

Warriors of R. S.TM

ScreenPlayTM



Volume III
THE WYLDETM

WYLDE

By Randall Don Masteller
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Opening music (C-64) by Steven Baumrucker.

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LOADING INSTRUCTIONS:

Commodore 64: To load Wylde on the Commodore 64 diskette, place the disk with the Commodore 64 label (blue) facing up in your 1541 disk drive. Turn on the computer, and when READY appears on the screen, type the following:

LOAD "WYLDE",8 (Press RETURN key)

After a few seconds, READY will appear again. Type:

RUN (RETURN). The program will take 3-4 minutes to load. A title screen will be drawn and music will play, then the first screen of the game will appear.

Atari: To load Wylde from disk on the Atari, turn on the first disk drive and insert the disk, Atari label (purple) facing up. Turn on the computer. The disk will load, show the title screen, and finally reach the first screen of Wylde automatically.

Apple: To load Wylde from disk on the Apple, turn on the first disk drive and insert the disk, Apple label (red) facing up. Turn on the computer. The disk will load, show the title screen and LOADING. When the loading message disappears, hit any key to begin the game.

SAVING AND LOADING GAMES (Atari and Commodore 64):

Diskette versions: To save a game in progress, type the command SAVE. You will be asked if you want to save the game (G) or the character alone (C). The computer will display a menu for saving 5 games or 5 characters. To save, designate a number (1-5) where you want to save, and a name to remind yourself of what you saved. When saving is complete, you will be returned to the game where you left off.

RESTORING PREVIOUS CHARACTERS (all versions):

The SAVE feature of the Warriors of RAS games allows the player not only to save a game in progress, but to save only the character he or she has created, at any point during play. This character can then be loaded into a new game (such as a new Wylde layout), or transferred to play in another of the Warrior of RAS games, such as Ziggurat. A SAVED character from another Warrior of RAS game can be loaded into Wylde in the following manner:

Boot up Wylde as instructed for your computer system. Respond N (no) when asked if you wish to restore a game. Replace the Wylde disk with the game disk containing the desired character. For tape versions, insert the tape with the stored character in the recorder.

Answer Y (yes) when asked if you wish to restore a character.

The character will be loaded automatically, and a new wylde created for him or her to play in.

IMPORTANT: Wylde is a fantasy role-playing game with graphics, written for the Apple, Atari and Commodore 64 computers by Randall Don Masteller. Certain parts of the game require quick reflexes, but there are no time limits for finishing. Using the SAVE command, players can save games in progress to play later.

Though it is a fantasy role-playing game, Wylde requires no experience with such games. In keeping with its spirit, however, this manual will refer to your computer screen as the Wizard's voice, to which mystical commands are given and received. To "command the voice", simply type the commands on your computer's keyboard, as the computer asks for "INSTRUCTIONS".

PROLOGUE

Those of you who have explored the Kaiv of Ras will recall the fate of Grimsweord the Warrior. Returning from his venture into the Kaiv ragged and lame, he was taken to the castle of the mighty Wizard. It was the hope of Lord Doserror that the Wizard's potions could restore Grimsweord to his former strength.

Sadly, the Wizard's magic proved powerless against the warrior's greivous wounds. "The only thing that can save him", he scowled at his apprentices, "is the Truculent Tonic of Tabanid."

"Where can we find it?" asked one young sorcerer.

"Deep within the Wylde." A shudder ran through the group. "Which of you is brave enough to venture into the wilderness?"

The group fell silent as each of the young mystics tried to avoid the Wizard's glance.

"Should I choose a volunteer? Very well, then.

Cwenellen! Step forward."

The girl walked forward and faced the old magician.

"Take 2000 pieces of gold and be on your way. The first thing you must do is go into the city and buy supplies. If you were an experienced warrior, carrying a pack from a previous adventure, this would be unnecessary.

A "standard pack" may be obtained by requesting

ⓐ <return>

Remember that the provisions you buy must last! There are two trading posts (if you can reach them) where you may replenish your supplies. You will also find two caches of helpful items which I have marked on your map. When you are ready to leave the market, let me know by commanding

<return>.

"Before you leave the city, check your treasure. Every 300 gold pieces will add 30 pounds of weight to your burden, and will slow down your movements accordingly. If you wish, you can 'stash' your gold in the city, and 'retrieve' it when (or if) you return.

