Main Screen

PC Status Bar

)   PC Portrait
2)   (COMBAT ONLY)   GREEN - The   PC has yet to move that round.
                                    RED - The PC is not in the battle.
                                    GREY - PC has already moved that round.
3)   PC's Name.
4)   Stamina / Maximum Stamina
5)   Special Info, varies by character class.
6)   PC's Armor Category

Action Buttons

1)   Toggle between camp and adventure mode.
 2)   Go to items screen.
 3)   Cast a spell.
 4)   Displays current spells affecting the party.
 5)   Toggle between search mode and standard mode.
 6)   Use a scroll from the PC's scroll case.

 7)   Trade items between PCs.
 8)   Exchange money between PCs, shops & temples.
 9)   Rest (while button is down).

10) Create scrolls.
11) Shows status of light source.   (Click on unlit torch to light new torch if

someone has one.)
12) Click: Shows items carried by current PC.   â‡§ Indicates item is
equipped.
13) Click: Shows conditions affecting current PC.   âŒ¥ Indicates permanent
condition.
                                                                                          ◊
Indicates temporary condition.

   NOTE: For number 12 & 13 above you may hold down the command
(âŒ˜) key to display the items or conditions of ALL the PCs in the party.

15) Heal party (while button is down).   All PCs capable of casting healing
spells will begin casting healing spells on all those injured.

In addition, you will see several other buttons.   Here is a list of what they do:

Special Action Buttons

Makes the party SEARCH the immediate area while button is down.

Enter a temple.   (You can change gold into gems here.)

Enter a shop or warehouse.   (You can change gold into gems here.)

ttempt to perform an action.   (See encounters)

Resting

Displayed below the character information on the main screen is a small bar with an X, Y and the word 'Fatigue' printed on it.   This shows the current X and Y position of the party and their current level of fatigue.   Note that as the party moves around, a bar will grow next to the word Fatigue.   When it reaches the end, that signifies that the party is too tired to continue.   The party must rest before moving any further.

ovement

Moving around is easy.   Just place the cursor in the direction you want to go. When you click on the screen the party will move in the direction of the red arrow.   You can also use the arrow keys on the keyboard and the number pad.
The '7', '9', '1' and '3' keys on the keypad allow diagonal movement.

Terrain

Different types of terrain take longer to travel over than others.   Roadways and open fields are the easiest to traverse, while tunnels, rocky, muddy or shorelines take more.   If you are in an area that is frequented by wandering

bands of monsters, you are more likely to encounter them while moving in areas of slow progress because you are in the area longer.   So to minimize your chance for unwanted encounters, try to stay in open areas.

ountains:

Impassable

oad:

5 Minutes

ave Entrance:

10 Minutes

pen Ground:

15 Minutes

Wooded Area:

25 Minutes

ocky Ground:

30 Minutes

iver/Shoreline

35 Minutes

uildings/Tunnels: 40 Minutes

Combat Movement Points

As PCs move around the combat screen they use movement points.   Each PC has a maximum movement allowance that is determined when they are created.   The total movement allowed during combat by an individual PC is determined by a ratio of there maximum movement x (load/maximum load). For an example lets take a PC who has a maximum movement of 12 when completely unloaded a maximum carrying capacity of 5000.   If that PC picks up 2500 in weight they will only be able to move a maximum of 6 in combat.   A PC will always have at least 3 movement points per round even if that PC is loaded to their maximum load.

The idea that rougher terrain takes longer to cross also holds true during combat.   Open areas take 1 movement point to cross while obstacles, muddy, or rocky areas take more movement points.   Some objects such as trees or mushrooms are solid barriers to small creatures, while larger creatures are able to step over or move through these objects.

Special Note On Random Encounters

Search Mode, (No. 5 above) increases the chance of finding a secret area, but there is also a downside.   Searching takes MUCH more time to traverse the same distance and therefore will increase your chance of encountering wandering monsters.   If you are sure you don't expect to find any secret areas, and don't want any more grief than necessary from battles then turn

search mode off.   The spell 'Detect Secret' also increases your chance of finding secret areas, but DOES NOT increase the time spent, or chance of encounters.