

Ali Baba and the forty thieves

APPLE VERSION

By Stuart Smith

A
product
of



QUALITY SOFTWARE

Published by Quality Software

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LOADING THE ALI BABA DISKETTE

ALI BABA will run on any Apple II or Apple II Plus that has at least 48K of user memory. Power off the computer, then

1. Insert the **ALI BABA** diskette into drive 1.
2. Turn on the video and the computer.
3. A successful load of the program will result in an "attract mode", which consists of animated characters moving to the music of Ali Baba. To start your adventure, press the space bar.

CAUTION: The **ALI BABA** diskette cannot be copied and attempting to put **DOS** on it will destroy the program on the diskette. If your diskette should ever fail, it will be replaced promptly by Quality Software. Please read the replacement policy below.

REPLACEMENT POLICY

ALI BABA is provided on a high quality diskette that should give you trouble free usage for many years. If the diskette should fail, simply return it for replacement to Quality Software, 6660 Reseda Boulevard, Suite 105, Reseda, CA 91335. If you have owned the diskette for less than 90 days, include your receipt and there will be no charge. Otherwise there is a charge of \$5.00. Outside North America add \$5.00 for air mail shipping and handling.

To Play **ALI BABA**, follow the directions that appear on the video. The game is self-explanatory. **YOU DO NOT NEED TO READ THE REST OF THIS BOOKLET TO PLAY ALI BABA!!!** (but it might help!)

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THE STORY OF ALI BABA

Red shone the dawning sun over the terrorized dominion of Sultan Shahriar. Led by the cunning cutthroat Cogia Houssain, a merciless band of thieves had been stealing much of the land's wealth. Emboldened by the discovery of a secret cave, promptly converted into the brigands' stronghold, the thieves' raids had lately become especially daring.

Rising from a restless sleep, Ali Baba peered through the tent flap at a glowing orange sun. A dream of an inner staircase to a mountain within a mountain and a beautiful princess faded quickly from his memory, leaving an uneasy feeling of things gone wrong.

The hot yellow sun beat down on the dusty road as Ali Baba emerged from his humble tent. Jogging along to the palace, Ali felt proud of his strong young legs, but he could not keep from thinking again of how glorious it would be to own fine weapons and serve in the Sultan's militia instead of serving the Sultan as his trusted messenger. When Ali arrived, the Sultan shouted in agitation, "May Allah have mercy on this wretched father, there are traitors in my midst. The Princess Buddir al-Buddoor has been kidnapped! Tell the elite corps immediately!" Ali Baba ran to do the Shahriar's bidding.

Green grew the bushes of the earth slopes where Ali hid in safety. After spreading the sad news, he had struck out on his own courageous search for the fair princess. Sometimes waiting for mindless creatures to wander out of his way, sometimes running for his life, Ali made it past several dangers into the deeps of the mountain. Entering a room with a vicious beast too speedy to outrun, he dodged up a blind alley to confuse the enemy's pursuit. Barely evading the ravenous jaws, he scurried through to a strange room. Before long, he found himself unexpectedly with the princess. Her grateful embrace renewed Ali's flagging spirits. Pursued by thieves who snuck unnoticed into his presence, Ali and the Sultan's beautiful progeny dashed off through little known and dimly remembered passageways.

The sky was still blue as they burst out onto the surface once more. The dust from an almost deadly cave-in settled over the landscape. The sun began to set and Ali Baba remembered with frighteningly vivid detail what the just but merciless Sultan had done with another messenger who had spent a night with the princess' younger sister.

The atmosphere turned a brooding indigo as the desperate pair raced for home. The princess, fleet of royal foot, lightly skimmed over the roadways and byways as their rapid pace brought them safely past slowly awakening nocturnal beasts. From the shadows of the deepening dark came the distant cries of creatures of the night.

Deep violet clouds concealed their approach to town. Lifting his hand to knock on the heavily bolted palace door, the sultry air brought to Ali's mind the Sultan's cry of 'traitors.' Ali Baba impulsively turned around and hid the princess in his tent. The Sultan was promptly told of the daring rescue, and he rewarded Ali Baba richly for his great courage and wisdom.

PLAYING THE GAME

Goals

Can you do as well as Ali Baba did? He rescued the princess without harming a living thing (nor allowing the princess to do so) and without adding any other players to help him. This is a very difficult way to win the game. If you succeed, you will receive the author's "personal congratulations."

It is somewhat easier to win if Ali Baba and those he rescues are permitted to fight while they search for Princess Buddir. If this is your strategy, Ali Baba would do well to purchase good weapons as soon as possible.

Ali Baba may add additional player-characters to help him and may even retire from the game himself, leaving the others of the elite corps to rescue the princess. You and your friends control the player-characters that are added, and if you wish, you may reincarnate any player-characters that don't survive an encounter. Even a large group will find it challenging to rescue the princess.

Initially, you will probably want to just add a few characters and explore Ali Baba's world in search of wealth, improved weaponry, and better knowledge.

Playing Options

I—CONTINUE A PREVIOUS GAME

M—BEGIN NEW GAME

Press the **M** key to begin a new game.

Press the **I** key only if you have played Ali Baba before and have previously saved your game on disk. Carefully follow the computer's instructions.

