

WRATH OF DENETHENOR™



SOME FINAL REMINDERS AND STRATEGIC HINTS

Never explore a labyrinth without a lighted torch. Traps like open pits and fire walls are hard enough to see in the light -- you're pretty well doomed if you can't see anything! The same warning more or less goes for night travel (although there aren't always so many hazards). As a general rule, until you've acquired some torches and figured out a way to ignite them, don't wander around the countryside at night and don't stumble into any labyrinths.

In combat, each species of enemy has different strengths and weaknesses -- your challenge is to try and pinpoint them, then use them to your advantage. The more accurate your aim in relation to their most vulnerable spot, the more damage you will cause.

Avoid taking on a large group of foes all at once. Make strategic use of the terrain by placing yourself in a niche of a wall or something to allow you to concentrate on one enemy at a time. And don't ever get caught between two angry wizards!

Even more important than keeping maps of your explorations is keeping a journal! Although many things you hear may seem uninteresting or even indecipherable at the time of the conversation, you will regret later not having kept track of them.

And finally, a warning to you thieves at heart. If you should kill your only supplier of high order weapons you're out of luck, for no one in Deledain knows of any incantations to bring back the dead.

Be brave, be steadfast, be true, oh brave adventurer. May your wits, skill and strength know no equal.

WRATH OF DENETHENOR

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Graphics by Kevin Christiansen
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IN THE SHADOW OF FEAR

The fire in the great stone fireplace crackled warmly, drawing flickering tongues of light across the faces of the men and women gathered in the tavern. All except for one cloaked and hooded figure, hunched over a draught of ale at the table in the furthest corner from the fire.

The storyteller by the fire began.

"In the beginning, the four major lands of Deledain were ruled independently. Lord Solrain ruled over our own Nisondel, Lord Mirrih over Cestiona, Lord Estrine over Arveduin, and Lord Denethenor over Mystenor. And aside from some friendly rivalries, and a few border skirmishes in the Isles of Bregalad, all was peaceful.

But on an evil day for Deledain, Lord Denethenor, who was even then a most skilled magic user, became interested in the dark side of mysticism. He began to grow in power, and desired to control more than his one-fourth share of Deledain (and the wealth that went with it).

"The first to be challenged was Lord Mirrih, ruler of Cestiona. Caught in the middle geographically, Lord Estrine ranged himself with Mirrih against Denethenor. Lord Solrain stayed out of the combat.

"Although Mirrih and Estrine managed in the ensuing war to strike at and destroy the Castle Denethena, they had little effect on the increasing might of the evil Denethenor. Through his growing magical powers Denethenor forced Mirrih and Estrine back to their own lands, and peopled their countrysides with spies and monsters of his creation. Estrine, whose lands were nearest Mystenor, was virtually a prisoner in his own castle. Only Nisondel escaped much effect of the war. But everyone here knows that it is only a matter of time before Denethenor's greed for power and wealth reaches to embrace us also.

"It has been written that no army, however large or strong, will defeat the magic of Denethenor. Instead, it is prophesied that a single adventurer will bring about his downfall, with weapons more powerful than even magic.

"Many a brave warrior has set out to do battle with the Evil One -- none have returned. With every year that passes Denethenor's power grows, and with it his sphere of influence. Soon his stench will spread even over our beloved Nisondel.

"Perhaps the great warrior who was to liberate Deledain has come and gone again. Perhaps Denethenor has defeated even the fates themselves!"

The storyteller's words fell hollowly onto the group. All were silent before the vision of the unending wretchedness that stretched before them.

Then came a movement from the corner. The cloaked figure rose and threw back his hood. He stepped forward into the pool of light thrown by the fire.

It could be seen that he was of medium height, slender of build, with a very young face.

"You say Lord Denethenor commands great wealth," the stranger mused. "Perhaps I will go and face this prince of evil."

"You, defeat Lord Denethenor?" ridiculed the storyteller. "You don't look in the least like a warrior, or even a magic user -- in fact, if you were old enough, I'd say you were more suited to being a scoundrelly thief!"

The people around the fireplace stirred. Some glared with hostility, and some hastily looked for their purses.

The young man merely smiled. "Maybe I am young, and maybe I'm even a thief. Maybe youth and cunning are the ways to defeat Denethenor. Certainly enough men of brawn and of learning have tried and failed.

