for "Poisoned", "11" for "111" and 'XEx" for "Exhausted.")

Commands

Finally, at the bottom right is the Command area. It has a chapter of its own: "Menus and Commands."

The Keyboard and Mouse

Bloodstone can be played entirely from your computer's keyboard or almost entirely by using your mouse. Or you can use them both, in any combination that is comfortable for you.

There are five parts of the keyboard: alphabet, numbers, keypad, arrows and the special keys. Your mouse works along the same lines.

Alphabet Keys

When you want a party member to whisper a magic word, or to ask a friendly stranger about an "other" topic, use the alphabet keys to type in the word you want. A command can also be issued to the party or the selected party member by pressing its first letter.

The mouse cannot type words, but it can issue commands. Click on the command in the lower right part of the screen to issue it.

Number Keys

The number keys across the top of the keyboard (not the numeric keypad) are used to select party members and to enter the Status Screens. Pressing a key 1 through 6 will select the

corresponding party member, making him or her the primary recipient of your commands. For example, if Poral is party member 3, and you press the 3 key, then issue the "Talk" command, Poral will do the talking. The 0 (zero) key brings up the Status Screens, which are explained in their own chapter. It also leaves the Status Screens when you are finished with them. The mouse does the same things when used in the party portion of the Status Summary area. Left-click on a party member's name to select the member. Right-click on the name to bring up the Status Screens for that member of the party. When you are finished with the Status Screens, right-click in the Picture or Message area to leave.

The Numeric Keypad

The keys on the numeric keypad at the right-hand edge of your keyboard move your party around Tarq and the surrounding islands in the eight directions the keys represent. (The middle 5 key doesn't do anything.) Left-clicking in the Picture area when the mouse arrow points in the desired direction does the same thing. Right-clicking in the Picture area is the same as "Looking" where the mouse points.

The Arrow Keys

The arrow keys, **and Home, End, Page Up and Page Down**, do not normally do the same things as the numeric keypad. If your keyboard does not have a separate set of arrow keys, hold down a "Shift" key to make the keypad function as arrow keys. Or ignore this section: the arrow keys can be handy, but they're not usually essential. When they are, the keypad and the arrows work the same. Above all, don't play with the "Num Lock" key unless you're thrilled by the idea of confusion.

Most of the time, the arrow keys move around the Command area. Home goes to the top; End goes to the bottom. When the area is more than full—you might be selecting an item from all the party members' inventories to "Pool"—**Page Up and Page Down** move through the list faster than the up and down arrows. When the Message area is more than full, the Command area says only "Cont" (for "Continue") and the arrow keys switch to working with the Message area. When either the Command or Message area is more than full, red arrows indicate that there is more information farther down (or farther up.) Left-clicking on the red arrows is like using the up and down arrow keys; right-clicking is like using **Page Up and Page Down**.

Special Keys

The **Enter** key issues the highlighted command. So does the **Space Bar**. The Esc key escapes from problematical situations. It works like the "End" or "Done" command. Ctrl-V (for "Volume") turns sound effects and music on or off.

Menus and Commands

The Command area of the screen shows various menus and lists that you will use to give orders to your party and to exercise other game-playing options.

A command may be selected by pressing its first letter, by using the arrow keys until the desired command is highlighted, then pressing the **space bar or Enter** key, or by clicking on it with the mouse.

Some commands, like Camp, apply to the entire party; others, like "Talk," apply only to the party member currently selected. Some commands, like iPass, happen as soon as you push the button; others, like 'Use,' call for further options.

The Main Menu

Most of the Command area will contain the Main Menu of commands. Much of that time, you'll ignore the Command menu while you move from one place to another. But, when the situation becomes interesting, you will have the Main Menu of commands available.

The "Use" command is first on the menu, because it happens so often. You will use mushrooms and

herbs to restore the party's health or to prepare for combat; you will use maps and map flasks to see the surroundings. The "Items" chapter explains many of the items your party will use frequently. Others—the magical items you will need to complete your quests you will figure out as the game progresses. For some items, like mushrooms, you will be asked whether the whole party should use them at once.

"Recall" brings a magic spell to the front of the selected party member's mind. You will be shown a list of the spells the member has learned. Select one. The first Status Screen will then show that spell as the member's Ready Spell. (Use the "Esc" key to leave the party member with 110 spells readily.) Proficient magic users will often know more spells than will fit in the Command area at one time. Use the arrow keys or click on the red arrows to move up and down the list.

"Notes" lets you review recent events in the game and otherwise work with the automatic notes. See "The Notes Menu" below.

When a spell has been recalled, the **"Magic" command** casts it. Or it doesn't, if the caster is in the wrong place at the wrong time, or if the caster doesn't have enough energy. The "Magic" chapter contains many more details.

"Talk" begins a conversation. The Main Menu in the Command area is replaced with the "Talk Menu," which is explained below. Not everyone your party talks with will have useful information for them, but so many of them will that it's good practice for your party to talk to everyone they chance to meet.

The **"Camp"** command allows your party to recover their energy, to learn spells, to fix their battered weapons, and to do many other things. Or, at least, to change their clothes. The "Rest and Recuperation" chapter covers the "Camp" command in detail.

"Pass" makes your party stand where they are to let one tick—five game minutes—pass by. Not efficient, but sometimes the best way to wait for a particular person to appear. "Pass" lasts longer in some situations. In a school or training arena, for example, if one of the party members has enrolled for training, "Pass" puts the **"Stop"** command into the Command area, and lets the clock run until training is complete or you issue the "Stop" command.

The **"Formatn"** ("Formation") command lets you rearrange your party's members. It can be used to put the right party member next to the right thing, or to surround a vulnerable member with stronger companions. It is easier done than explained. Try it out. When you issue the command, the Formation box in the Status Summary area goes blank, except for a cursor. Use the number keys to put a member in the cursor's position; use the space bar to skip a position. When all the party members have been placed, they will move around in the picture to show their new formation.

"Draw" lets the selected party member draw a sword, ready a bow, or unsheathe an axe. You can choose from the weapons that he or she has available. It's a good idea to draw weapons when your party enters a dark, ominous tower.

"Whisper" tells the selected party member to whisper a magic word. Then you type in what the magic word is. By the time you need someone to "whisper" a word, you'll know what the word is. If you don't, your party hasn't been talking to the right people.

The "Look" command asks you what the party member wants to look at, then tells you, in the Message area, what it seems to be. When using a mouse, you can just right-click on something instead of issuing the "Look" command. If something appears very interesting, move the party member right next to it first, *then* look at it. Maybe it can be picked up. Maybe it has a magic word written on it. Maybe it's full of treasure. Maybe not. Keep looking.

"Sheathe" puts the selected party member's sword or axe back in its scabbard, or bow over his or her shoulder. You can sheathe everyone's weapons at the same time. In these rough, Dwarven lands, it is not necessary to sheathe your party's weapons in order to converse with the other characters in the game.

"Quit" allows you to leave the game or to interrupt it temporarily. The Picture is replaced by a list of your previously saved games, and the Main Menu is replaced by four new commands. **"Save"** saves your game. As many as eight deterrent game positions can be saved at the same time.

"Restart" loads a previously saved game. **"End"** returns you to the game in progress. and **"Quit"** leaves the game completely.

The Notes Menu

The **"Notes"** command shows you the most recent note in your **"notepad"** and tells you in the Message area the number of pages of notes you have accumulated. In the Command area is the Notes Menu.

"Up" and **"Down"** show the previous and following notes. (The **"Page Up"** and **"Page Down"** keys also do so.) **"Top"** (or the **"Home"** key) shows the first note in the notepad; **"Bottom"** (or the **"End"** key) shows the last.

The **"Insert"** command lets you add a note of your own before one that shows on the screen: the **"Add"** command lets you add one at the end of the notepad. **"Remove"** takes the note on the screen out of the notepad.

"Search" lets you type in a word (or part of a word), then searches for it in the notepad. starting with the note that is shown on the screen. To search for the same word again, issue the **"Search"** command and press **"Enter."**

"Go To" lets you go to a specific page in the notepad. It is useful if, for example, you want to search for a word in the second half of the notepad. If there are 4()() notes, go to page 900 and search from there.

The **"Clear"** command empties the entire notepad.

"Level" lets you specify how many notes will be put into the notepad, from none at all up to the maximum, which includes everything that is even vaguely interesting.

"End" returns to the Main Menu.

The Talk Menu

When you issue the **"Talk"** command from the Main Menu. and select another person for the selected party member to talk to, the other person will respond. and the Talk Menu will appear in the Command area.