Pressing the **RESET** key will return you to this option, but pressing the **M** key will merely continue the current adventure. To start over from the beginning, you must reboot the **ALI BABA** diskette. On some older Apple II computers, pressing **RESET** will destroy the game in progress, and you will have to reboot **ALI BABA**.

I—USE KEYBOARD FOR INPUT

M—USE PADDLES

Press the **I** key if you do not have or do not wish to use paddles. If you have paddles and wish to use them, press the **M** key.

If you select the keyboard option, every input to the computer will be made by a single keypress. There is no need to press **RETURN**.

If you select the paddle option, a series of runes will be displayed that explain the paddle rules. We repeat the rules here:

1. Instead of using a key on the keyboard, rotate the paddle until your choice is highlighted in inverse type.
2. Depressing the paddle button selects the choice that is highlighted.
3. If you add a new player, you will have to specify which paddle controls the player. Paddles are numbered 0 and 1.
4. Ali Baba is controlled by paddle 0. Rescued players are controlled by the paddle of their rescuer.

Notice that rule 2 means that, when a player is being moved, the paddle button must be released and repressed for each square that the player moves. This prevents accidental crashing into walls and other harmful moves. In the paddle mode, long runes can be paged through using the paddle button rather than by pressing the space bar.

From this point on, these instructions assume that you have selected the keyboard mode. If the paddle mode was selected, the messages will be the same except that the letters **I**, **J**, **K**, and **L** will not appear and one choice will be highlighted in inverse type.

I—SPECIAL OPTIONS	
REST—J	K—DROP GOLD OR ARMOR
M—BEGIN MOVE	

Normally, you will press the **M** key to begin your move.

The **REST** option will only be displayed if you are wounded and if you are not too close to a dangerous foe. Press the **J** key to lay down for a short rest. You will have a fifty-fifty chance of recuperating. If wounded severely, you have to rest several times to regain your full strength.

Press the **I** key to exercise one of the special options. These permit you to add player-characters, retire your own player-character, save a copy of the game on disk, or alter the frequency of appearance of wandering monsters.

Press the **K** key to discard your armor or some of your gold.

I—UP	S—STOP
LEFT—J	K—RIGHT
M—DOWN	

When you select **BEGIN MOVE**, you will be allowed to move your player up, down, right or left by making the appropriate selection. Press the **S** key to stop before your "run" is over.

I—ATTACK
M—DEFEND

Select the **I** key to attack an enemy or an object. If you make this selection and you share your space with any enemies, you must attack one of them. If you do not share your space with an enemy, you must select which direction to attack. See the **FIGHTING** section for details.

The **DEFEND** option means you do not wish to attack and reduces your chances of being struck.

I—OTHER OPTIONS	
SEE YOUR LOT—J	K—ADD PLAYER
M—RETURN	

Press the **M** key to continue playing the game.

Press the **I** key for other options (change difficulty, save game, or retire.)

Press the **K** key to add a player.

Press the **J** key for a display of the current player's lot. His life force, wealth, armor, strength, speed, dexterity, and weapon capability will be displayed. Any keypress will exit the display and allow you to select your move.

I—NEW PLAYER STARTS IN THIS ROOM

M—NEW PLAYER STARTS IN FIRST ROOM

If you choose to add a player and you are not in Ali Baba's home, you may choose if you wish the new player to start in the current room (I key) or back in Ali Baba's home (M key).

I—ADD (name)

K—ADD SOMEONE ELSE

M—RETURN

Pressing the I key will place the indicated player at a random spot within the room. Sometimes a new player may miss a turn while recovering from his mystical materialization.

Pressing the K key will cause the same menu to return but with a different character to add.

Select **RETURN** if you have changed your mind and do not wish to add a character at this time.

I—CHANGE DIFFICULTY

SAVE GAME—J

K—RETIRE

M—RETURN

Press the I key if you want to make the game either easier or more difficult by changing the monster rebirth rate.

Press the J key to save the current game. The current game situation may be saved either on the Ali Baba diskette itself or on a separate diskette that must be formatted by the Ali Baba program. See further save game information on the next page.

The **RETIRE** option removes your player-character from the game!

Use the **RETURN** option if you do not wish any of these special options.

MONSTER REBIRTH RATE—(rate)

FEWER MONSTERS—J

K—MORE MONSTERS

M—RETURN

The rebirth rate determines how often wandering monsters appear and doors slam shut. Use the J and K keys to adjust the monster rebirth rate, and then select **RETURN**. High rebirth rates make the game more difficult.

**TYPE IN SCENARIO NUMBER:
ESC TO CANCEL REQUEST**

This menu appears both when you are saving a game and when you are loading in a previous game. It gives you the opportunity to exit the save or load command by pressing the ESC key. Otherwise type in a number from 1 to 24. If a number from 1 to 7 is selected, then the scenario will be saved to or loaded from the Ali Baba diskette itself. Numbers from 8 to 24 refer to scenarios saved on a separate diskette. You will be asked to replace the Ali Baba diskette with the scenario diskette. If you are saving a scenario, you will be asked if the diskette is already formatted. If not, the diskette will be initialized before the scenario is saved. The scenario diskette cannot be used for any other purpose than saving Ali Baba scenarios. Do not put DOS on it.