"You may need to return to the city to buy more supplies. But beware! If you return too many times without the object of your quest, I will be very angry!

"I will give you a map to help you on your way. On it, you will see forests, mountains, and plains. Travel time is the same across all terrains, but encounters with the savage beasts and other unsavory characters that roam the Wylde will be more frequent if you are in the mountainous or wooded regions.

"My voice will go with you on your travels. Merely give me your instructions, and I will see that they are carried out. Should you become confused, ask me for HELP, FACTS, DATA, or INVENTORY. I will give you the information you need."

Cwenellen took the 2000 gold pieces and the map that the Wizard provided, and started for the city.

As she approached the city, she heard the Wizard's voice welcoming her to the Wylde. Then he asked

DO YOU WISH TO PLAY A SAVED GAME?

Since this was her first quest, Cwenellen answered <N>o.

The Wizard then asked

DO YOU WISH TO PLAY A SAVED CHARACTER?

Again, she answered <N>o.

Cwenellen then entered the city. Having never been inside its walls before, she was dazzled by the busy thoroughfares.

The Wizard's voice cut into her thoughts.

THE WIZARD WISHES YOU TO RETRIEVE THE TRUCULENT TONIC OF TABANID

YOU MAY (B)UY, (D)EPART, (Q)UIT, (R)ETRIEVE, OR (S)TASH.

YOUR OPTION?

Following the Wizard's advice, Cwenellen decided to uy supplies.

Immediately, she found herself in the center of the bustling marketplace, surrounded by merchants hawking their wares. Remembering the Wizard's advice, she used the command

ⓐ <return>

and received from the merchants a "standard pack". Thus outfitted, she commanded

<return>

and found herself once more at the gate of the city. The Wizard's voice reminded her of her quest, and again asked for her option. This time she asked to <D>epart from the city.

Once outside, Cwenellen realized that she could not move as before. The Wizard's voice said:

INSTRUCTIONS:

She found that by stating her intended action and direction, such as

MOVE EAST (return)

She could move wherever she wished. She quickly discovered that the first letter of each word was sufficient.

To correct mistakes she made in her commands to the voice, she invoked the mystical symbol <INST DEL> (Commodore 64), DELETE BACK SP (Atari) or ← (Apple) and repeated her command correctly.

THE MAP

Cwenwellen stopped to study the map given to her by the Wizard. Her own position was shown by a glowing rectangle, which moved in the direction she specified. The Wizard's caches were marked as he had promised, as were the trading posts. Her goal was marked in the northeast corner of the map with a red X. (See sample map in back of manual.)

THE FIRST CLUE

Recalling the Wizard's words, Cwenellen decided to try his list of helpful clues, before she ventured too far into the unknown. Her first command was:

FACTS (Return)

Those who do so upon first entering the Wylde (with a standard pack) will see the following:

FACT SHEET

LEVEL	1
EXPERIENCE	0
MOVEMENT	8
ATTACK VALUE	1
DEFENSE VALUE	0
FIGHT VALUE	1
TREASURE	30
WEIGHT	1655
TOTAL DEFENSE	5
ARMOR DEFENSE	0
SHIELD DEFENSE	0
COAT DEFENSE	0

After fetching the sword and armor, the values concerning with battle and defense will increase accordingly. Movement, she found, decreased with the weight of the objects she carried, and increased as she became a higher level warrior.

There was also a list of vital spots:

AREA	PROTECTION	BODY DEFENSE
HEAD	4	1
CHEST	4	4
ABDOMEN	4	3
RIGHT ARM	4	1
LEFT ARM	4	1
RIGHT LEG	4	2
LEFT LEG	4	2
NECK	4	1

(Protection applies when armor is worn. Without armor, protection is 0 in all areas. The numbers will change as the quest progresses, depending on how the warrior fares. A blow to one of these spots that is greater than the armor protection will be absorbed by the body. If the blow is more than the body can withstand, it will kill. Beware lest the defenses fall too low!)

ATTACK OF THE DOGS

Before she could do anything else, she heard a terrible howling. It filled the forest around her, confusing her mind. Then she saw them just ahead: gaunt and grey, with eyes that flickered with ravenous fire. The voice in her head said:

YOU HAVE ENCOUNTERED THREE DOGS
DOG #1 WILL MOVE
DOG #2 WILL RUN
DOG #3 WILL MOVE
YOUR ACTION?