The **"Greet"** command lets the selected party member switch his or her attention to a deterrent person without leaving the Talk Menu. It

can be used, for example, to make a quick round of introductions in a crowded tavern before settling down to a serious conversation with one of the patrons.

"Talk" gets into the details. Some people only talk about one thing— an axe instructor will only talk about how many coins his lessons cost but most will provide a list of topics. Select one, and, if the party member has enough charm, the person will say what he or she has to say on the topic at the time. Three topics have special meanings: **"End"** returns to the Talk Menu; **"People"** and **"Other"** ask you to type in a specific name or subject. Much of the value of conversation comes from finding out what

other" subjects to ask which people about.

The **"Offer"** command provides the opportunity to give a reward, a gift, or an unabashed bribe to the person talking to the party member. Most, from the humblest beggar to the mightiest Chieftain, will gladly accept. Don't do it without a strong suspicion that it will do the party some good, or an irrational desire to rid the party of their possessions.

"Assign" is a command used only by your hero, and only when talking to his or her companions in the party. It tells them to go someplace, or wait where they are, or earn some coins, or learn a skill, or a number of other things. The chapter on **"The Party"** gives details about **"Assign,"** and **"Invite"** and **"Dismiss"** as well.

"Invite" asks a new acquaintance to join in the quest. Most people will plead pressing engagements elsewhere, but you should have little trouble finding companions and hirelings to join your hero's party. Out-of-work adventurers often frequent taverns with the hope of hearing about a quest they can join. Other times, they are prisoners in the tops of towers.

"Dismiss" removes a member from the party. It's a harsh way to treat a sworn companion, but sometimes necessary for the good of the quest

The **"Buy"** command lets you know whether the person being spoken to has goods for sale. If so. selecting an item from the list in the Command area will tell you its price. When you recover, the transaction proceeds. To lessen the shock, make sure that the party member with the highest

trading skill is the one who buys items for the party.

The "Sell" command lets you know whether a merchant wants to buy anything that the party member has in his or her inventory. The transaction proceeds much like "Buy," but in the other direction. When selling gems, gemcutting skill is just as important as trading skill. Armor that is being worn cannot be sold.

"End" completes the conversation and returns you to the Main Menu .

Other Menus and Commands

Bloodstone has many other commands, on their own menus. The important ones are described in their own menus. The important ones are described in their own chapters. "Combat," "The status Screens," and "rest and Recuperation," for example. Others need no explanation. Still others are designed for you to experiment with. Don't be afraid. Just save your game first.

Travel and Movement

To explore the lands of Tarq, your party will travel on foot, by magical means, and by sailing.

When your party is traveling through the countryside, the picture on the screen shows an area that can be crossed in about half a day on foot—longer if the terrain is difficult or the weather is bad. Your party's location is marked, in the center of the picture. To see a larger area, "Use" a map. You will see a sketch of the general vicinity, with the party's location shown as a blinking dot.

Travel on Foot

Traveling through Tarq and the surrounding islands consumes time. Some types of terrain take more time to get through than others. Swamps and jungles are the most difficult going, and take the biggest toll in time. Ice fields and deserts are also difficult. Grasslands are the easiest terrain to travel through.

Weather conditions also affect travel time. It is more difficult to travel in a hurricane, for instance, than when the weather is clear.

Some kinds of terrain require special equipment to traverse. Before entering the mountains, each member of your party must have a rope in his or her inventory. To ford the icy rivers requires the use of a sealskin outfit. The snowy northern wastes cannot be crossed unless each party member has a pair of snowshoes. If the party is not properly equipped to cross a certain type of terrain, a message will appear to let you know.

Sea Travel

When the party learns the secret of shipbuilding, they will be able to construct a ship which will be at their disposal.

Sail the ship in the same way that you move your party on dry land. Press the direction key or mouse button to move the ship, as described in "The Main Screen." Rough seas, submerged rocks, or sheer distance from home and safety may make the party unable to sail beyond certain limits. While on shipboard, your party can put the time spent sailing to good use by camping. The "Camp" command allows the party members to sleep, learn spells, and repair weapons and armor.

Teleportation

Tarqan magic allows instantaneous transportation by teleporting. The "Teleport" spell, contained in the Belfon spell totem, can save a day's travel time or more in the hands of a powerful wizard. Tarqan teleport magic is imbued in ancient teleportal chambers scattered through, above and below the lands. These chambers are hard to find, and harder still to activate. But, when used properly, the teleportal chambers can transport a party over immense distances—from one end of Tarq to the other and even to most, but not all, of the surrounding islands.

The Ancient Map

Enclosed in the game box is a map of Tarq and the islands around it, based on travelers' reports and ancient legends. As your party explores, they will find many locations that are not shown on the map. Some locations cannot be seen unless the party is right next to them: campsites and mushroom patches, for example.

The Status Screens

From time to time, you will want to know how your hero and the other party members are feeling, what they are carrying, what spells they know, and other information. And you may want the party members to give something to each other. The Status Screen system lets you do these things. Use the zero ("0") key to activate the Status Screens, or right-click on a party member or on his or her name on the right side of the screen.

The Status Screens also appear when you are generating a character (see the "Character Generation" chapter) or considering inviting a character to join the party.

Status Commands

When you activate the Status Screens, the picture of the current scene is replaced by a summary of the selected party member's status. A new set of eight commands appears. The first is "**Cont**," which continues to display status screens. The next four, "**Transfr**," "**Distr**," "**Search**" and "**Pool**," the "Inventory Commands," let you move items from one party member to another. "**Inven**" and "**Magic**" let you skip quickly through the status screens. "End" (or the "Escape" key, or the zero key again) brings you back to the normal picture.

Moving Through The Status Screens

The "**Cont**" command continues to display all the status information, one screen at a time. After one party member has been shown, the next one begins.

The "**Inven**" and "**Magic**" commands skip directly to the Inventory and Magic status screens for the party member being shown.

At any status screen, you may hit the number key ("1" to "6") for another party member, or rightclick on his or her name to switch to the same screen set for that party member. Using the number keys this way makes it easy to see who has the highest trading skill, or which party members need magical shields.

Inventory Commands

"Transfr" lets you transfer items from one party member to another, or drop an unwanted item. "**Distr**" distributes items from the selected party member evenly to the rest of the party. "Pool" collects all the companions' items into one party member's inventory.

You will probably find yourself using "Pool" and "Distr" often. For instance, a trader will buy several pouches of sermin mushrooms. Then you will pool the sermins to

The Screens

The top two lines of each status screen identify the party member, showing you his or her full name, sex, race and relationship (leader or companion).

Personal Data

The first Status Screen lists personal data for the party member.

Hit Pts: Current hit points followed by maximum hit points. Hit points represent the amount of damage that the character can survive. The maximum depends on the character's Endurance.

When hit points decline to zero, the character dies. Hit points can be restored by sleeping, by the Heal spell, or by using a Potion.

Energy: The character's current energy level. The maximum amount of energy a character can have is 99. A character's energy is used up by spellcasting and fighting. As a character's energy approaches zero, he or she becomes tired, then too exhausted to move. Using sermin mushrooms, sleeping. Or casting the Energy spell will restore energy.

Shield: The party member's magical shield protection. The one party member and distribute the stockpile evenly.

Search" gives you an overview of the party's possessions. You will find out who has what, and

how much of it.

Shield spell protects against magical spells cast by the party's opponents. The maximum shield protection is 99 points.

In Hand: The weapon the party member has drawn and is ready to use.

Spell: The magic spell that the party member has recalled from his or her memory of spells, and is ready to cast

Health: A list of the party member's health problems, ranging from 'Tired ' to ' Dead.'" If there are no problems, the character's health is "OK."

In Use: Magical plants and mushrooms that have been eaten or applied, and are ready to take effect. When combat is expected, it is often wise to use nift plants and gonshi mushrooms ahead of time.

Wearing: The armor the party member has put on Armor should be as strong as possible to deflect hostile attacks.

Character Attributes

The second status Screen displays the nine character attributes: Bravery, Strength, Dexterity, Endurance, Agility, Loyalty, Charm,

Intelligence, and Resistance. Normally, the ratings will range from 0 to 12. For a detailed explanation see the "Character Attributes" chapter.

Skills

The next two Status Screens list the 18 skills and the character's current ability in each skill. The value for each skill will range from 0 to 99. There are general skills and professional skills. A full explanation is given in the 'Skills' chapter.