I—PAY (price) FOR (weapon/armor)

K—BUY SOMETHING ELSE

M—NO SALE

Press the I key if you wish to purchase the indicated object. If you have enough gold, the object will be sold to you. Your purchase will replace your current armor or melee weapon or hand-to-hand weapon. See the section on **TRADING** for a list of armor/weapon prices and characteristics.

Press the K key to see what else the trader has for sale.

Select **NO SALE** when your purchases are completed.

I—DROP ARMOR

K—DROP GOLD

M—RETURN

Dropping armor will increase your character's dexterity, but the dropped armor cannot be recovered. See the section on **TRADING** for precise armor dexterity handicaps.

If you drop gold, you must specify how much gold to leave. Dropped gold can often be picked up later.

Select **RETURN** to continue play without dropping armor or gold.

Movement

When you are moving your player-character, you may continue moving until you do one of the following:

1. Move onto any object except for an illusion (for example, a wall).
2. Move out of a room.
3. Move to any position where your neighboring enemies' strength exceeds half your own. A nearby enemy that is down on the ground will not stop you.
4. Move onto any conscious enemy.
5. Move the number of spaces that is your full running speed.
6. Select the **STOP** option (**S** key).

Each character has his own running speed. However, if you are in hand to hand combat with an enemy (on the same space with them), then you will only be able to move one space at most. Your opponent may prevent you from moving at all. If you are next to enemies of sufficient strength to stop your movement, they will also prevent you from retreating more than one.

You can only attack or defend if you move half your normal running distance or less. If you move more than half your character's running speed, the computer will assume you are running and will not allow you to attack or defend.

Fighting

Whenever one character attacks another, the game will figure out whether they miss or strike their target. It helps to be skillful. If you're wrestling with an enemy, your relative strength is important. An unconscious foe is much easier to hit than one who is dodging. Large slow beasts are better targets than small fast ones.

The force of a striking blow depends on your weapon's power, your strength, and luck. See the **TRADING** section for weapon descriptions.

More detailed information on fighting may be found in the **BATTLE SPECIFICATIONS** section.

Trading

When you locate and move to a trading outpost, you will be given an opportunity to purchase new weapons or armor.

Each player-character carries two weapons, a dagger or similar weapon for hand to hand combat, and a sword, club or axe for combat with a neighboring enemy (called melee combat). Each player-character has at most one suit of armor which will protect against attacks, but will reduce the dexterity of the player-character.

Here are attribute tables for purchasable weapons and armor:

Weapons	Base Cost ¹	Power ²	Strength ³	Type
Iron sword	100	8	weak	melee
Steel sword	500	9	strong	melee
Oak Club	30	5	strong	melee
Steel dagger	150	4	strong	hand-to-hand
Shiv	100	7	weak	hand-to-hand

Armor	Base Cost ¹	Effectiveness ⁴	Dexterity decrease
Plate Armor	800	5	7 (22%)
Rithmil ⁵ plate	2000	5	3 (9%)
Chain mail	400	3	5 (16%)
Rithmil chain	1000	3	2 (6%)
Leather armor	80	1	2 (6%)

Footnotes:

¹Items purchased on the surface level will have the base cost. Items purchased on deeper levels will be priced at double, triple or quadruple the base cost.

²The power of the weapon is the average amount of damage it will inflict when it strikes. Weapons purchased below the surface have greater power, by from one to three points. The power of the weapon is also increased by one for each 8 points of its wielder's strength. Thus, a steel sword purchased on the deepest level by a character with the strength of 16 will have a power of 14.

³Strong weapons break much less easily than do weak ones. (A 1% chance as compared to 8%.)

⁴Armor reduces a blow's damage. Armor purchased below the surface is more effective by from one to three points. Thus, fourth level rithmil plate armor offers 8 points of protection (at a cost of 8000 ducats.)

⁵'Rithmil' armor is a special strong lightweight armor. Its secret of manufacture is known only to master elvish blacksmiths.

THE WORLD OF ALI BABA

*Dearest adventurer, let me tell you
what I know of Ali Baba's world.*

—the friendly mage.

Things

First, I will give you a gift of limited vision. When you enter a new area of Ali Baba's world, you will know the name of your place. A bright halo will illuminate the things around you as you look in their direction.

You will encounter foes and traps. They are relatively harmless as long as you are careful and do not enter the mountain. When you enter the cavernous depths, your vision will perceive new colors warning you of your increased danger.

Do not try to cross the borders of the land. The Sultan has built strong walls and the mountain rooms are hewn from granite. You can only hurt yourself hitting a solid wall. Watch for the speckled walls, however! Some of these are weak and can be destroyed by running into them repeatedly or attacking them.

You will see rounded passages with strong oak timbers in a 'Z' shaped construction. These doors must be bashed open. The stronger you are, the easier this will be. An open door looks like a rounded passage or a gap in the wall. Move through to the other side. You may not always be able to return the way you came! Doors may also slam shut after being opened! I have heard tales of invisible doors, too.

Treasure is usually guarded by monsters or traps, but you can buy valuable weapons and armor with it. Heavy loads of gold will slow you down. I have heard rumors of a magic pool which you can drink to increase your strength and dexterity.