With a sickening feeling she realized that her sword and armor were still in her pack. Looking around quickly, she thought that it might be possible to outrun the animals. Frantically she commanded:

RUN NORTH (return)

and moved forward a few steps.
Then the voice said:

DOG # 1 WILL RUN
DOG # 2 WILL RUN
DOG # 3 WILL MOVE
YOUR ACTION?

The dogs were closing in. Cwenellen knew that if she could reach the edge of the clearing, she would be safe. Again she commanded:

RUN NORTH (return)

As she moved out of the clearing, the voice said:

YOU HAVE ESCAPED
THE ENCOUNTER IS OVER
THERE WAS NO TREASURE
THERE WAS NO ADVANCEMENT

Cwenellen drew a deep breath. Then, having learned her lesson, she commanded:

WEAR ARMOR

to which the voice replied:

OK!!

She then said:

FETCH SWORD

and was again told

OK!!

INVENTORY AND HELP

Determined to learn more before another surprise attack, Cwenellen leaned up against a tree and tried the next clue:

HELP (return)

The echoing voice was there again, explaining all the various commands at her disposal. These were:

COMMAND	C-64	ATARI/APPLE
AIM	A	A
BACKGROUND	f8	*
COLOR	f7	*
DATA	Tab	Tab
DISUSE	V	V
DRINK	D	D
DROP	B	B
EAT	E	E
EVADE	K	K
FACTS	f1	ESC
FETCH	F	F
FOOTSTEPS		
FORCE	X	X
GET	G	G
HELP	f3	Q
HIT	H	H
INVENTORY	f4	@
MOVE	M	M
PAUSE	P	P
QUIT		
REMOVE	O	O
RUN	R	R
SAVE		
SOUND		
SPEED		
STORE	S	S
THROW	J	J
TURN	T	T
USE	U	U
WEAR	W	W

(For Commodore 64, f3 denotes function key f3 and so on. Blank spaces mean no abbreviation exists, the whole word must be typed in for these commands.)

Next, it pointed out her choice of targets on monsters:

LEFT-LEG	LL	HEAD	H
RIGHT-LEG	RL	CHEST	C
RIGHT-ARM	RA	NECK	N
LEFT-ARM	LA	BODY	B
LEFT-FORELEG	LF	ABDOMEN	A
RIGHT-FORELEG	RF		
LEFT-HINDLEG	LH		
RIGHT-HINDLEG	RH		

Then she asked for

DATA (return)

and received the following information:

DATE 251
 HOUR 9
 WEATHER WARM
 TERRAIN PLAINS
 BOUNTY IS ON LIONS

Finally, she tried the command:

INVENTORY (return)

Her response was a list of all the items she possessed. Whatever she carried (such as her sword) was listed, and which hand she carried it in was also shown, (l) for the left hand, (r) for the right. Her armor was followed by (w), showing that she was wearing it.

SOME ENCHANTED EVENING

Rested now, she was ready to venture further into the Wylde, but darkness fell quickly and she had to camp for the night.

During the night she had a few "visitors". The Wizard's voice awakened her by announcing

YOU HAVE ENCOUNTERED TWO SKELETONS
 YOU SEE TREASURE OF SOME KIND
 YOUR ACTION?

Angry at being awakened, and not thinking clearly enough to be frightened, Cwenellen grasped her sword and with the command

RUN EAST

she advanced toward the first skeleton. There was a the rustling sound of dry bones as

SKELETON #1 WILL MOVE
 SKELETON #2 WILL RUN
 YOUR ACTION?

Cwenellen used the command

TURN NORTH

to face the intruder and said:

HIT HEAD (return)

The impact of the blow rocked her own body, but the skeleton crumbled into a heap at her feet. The voice informed her

YOU HIT THE HEAD WITH 6 POINTS OF FORCE

THE SKELETON STOPS 2 IN THE HEAD

SKELETON #1 IS DEFEATED!