Inventory

On the Inventory Screen, or Screens, the party member's complete inventory is listed, showing all the items he or she is carrying.

Generally, several items of one kind will be shown together. Layel, for instance, might carry 'Coin (200)" and ' Gonshi (8)," meaning that she has 200 gold coins and eight gonshi mushrooms.

Weapons, armor and other special items, on the other hand, are always shown separately. Usually, they show their wear and tear (W-T) next to the item name. Wear and tear will reduce effectiveness and, eventually, break the weapon or reduce the armor to such a sorry state that it will no longer afford any protection. Weapons and armor can be fixed, especially by talented metalsmiths, to reduce their wear and tear.

Each party member's inventory is limited to 40 different items.

Magic Spells

The next series of Status Screens shows the spells that the party member knows and the spell totems that he or she owns.

For each spell that is known or learnable, the screen shows:

MEM: How many of this spell the character has memorized and not yet cast.

TIM: How long it would take the character (in five-minute time periods) to memorize a copy of this spell. It depends on the character's intelligence .

ENE: How much energy the character would have to use to cast this spell. It depends on the character's Magic skill.

Character Attributes

A character's attributes measure his or her natural/ abilities and talents, They are gifts from the gods, not skills learned in school. Their values vary from character to character, with 12 being the maximum value for any attribute.

Bravery determines when or if a character will flee during combat. If a party member flees, the party leader will not be able to issue commands to that member until the combat is ended or the member stops fleeing. The "Courage" spell will temporarily boost bravery and stop a fleeing character. Your hero has the maximum bravery and will not flee against your wishes. However, the

hero can certainly flee along with the rest of the party in a strategic withdrawal.

The physical **Strength** of a character determines what weapons may be used as well as how much damage is done by successful attacks on the enemy.

Dexterity can allow a character to do more than one thing in one combat turn. With dexterity over six, three actions are sometimes possible.

Endurance determines a character's maximum Hit Points.

The higher the endurance, the more Hit Points.

Agility reflects the probability that a character will be able to dodge a physical attack.

A companion's **Loyalty** tells how likely he or she is to complete assignments given by the hero.

Given time, a companion of low loyalty will feel bored and resentful at being assigned to work in a smithy or learn a shelf-full of spells, while others are off having exciting adventures. Enough boredom or resentment, and the companion will quit and go home. Even excitement is not a complete cure: if both bravery and loyalty are low, a companion may flee from combat and decide to just keep running.

Charm measures a character's ability to speak profitably with strangers. The more charming the character, the more likely strangers will be to share information.

Intelligence affects the amount of of the training session is influenced time needed to memorize a spell. by the student's intelligence.

Additionally, when training with a **Resistance** is the ability to master or an instructor, the duration withstand or lessen the effects of hostile magic attacks.

Skills

Skills specify the characters' abilities in various areas of expertise. Each race has a maximum for each skill. Some are as high as 99, as for dwarves with axes; some are as low as 10, as for taldor with music.

Some skills improve with experience. Each time one of your party members strikes a telling blow with a sword, axe or crossbow bolt, there is a chance that his or her skill will increase. The same principle applies to magic skill, when an important spell is cast in a life-or-death situation.

Many skills can also improve with training. There are several schools in the cities and towns of Tarq, as well as camps in the wilderness, where instructors can be found to train your party in the various skills.

Each party member has his or her own level of ability in each of the skills. Here is a list of the 18 skills, and an explanation of their importance.

Sword: The Sword skill determines how likely a character is to score a successful hit with a sword. The damage done when the sword hits depends on what sword the character carries, and how strong

the character is. Wizards make lousy swordsmen; other races can attain excellent proficiency with swords.

Axe: Like the Sword skill, the Axe skill determines how likely a character is to damage an opponent. Dwarves are the premier axewielders, although other races can attain considerable skill.

Archery: Skill with the crossbow can allow a character to inflict damage on an opponent, even unto death, before the opponent can approach to use a sword or axe.

A character of any race can become skilled in Archery, although wizards find it hard. Amazons are the best archers. Where Archery is concerned, wizards are best used to carry supplies of bolts for the other party members.

Magic: Magic is inherent in the elemental forces of the world. Dwarves and Wizards are the best at tapping into this energy, although all of the races except Tlengle can potentially cast spells. The greater the caster's Magic skill, the less personal energy is used in casting spells, and the greater the magic's effect.

Fist: By preference, a character will attack with a hard steel sword or axe. But, if the weapons are broken or lost, the only alternative is attacking bare-handed, using the Fist skill. It's a last resort, but the last resort might be the most important.

Swimming: When traveling through Tarq, you will find rivers and streams. In good weather, with

sufficient Swimming skill and a sealskin suit. you will be able to cross them without having to find a bridge and to defeat any guardians it might have. Most characters can swim, some very well, but dwarves are heavier than water and have a difficult time of it.

Trading: The **Trading skill** allows your party members to get the highest prices for the things they sell, and the lowest prices for the things they buy.

Stealth: Hostile beasts and creatures roam parts of the Solian lands. With adequate stealth. your party may be able to avoid their notice.

Researching: The loremasters of Tarq preserve a wealth of ancient information. Sufficient Researching skill will allow a party member to dig the information from stacks of old stone tablets.

Soulreading: **Soulreading** is a mysterious skill, but often an invaluable one. When your party encounters a group of enemies, an accomplished soulreader might be able to tell you whether they are inclined to run away or to eat you for dinner.

Lockpicking: One skilled in Lockpicking is more likely to open locked chests without breaking lockpicks and without setting off traps.

Tracking: The Tracking skill is common to those who have been raised in the forests of Tarq: humans and amazons. Its most important application is in noticing signs of an imminent ambush by evil beasts of the wild.

Musical: Characters with the Musical skill can entertain their companions with their singing and their virtuosity on various musical instruments. The instruments are described in the chapter on "Items."

Carpenter: The first of the craft skills is that of the Carpenter. There are two advantages to having a Carpenter in your party. One is that, out in the wilds, Carpenters can build shelters that let the party rest more comfortably and regain more energy while they sleep. The other, as with the other crafts, is that a Carpenter can be assigned to work as a journeyman with master carpenters in towns and villages to earn coins for the party's use.

Metalsmith: The next craft skill is that of the Metalsmith. Like carpenters, skilled Metalsmiths can earn a good wage in friendly towns and villages. And, while adventuring, they fix the party's weapons and armor much more quickly than novices might.

Gemcutter: Gemcutters can also earn many coins for the party: not only by working at the Gemcutters' trade, but also by adding their Gemcutter's skill to their Trading skill when selling precious stones that the party has unearthed in its explorations .

Tailor: The final craft skill is that of the Tailor. Tailors can, of course, provide the party with income. But the best Tailors can also ensure that the party makes a good impression—much like a permanent Glamour spell.

Leadership: Before a battle, a party member skilled in Leadership can rally the troops to a higher level of courage and combat skill. During the battle itself, if a member skilled in Leadership heads the troops, they will fight more effectively.

The Party

The mysteries and challenges to be faced in Tarq are many. Fortunately, your hero need not face them alone. There are many people whom you will find willing to join your hero and follow your orders.

Building the Party

At the beginning of the game, your hero has three companions whom you design, as explained in the "Character Generation" chapter.

During your explorations, your hero will run into many more people of all the races. The "Talk" command from the Main Menu lets your hero talk to them. If you decide you want to invite one into your party, issue the "Invite" command. Not everyone you encounter will join your party. Those who do will present their Status Screens, which you can examine as explained in the "Status" chapter. Then issue the "Accept" command to take them into the party or "End" to cancel the invitation.

Companions

Some people will be glad to join your hero. From the love of adventure, a dedication to the

destruction of evil beasts, or a barely-suppressed death wish, they will swear their loyalty and feel honored to aid in your hero's quests. These people are called "companions."

Communicating with Party Members

Your party members can talk with each other in the same way they talk to other people. Issue the "Talk" command from the Main Menu, then pick another party member to talk to.

To dismiss a party member, issue the "**Dismiss**" command from the Talk Menu. This will allow your hero to invite someone else to take the dismissed member's place, while leaving the dismissed member to fend for himself or herself. Dismissed party members return home, where you can find them to invite them again.

Another way to open up a place in the party is to send a companion on assignment. To do this, have your hero issue the "Assign" command from the Talk Menu, then read on.

Assignments

One of the most important features of *Bloodstone* is your ability to give specific assignments to your hero's companions. There are three kinds of assignments:

'wait here. We'll be back.'

'Go there. We'll meet you.'

'Do this. It's important.'