I suggest you read all of the runes you find. Their advice is usually worth the risk. Enchanted runes may disappear after you read them, sometimes with a dangerous fiery flash.

Look out for statues. Some are too solid to destroy but others can be toppled over and smashed to bits by charging into them or attacking them. A few creatures can stand perfectly still and look just like statues.

As if that weren't bad enough, there are illusions to confuse you. You can walk through any illusion without damage or hindrance. Many illusions will dissolve into mist as soon as they are touched. A favorite trick of magicians is to hide valuables beneath an illusion of empty space.

I know of one illusion of a statue concealing a treasure. You can get the treasure by running through the statue, and then back to claim the treasure now visible through the dispelled illusion's mist.

Players

You must know about the Sultan's elite corps of warriors. They are a courageous but varied bunch. There are sixteen members of the elite corps and Ali Baba himself to help.

Humans

The humans have a good overall dexterity and strength. Their average running speed is eight. Most humans are well trained in the use of the scimitar and wreak great damage with it, but they are less powerful using

their dagger in hand-to-hand combat. Thieves have had extensive training with their daggers and are usually more lethal with them than with their swords.

ABOU HASSAN is the only human who chooses to wear armor. He is considerably more dangerous with his sword than with his dagger. The armor slows him down to a dwarf's speed and hampers his dexterity, but the armor absorbs two points from each blow.

BAIRAM MEDIO is as average as any human can be. With no special talents, BAIRAM is well-balanced and generally a good man to have around.

HAROUD EL-LARGE is the strongest human. His sheer bulk slows him down and he is a bit clumsy. Although his sword is far deadlier than his dagger, he is known to often favor wrestling his foe. His strength makes up for his lack of dexterity in hand-to-hand battles with weaker opponents.

SCHEHERAZADE is extremely skilled, and can outrun any other human. She can often flee successfully from foes. However, her weakness makes it difficult for her to open locked doors, and a single strong blow can prematurely end her play. If forced to fight, she should avoid a wrestling match and hope to destroy her foe before an unlucky blow strikes her.

Elves

Elves have an average speed of ten. They are generally weaker but more skilled than humans. With their lithe movements, they have an uncanny ability to dodge attacks. Most elves prefer the use of a rapier, with which they can strike a foe frequently. However, the rapier does less damage than the scimitar. The elves have an intimate knowledge of anatomy which permits them to be more devastating with their carefully placed dagger blows than with their rapiers. However, a wise elf will avoid wrestling with a strong opponent because their frailty hampers their hand to hand fighting with all but the weakest foes. As partial compensation for their lack of strength, elvish artisans have developed a lightweight armor made of **rithmil**, which offers some protection without hampering movement.

CELEGORM is the prototype of a well rounded elf, average in all characteristics, including the usual elves' light rithmil armor.

CURUFIN has elected to use heavy elvish chainmail. It slows him down to a human's speed but absorbs three points of damage from each blow. CURUFIN is otherwise an average elf, with slightly lessened dexterity from his armor.

HUAN is the largest of the elves. He is slower and clumsier than others of his race. However, he wears light rithmil armor and is difficult to hit. His dagger is even more dangerous than his lethal rapier, and his strength adds to his skill in hand to hand battle.

LUTHIEN is fast even for an elf, and can easily outdistance any other member of the elite corps. She is very dextrous but quite weak. Her strategy must depend on escape and luck more than on battle. She is a hard target to hit, like all elves, and wears light rithmil armor.

Halfings

Halfings are small but very hardy creatures. They are difficult for foes to strike and their unusual constitution permits them to endure many hard blows before they become weak, but once weakened, they never can be fully healed. They can easily keep up with the longer legged humans. Although

not terribly damaging with either their short sword or dagger, halflings handle both with great skill. Their relative weakness usually advises against hand to hand combat for them. Halflings would do well to purchase better weapons as soon as possible.

CINDER is moderately skillful, even with her two point armor, although she is as slow as a dwarf. She is strong for a halfling and does well-remembered damage with her weapons.

ELDO is extremely dextrous but very weak, even for a halfling. With no armor, he depends heavily on his small size to avoid blows. A weak fighter, ELDO is often relegated to such chores as exploring unknown territory or drawing villains away from the main party.

MERRYWATER has average skill and strength for a halfling. She wears no armor and can keep up with the average human. Because of her low strength, she is usually most useful attacking a neighboring enemy who is wrestling with one of her friends.

STILBO wears light armor, which makes him clumsy for a halfling, although still more skillful than an average human. He is stronger than other halflings and can deal some powerful blows with his weapons.

Dwarves

Dwarves are short stocky powerful creatures, but are not quick moving. Their dexterity is generally low and their average running speed is only six. Their expertise with the dwarvish war hammer makes them the most lethal of the elite corps when they do connect a blow. They do considerably less damage with their dagger blows, but will sometimes leap into a wrestling bout anyway because their great strength often gives them a big edge in hand to hand combat. Their hardy constitutions make them even harder to kill than their strength would suggest, although resting cannot fully restore their health.