YOU'RE NOT DONE YET

SKELETON #2 IS GOING FOR YOUR CHEST

Cwenellen spun around to avoid the blow. The voice told her

HE MISSED

YOUR ACTION

She responded

HIT CHEST (return)

and lashed out at the creature with all her might. Then she heard

YOU HIT THE CHEST EXTRA HARD WITH 17 POINTS OF

FORCE

THE SKELETON IS DEFEATED

Cwenellen looked suspiciously at the package the skeletons had carried. The Wizard's voice told her that

THE TREASURE CONSISTS OF A WAND OF WITHERING

With the command GET (return), Cwenellen picked up the wand

It was cold and repulsive to the touch. She quickly put it in her pack, resolving to use it only in a desperate situation.

MYSTICAL COMMANDS

In the days that followed she wandered many dark paths and fought many battles. Sometimes her foes were alone, sometimes there were many of them. It is impossible to recount the battles, but perhaps it is best to tell some of what she learned.

In most cases, the voice will understand shortened, or abbreviated commands of a single character. Those are given in response to the HELP command. Here follow the mystic invocations:

AIM: This command allows one to take careful aim. Using it, the warrior is more likely to hit his target, whether it is an easy one such as the chest or a difficult one such as the neck. But he forfeits one of his blows to take the time to aim, and his opponent may get a free swing at him.

BACKGROUND: (Commodore 64 only): Giving this command changes the background color of the map's display.

BRIBE: Some of the foes are greedy, and can be bribed into letting one pass. The warrior must decide how much of his treasure points he will sacrifice. The foe may not accept it. He must, however, know in advance how much treasure he has, as there is no time to check his pouch once he has offered the bribe.

DATA: (Atari and Apple only) This will provide information on the date and time of one's travels, the weather, the terrain on which the warrior is moving, and the bounties offered by the trading posts.

DISUSE: Stops the effect of the USE command (see below).

DRINK: Used to drink water, when one is thirsty, or potions, if it is decided to try their effects.

DROP: Used to drop items on the ground in the Wylde. If it is wished to reclaim them, the warrior must remember where he dropped them, for the map will not mark them. If he drops his armor or shield, he will never find it!

EAT: Used to eat food when hungry. Eating and drinking are vital, and damage will result if the body is ignored.

FACTS: As has been said, this command can show the warrior's progress and vulnerabilities.

FETCH: Transfers the item named from the pack to the warrior's hand. If both hands are full, he will be told, and he must store one of the objects he carries before he can fetch another.

FORCE: If this command is employed, the blows land with many times their normal force, and will often defeat powerful monsters. However, it is more likely to miss the target if force is used.

GET: Used to pick up items from the ground in the Wylde. Saying GET alone will pick up the first item found. If there are several items there, it will take several GET commands to get them all. GET can also be used with an object name, such as GET SWORD. The GET command puts the item in the pack, and one must FETCH it to use it.

HELP: The voice lists all options.

HIT: This is the basic fighting command. A warrior may hit any of the targets his foe presents, but he cannot simply HIT without specifying a target. Different creatures have different targets; a skeleton does not have forelegs! It is possible to miss. The sword may break.

THE MAGICAL ITEMS

INVENTORY: The voice will list all the items carried. Items worn or carried in the hands are indicated, and magical items are marked if they are in effect.

MOVE: The basic movement command, used with a direction.

QUIT: Should one wish to end his quest, use this command. The newly gained skills and the map of the Wylde that has been explored will be lost forever, unless it is SAVED.

REMOVE: Takes off items that are worn, such as armor and rings, and stores them in the pack. REMOVE RING OF FIRE.

RUN: If the foe is too powerful one can sometimes run away. Sometimes a warrior carries too much weight to run. In that case he must try the command again and again, possibly suffering severe wounds, before he gets away. The way is not easy for the cowardly.

SAVE: This command creates a parallel universe that can duplicate exactly all that is in the Wylde at the time it is invoked. If one chooses to SAVE A GAME, it copies everything, and asks that the copy be designated with a number and name. The same Wylde may be entered where the game was left off by answering (Y)es when asked if one wants to play a saved game. Similarly, choosing to SAVE A CHARACTER lets the warrior preserve an exact copy of himself in that parallel universe -- with all his acquired skill and power intact. He may then assume this identity in other quests in the Wylde, or other perilous ventures in the Dunzhin, Kalv, or Ziggurat of Ras.

