* AZALTA *

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-           PLAYER'S GUIDE           -
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System Requirements:

386 or Better
1 Meg RAM
2 Megs HardDrive Space
VGA Graphics
Mouse

Introduction

Azalta is an adventure/role-playing game. But unlike most
other games of this type, Azalta is much more than a simple
single adventure; it is an entire game system with endless
adventures, an infinite number of large worlds to explore,
hundreds of puzzles to solve, creatures to meet, and items to
find -- you can even create your own worlds/creatures/items! If
you have played other adventure/role-playing computer games
before, you won't find this one difficult to learn (in fact, you
could probably play it without reading any of this guide). Even
if you haven't, you shouldn't have any problem with Azalta --
it's quite simple and straightforward.

Installation

Since you are reading this file now, you have probably
already installed Azalta. To install Azalta and all its necessary
files, simply copy the AZALTA.ZIP file to your hard drive's main
directory (or your games directory, etc), and type "unzip -d azalta".
A directory called "AZALTA" will then be created and all the game's
files and subdirectories will be placed there. Azalta will then be
ready to play.
     In the AZALTA directory, there should be the game program
itself (AZALTA.EXE), the sound setup program (SETSOUND.EXE), and
also four subdirectories: GAMEDATA, containing several important
data files; DOCS, which contains the documents (including this
one); MODULE, which contains all the files for the current adventure
module you are playing; and PARTIES, which is empty at first, but
will be where your party files (saved games) are stored.

Your First Game - Creating a New Party

Before you jump in and start playing the game, you must
first choose a soundcard, and create your "party". This is a
simple task that will only take a moment to do.

First of all, in MS-DOS, go to the directory where Azalta is stored (for example, "CD C:\AZALTA"). Type "SETSOUND" to select the sound card you are using. Next, type "AZALTA" followed by the name you wish to call your party (for example, if you wanted to call your party "killers", you would enter "AZALTA KILLERS"). The name you give your party will stay the same from now on, and to continue playing Azalta at a later date using the same party you would simply type the same thing again (ie. "AZALTA KILLERS"). The program will start to run, and your party file will then be created and stored in the AZALTA\PARTIES directory.

If you wish to run Azalta from Windows (or Windows 95), select "Run..." from the menu and type in the dialogue box the same thing as you would above, preceded by the path to where Azalta is stored (for example, "C:\AZALTA\AZALTA KILLERS").

(Note: Your party name may only be up to eight letters long.)

Your party consists of four "characters" -- the people you will use to adventure with. These characters are created according to your preferences; you choose their race, class, sex, and give them each a name. Each of these choices are quite important and will greatly influence what role your characters will play in your party.

In a few moments, after you see the title screen (and press a key to continue), you should see a prompt for you to chose the race of your first character. It should say "Human" at first. If you wish to change this, use the left and right cursor/arrow keys to move through the list of available races. See the "RACES.DOC" file to learn about the specific differences between each race. When you are satisfied with your choice, press the enter key to accept the selection.

Next you will be asked to choose your character's class, or type. A character's class determines what abilities and skills he/she will have -- for a complete listing of all the classes with full details, again, see the "RACES.DOC" file. When you have made your choice, press enter to continue.

Next you must decide whether your character will be male or female. The choice you make here does not make a huge difference, but being male may sometimes give a character a slight advantage in strength, and being female may sometimes give a character a slight advantage in dexterity (being a bit smaller and harder to hit). Press "m" for male, or "f" for female.

Last of all, you must give your character a suitable name. This may be up to thirteen letters long. Type it in and press enter.

Your first character is now created. The screen will clear and you will now repeat the above process to create the second character in your party, then the third and fourth.

Your party is now created. The next time you want to play Azalta using this party, type "AZALTA" followed by the name of your party, as described above (ie. "AZALTA KILLERS").

Starting out

You will now proceed into the game itself. You will first be shown a short message, which you should read. Press a key to continue -- and there you are. You should see the four characters of your party all standing there, ready for action (if you are

playing the included adventure "The Cult of the Raven", they will
be at the gates of the town called "Haana").

Use the cursor keys to make your characters walk around. At
first you will be controlling character #1; to change to another
character, press one of the four keys from F1-F4. Using these
switching keys it is possible to send each of your characters to
a different place at the same time. This can be useful to "split
up and search", for example. You will also give your characters
commands by pressing the alphabet keys -- "A" for attack, "T" for
talk, for example. (See below to learn all the Azalta commands
for controlling your characters -- the "F10" key will list the
alphabetic commands on the screen.)