JATTE is the Sultan's strongest warrior. Only a few denizens of the mountain can outwrestle him. He does more damage with a blow from his war hammer than any other of the elite corps is able to do. Alas, his low dexterity makes such blows infrequent. His strength makes him a fearful hand to hand fighter, although his dagger does no more damage than the stronger halflings. Standing with friends, he can often repulse the advance of opponents and can usually leap onto any foe at will. His bulk makes him a slower than average dwarf.

OG is of average strength and skill for a dwarf. He wears medium strength armor which slows him down slightly. Although not a very powerful dagger man, fair skill permits him to land some hefty hammer blows.

THORA moves at standard dwarf speed, even with her light armor. She is quite strong and not too uncoordinated. Like all dwarves, THORA prefers to attack a foe when they're down. It greatly improves her moderate chance of connecting a solid blow with her war hammer.

ULVA wears heavy armor to protect herself. She is the slowest of the elite corps, but can land ferocious blows. She is relatively skillful for a dwarf, and is very willing to wrestle with weak foes.

Other Humans

There are some other humans, not members of Sultan's elite corps, you may need to know about.

ABDALLA is not a very powerful human and not too skilled. Having flunked training as a Sultan's guard, he is a much better fighter than Ali Baba, but is no more damaging than a weak halfling. He went off in search of his master Cassim, but has failed to return. If the thieves have not yet finished him off, he will gratefully help anyone who can rescue him.

ALI BABA is very dextrous, moderately strong, wears no armor, and moves at normal human speed. He is untrained in the martial arts and carries no effective weapons. There are legends suggesting that he will someday rescue a princess without ever attacking a statue or living thing, nor accepting help from one who would.

MORGIANA is a very effective fighter. She is more skilled than any warrior of the elite corps. She is so agile that she is as difficult to hit as an elf or halfling. Her strength is nothing to brag about and the force of her sword is moderate. In a wrestling match, she can find her opponent's weakest spots with a sly flick of the wrist. Sometimes a strong opponent can hold her off for a turn or two, but her dagger attack is devastating when it strikes. She is being held prisoner in the mountain and will gratefully serve her rescuers.

PRINCESS BUDDIR AL-BUDDOOR is the beautiful daughter of the Sultan. She is quite agile but frail. Please protect her from all attacks. She will fight for herself if forced to do so, but can do no more than scratch an enemy with her fingernails. Against even a lightly armored foe, she is totally harmless. She is well hidden in the mountain. If rescued she will follow your guidance to safety.

Monsters

You will see a wide variety of creatures. Some are friendly and will fight your enemies for you. Others have been imprisoned and will thank you for rescuing them if you can find them. They will do whatever you want thereafter. Some creatures do not want to fight and will run for the nearest door. Most creatures are protecting their territory and will fight anybody nearby not of their own species.

I will give you from my private library this...

Bestiary Of The World

BEAR—Bears are awesomely strong and cannot be easily killed. Their blows are powerful, especially in hand-to-paw combat. Luckily, they are generally clumsy and slow. It is best to avoid them, and never advisable to allow yourself to be tackled by one. They are most disagreeable creatures.

BULL—Bulls are strong, especially ones with the Minotaur's blood in them, and are definitely unfriendly. They are best battled with a sword or avoided. Finding the secret passage around the Minotaur will avoid bloodshed.

CRAB—I know of a crab who pines for the sea shore, and is likely to blame anyone it spots for its imprisonment. Although not especially powerful nor damaging, its strong shell is very effective armor. The crab waddles slowly sideways.

DRAGON—Dragons are very powerful beasts and are uncommon. Their fighting effectiveness increases greatly with age. Although they will never serve another creature, not all dragons are interested in attacking adventurers from the surface. They may be an invaluable aid to you.

FELINES—Tigers, lions and jackals are fast and dextrous. Their speed generally makes them difficult to hit, except for the larger lion. The tiger is the most skillful of the bunch, but the lion is the most damaging when it attacks. They owe an allegiance only to other felines and consider most other creatures part of their diet.

GREASIES—Among the world's "greasies" are the Blob, Slime, and the dreaded Oozing Stenchbeast. These are generally large and powerful greasy occupants of the underground, known for their indiscriminate destruction of other creatures, and their slow messy propulsion. All of them are more dangerous when directly on top of you, and will attempt to engulf you as soon as possible.

OWL—Owls really have no desire to lose their life in senseless battles, and will flee for the nearest exit whenever they see a warrior. Most owls are lousy fighters, and are not very strong. They are acquainted with all secret passages and may show you the way through illusions to an invisible door.

RAM—There is an enchanted ram, made powerful and dangerous by the magic of the Sultan's late astrologer. His horns are more dangerous than the trampling of his hooves.

RAT—Rats are all too common a sight. The disgusting creatures are generally weak, slow, and not too dangerous. However, some rats are worse than others, especially the ones that dwell deeper in the mountain. Because of their small size, they are difficult to hit. Their weakness makes them fairly easy to dispose of if you are able to tackle them.

SCORPION—Scorpions are generally slow, but their poison can be deadly. They have only fair strength and dexterity, and can often be eliminated before they are able to strike successfully. Their tough skins offer them some protection.

STATUE—Statues come in many forms. Some just sit where they are and never do anything. Some will attack anything in range, and a few are spelled to attack your enemies and to let you pass unharmed. The only thing common to all statues is that they never move.