SOUND: Turns off all sound effects in the Wylde.

STORE: Places the object named in the pack. STORE SWORD.

SWAP: Exchanges the contents of the right and left hands.

THROW: Hurls projectiles across the Wylde.

TURN: Used with a direction, as TURN EAST.

USE: Activates magic rings and wands. See the description of magical items.

WEAR: Puts armor on the body and rings on the fingers.

SPEED: (Commodore 64) After the Wylde has been explored for a while, the warrior may find the messages take too long, and grow impatient. **SPEED** decreases the delay in the messages.

As she explored the Wylde, Cwenellen found many magical items. Some proved useful, and some seemed reluctant to work their magic in her favor, and some she feared to try at all. Every adventurer will have to try the magic for himself. But she did learn these things:
RINGS: Magic rings must be fetched from the pack and worn on the finger. Even so, they do not work until the **USE** command is given. Some rings, like the ring of fireball, only work once. Others continue until the magic gives out, or they are **DISUSED**.

WANDS: Magic wands are all offensive weapons. To use them, they must be fetched from the pack and then **USED**. Each creature has a chance of evading the spells. There is no predicting their effect. Some wands can also be used on inanimate objects.

POTIONS: Potions must be drunk to take effect. Each one has a certain time for which it is effective. It is not permitted to drink a second potion before the first one has finished.

All the magic items could be indicated with their full name, or with several abbreviations. **WAND OF FIRE** can be abbreviated **W O FIRE** or simply **FIRE**. When one is found, it is called **W/FIRE**, but that name will not work as a command. When a magic item was being used or a potion was in effect, that was indicated on her **INVENTORY**.

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HOW TO 'SAVE'

Many creatures dwell in the Wylde. Most are deadly. Some possess strange powers. They can paralyze a warrior as he fights them, or even turn him to stone. The only hope with creatures so empowered is to invoke one of the mystic characters when the Wizard's voice says to "save". If luck is not with the warrior, he could be immobilized long enough to give the monster several free blows at him or to allow himself to be killed in other horrible ways.

DENIZENS OF THE WYLDE

Low-Rank Foes

DOGS: These mangy, rabid creatures roam the Wylde in search of any prey. They attack with the desperation of hunger, and although their assault is often clumsy, their numbers and persistence make them dangerous to a weak warrior.

GHOULS: Ghouls eat human flesh. They are not mighty fighters, but can kill a weak warrior. Their touch can paralyze.

ZOMBIES: The undead flesh of zombies is quite weak in certain places, though other parts of their bodies can absorb great punishment. Armed with broken swords, they seek to destroy all whom they encounter, but are rather slow.

WOLVES: The lank, dirty grey wolf tends to haunt the steps of the warrior, alone or in packs. They are generally not hard to kill, but one slip of the warrior's guard can be fatal.

BEARS: One slash from the claws of these ferocious animals can be fatal to the unprepared warrior.

MOUNTAIN LIONS: Hunger has driven these vicious cats out of their mountain lairs. They may be found anywhere in the Wylde, and are eager to make a meal of a feeble warrior.

SKELETONS: Magic binds the sinews of these creatures, but their brittle bones can be smashed by a well-aimed blow. They are dangerous fighters, and know well how to use their swords.

FIGHTERS: These human warriors, trapped forever in the Wylde by a curse, are malicious bandits and ruffians. They will slit your throat at the least provocation.

DWARVES: The axe of an angry dwarf is a thing to be feared. Their leather garments and stocky build make them resilient foes. They dislike humans.

ELVES: Of the lower-level fighters, the elf is by far the most dangerous. He is a superb swordsman, a shrewd bargainer and a crafty fighter. It is hard to hit the vital spots, as elves are very quick.

Middle-Rank Foes

LIONS: A more difficult foe than their cousins from the hills, the stately lion prowls the Wylde at his leisure, searching for his next meal.

TIGERS: These fiendish felines are powerful fighters. Their sleek, muscular bodies enable them to close in quickly on their quarry.

HARPIES: The harpy, with the body of a giant vulture and the upper torso of a human, can paralyze its victims with horrible screeches. It uses swords and claws to kill.

GARGOYLES: The gargoyles are short but deadly, with thick horns on their foreheads, powerful claws and long, narrow wings sprouting from leathery skin. They can also paralyze unwary victims.