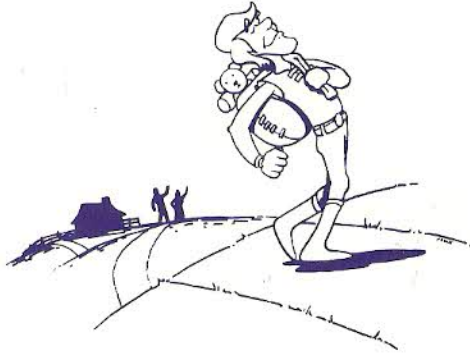
"In my profession (whatever that may be), I've gotten out of more dangerous situations with a whole skin than any **three** warriors or magic users. In fact, there is no danger I will not face if the potential for profit is great enough.

Anyway, I suppose if I undertake a great journey like this one I'll increase in strength and skill as I go. Perhaps I'll even pick up some magic abilities to help me in my noble quest." He smiled, and his eyes danced in anticipation.

The stranger surveyed the silent group, whose faces reflected scepticism, wariness, and some few, hope. Then, with a shrug and a swirl of his cape, the traveler turned and strode jauntily out the door.

START DOWN THE PATH THAT KNOWS NO RETREAT

Become the free-wheeling traveler that sets out to find and destroy the all-powerful Denethenor (and loot his treasure house).



CREATING A CHARACTER

After the banner screen, select "1" from the menu to create your character. You may have only one character at one time, so take good care of him after you create him (or her).

You won't need to specify a "profession" for your character, since in order to succeed in your quest you will have to be different things at different times: fighter, magic user, thief. Just give your character a name.

About half a dozen disk swaps will be required to create a character -- if you find this to be a nuisance, let that be one more incentive you have to survive!

As you play the game, your character's "health" is reflected in "hits" (quantity of physical damage you can sustain), and "stamina" (your vitality, which can only be replenished through nourishment). These are both displayed during game play.

The star between your hits and stamina represents your internal magical energy. The casting of any spell (after you learn them) will drain some portion of this energy from you, preventing you from further use of magic for a period of time.

Other character attributes are visible when you press "P" to P)rint Status. These include strength, which affects the damage you can inflict on enemies, intelligence, which affects the power of your spells, and gold, with which you can buy necessary supplies and sometimes information. Here also will be listed any possessions, including weapons, armour, and any magical items you acquire (these will assist you in casting spells), and the time of day.

ORIENTATION

Your adventure begins on the northwest peninsula on the continent of Nisondel.

There are no high order beasts in Nisondel, and those beasts you do meet will hit you with a greatly reduced force. Therefore, the area serves as a training ground. You can also get used to labyrinth travel, differences between day and night, and traveling through dimension doors.

The first thing you should do when you get started is to find a town and buy yourself a weapon, and maybe some food to build up your stamina. (For movement keys see separate command card.) You have enough gold to buy the bare minimum when you begin. If you should pick up a little extra by robbing travelers and monsters you meet before you visit your first town, you might be able to afford a bit more.



Note: If you run into marauding monsters before you've found your first town, or you can't even find a town, skip to "Out and About: Exploring the Countryside."

Your game progress is saved to the disk each time you enter a town, castle, labyrinth, dimension door, etc. You can also save your game at any other point by pressing "Q" for QUIT and Save (see command card). If you die you will be prompted to resume your game where the game was last saved. (If you want to take a rest at this point, you can reload the program later and it will continue where you last saved.)

Of course, if your game was last saved in an unredeemable position (for instance, if you are surrounded by monsters and you are very close to death), you may choose to reload the program and Restore your character, which will send you back to the beginning of the game (possibly with some of what you've earned in the meantime).

ON THE TOWN

The first town you will probably encounter is Backwoods, where you will find a diner, a weapons shop, and the only trading post in Nisondel (the existence of a trading post lets you sell certain items if you're hard up for cash).

BUYING AND SELLING

You need to get some weapons and some food from the appropriate vendors. You will discover that stores keep regular hours, so don't wait until the end of the day to do necessary shopping. To make a purchase (or a sale), stride boldly up to the counter and stand opposite one of the merchants behind it. Press "C" to C)onverse, then indicate a direction key so he'll know you're talking to him (see command card).