SUCCUBUS—A succubus is a very attractive spirit who will attempt to get very close to you. In close contact, her touch is deadly. Not especially strong nor fast, she will try to lure you close with her sly approach or offers of treasure.

SWORD—The enchanted swords you may see cannot be directly controlled. They act on their own, usually as guards for special entrances or treasure. Most are ineffective at very short range, and can be destroyed if you are able to get on top of them.

The Bane of Thieves is a sword specifically enchanted by the late astrologer to protect his personal hideout from the numerous thieves and other beasts that plagued him. On the astrologer's death, the Bane of Thieves mysteriously disappeared. Rumor has it that it will return only when a pure-hearted adventurer is in dire need. It is the only sword capable of movement on its own.

UNICORN—The unicorn is a highly magical beast, friendly to the forces of good, and always ready to rid the world of evil. Never tameable, the powerful unicorns are extremely skilled and magically difficult to hit.

WANDERER—The wanderers are a series of semi-intelligent machines designed by Herr Grendel, a foreign inventor currying favor with the Sultan. They were meant to attack thieves, so that they could be introduced into the mountain, and rid the Sultan's domain of villains of the realm. Unfortunately, the wanderers would just move aimlessly and attack anything they came close to.

Grendel came up with three models, Sun Wanderer, Earth Wanderer and Sky Wanderer, but he was only able to increase their speed, not their intelligence. When Sky Wanderer attacked the Sultan during a demonstration, Grendel and his wanderers were buried in an old mine shaft.

Their current whereabouts are unknown. Their metal cases protect them somewhat against attack.

WOLF—A fast skillful fighter, the wolf is no friend of other creatures.

ZOMBIE—A zombie is an undead corpse, animated by a necromancer usually to guard a treasure. They are very slow and clumsy, but can be deadly if they are ever lucky enough to hit anyone. They are not known for their intelligence. Physically, they resemble the humans they once were.

BATTLE SPECIFICATIONS

Strike probability

Whenever any character tries to strike another character, the game will compute his chance of success. Any character's base chance of striking his victim is 3.125% times their dexterity. Thus, a player with a dexterity of 11 has a 34.375% chance of striking his victim. However, the base chance is adjusted by several factors:

If the victim is:

- particularly difficult to hit (halfings and elves have this ability to dodge). subtract 12.5%
 - particularly easy to hit. add 12.5%
 - extremely easy to hit. add 25%
 - unconscious. add 75%
 - down (unconscious, in hand to hand combat, or resting). add 18.75%
 - currently resting (this is in **addition** to the adjustment for being down). add 9.375%
 - defending. subtract 9.375%
 - attacking. no adjustment
 - running. subtract 3.125%
- on the same space with attacker, the stronger character is given an advantage. add 1.5625% times attackers strength and subtract 1.5625% times victim's strength

The chance of striking the victim is then adjusted, if necessary, so that it is never less than 3.125% nor greater than 96.875%.

If the attacker misses, the attacker's turn ends and the victim is unhurt.

Strike Force

If the attacker strikes the victim, the game will calculate the force of the blow. If the victim is next to the attacker (on an adjacent square) the attacker's melee weapon power will be used. If the victim is on the same space as the attacker, the attacker's hand-to-hand weapon power will be used. Players generally carry a dagger for close combat and a sword or axe for melee combat. The force will be calculated as if the game built a die with as many sides as the weapon power, rolled it twice, added up the two die rolls, and subtracted one from the total. Thus, an attacker with a weapon power of 6 could do from 1 to 11 points of damage, with 6 being most likely. This is as if two six-sided dice were rolled, and one was subtracted from the total. (2D6 - 1 is the common fantasy role playing game parlance for a weapon power of 6).

Strike effects

The force of the blow may be reduced by the effects of armor or an animal's tough hide. The armor effectiveness is subtracted from the force of the blow. If this reduces the force to zero or less, the victim is unhurt. Otherwise, the victim will suffer a loss of constitution equal to the adjusted force.

If a victim's constitution falls to zero or below, the victim is dead and will depart. If a victim's constitution falls below three, he will drop unconscious

to the floor and will not be able to do anything except lie there and rest until he is killed or his consciousness is regained. If a victim's constitution falls below eight, they will be identified as 'feeling rather weak.' If their constitution is eight or more, the screen will claim they have 'plenty of fight left.'

If the victim's constitution falls below his strength, he can rest to attempt to restore his health.

Tackling a foe

If you wish to fight an opponent in hand-to-hand battle, you must move onto their space (or wait for them to move onto you). Your move has a chance of success equal to fifty percent plus your strength time 3.125 percent, less your opponents strength times 3.125 percent. However, you will always have at least a 12.5% chance of success or failure. If the opponent is down, his strength will be considered to be zero. If several opponents occupy the space, their strengths will be added together. Note that a party of adventurers can minimize the chance of being jumped if they all get on the same space.

Once you tackle an opponent, all characters on that square fall down to the ground in a wrestling free-for-all. This makes it relatively easy for additional characters to jump into the fracas.