"Stay" is the simplest assignment. The assigned companion will stay in his or her current location for the period specified. After that period expires, the companion will attempt to travel to the "Go to" location which you specify as part of the assignment process.

"Go to" will remove the companion from the party roster and send him or her to a Sacred Grove. (There are many such Sacred Groves scattered throughout the world. As the game begins, your hero knows of only one: in the forests near the Asarene coast line. As your party discovers other Groves in Tarq and the surrounding islands, the list of possible destinations will grow.) Once there, the companion will stay put, waiting for further instructions.

To become familiar with these operations, it is recommended that you experiment with them. After you have successfully invited some others to join your hero's party, try assigning them.

You can also assign companions to take up employment and earn much-needed coins. Employment opportunities exist in various workshops. The skill level of a potential employee determines his or her hourly wage. Two steps are involved. First, select the companion who seeks employment, and have him or her "Talk" to the artisan who offers a job. Then select your hero, "Talk" to the newly hired companion, and issue the "Assign" command. The companion will now stay in the workshop when the rest of the party leaves, and will probably continue to work and earn money until once more invited to join the party.

It is also possible to leave companions on assignment to memorize spells or receive training to improve a particular skill. The mechanics of these assignments are the same as the one described above for employment. Again, with a little bit of experimentation all will become clear. The cities of Haraza and Katari contain opportunities to try all types of assignments.

Assignments may not always be carried out according to your wishes. Things can go wrong.

Companions with low loyalty may get bored or distracted after a while and decide to pursue other activities. Don't assume that the tingle companion you had instructed to work at the tailor shop three months ago is still there laboring away, faithfully waiting for the party's return so he can hand over all his earnings. He may have long ago decided that there are better ways to spend one's days!

Character Generation

As the game begins, you will select three young volunteers to join your hero. If you desire, you can tailor them to your own ideas of what you want them to be.

The eight volunteers have basic attributes and skills. You **can add** to them to reflect your ideas of their training and experience.

The Volunteers

Each volunteer starts with a rudimentary personality and background. You are free to adjust them

or accept them as you wish.

Poral is a young dwarf eager to leave his (axe) mark on the world. **Tara** is an amazon skilled in weapons and woodcraft. **Entor** is studying to be a dwarven shaman.

Halan the ranger knows the sword and crossbow, as well as being adept in magic. **Ranak** wishes to find new lands and new magic spells, while Maka is in search of new beasts to slay.

Kenit is a mighty female tlengle warrior. Endel would like to return to the woodlands whence she came.

Adding Attributes and Skills

When you select a volunteer, his or her Status Screens will appear, as described in the "Status" chapter. The **Cont** ("Continue") command steps through the Status Screens; **the Inven and Magic** command skip directly to the Inventory and Magic screens.

Issue the "Continue" command until you reach the Attributes screen. A message will inform you that you have 30 points to allocate to the volunteer's attributes (strength, agility, charm, etc.) Issue "Continue" again and you will see that you have 30 points to allocate to skills (sword, magic and the others). These 30 points all come from the same pool: you do not have 30 points for attributes and another 30 points for skills. Each point allocated to a skill increase decreases the points available by 1. Each point of increase to an attribute decreases the points available by 3. The Add command from an attribute or skill screen adds a point to the attribute or skill you select, and reduces the pool of points accordingly. You can continue adding points to selected attributes and skills until the pool is empty and the volunteer is completely personalized, or you can issue the Random command to allocate the remaining points from the pool at random.

Accepting a Volunteer

When all of the volunteer's points are allocated, the "Add" command changes to **Accept**. You may either accept the volunteer into your party or issue End to reject the volunteer. When the third volunteer has been accepted, the game begins, in the opening cavern.

Items

Over the course of *Bloodstone*, there are many items that will fill your party members' inventories. Most characters who join your party will already have in their inventories items that are important to them: on their backs, in their hands, or carried in their backpacks.

There are many kinds of items that can be in a character's inventory: coins, gems, weapons, armor, herbs and mushrooms, tools, spell totemss musical instruments, and more.

Trade Goods

Almost all the valuable items your party finds, whether weapons or mushrooms, can be bought and sold as you locate people who are willing to buy and sell them. For example, most weapon traders will buy as well as sell weapons that they are interested in. Most gems are for trading purposes only. Alabaster also has its own special use, as explained in "Items to Use" below.

Weapons

Weapons include various kinds of swords, axes and crossbows. Dwarves are proficient with all sorts of weapons. Humans and amazons prefer crossbows. Taldor are adept with swords, and tlengle are skilled in the use of both sword and crossbow.

A character can carry several weapons at a time, but only one of them can be ready to use. The "Draw" command puts a selected weapon "In hand."

You will find weapons, including bolts for your crossbows, for sale in the towns of Tarq. But the best weapons—the legendary swords, axes and crossbows with magical powers can only be found by searching for their hiding places. (Except for the magic axe, Aroten, given to Danat by his father, which can be carried only by the hero, your party's leader.)

Armor and Clothing

Armor, from leather up to dwarf crafted material, protects the wearer from combat damage. The

characters who join your party will usually have their own armor, but you will want to buy them improved protection if you have the chance and the funds. To change a party member's armor, use the "Camp" command, then "Put" a new item of armor on, or take one "Off."

In order to ford the icy rivers of Tarq, your party members will need to purchase sealskin suits. Snowshoes must be in your party members' inventories to cross snowfields. As long as each party member has the appropriate item in his or her inventory, the party will be allowed to cross rivers or snowfields. No use of the "Put" command is necessary.

Items to Use

The "Use" command has many different effects, depending on the item you choose to be used by the selected party member, and perhaps by the entire party.

Potion: Healing potions are distilled from extracts of a variety of herbs and fungi. Very few know the formula and the process. Potions are usually sold by merchants who trade in magical herbs, mushrooms and such. Use a Potion to restore Hit Points when it's not the right time to camp and sleep the damage away.

Sermin Mushrooms: Use a Sermin to restore energy. This magical mushroom is especially important to magic users, since casting magic spells uses up their energy rapidly.

Gonshi Mushrooms: Eating a Gonshi mushroom before or during combat will give a party member a burst of magical dexterity. When next the member acts, he or she will be able to accomplish three moves in one combat turn.

Nift Leaves: When a party member rubs the leaves of the nift plant on the back of his or her neck, his or her flesh will be magically toughened against physical attacks. The next three physical blows from the enemy, no matter how mighty, will do no harm. Unfortunately, nifts give no protection against magical attacks.

Mirget Leaves: Rubbing the leaves of a Mirget plant on a party member's arm magically increases his or her strength for the next swing of a sword or axe. If he or she connects, the damage will be great. But, if the opponent manages to dodge the swing, the Mirget was wasted. To avoid this disappointment, use Luffins along with Mirgets.

Luffin Flowers: When a party member's next attack *nilxst* succeed, have him or her chew a Luffin flower. Luffins magically increase the appropriate weapon skill so that the next swing is guaranteed to connect. Both Luffins and Mirgets can be used at any time. They will remain in effect for the party member's first attack of the next battle.

Turpin Mushrooms: The Turpin mushroom is another favorite of magic users. It functions like Mirget leaves and Luffin flowers, in that it stays "In use" until it releases its effect. When a magic user wants the next spell cast to have its maximum possible potency, he or she will be sure to use a Turpin before the spell is cast. Useful not only in combat, the Turpin's effect will increase the range of the Teleport spell, or the power of the caster's next Fireball.

Fireglobes: Fireglobes are round glass containers that contain a clear liquid extracted from the roots of rare and mysterious plants. Distilled by magical means, this liquid is highly explosive when its glass container is broken. The transparent nature of the globe makes it very difficult to see, once it has been placed on the ground. Anyone who steps on a fireglobe takes considerable damage. In combat, clever adventurers will place these globes in spots where they expect advancing opponents to step. They can then retreat and watch their foes be blown to pieces. To place a fireglobe on the ground, "Use" the fireglobe on one of the eight squares next to the fireglobe's owner.

Loka Packets: Poison can be cured by drinking tea made from the roots of the Loka plant or by simply eating a ration of the dried, shredded (and very bitter) roots themselves. Loka removes the effects of poison from the body, but does not restore lost energy or hit points.

Medicin Doses: The Medicin plant is grown by herbalists, who make a paste of its seeds. This Medicin paste is the universal cure for illness.

Enchanted Tiles: Teleportal chambers allow your party to travel from one part of the world to another in an instant. It is said that Tarqan teleportals are activated by magical tiles. There are five tiles used for this purpose: Aster, Berat, Dunha, Henta, and Ota.