The merchant will offer you choices -- follow his prompts to make your selection. He will then quote you a price, and you may indicate your agreement to purchase by pressing "Y" for yes (or "N" for no). Don't forget, you need both a weapon and food to start with, so don't spend so much in one store that you can't afford anything in the other.

Every time you purchase a new weapon (or, later on, armour), don't forget to press "E" to E)quip. You will automatically ready your most powerful weapon (and don your most protective armour, if you have any).

APPROPRIATE SOCIAL BEHAVIOR

When you're traveling around the countryside, anything goes. However, when you step inside a town or castle boundary, you are expected to behave in a civilized manner. If you deviate from accepted patterns (which you'll find it convenient to do occasionally), be prepared to take the consequences.

Most townies just mind their own business. Some will slap a plastic smile and a "Have a nice day" on you, and others will hardly speak to you. However, the underground rebel network has heard of your coming, and planted freedom-fighters in various towns and castles to help you along the way. C)onverse with everyone to identify your allies and glean valuable information. Make an attempt to be friendly, and you will be the gainer.

Keep a journal of things people say to you. Many a comment may seem unimportant or even unintelligible at the time of the conversation, but you may regret later not having jotted it down.

When you visit a castle, it's only polite to pay your respects to the reigning lord. No one will throw you in jail if you forget, but you may miss out on an invaluable royal boon.



Then of course, the usual social mores are strictly observed. If you attack anyone in town, or you are caught breaking into a store or a vault to rob it, the soldiers will come after you. And if you commit the ultimate sin of murder, a warrant will be posted for your arrest in that town (dead or alive)! The greater your crime, the longer the warrant will be valid.

If it's not enough that the military will be after you, no merchant will trade with a known criminal. And of course, even if the warrant expires and you are able to re-enter a town unmolested, if you've killed the one person who would have given you a certain piece of valuable information, well too bad -- let's hope you can get along without it. And try to be a little more discriminating about who you attack next time!