Retreating from a hand-to-hand combat depends entirely on luck. Each retreat attempt has a fifty-fifty chance of succeeding. If you do retreat, you will be up on your feet again (unless you are jumping from one hand-to-hand combat directly into another). Anybody left behind will remain on the ground until their turn. At that time they will stand up if conscious and if sharing the space with only friends.

CHARACTER TABLES

The more daring players will prefer to learn their enemies' strengths and weaknesses first hand. For those who prefer to play with more exact knowledge, the character tables give precise attribute values.

The characters in the table are alphabetized by NAME. The bestiary describes the various CREATURE TYPES. STRENGTH affects a character's ability to open doors, tackle opponents, and run past foes. If a character's CONSTITUTION drops to zero in battle, he dies. The WEAPON POWERS for MELEE and HAND TO HAND combat indicate the average force of a blow, and are explained further in the BATTLE paragraphs. A character's ARMOR protects him from attacks. A creature's DEXTERITY determines its attack chances and when it takes its turn. Creatures with an asterik next to their dexterity have an unusual ability to dodge attacks. Creatures with one or two C's next to their dexterity are easier or very much easier to hit. No character can move more than its RUNNING SPEED in a single move. If a character has an entry under WM LEVEL, it is a wandering monster that may appear on the listed level (1-4).

NAME	CREATURE TYPE	STRENGTH	CONSTITUTION	WEAPON POWERS			DEXTERITY	RUNNING SPEED	WM LEVEL
				MELEE	HAND-TO-HAND	ARMOR			
Abdalla	human	10	10	5	3	0	13	8	
Abd-us-samad	thief	15	15	8	9	1	10	7	2
Abou Hassan	human	13	13	8	5	2	12	6	
Absal	thief	10	10	4	5	0	15	8	
Abul-fath	thief	8	8	5	3	1	17	6	2
Ahmed	thief	8	8	5	6	2	15	6	2
Aladdin	human	14	14	10	7	3	12	6	2
Ali	thief	20	20	9	10	0	15	8	4
Ali Baba	human	12	8	2	1	0	17	8	
Alp Arslan	thief	6	6	4	5	2	11	6	1
Aries, the ram	ram	16	16	8	6	0	16	8	
Attar	thief	16	16	9	10	1	17	7	4
Baby Owl	owl	4	4	1	1	0	8	8	1
Bahram	thief	13	13	7	8	3	16	5	4
Bairam Medio	human	14	14	7	6	0	15	8	
Bane of Thieves	sword	8	12	7	5	0	13*	5	2
Barn Owl	owl	8	8	2	2	0	15	12	1
Big Zombie	zombie	13	13	5	6	0	8CC	3	
Black Bear	bear	20	20	7	9	3	11C	4	3
Black rat	rat	3	3	3	3	0	8*	6	2
The Blob	greasy	22	24	4	9	0	8	3	
Brown Bear	bear	16	16	5	7	2	11C	6	3
Brown rat	rat	3	3	3	3	0	11*	6	2

NAME	CREATURE TYPE	STRENGTH	CONSTITUTION	WEAPON POWERS			DEXTERITY	RUNNING SPEED	WM LEVEL
				MELEE	HAND-TO-HAND	ARMOR			
Bull	bull	16	20	6	5	0	11C	7	4
Calico rat	rat	3	3	3	4	0	14*	6	1
Cancer, the crab	crab	10	10	6	6	4	11C	3	
Cavebear	bear	18	24	7	9	0	7CC	4	
Cave rat	rat	6	6	4	5	1	16*	6	
Celegorm	elf	13	13	7	8	1	14*	10	
Cinder	halfling	9	25	6	6	2	16*	6	
Codadad	thief	12	12	7	8	0	15	8	2
Cogia Houssain	thief leader	16	16	10	8	3	15*	0	
Curufin	elf	12	12	6	7	3	12*	8	
Dauntless Minnie	bull	16	21	9	10	3	14	10	4
Dinarzade	thief	10	10	6	7	3	15	5	3
Doctor Who	owl	6	6	3	3	0	16	12	2
Douban	thief	15	15	8	9	1	14	7	3
Earth Wanderer	wanderer	5	10	4	4	4	18	5	2
Eldo	halfling	6	22	4	4	0	21*	8	
Enchanted statue	statue	8	16	7	6	0	13CC	0	
Enchanted Sword	sword	1	10	8	3	0	14	0	
Equus	unicorn	20	20	9	6	2	27*	9	4
Feroze	thief	16	16	9	9	2	11	6	3
Ganadrinil	elf	10	10	6	7	1	17*	9	2
Gemini I	statue	10	15	16	16	0	17	0	
Gemini II	statue	10	15	16	16	0	17	0	
Giant Scorpion	scorpion	12	12	9	9	2	12	6	
Gray rat	rat	3	3	3	3	0	9*	6	1
Green Dragon	dragon	31	48	13	9	5	10CC	12	
Grizzly Bear	bear	20	30	10	12	2	6C	4	3
Hafiz	thief	11	11	6	7	2	12	6	2
Hakim	thief	14	14	8	8	2	9	6	2
Haroud El-Large	human	18	18	10	7	0	11	7	
Haroun Al-Raschid	thief	6	6	4	5	4	13	4	2
Hasan Ben Sabbah	thief	13	13	7	7	3	10	4	
Hatim Tai	thief	12	12	7	8	2	15	6	3
Hoot Owl	owl	5	5	2	1	0	13*	9	
Huan	elf	16	16	8	9	1	11*	9	
Ibrahim	thief	10	10	6	7	0	11	8	1
Iram	thief	16	16	9	9	0	15	8	3
Jalal-ud-din	thief	10	10	6	7	2	7	6	1
Jami	thief	12	12	5	4	0	13	7	