Maps: Ancient records and recent expeditions have made a variety of maps available to your hero.

"Use" a map to see a general outline of your party's surroundings. (In some cases, "using a map" does not really mean unrolling a parchment for study; it's just the party looking around the area they're in. But the effect is the same.)

Map Flasks: Some places are uncharted, full of twisted corridors and murky water, and dark and gloomy. They don't have parchment maps, or are so loathsome that no one has ever taken the time to map them. These places—caverns, dungeons and worse are where your party needs to use magical Map Flasks.

Designed by ancient wizards, Map Flasks are metal containers. flat on the side, with a small opening at the top, and filled with a magical liquid. Dropping a pearl or a piece of alabaster through the opening into the liquid causes an outline of the party's surroundings to appear on the side of the flask as the pearl dissolves.

Map Flasks are still not foolproof. A pearl may dissolve not only itself, but also the flask into which it is dropped. When possible, it is best to drop alabaster into the flask, knowing it is pure, rather than to take a chance with a simple pearl from unknown waters.

Musical Instruments: Played by someone of skill, the various musical instruments available at music shops can be of immense benefit to the party. The Drum rallies your party in combat. Playing a Lyre will restore your party's energy. The **Bugle can be** used to terrify an enemy, while the **Flute** will soothe an enemy into submission.

Shovels, Ropes and Picks: Someone in your party should carry a shovel to dig for buried treasure. Picks are always needed to unlock hidden treasures. Carry several picks, for they are prone to break. Each member of your party must have a rope in order to scale mountainous terrain.

Blankets: When camping outdoors, blankets ensure comfort and full recovery of energy. Without a blanket, a camper will not be able to restore energy to above 5() points unless there is a skilled carpenter in the party to build a temporary shelter.

Combat

Unless you are ambushed, you will have time to prepare for combat by getting into position and issuing commands from the combat setup menu.

One of your party members—the one with the best Soulreading skill—may have an insight into the monsters' attitude. Hearing this party member's comment, you may decide that talking to the enemy is a better choice than rushing into combat.

Before the battle starts, your party may move about its side of the arena (for instance, to place your strong fighters up front and your spell-casters and archers in the rear). Your other setup options are:

"Draw" lets a party member draw one of his or her unbroken weapons.

"**Sheathe**" may be used to fight (or talk) bare-handed.

"**Recall**" lets the party member recall a memorized spell.

"Look" allows you to identify the creatures and objects you see on the field of combat.

SETTING UP

When preparations are complete, start the confrontation with "**Talk**" or "**Begin**."

"**Talk**" has two sub-options. You can "**Rally**" your friends or "**Greet**" the opposition.

"**Rally**" is directed to your own side. If successful, it increases the enthusiasm (bravery and agility) of the other party members. On the other hand, if your rallying effort is not successful, the enemy may sneak up on you and gain the advantage of moving first. Leadership skill influences the probability of rallying successfully.

"**Greet**" is directed to the leader of your opposition. He may respond in many different ways. His characteristics as well as the general strength of your party play a role in his attitude towards you. If the monsters do not care to chat, they will attack immediately, gaining the advantage of moving first.

"**Begin**" starts the combat without any more preliminaries.

COMBAT SEQUENCE

During combat, all members of one side take a turn, then all the members of the other side. In an ambush, the monsters go first unless a party member detected the ambush, either by Tracking skill or the "Sense" spell. Even if the ambush was detected, there is no time to set up before combat begins. If there was no ambush, then you go first unless you try to "Talk" and fail.

In your turn, a small marker on the right hand side of the Status Summary area appears next to each one of your members. The presence of these markers indicates which members have not completed their moves in this turn yet. You can move the party members in any sequence you want by pressing their number keys (14 along the top of the keyboard) to indicate who moves next, or you can let them act in the party sequence. Natural dexterity or a gonshi mushroom may give a member time to do more than one thing during his or her turn. You may interrupt one member with another. For example, Maxon could use a gonshi and cast a Lightning spell he had already recalled. Then Danat could cast Energy on Maxon, and Maxon could cast two more Lightning spells with his renewed energy.

Fleeing from Combat

In some cases, retreat may be your best course of action. Simply stated, you flee by running away—moving through doors or off the edge of the screen.

Sometimes a party member may decide to flee despite your wish for him or her to stay and continue to fight. The bravery of the character has a great influence on this decision. A fleeing member will no longer accept commands, being in a state of panic, and running to the nearest exit as fast as possible. The only way to have the member rejoin the battle is to cast a Courage spell before he or she disappears from the arena.

Characters who fled from combat will reappear after the enemy is successfully dealt with, unless a companion's loyalty to the hero and enthusiasm for the adventure are so low that he or she simply keeps running until familiar, safe surroundings are found. If the party's designated leader (see "delegating Leadership" below) flees, all the other members of your party will also attempt to flee.

Weapon Attacks

Swords and axes can be used only on adjacent targets. The "**Attack**" command swings the weapon. So does attempting to move in the direction of the target. Crossbows can be used on any target which is not adjacent to the archer. The "**Attack**" command will shoot a bolt at the selected target, providing the attacker has any bolts to shoot. The damage inflicted by a hit with a weapon depends on the strength of the attacker, the weapon used, and the armor of the target (if any). It is also possible to attack with fists if no weapon is "In hand" at the time the attack command is issued. Naturally, the damage that can be inflicted is rather limited if a weapon is not used.

Armor and Magic Shields

Armor reduces the effect of nonmagical attacks. Obviously, some types of armor are better than others. Steel plate armor will provide better protection than leather armor. Methreal armor (if you can discover where it is hidden) will be better than any other kind.

Magic shields—the result of the Shield spell—protect their owners from magical damage. Unlike armor, magic shields wear out as they absorb magical energy. Shield spells can be cast on top of each other, up to a maximum of 99 points of protection for any one person at any one time.

Combat Results

Each time a combatant manages to score a hit against an opponent, a message shows the result. Here are

some examples of combat messages:

```
Danat hits Taldor -16
```

```
Dam:14 (A-2) HP:8
```

Danat scored a hit against an Taldor worth 16 hit points. The actual damage was 14 due to the Taldor's leather armor which absorbed 2 points. As a result of the hit, the Taldor has 8 hit points left.

```
Shatter!
```

```
Maxon hits Dimelf -25
```

Dam:0 (Sh:4) HP:26

Shatter!

Maxon hits Dimelf -20

Dam:16 (Sh:0) HP:10

Maxon attacks the same Dimelf twice in a row with the Shatter spell. The first one hits for 25 but does no damage because of the Dimelf's shield. However, the shield is now down to 4 points. The second Shatter scores 20 and does damage equal to 16. The shield is gone. The Dimelf's hit points are down to 10.

Taldor hits Danat -10

Dam:0 (Nf:1) HP:36

A Taldor hits Danat for 10 but does no damage. Danat had a Nift "in use,"* which is still good after this hit for one more.

Solo Attacks

At your option, you can tell the party members who still have moves left within the current turn to make moves as they see fit. This is accomplished with the "Solo" command. The designated member then will decide what moves to make on his or her own initiative. The choices your party members make on their own depend on the most part on their personality profiles. Wizards, for example, left on their own, will freely use up their spells rather than attempting to use their weapons. Tlengle will strike out with their swords. Amazons will stay back and shoot with their crossbows.

The "Solo" command is effective for only the current turn and the selected party member.

Delegating Leadership

You can also turn the leadership function over to any one of the hero's companions during combat. The "Head" command, when selected, presents you with a list of all available party members. The one you choose will replace you as the leader and will start issuing orders to all members of the party, including the hero.

You can adjust the speed of the combat by pressing a number key. "0" is slowest; "9" is fastest. return the party members to your control by pressing any other key or mouse button.

The leadership styles of characters vary, and reflect their own preferences in terms of how often to use magic, whom to target, when to flee and so on. A leader whose bravery is not very high may initiate retreat much sooner than you or Rif would. Rif, on the other hand, if chosen as the leader, will probably order everyone to attack Taldors and eliminate them as quickly as possible, regardless of whether you would consider this the best strategy. If you disagree, press a key and regain command. Otherwise, sit back and let Rif run things for a while.

End of Combat

Combat ends with victory when all members of the opposition have been eliminated (dead or fled). No victory or defeat is achieved if the hero and all other surviving members of your party flee. Defeat is declared and the game is over if the hero is killed and is not resurrected by another party member.