OGRES: Ogres are massive, cruel and aggressive. They carry huge oaken clubs for fighting. Ogres have primitive minds, but are fierce and crafty fighters.

WARRIORS: Wearing hauberks and chain mail helms and wielding fine swords, these grim men are hard to injure. They are nobler than the fighters -- less treacherous and somewhat resigned to their curse -- but they take what they wish.

GOBLINS: Goblins are warlike, sinister and crude of mind. That makes them ferocious fighters; their maces and leather armor make them foes to beware of.

COCKATRICES: These creatures -- large, fabulous serpents hatched from "rooster's eggs" -- are deadly to those who feel their breath or bite: they can turn those not able to "save" themselves into stone.

DIREWOLVES: The ancestors of the miserable wolf, direwolves are clothed in a thick brown-black coat tipped with silver. The fangs of their leaders can reach five inches.

GORGONS: The sight of a gorgon can turn a warrior to stone, and with good reason. Gorgons have shapely human bodies, but hideous faces, glowing eyes, deathly pale skin, and "hair" of writhing serpents. The ancient legends say that a mirror can protect the warrior from being turned to stone.

High-Rank Foes

GRIFFONS: This huge creature has the body and mane of a lion, and the head, claws and wings of a giant hawk. It eats flesh, and stalks the catacombs with the arrogance born of power.

WYVERNS: A dragon-like creature, with the dragon's wickedness but not its craftiness, the wyvern is three feet high, six feet long, and armored with hard scales that defy many swordstrokes.

LORDS: Once they were great knights and warriors, but they were trapped in the Wylde eons ago. These accursed noblemen are magnificent fighters. They are heavily armored, with plate mail, war helmets and swords of great renown.

TROLLS: The average troll stands eight feet tall and weighs half a ton. His skin is green and tough as armor. He hates all non-trolls. It takes a dexterous warrior to dodge the blows of his great two-handed scimitar.

MANTICORAS: These arrogant and powerful creatures kill quickly when they attack. They possess a sleek leonine body, the giant head of a human being, large delicate-looking wings, and a long spiked tail.

CAVEBEARS: Though extinct elsewhere in the world, the cavebear survives in the Wylde. Mountains of muscle, tooth, and claw, the bears stand ten feet high when they rise to attack. They are always hungry.

WRAITHS: Black shadows, with blood-red eyes, are all that remain of these undead creatures. The accursed wraiths can take one level of experience from those who do not "save".

VAMPIRES: Cursed to live forever in darkness, draining life from the living, vampires wander the Wylde, fearing nothing save the holy power of the cross. Vampires can suck two experience levels from warriors who cannot "save" themselves.

SPECTERS: These near-transparent creatures abhor anything living. They can steal two levels of experience from warriors who cannot "save".

MUMMIES: These rotting remains of human flesh are among the most dangerous creations in the Wylde. The touch of a decaying hand can draw two levels of experience from those who do not "save".

(NOTE: Vampires, Spectres, Wraiths and Mummies seek to turn humans into creatures like themselves by robbing the warrior of experience levels. Should your level drop to zero, you will be dead.)

SPEEDING UP THE QUEST

Should the pace of the quest make a warrior impatient, he can speed it up by giving abbreviated commands to the crystal globe. For instance, MOVE NORTH can be shortened to M N. To speed up the Wizard's response to his commands, press the ↑ key (Commodore 64), the CAPS LOWER key (Atari) or the → key (Apple). If he wants all the crystal globe's messages speeded up, use the SPEED command. But he will only be speeding up the approach of doom!

THE END OF THE TALE

It would take much too long to recount all of Cwenellen's adventures in the Wylde. Suffice it to say that she did return to the Wizard's castle, six years after her departure, bearing the Truculent Tonic of Tabinid. Grimsweord perished during the third year of her journey.