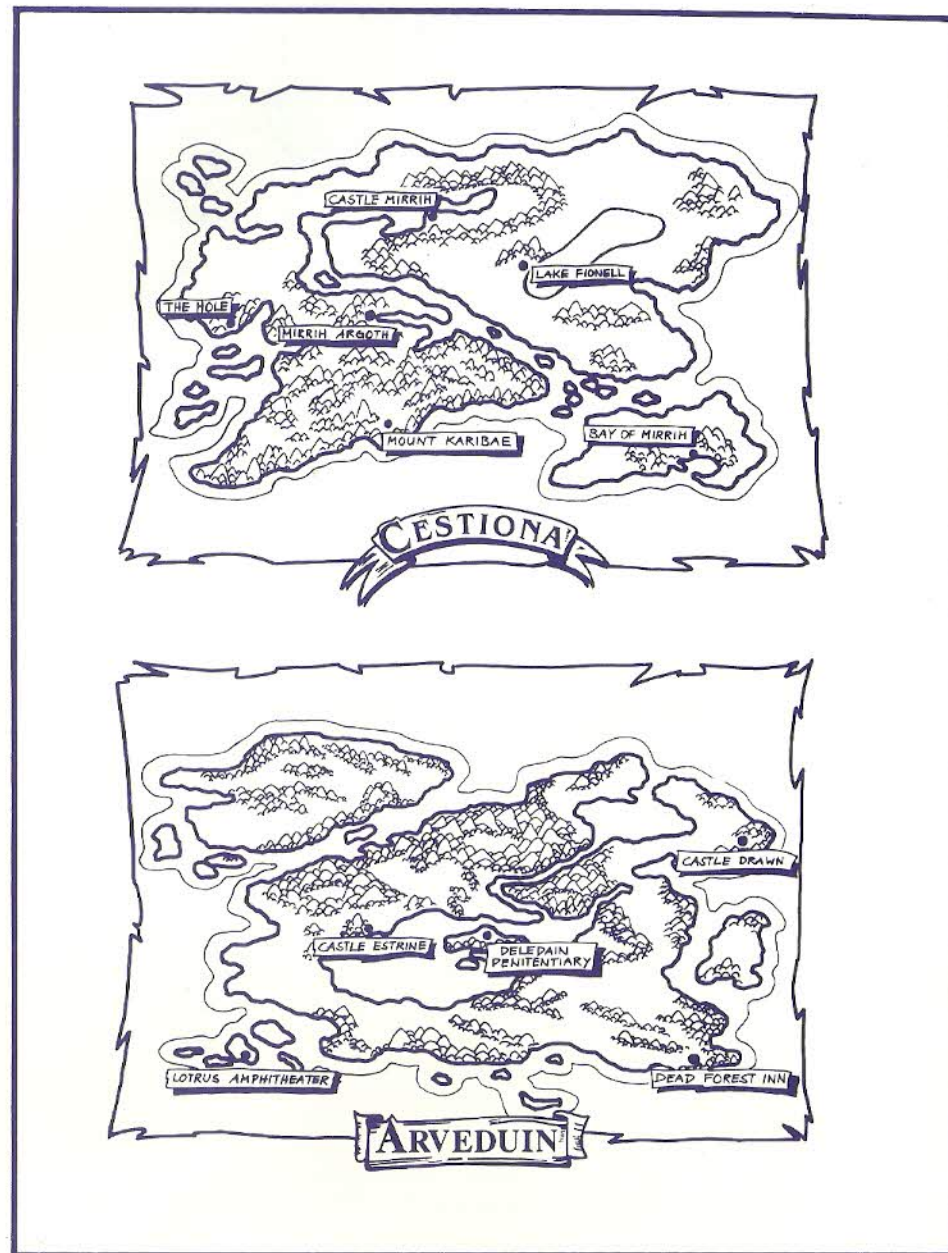
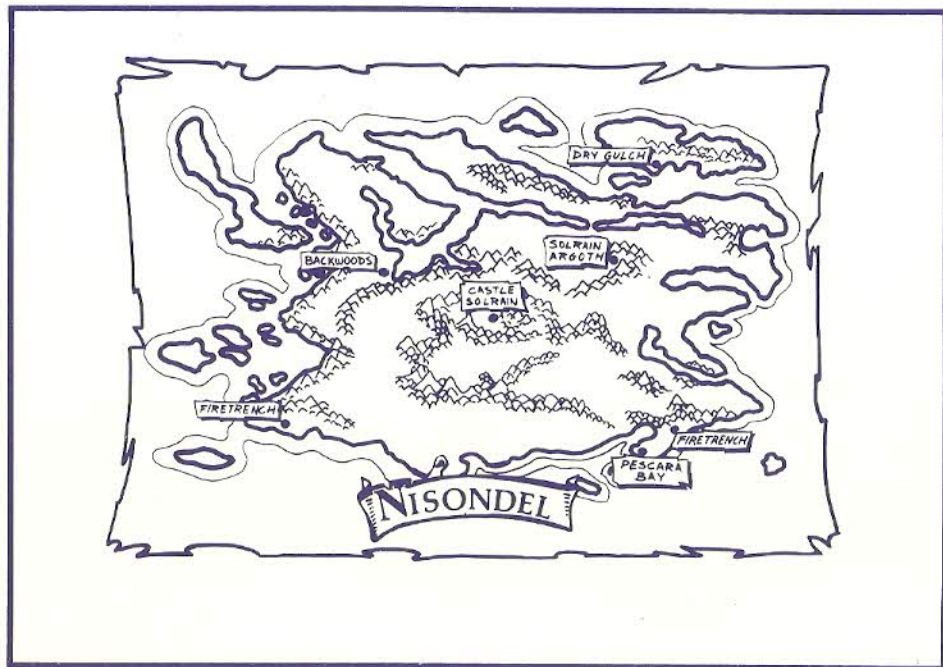
OUT AND ABOUT: EXPLORING THE COUNTRYSIDE