AFTER VICTORY

After you have defeated the monsters, your first priority is to resurrect any slain party members. The Resurrect spell is very sensitive to time and must be cast as soon as possible. If, for some reason, you are unable to resurrect a party member, be sure to transfer his or her valuable possessions to the survivors.

Next, you will have the opportunity to plunder the bodies of your conquered foes drink, move next to the fountain

Finally, if the monsters were guarding a treasure chest or a magic fountain, you may "Use" a pick on the locked chest to open it or drink from the fountain to restore energy and gain other magical benefits. (To drink, move next to the fountain and "Look" at it.)

Magic

As your party proceeds in its quests, it will both wield and withstand much magic. The more they know about this powerful force, the more prepared they will be.

Magic is an art practiced by wizards, dwarves, some humans and amazons, and, rarely, taldor. Your hero has some magical talent, and will undoubtedly want to seek out others skilled in magic to join his or her party.

The Rules of Magic

There are nine rules of magic. Drawing on the elemental forces which shape magic is a dicey business, but the rules below provide some structure to an otherwise chaotic practice. Here are the nine rules.

Rule 1.

The energies needed to cast spells can only be channeled through the use of a spell totem.

Rule 2.

Spells can be learned from magic totems only during a period of undisturbed concentration.

Rule 3.

Spells that have been learned must be recalled to memory before they can be cast.

Rule 4.

Once a spell has been cast, it escapes from the caster's mind. However, if the spell has been learned more than once, the next copy immediately jumps into the caster's recollection.

Caveat to Rule 4.

No more than 99 copies of any one spell can be learned at a time.

Rule 5.

Spell-casting uses energy. Less experienced casters use their own energy. Those of more experience draw some of the energy from the atmosphere surrounding them.

Rule 6.

More experienced spell-casters get a greater effect from most spells.

Caveat to Rule 6.

More resistant opponents receive a lesser effect from most spells.

Rule 7.

The time it takes to learn a spell depends on the difficulty of the spell, the magical aura of the local

geography, and the intelligence of the spell-caster learning the spell.

Rule 8.

All magic resolves itself.

(Rule 8 is the least understood of the nine rules, and not all magic users agree on its proper interpretation. Many say that the eighth rule is best interpreted as "What goes up must come down." and refuse to cast fireballs on anything above

The Spell

There are seven different spell totems in *Bloodstone*.

Ashard

Ashard's spells are a mix of offensive, defensive and informational spells.

FEAR instills a fear of combat into an opponent for a time. The length of time depends both on the magic skill of the magic user casting the Fear spell and the resistance of the opponent who is the target. The target will neither move nor attack for the duration of the Fear spell. Your party may approach and attack the target without danger— from him. But Fear does not paralyze him. He can still dodge your attacks.

CONFUSE avoids conflict when traveling through the countryside. When enemy patrols spot your party, they will normally chase you until either you stop to fight, or you leave the area which they per

their heads. Others are less certain. They worry. They gnaw their fingernails. They lose sleep. But wizards don't sleep much, anyway.)

Rule 9.

Spell effectiveness depends on environment and circumstances.

(You won't be able to teleport from a ship's rocking deck or to fireball a merchant whose prices are too high.)

Totems

form patrol duty. A Confuse spell will cause them to forget all about you. Then move away quickly, before they spot you again.

SHATTER is a deadly spell in the form of an ice ball which shatters upon contact, with dozens of ice particles piercing the target. The damage varies greatly from attack to attack, but the average damage done depends on the caster's magic skill.

GLAMOUR increases the target's apparent Charm, making it possible for the target to hold conversations with those who would otherwise ignore him or her. Glamour's effects wear off gradually as time passes.

LOCATE can be used either to avoid conflict or to find it. When a Locate spell is cast, the party becomes aware of all evil forces in the vicinity. It can only be cast while traveling through the countryside. Its duration depends on the skill of the caster.

DETECT marks the location of magical portals, so your party can use them or avoid them. Its duration depends on the caster's magic skill.

Belfon

Belfon's spells are mostly used in combat, with the exception of teleport.

FIREBALL changes the very air to fire, and propels it toward the chosen opponent. Like Shatter, its strength depends on the caster's skill. Unlike Shatter, its power does not vary at random.

TELEPORT changes the location of the caster and his or her companions. Teleport can only be cast outdoors, and only where conditions are proper for it. Its range is limited by the caster's magic skill. The most powerful mages can save several hours of travel by teleporting, but Teleport is more often used to cross impassable terrain than to save time.

HEAL changes the Stamina of its target to be as high as possible. It does not cure illness or poisoning. For that, you need magical plants or Entus's "Cure" spell.

WEAKEN changes the target opponent's armor to sand, and its magical shield to air. Later attacks on that opponent will then do far more damage.

JUMP changes a combatant's location instantly from one spot to another within the combat arena. Jump can be used on your opponents as well as your party members, either to remove them from close combat or to place them in the heat of the fray.

WHIRLWIND conjures a raging, conical windstorm. After attacking the desired target, it moves off in a random direction, injuring all in its path. If it happens to hit an ally, he or she will be damaged as well.

Chalta

Chalta is the totem of protection. Its spells are used to prevent harm, to remove obstacles, and to repair damage.

ENERGY restores the target's energy to its maximum possible. The maximum is lower when the target is ill or poisoned.

SEE is the counterspell to Disappear. When See is cast on an area, all invisible opponents within the area become visible once more. The size of the area affected depends on the caster's magic skill.

DISAPPEAR is the spell of invisibility. The target becomes invisible for a length of time determined by the caster's magic skill. While invisible, the target is protected from the attacks of enemies who rely on sight to find their targets. An invisible person can attack an opponent with no chance of missing, but an attack at close quarters immediately makes the person visible again. Magic and missile attacks do not terminate invisibility.

WALKWATER congeals portions of pools and streams, allowing the caster and his party to walk on them. It is not effective on deeper and swifter bodies of water, such as oceans, lakes, and rivers. The distance that can be covered during each walkwater spell depends on the skill of the caster. Several walkwater spells may be needed to cross a large pond, so it is important to plan ahead.

SHIELD erects a magical shield around the target. The shield protects against magical attacks

only, not against physical attacks, poison or illness. The strength of the shield depends on the caster's skill. Several shield spells can be cast upon the same target, until the shield value of the target reaches its maximum .

RESURRECT is the most powerful spell in the Chalta book. It actually raises the dead. But it has its limits. The person to be resurrected must have been slain in honorable combat, and can not have been dead for very long. The Resurrect spell must be cast as soon as possible.

Demmock

Demmock is among the mightiest of the spell totems. The spellcaster who can harness its mighty energies will indeed be a fearsome foe.

MOTILITY should be used if your hero or his or her companions becomes paralyzed in combat. It removes the paralysis, allowing its target to return to combat immediately.

FIRESTORM throws fireballs against all the caster's opponents at once. The fireballs are only half as powerful as those thrown against a single opponent by the Fireball spell, but still have their effect.

HEAL ALL restores their full Hit Points to all the members of the caster's party. While it can be cast during combat, it is usually more useful afterwards.

ALLSHIELD is to "Shield" as Firestorm is to "Fireball." It strengthens the magical shields of everyone on the caster's side of the combat, but only half as much as an individual Shield spell would.

FIREDEATH throws a giant fireball. It damages everyone near its landing point, friend or enemy, as would a normal fireball spell. Use with care.

CRUMBLE is a devastating mental attack. When cast, all of your opponents' shields are stripped away, leaving them ripe for spell attacks. This spell works best when cast at the beginning of combat.

Entus

Entus's spells will benefit the party both in combat and in towns.

CURE removes the effects of poison and illness from its target.

BARGAIN temporarily increases its target's trading skill. Like "Glamour," its effects gradually wear off.

QUIVER is cast during combat on someone using a crossbow. The target receives a quiver of magical bolts for a period of time depending on the caster's magic skill.

SHARPEN is cast during combat on someone using a sword or axe. The weapon is enchanted so that it inflicts a disabling wound whenever it hits. The duration of the enchantment depends on the caster's magic skill.

BERSERK causes one of your party to be possessed by a mad spirit. While affected, the character will attack multiple times during a round and do greater damage than he or she normally would. Unfortunately, the spirit is in control of the character and you have no say as to which opponent your companion will attack.

WHERRIGAN summons the mighty Wherrigan to fight for your party.

Fanorl

Another very powerful totem, a wizard with the Fanorl totem is invaluable to your party.

BETRAY causes its target to turn against his, her or its former allies. Unfortunately, targets with high resistance to magic are not affected by Betray.