Each of your characters starts out with some food and a bit
of money (gold coins), but no weapons or armor. Before you go
outside and start battling the forces of evil, you better get
them to buy some (see below to read how shops work). You'll have
to be thrifty with your spending though, and choose items that
are not too costly for now. You will also need to "wear" or
"wield" your new items to use them in battle.

After visiting the shops and buying any items you need, you
will want to save your game. If you don't save your game and your
party is suddenly attacked and killed, you will have to re-buy
your items the next time you play. To save, leave the town by
walking south from the town gates (all characters must be at the
exit), and when outdoors press "z" to save and continue playing,
or simply re-enter the town by pressing "e" (the game is
automatically saved whenever your party enters a location).

When you play for a little while and start to win some
battles, find some gold, etc, you will want to upgrade your
weapons and armor, get your magic-users to learn some spells, and
do other such actions to make your party harder to defeat.
Dungeons are a good place to find gold and other treasure, as
well as build up your party's experience (hint: there is a
dungeon south-west of Haana, past a small river). Be careful when
first starting out!

    The Main Screen

The main display in Azalta is very simple. The majority of
the screen is taken up by the "main window". This is where all
the action takes place. Below it, in the lower right-hand corner
of the screen, is the "message window". The message window is
where any important text is displayed during the game. Commands
you enter show up here, as do various other bits of relevant
information.

The remainder of the screen is taken up by the four
"character information boxes" in the lower left. These are also
important to watch; they give you current information on each of
the four characters in your party. Each box contains a
character's name and two (or one) colored bars; one red, one
blue. The red bar is the character's "Life Bar". It goes up or
down according to how badly wounded the character is -- if it is
full to the right, he/she is in great shape, but if it is almost
down to nothing, he/she is at death's door. The blue bar is the
character's "Magic Bar". It works just like the Life Bar, but
instead shows you how much magic power the character has at the
moment. If the character is not a magic-user, this bar will not

register.

The character's displayed name is also important -- it changes color to indicate certain conditions. If it is white, the character is fine. If it is red however, there is a problem -- he/she is probably poisoned, diseased, starving, or has some other ailment (check his/her status screen to see the cause). If the name is displayed turquoise, the character is temporarily incapacitated (asleep, frozen, etc). If the name is darkened, the character is dead.

Other conditions affecting your characters may also be shown in their information box by an inner colored box surrounding the character's name. This is usually for temporary magical powers your characters may attain (invisibility, for example). You will learn to recognize the meaning of the colors on your own.

Finally, when indoors (or in a battle), a small green arrow at the right of the character information boxes indicates which of the four characters is currently being controlled by you. A skull and crossbones symbol will appear in its place for dead characters.

The Character Status Screen

This screen (reached by pressing either the "i" key or F5-F8) lists all of a character's attributes in detail, as well as any items he/she may be carrying. Most of this information is straightforward, but a few terms which may be confusing to beginners are described below.

"Level: #" -- This number is the character's current experience level. It is an approximate measure of how powerful the character is. More skills are available to high-level characters.

"XP: #" -- This number shows the amount of experience points your character has. Experience points are earned every time an enemy is slain, a spell is cast, etc, and are a gauge of how experienced the character is. Experience must be gained in order to advance experience levels. Note: XP are lost when an evil act is done, such as killing an innocent person. Also, 10 XP are lost every time an outdoor battle is fled from.

"Next: #" -- This displays the amount of experience points that your character must have to reach the next experience level. When "XP" reaches "Next", the character advances one level.

"LifePoints #/#" -- This shows the character's current LP as compared to his/her maximum LP. When you are hurt in battle, this will go down. If this ever reaches 0, your character will die. The maximum LP is determined by the character's experience level.

"MagicPoints #/#" -- Same as above, but for MP. A character uses MP to cast spells, etc.

"Strength #" -- Your character's strength rating determines how much damage he/she can do in battle with melee (hand-to-hand) weapons. Fighter-type characters usually have a higher strength than other character types.

"Dexterity #" -- Your character's dexterity rating affects how well he/she can dodge blows, and also how accurately he/she can wield weapons (especially missile (firing) weapons). Thief-type characters usually have a higher dexterity than others.

"Intelligence #" -- If your character has a high intelligence rating, he/she is likely to be good at using magic

(and also resisting evil magic) and other such knowledge-intensive skills. Wizard-type characters usually excel in intelligence.