NAME	CREATURE TYPE	STRENGTH	CONSTITUTION	WEAPON POWERS			DEXTERITY	RUNNING SPEED	WM LEVEL
				MELEE	HAND-TO-HAND	ARMOR			
Jamshyd	thief	20	20	10	11	0	11	8	3
Jatte	dwarf	20	26	11	6	0	9	5	
Jelaluddin	thief	10	10	7	8	0	17	8	2
Jungle rat	rat	9	9	5	5	1	11*	6	3
Kaikhosru	thief	10	10	7	7	0	21	8	3
Kaikobad	thief	12	12	7	8	0	19	8	3
Khorassan	thief	13	13	7	8	0	14	8	2
Khwajah Nizami	thief	12	12	7	7	1	13	7	2
Kwadrach	thief	9	9	6	7	1	16	7	2
Leo	lion	14	14	8	10	1	15	10	
Lissom	elf	8	8	5	7	0	21*	11	2
Lost Barn Owl	owl	5	6	2	2	0	15	9	
Luthien	elf	6	9	5	6	1	21*	11	
Mahmud	thief	10	10	6	7	0	17	7	
Malik	thief	8	8	5	6	1	11	7	1
Mechanical Sword	sword	5	5	9	2	0	3	0	
Merrywater	halfling	8	24	5	5	0	19*	7	
Minotaur	bull	24	24	10	12	3	15	9	
Morgiana	human	10	10	6	8	0	25*	8	
Mountain Scorpion	scorpion	8	6	7	9	1	10	5	
Mowaffak	thief	16	16	9	10	0	11	7	2
Nell	unicorn	18	18	8	6	1	21*	10	3
Nizam Ul Mulk	thief	14	14	6	6	1	15	6	
Og	dwarf	13	18	8	4	2	14	5	
Omar	thief	16	16	9	10	0	11	7	
Oozing Stenchbeast	greasy	31	16	3	9	2	12C	4	
Pehlevi	thief	14	14	8	9	0	21	8	4
Perie Banou	thief	7	7	5	5	3	14	5	2
Princess Buddir	human	8	8	1	1	0	16	8	
Ring eyed owl	owl	7	7	3	4	0	15	12	3
Rustum	thief	18	18	10	10	1	11	7	3
Salaman	thief	6	6	4	5	0	15	8	1
Scheherazade	human	8	8	6	5	0	21	9	
Scorpius	scorpion	12	15	8	8	3	14	4	
Sewer rat	rat	10	10	6	7	2	9*	6	3
Shahzenan	thief	10	10	6	5	4	13	4	3
Sky Wanderer	wanderer	5	10	4	4	4	18	7	2
Slime	greasy	16	20	6	7	0	14	2	
Small Zombie	zombie	8	8	3	5	0	10CC	3	

NAME	CREATURE TYPE	STRENGTH	CONSTITUTION	WEAPON POWERS			DEXTERITY	RUNNING SPEED	WM LEVEL
				MELEE	HAND-TO-HAND	ARMOR			
Son of Minotaur	bull	20	20	9	11	2	13	9	
Sonny boy Minotaur	bull	18	22	7	9	1	12	8	4
Statue of Minotaur	statue	20	30	11	5	0	12CC	0	
Statue of Taurus	statue	20	20	1	9	1	21	0	
Stilbo	halfling	10	26	6	6	1	16*	7	
Succubus	succubus	10	10	2	10	0	15	5	
Sultan Shahriar	human	16	16	9	7	2	17	0	
Sultans Left Guard	human	8	8	5	4	0	11C	0	
Sultans Right Guard	human	8	8	5	3	0	12C	0	
Sun Wanderer	wanderer	5	10	4	4	4	18	3	2
Sword of Damocles	sword	15	15	6	1	0	15	0	
Tan rat	rat	3	3	3	3	0	11*	6	
Thora	dwarf	17	21	10	5	1	11	6	
Tiger	tiger	16	12	5	6	1	19*	10	
Toghrul Beg	thief	8	8	5	6	0	13	8	1
Trog	dwarf	18	18	10	5	1	11	5	3
Two Edged Sword	sword	15	15	9	1	0	8	0	
Ulva	dwarf	16	20	9	5	3	11	4	
Unicorn	unicorn	18	18	8	5	0	25*	12	1
Very Young Dragon	dragon	16	16	8	5	1	11C	10	
Wauka	dwarf	18	18	10	5	0	13	6	3
Werejackal	jackal	10	10	7	8	0	14*	9	
Wererat	rat	8	8	5	5	1	13*	6	3
Werewolf	wolf	14	14	7	9	1	13	10	3
White Dragon	dragon	31	48	13	9	3	14C	13	4
White Owl	owl	4	4	2	2	0	16	8	4
Witless Zombie	zombie	11	11	4	6	0	7CC	3	1



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