SUMMON produces a duplicate of its target to fight on the caster's side. It summons only creatures of very low intelligence ("beasts").

DESTROY completely destroys almost any opponent. Only the most powerful enemies are immune to Destroy's effects. Destroy also has side effects on its caster, its potency and horror being such that casting it removes the memory of all other spells from the caster's mind.

TERRIFY unleashes a wave of terror, causing enemies who are not brave enough or resistant enough to magic to turn and flee. Terrify, like Crumble, is most effective if it is cast as the very first offensive move, especially when faced with a large horde of opponents.

DOUBLE conjures a duplicate of one of your party members. The double holds the same type of weapon and wears the same array of armor as the target of the spell. The double is not capable of casting spells or using mushrooms.

TIMESTOP slows down time for the caster's opponents. The enemy misses an entire combat round, letting the caster's side move for two turns in a row.

Gimlai

Gimlai's spells are of great aid to the party; both when in combat or anticipating it.

ACIDBALL hurls a ball of fuming acid at its target. The damage done depends as much on the resistance of the target as on the skill of the caster.

IMBECILE causes its target, which should be a spell-caster, to temporarily lose all spellcasting ability. The number of rounds the spell remains in effect depends on both the magic ability of the caster and the resistance of the target.

COURAGE is the counterspell to Fear, and can also be cast on a fleeing comrade to enhearten him or her to rejoin the fray.

SENSE detects ambushes before they happen. The caster will become aware of the general direction of the nearest ambush waiting within the spell's range. (The range depends on the caster's magic skill.) If you decide to proceed into the area of the sensed ambush, the enemies will lose their advantage of surprise.

RESTSOUL is an essential weapon against the undead (ghosts, thamalques and such). When an undead falls in combat, it is no deader than it was when the battle started. Cast Restsoul on a fallen undead foe to keep it from reanimating and rejoining the fight. Restsoul is useful not just in combat, but in any encounter with souls of the deceased trapped on this mortal plane .

LIGHTNING sends an electrical ball from the caster to the target, damaging all, including other party members, in its path.

Rest and Recuperation

When your party is in need of rest, it is time to "Camp." Camping not only restores energy and hit points, but also provides the opportunity to learn spells and repair equipment.

Where to Camp

Some places are more suitable for camping than others. The Sacred Groves scattered throughout the lands offer safety and convenience at no expense.

Guesthouses also provide comfortable beds, safety from attack, solitude for memorizing spells from totems, and sufficient light for repairing weapons and armor. But they charge rent for their protection and amenities. There is a guesthouse in almost every community of any size.

You can camp while sailing on ships. Use this otherwise unproductive time to memorize spells and repair armor and weapons.

Real camping takes place in the great outdoors. Outside the towns and villages, you can pitch your tents, gaze at the stars, and wait for monsters to attack. It's not so comfortable, and it's dangerous, but it does give you a chance to feel like real adventurers.

Finally, you can camp in the rooms in dungeons and towers after you have defeated the monsters residing therein. The smells of the former inhabitants, and the warnings they have scrawled upon the doors, almost always keep the neighbors away.

In other locations, such as shops and city streets, the "Camp" command is also available. But actual camping is not possible: all the party members can do is put on and take off their armor.

Camp Activities

When you decide to camp, several activities are possible for the party members. "**Use**," "**Recall**" and "**Magic**" function as always to use an item, recall a magic spell and cast the spell that the selected party member has in memory.

"Put" puts armor and other equipment on. "Off" takes it off. These activities are always available, even when the location is not really appropriate for pitching camp.

When camping is appropriate, assign activities to the party members. Depending on the location, they can "**Sleep**," "**Learn**," "**Fix**" or "**Watch**."

"**Sleep**" is often the very reason for camping. Sleep restores hit points and energy. Party members who are ill, or poisoned, or seasick, will not get the full benefits of sleep until their problems are taken care of. Out in the wilderness, sleeping will not be completely effective unless the party members are carrying blankets to protect them from the weather or one of them is a very good carpenter who can erect a temporary shelter for the group.

While most of the party is sleeping, those who own spell totems can stay awake **and "Learn"** spells. Select the spell you want the magic-user to learn copies of. Later, while camping, you might want to stop and pick another spell or let the party member go to sleep. When the party has acquired several spell totems, you can use the Status Screens' "Transfr" command to switch the books around so that everyone can learn a wide selection of spells.

If the party has been in combat, their weapons and armor might need repair. Use the Status Screens' "Inven" command to check for wear and tear ("W-T"). As wear and tear increase, things are likely to break and become useless. If you see a problem, assign a party member to "Fix" the equipment. Better metalsmiths fix things faster, and will soon have everyone's equipment repaired and be ready to go to sleep.

When the party is camping in the wilderness, there is both danger and opportunity. Wild beasts and other dangers wander the wilds, so it is always a good idea to have a party member **stand "Watch"** to prevent ambushes.

Resting in Camp

When the party members have been assigned their camp activities ("Sleep," "Learn," "Fix" and "Watch"), the **"Begin"** command starts the camp activities. (The "Begin" command is not needed when sailing on a ship. See "On Shipboard" below.) After you "Begin," the camp activities continue until you **"Stop."** You may "Stop," assign party members to different activities, then "Begin" again, as long as you want. Or, after you "Stop," you can "End" the camp, pack up, and proceed with the game.

On Shipboard

When your party is camping on board a ship, things are different. When you have assigned your party members to "Sleep," "Learn" and "Fix," just move the ship where you want it to go. You don't need to "Begin" camping. You can reassign the party members to other activities at any time the ship is sailing. But, before you disembark, remember to "End" your camping activities.

The Party Leader

The leader of your party, your hero, is the son or daughter of a chieftain of a tribe of dwarves living in the caves of Asarene. The introductory sequence shows the tribe being devastated by a horde of Taldor warriors and your hero escaping with a spell totem, the magic axe, Aroten, and a small band of followers.

Your hero will always be your most important party member. Therefore, you will probably want to give some role-playing thought to the kind of person you want him or her to be.

Danat (or Danta) starts with good axe and magic skills, and is also adept with both sword and crossbow. With the exception of the "craft" skills, your hero comes well-equipped to face most adventuring situations. Which skills your hero will practice and become expert in is up to you. Will you end up with Danat the crossbow wielding minstrel or Danta the magic-casting, sword-wielding menace?

Combat Techniques

This chapter provides hints for fighting the tougher denizens of Tarq. There are many possible strategies and tactics; you may prefer to discover your own. But if you find that the monsters are giving you endless frustration, read on!

General Guidelines

Have at least two companions who are capable of casting spells. Spell totems are the most important assets of your party; buy or find at least one of each of them.

Herbs and mushrooms are absolutely necessary. In particular, gonshi, nift and Mirget are indispensable. Stock up with as many of them as you can find or afford, then use them like candy. Music can be very useful. It is definitely worthwhile to enroll a companion in the Tulara music school for repeated lessons. When a skilled musician plays the bugle, some of your enemies will flee, leaving fewer monsters for you to kill. The flute will lull some of them to sleep, so you can administer the *coupe de grace* at your leisure.

Tactics

In a serious fight, all the party members should use gonshi every turn. If your companions can contribute anything at all to the battle,

you will want them to have as many moves as possible. Each party member gets a variable number of moves each round, depending on dexterity. With dexterity 1 through 5, a party member gets one or two moves. Dexterity of 6 means two moves; over 6 means two or three. The higher the dexterity, the higher the chance of getting the extra move. Thus, for most companions, it's a safe bet to attack or cast a spell on the first move, then eat a gonshi, and then continue to attack or cast spells for three more moves, resulting in four useful moves each round.

To win a battle against monsters with more than a hundred hit points, the best thing to do is maximize damage. That's what Mirget leaves are for. Mirget triples your damage, so, instead of striking a monster twice for 50 points of damage on each swing, your hero can use Mirget and strike the monster once for 150 points of damage. The Sharpen spell, when cast on a swordsman or axe wielder in combat, doubles damage. Combined with Mirget, Sharpen is lethal: 50 points of damage become 300! It won't take long to finish off 500-hit-point monsters at that rate, as long as they don't get too many chances to hit back.

If a party member has a low sword or axe skill, he or she won't hit monsters as often as you might like. There are two things you can do about this: chew on luffin flowers or position the member so the monster can't dodge. Figures on the battlefield dodge by moving to the right or left. If there's something in their way on either side. Like a monster, wall or corpse, then their chance of dodging successfully is cut in half. If something is on their way on both sides. they can't dodge and will get hit. no matter what. If a monster is consistently able to dodge your attacks. use a Jump spell to put it in a tight spot or bring something to block it.