The two boxes near the top center of the screen show what weapon/armor your character is currently wielding/wearing (indicated by the small sword and shield symbols next to them). The eight boxes below them are for holding other items, and these are shown in different colors: blue if the item is a weapon, green if it is a piece of armor, and brown for other item types.

The amount of gold, food and keys your character is carrying is also shown on this screen. The maximum amount of food rations and keys is 250. The maximum amount of gold that may be carried is 65535 coins.

The lower right corner of the status screen, which is usually empty, may sometimes display one or more words alerting you to your character's condition. You may see words here like "Starving", "Cursed", "Asleep", "Poisoned", etc.

When at the status screen, pressing an "F#" key (F5-F8) for a different character will go directly to their screen -- pressing any other key will exit.

Travelling Outdoors

When travelling outdoors, your party moves as a group. Each space on the map represents one mile. Time moves faster in this mode, so your characters' food supply is consumed more quickly, poison works faster, etc.

There are several different types of terrain outdoors, including forests, grasslands, mountains and so on; many of these will slow down your party's progress at varying rates, and some will block your path entirely.

When using commands outdoors, you will usually be asked to enter the specific character (1-4) you wish to execute the action. This also goes for certain spells cast outdoors.

As your party travels (outdoors or in), your characters' LP and MP will always slowly be going up ("time heals all wounds"), unless they are inflicted with some sort of disease, etc.

Travelling Indoors

When your party is inside a location, things are slightly different. Areas are arranged as "rooms" rather than as one large map; to move from one room to the next you simply walk your character out the side of the screen. Each space on the screen is equal to five feet, and each character moves independently of one another -- this means they can split up and search a location separately, or stick together for safety.

A "cursor" box surrounds your currently selected character. This is the character you are currently using to move and execute commands with. When one or more enemies are in the room where more than one of your characters are, your characters must take turns moving -- when they are done, the enemies each make a move, and so on. When there are no enemies, each character may move as many spaces as you want.

There are several special types of objects indoors aside from simple terrains. There are ladders and staircases -- when

standing on one of these, your character may travel up and/or down (depending on which type of ladder/staircase it is) a floor when you press the "+" or the "-" keys, respectively. There are doors which may be opened with the "O" key, some of which are locked and must be unlocked with a suitable key by using the "K" key. Secret doors also may exist in a room -- these are completely indistinguishable from the walls to the untrained eye. If you have a skilled thief-type character with the skill "Find" you may spot them with this, or you may simply try each section of wall by bumping into it -- the latter guarantees you will find the door, but it takes longer. There are also levers or buttons -- walk into these to activate them, if you dare. Sometimes there are even traps hidden in the floor which are activated when your characters step on them ("Find" will also uncover these). Some walls may also be activated by pushing them, and some may be moved or even destroyed. Some may even have unknown magical properties.

Shops

Most towns and cities in Azalta have at least one shop which will offer your characters goods or services of some kind in exchange for money. Some common types of shops are the General Store (which sells food rations), the Weapon Shop, the Armor Shop, and the Tavern. These are essential for survival, so you may want to remember where the best shops are, and who has the best prices and selection.

Shops work using a simple "menu" system by printing text in the main window and/or the lower command window. You are usually presented with several numbered choices on the screen; just press the number of the selection you wish to make. Often you will also be asked for a yes or no answer; here you may press either "y" or "n" to reply.

When a shop offers your character a list of items to purchase, the color of each item's name and price is significant: if the item NAME is displayed in red, that particular item can not be used by your character (usually because of his/her class restrictions -- he/she can still buy it, however); if the item's PRICE is red, your character does not have enough money to buy it (try "joining" your party's gold).

Many shops will also buy second-hand items, but don't expect to get full value for what you sell -- shopkeepers can be very stingy.

Most shopkeepers are also knowledgeable enough in their field that they are able to identify an item for you (for a fee, of course). This is useful when your characters find an item of unknown powers. With this service, the shopkeeper tells you everything important about your item: how powerful it is, how it can be used, any special magical powers it might have, etc.

Taverns can also be a good place to visit. Aside from ale, they are useful for obtaining information -- some of it valuable, some of it ... utterly worthless. Barkeepers are vast storehouses of rumors and gossip. Try tipping them a little extra (or a lot extra) next time you buy a cup of ale.