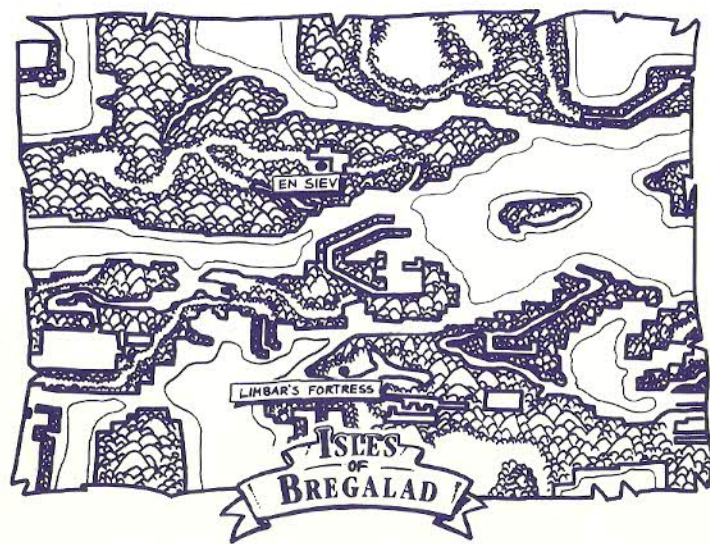
MAPS AND MAPPING: FINDING YOUR WAY AROUND

Maps of all five major game areas are included with the program. Shown are some of the places where you can get weapons, armour, and food. You will need to augment these maps with notations of your own about the different towns, castles, labyrinths, dimension doors, mountain passes, etc.

Note: These maps are handed down from bygone explorers. Although they are probably accurate, as far as they go, you should know that not all settlements and important areas are pictured on the maps, so don't lean too heavily on them.

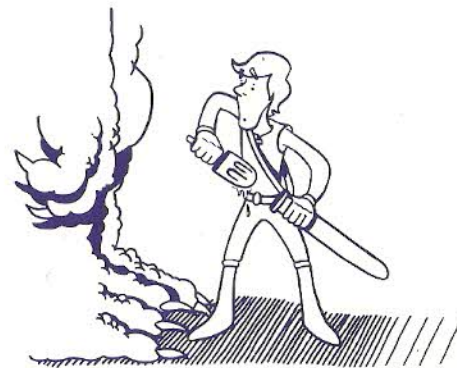
On the screen, you should be able to distinguish settlements, labyrinths, dimension doors, etc. from the surrounding terrain, by the icons that represent them.





COMBAT

Use the movement keys (see command card) in conjunction with the Control key to attack. For instance, if the monster you want to attack is to your immediate north, hold down the Control key and press "I" (the movement key for north).



You will next be asked to specify your aim. If the monster is very short, you will want to aim low (press "M"). If the monster is larger, experimentation will tell you whether a high blow (press "I") or a level swing (press "J" or "K") is more effective against this particular type of enemy.

The monsters of Deledain won't wait around for slowpokes. You have to strike quickly, or your opponent will simply dance out of range and you will slice through air. Keep on your toes!

DAY AND NIGHT

Although you will experience night in towns as well as the surrounding countryside, night travel is much more dangerous in the open. As the shadows lengthen your visibility will decrease. Exploration will be more difficult since you will be able to see less and less of your surroundings. And of course, at night you will be more vulnerable to ambushes by marauding monsters.

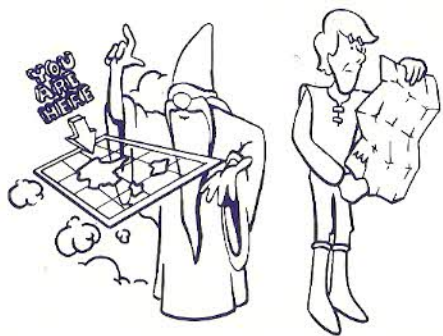
There are several ways to handle night travel. One way is to avoid it altogether. Camp and Rest near a settlement (where you can run if attacked), or just hang out in a town or castle and pass a lot of turns by pressing the spacebar. Remember though, that passing turns in a settlement does not restore hit points as Resting in camp does.

Alternatively, you can brave the darkness with a lighted torch. For this you need a torch, knowledge of the proper spell to light it, and the internal magical energy to cast the spell. Don't use up all your supply of torches this way, though -- you'll still need them for labyrinth travel.

Actually, since you need torches for labyrinth travel anyway, you might want to use the night time for labyrinth exploration.

IT'S MAGIC

You can (in fact, you'll need to in order to finish the game) learn 10 very different magic spells. You'll find clues and instructions for casting these spells by talking to various individuals in the game.