APPENDIX 1 Magical Items and Effects

P/Fight	Increases Attack Value by 4 points
P/Haste	Increases your movement
P/Health	Heals all wounds instantly
P/Hiding	Makes the warrior invisible
P/Ironskin	Affords an extra 4 points of body protection
P/Strength	Doubles damage done
P/Super-Fight	Increases Attack Value by 8 points
P/Etherealness	Allows movement through walls
R/Shield I	Magical protection of 2 points
R/Shield II	Magical protection of 4 points
R/Shield III	Magical protection of 6 points
R/Fireballs	Blows up things
R/Invisibility	Makes the warrior invisible
R/Teleportation	Moves the warrior to a randomly determined location
R/Healing	Speeds up Natural Recovery
R/Light	Gives light without a torch
W/Cold	Freezes things hard
W/Fear	Causes victims to run away in a panic
W/Fire	Blows up things
W/Lightening	Zaps opponents
W/Paralyzation	Turns opponents into statues
W/Withering	Yeesh!

APPENDIX 2 Facts

The following information is provided for those players who want further information on the statistics provided on the FACTS screen of the Warriors of RAS games. It is not required for satisfactory play of the game.

LEVEL: The Warrior Level scale runs from one (a beginner) to twenty (a seasoned veteran). The values of the other statistics are determined by what Level the warrior is. Reaching a new Level always gives the player an advantage in some factors, but the largest changes occur at every three levels (between 3 and 4, between 6 and 7, etc.). Reaching a new Level always increases the player's chances of further success.

EXPERIENCE: Advancement to a new Level is determined by number of experience points. The chart at the end of this Appendix gives the experience points necessary to reach each Level. Experience points are only gained by successfully fighting opponents (magic doesn't count). Experience points are given at the end of every encounter. The amount is determined by the difficulty of the opponents and how many were defeated.

It should be noted that no matter how many nasty monsters are defeated in one battle, the player will never advance more than one Level at a time. If the experience granted is enough to move the warrior two Levels, then the player is advanced one Level and the experience points are adjusted to one point below the next Level.

MOVEMENT: A beginning warrior is given 13 movement points. For every three Levels he or she advances, two more movement points are given. Movement points are used in two ways: (1) the Movement value divided by two gives the maximum number of steps the player can take in one move (nine is maximum); and (2) the Movement value divided by three gives the number of actions the

player can make in each encounter period. Thus, depending on the opponents, higher Level warriors can sometimes get extra blows. However, Movement points are deducted for the weight the warrior carries. Every thirty pounds of weight (equivalent to 300 pieces of treasure) deducts one movement point.

ATTACK VALUE: The Attack Value is used to determine if a player's attack on an opponent hits the opponent or misses. Each body part of an opponent is assigned a To Be Hit number between one and twenty, which indicates how difficult it is to hit. When a swing is made at a target, a random number between one and twenty is produced. To this random number is added the player's Attack Value. If the total is equal to or greater than the number required for that target area, then the hit is successful, and a random number is produced to determine how hard the hit was. Otherwise, the player's swing misses. For example, a Level One player (Attack Value of 3) aiming at a skeleton's chest (To Be Hit value of 11) must "roll" randomly a value of 8 or better to hit the skeleton in the chest. The AIM command increases the likelihood of hits for one turn.

DEFEND VALUE: The Defend Value is made up of two factors: the protection the warrior has (armor and magic) and the evasion capability of the warrior, which increases with warrior Level. The Defend Value is used to determine the Fight Value (below).

FIGHT VALUE: The Fight Value is the total of the Attack Value and the Defend Value. It is used in determining the amount of experience granted to a warrior for a successful encounter. The Fight Value of the warrior is compared to the total Fight Values of all the opponents defeated. The higher a warrior's Fight Value, the less experience he or she gets for a given battle.

TREASURE: The amount of treasure carried is displayed. If a star appears, the treasure pouch has been stolen by the thief.

TOTAL DEFENSE: The total amount of damage the warrior can sustain. The higher this amount, the longer the warrior will last. Total Defense is increased with each new warrior Level.

ARMOR DEFENSE: While armor can only stop four points of damage per blow, it can continue to do so until it has absorbed a total (all body areas) of 100 points of damage. After such abuse, it becomes useless and must be replaced.

AREA FACTS: Each area of the body has a certain level of armor protection and ability to withstand damage. The Area Facts shows the points each area can take. For example, if the warrior is hit in the head for five points of damage, the armor absorbs four. The head condition will be decreased by one point, as will the total defense value. If the Total Defense or any part of the body reaches zero, the warrior dies. Body strength is increased with each new warrior Level.