Closing Ranks

When you first encounter the enemy, your party will be on the other side of the battlefield from them and might not be able to kill them as quickly as you want. The Jump spell solves your problem. Jump a party member with high strength and a big weapon up next to the monsters, have him or her use gonshi, Mirget and nift, cast Sharpen, and then bash monsters into oblivion. A nice side effect is that, with an enemy already in their midst, the monsters will be less inclined to advance into your rear ranks.

Alternatively, you can arm your party with the heaviest crossbows they can use and cast Quiver on them before they fire. The Quiver spell will double their damage. They won't do as much damage as a hero in the front ranks, but they might get to hit their opponents several times before the opponents get close enough to do anything about it. This works well on monsters with fewer than 10() hit points.

Remember that your party can be rearranged before combat begins. Move your wizards and archers to the rear and move your fighters to the front.

Protecting Your Companions

The most important thing when facing monsters is to live to fight another day. The most effective way of surviving the monsters' round of combat is to cast Disappear on all your party members before your turn ends. The monsters will then wander around aimlessly until it's your turn again. But some monsters can detect invisible people, others can cast a counterspell. and Disappear doesn't last forever.

When the Disappear spell isn't enough, nift leaves and steel plate armor will help your party members survive physical attacks while the Shield and Allshield spells defend against magical damage. Make sure your party is nifted and Shielded when traveling through unfamiliar territory, in case of ambush.

Kill the enemy's spellcasters and archers first. They tend to combine their firepower against a single party member, and even nift or a full Shield can vanish quickly against such an onslaught. An occasional death is to be expected. That's why all your spellcasters should have a good supply of Resurrect spells. All of them. You never know which one will survive to cast it on the others.

Miscellaneous Observations

The **Summon, Double, Betray and Wherrigan spells all change the** odds of the battle in your favor. Betray not only adds to your forces; it also diminishes the enemy's. The Wherrigan does twice the magical damage that its summoner does: be sure to eat a turpin mushroom before casting Wherrigan.

Many monsters have special abilities that you will learn about the hard way. Save your game often, preferably before every combat and any time an ambush feels imminent. Nothing's worse than having to fight the same series of battles all over again.

Troubleshooting

Bloodstone requires XMS extended memory for playing digitized sound effects. XMS memory is not the same as EMS and does not use the EMM386.EXE driver to load. XMS memory requires the HIMEM.SYS driver from DOS or Windows or other upper-memory manager like QEMM to be active.

If sound problems occur within the game, there may be a compatibility problem with your specific hardware configuration. To test for sound card compatibility problems, run SETD from DOS and select one of the PC SPEAKER options.

Mouse setup

If your mouse is not functioning, make sure the driver is being loaded and that you are using a 100% Microsoft or Logitech compatible driver. The Microsoft or Logitech name and version number should be displayed when driver is initially loaded. Consult your mouse user's guide if problems occur or check with the mouse manufacturer to see if an updated version of the mouse driver is available from them.

Equipment Changes

If the sound equipment in your computer changes, run SETD from DOS and choose the new option.

If you replace your existing mouse with a new one, no changes need to be made to the configuration. Make sure, however, that the new mouse driver is loaded and 100% Microsoft compatible before starting the *Bloodstone* game.

Insufficient Memory Messages If *Bloodstone* will not load and you are receiving an insufficient memory message, you must have less than the needed portion of the 640K. Use DOS MEM or CHKDSK commands to check "largest executable program size" for the amount of memory free before game play. Remember, bytes shown must be divided by 1024 to calculate the actual amount in K (kilobytes) available.

You may have to alter your CONFIG.SYS and/or Autoexec.bat files or create a boot disk to free up enough memory. See CONFIG.SYS and Boot Disk sections below.

If *Bloodstone* loads but you receive a message about not enough XMS memory, then use DOS MEM or CHKDSK commands to see the amount of available bytes of XMS memory.

XMS memory is not the same as EMS (expanded) memory and you may have your machine configured for EMS, not XMS, memory. You may have to remove or edit the EMM386 command in your CONFIG.SYS (see below) to switch memory from EMS to XMS memory. It is also possible that you do not have enough memory available for XMS memory. Check your computer manual or documentation for the total amount of RAM on your system.

TSR programs/Device Drivers

TSR (**T**erminate **S**tay **R**esident) programs, once loaded, remain in memory, and it is possible to have memory conflicts occur when they are loaded. It is recommended that you not run any such programs, device drivers (other than the mouse driver), or shells if having problems either installing or playing *Bloodstone*. These TSR programs are normally loaded from the Autoexec.bat or CONFIG.SYS files. See sections below for information on editing CONFIG.SYS and Autoexec.bat files with these TSRs not loaded.

CONFIG.SYS and Autoexec.bat

These files allow you to control how memory is used and therefore set the amount of free memory and whether high memory is configured as EMS or XMS memory. *Bloodstone* supports XMS memory,

not EMS memory. Some sample DOS 5.0 CONFIG.SYS and AUTOEXEC.BAT files are below:

```
CONFIG.SYS
```

```
DEVICE=C:\DOS\HIMEM.SYS
```

```
DOS=HIGH,UMB
```

```
AUTOEXEC.BAT
```

```
PATH=C:\DOS
```

```
PROMPT $P$G
```

You can use DOS 5.0 EDIT function to edit your existing CONFIG.SYS or Autoexec.bat files on the

hard drive. They will be in the root directory (C:\) of your hard drive. **You can also use another word** processing program to edit these files. If you do not want to edit these hard drive files, then see Creating a Boot Disk below.

Creating a Boot Disk

If you wish to free up more low memory or increase the XMS memory available without altering the config.sys and autoexec.bat files on the hard drive, then you will want to create a boot disk. On the next page are two examples of how to create a boot disk, one for if you have DOS 5.0 and the other for if you do not have DOS 5.0.

When you are asked to type in some specific commands, you should always press the <Enter> key in order to enter the command.

To create a Bloodstone DOS 5.0 boot disk:

1) Place a blank disk in drive A

2) At the C> prompt type:

```
FORMAT A: /S
```

3) Use DOS EDIT utility. Type:

```
EDIT A:CONFIG.SYS
```

4) Type:

```
DEVICE=C:\DOS\HIMEM.SYS
```

```
DOS=HIGH,UMB
```

```
FILES=15
```

```
BUFFERS=20
```

5) To save this file, press the following keys: <ALT><F><X>

<Enter>

<Enter>

6) Next, edit the batch file. Type:

```
EDIT A:AUTOEXEC.BAT
```

7) Type:

```
PROMPT $P$G
```

```
PATH=C:\DOS
```

8) Next you will want to type your mouse command, MOUSE for

Microsoft mouse. for example.

type:

```
C:\MOUSE\MOUSE.COM
```

You must type in appropriate

directory or mouse driver name.

If you are having problems with

the DOS EDIT function. please

refer to your DOS manual.

refer to your DOS manual.

9) To save this file, press these keys: <ALT><F><X> <Enter>

10) Reboot your system by using the Reset button or pressing the <CTRL><ALT> keys at the same time. This will load your boot disk .

To create a non-DOS 5.0 Bloodstone boot disk:

1) Place a blank disk in drive A.

2) At the C> prompt type:

```
FORMAT A: /S
```

3) Type: COPY CON: A:CONFIG.SYS
FILES=25 BUFFERS=25 <CTRL> Z

4) Type: COPY CON:
A:AUTOEXEC.BAT
PROMPT \$P\$G
PATH=C:\DOS

5) Reboot your system by using the Reset button or pressing the <CTRL><ALT> keys at the same time. This will load your boot disk.

6) Next you will want to type your mouse command, for example. 'MOUSE' for Microsoft. Type:
C:\MOUSE\MOUSE.COM

WEAPONS

Shortsword	1		8
Scimitar		2	
Longsword	4		28
Broadsword	6		35
Greatsword	8		44
Smallaxe		2	
Hammeraxe	3		25
Battleaxe	5		33
Doubleaxe	6		37
Greataxe		8	
Light Crossbow		3	20
Medium Crossbow	5		30
Heavy Crossbow		9	50

ARMOR

Leather			
16 Ring Mail			
Chain Mail	10		
Dwarven Chain		13	
Bronze plate	18		
Steel plate	21		
17 Methreal			28
Bronze helmet		3	
Iron helmet	5		
45 Steel helmet		8	

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