To cast a spell, press "S" to S)peak the magic word you've learned. Then type the word. If you've used the spell before, just S)peaking the first letter of the spell will automatically invoke the magic.

Most spells require the use of a certain item to work. To use an obvious example, the spell to ignite a torch requires a torch. After S)peaking the correct magic word (which you have yet to discover), you will be prompted to indicate an item in your possession -- press "T" for Torch. The torch will then be lit.

Unless you have also learned what magic item to use with each magic spell invoked, you will have to experiment to discover which magic items must be used with each spell. Items you may have in your possession and use to cast a spell include P)endants, T)orches, C)harms, Silver D)ust and S)crolls. Remember also that a spell might not require a magic item to work -- press RETURN for no item.

Some spells require a direction in which to cast. You need to be quick about this if your spell affects another character. For instance, if it's a kill spell, cast it quickly so you kill your opponent instead of the grass he was standing on a moment ago.

ONWARD

LABYRINTH TRAVEL

When you've gotten used to surface travel, dive into Firetrench, the first (and smallest) of the several labyrinths in the game.

Mapping is every bit as critical in a labyrinth as in a town or even on a continent. In fact, since labyrinths can actually run under an entire continent, and you don't get even the barest of maps for a labyrinth, mapping labyrinths is even more important. And the bigger they are, usually the more tortuous they become.

A note of warning: You don't even **belong** in a labyrinth without a lit torch. You won't be able to see a thing, and you'll get hopelessly lost. If you accidentally fall into a labyrinth without a torch, **don't even move!** Just press the spacebar once to climb back up to the surface. (If you goofed and moved, and you can't find the exit, turn off the computer **without saving your position** and reload the program -- you will resume at the labyrinth entrance, where the program performed its last automatic save game.)

NEW DIMENSIONS

Some dimension doors will transport you to a new (and sometimes previously inaccessible) place on the continent. And some will whisk you off the continent you're on, to the next land you need to explore.

At a casual glance, dimension doors look much like ordinary grassy terrain -- it is perfectly possible to walk into one and not know it until you discover that you're someplace else. However, close examination reveals that dimension doors are like a vortex, sucking the traveler through to their destination. The visual movement gives the clue that distinguishes the dimension door from any ordinary meadow.

Note: Nearly all dimension doors are two-way -- if you enter one and discover that you didn't really want to be there, just press the spacebar to return to the point of origin.

CENSUS: THE POPULATION OF DELEDAIN

Townspople - Includes merchants, soldiers, clerics, wizards, lords and various others. Most townies are willing to share advice and friendship with law-abiding travelers.

Ghoulies - These shorties can strike a few hits but are most noted for their ability to pass through stone walls.

Worgrecs - These orc-like beings are about the most dim-witted creatures afoot. They'll walk blindly into a light barrier, then voila -- friedgrec!

Klinkens - Although they aren't as deadly as they look, klinkens can give a good blow with a handaxe.

Warriors - Some of the few humans you'll meet outside civilization, warriors put up a healthy fight once headed in the right direction.

Wizards - Magic users can be of the good variety or the bad (mostly bad). They can cast spells that will throw opponents long distances.



Sharks - The sea traveler will often be found running from a school of these.

Corsairs - These pirates wreak havoc on unsuspecting merchant ships and wayfarers like yourself.

Blood bats - These hang out in labyrinths until nightfall - then they're everywhere!

Fielenas - About as harmless as a pride of saber-toothed tigers.

Cysetons - Duelling with these four-armed beasts is confusing. Better to take them out with a long-range cannon.

Oireges - These look a little like ostriches and are just as fierce.

Terrahydras - They originate in the sea, but are quite content to follow the seafarer right into a tavern. There's almost no way to get away from one, apart from hiding behind a good strong door.

Crachens - Otherwise known as turkey dragons, craches are winged but have lost the capacity for flight. No matter, they're still a good match for any adventurer, particularly since they have the special ability of temporarily blinding an opponent.

Demons - These devilish creatures' most powerful weapon is similar to one of the spells you will learn.

Dreyx - Denethenor delights in conjuring up multitudes of these creatures. Since they can fly, dreyx will chase their prey across land and water.

Denethenor - This prince of evil doesn't just sit around waiting to be challenged. When he hears of the coming of potential assassins, he comes after them!

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Christopher Crim

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