Magic Ships

If your party is lucky enough to own one, a magic ship may be summoned at any time by using the "Summon Boat" command. To do this, your party must be outdoors and standing next to open water. Your ship will magically appear, and your party will automatically board it. The "b" key accomplishes this. To exit your ship, press "b" again (must be next to solid land).

If you wish to list your ship's statistics at any time, press the "F9" key.

(Note: There are many different types of ships available; each has it's own set of attributes, and may have a certain number of cannons mounted on it for battle. However, in this version of Azalta, no ship-battle situations have been implemented yet. I originally planned to have enemy pirate ships, etc, and to have a player-vs-player nautical battle mode. Maybe in the future. - C.A.S.)

Food

Always be sure to carry enough food rations. Starving to death is a nasty way to go.

If you can't afford to buy food (or just can't find a shop), you can kill certain animals (like pigs and deer, for example) for meat (unless your character is a vegetarian, of course), but if the animals are owned by someone else you better be careful. Killing a farmer's stock is not recommended.

You food supply will slowly go down throughout the game as your characters eat it. If a character's supply reaches zero, he/she will begin to starve; instead of losing food rations each day, LifePoints will be drained. This will go on until either the character finds food, or he/she dies. Using the "Make Camp" command can often keep starving characters alive long enough to get to the nearest town.

Magic

Many character classes are able to use magic spells to assist them (and others) in their adventures. These characters are often referred to as "magic-users". A high-level magic-user is probably the most powerful character possible.

Magic-users use what are called "MagicPoints" (or "MP") to power their spells. MP are constantly generated by the power of the magic-user's mind, but are used up with each spell cast. The more powerful the spell is, the more MP it will require.

When casting certain spells on other creatures, the caster's intelligence must be equal to or higher than that of the target creature if it is to have any effect. For example, a first-level wizard could never hope to successfully cast a "control" spell on a wise old red dragon.

Before a magic spell may be cast, it must first be learned by the caster. A beginning magic-user knows no spells at all. Spells may be learned from another magic-user who knows the spell; such a person can be found in almost any good magic shop. The magic-user must have enough intelligence to be able to learn any given spell. Once a spell is learned it can be used an infinite amount of times.

And keep in mind, the power of magic is a very strange and often unpredictable force. It can sometimes affect things very strangely.

Casting Spells

Once a spell is learned by a character, he/she may begin casting it. It will never "run out". However, to cast the spell, the character must have enough MagicPoints. This minimum MP required varies from spell to spell.

To cast a spell, press "C" for the Cast command. The message window will then prompt you for the number of the spell you would like to cast (see the CHARTS.DOC file or the SPELLS.DOC file for a complete listing); enter the number and press the enter key.

Some spells will then require that you select a target. There are three different ways in which a target may be selected: "any", where the mouse is used to click anywhere on the main screen; "missile", where a direction must be entered for the "projectile" to be fired (as in the Attack command, diagonals may be used); and "touch", where the target creature/object must be directly beside the casting character (uses the same directions as missile spells, with the addition of the "5" key, which causes the caster to touch him/herself as the target of the spell).

For many spells, you can also control the amount of extra power spent. For example, with the Fireball spell, this means that your character can cast a small fireball or an enormous fireball, depending on how much MP you want to spend, and on how strong the creature you are attacking is. This is very useful -- you wouldn't want to waste a huge Fireball on a tiny insect, and likewise, if you were facing a very nasty creature you would want to do as much damage to it as possible with a more powerful spell. To control this power output, press the spacebar once and release -- the power will begin to build (you will notice your character's Magic Bar begin to drop). When the desired amount of power is used, press the spacebar again to stop and cast the spell.

Some spells will not work on certain creatures or objects. Some examples: most Undead creatures cannot be Controlled, nor can creatures that have no mind; ghosts normally will not be harmed by Fireballs and other such "physical" spells; fire spells will not harm creatures who live in extreme heat.

Extra Skills

Some character classes have one or more "extra skills" which often come in very handy during an adventure. When a character is just starting out, these skills will usually be quite undeveloped and hard to use successfully. However, every time the character goes up an experience level, the skills get slightly easier to use. Also, every time an extra skill is used successfully, the character receives extra experience points as a reward.

If an extra skill is used unsuccessfully, there is a penalty -- so be careful when your character is just starting out. For example, if you try to rob someone and fail, they will probably punch you in the face!

Currently, these skills are (in order of difficulty, from

easiest to most difficult):

    Pick Lock: Used to unlock a door when you have no key.

    Rob: Used to snatch gold coins from an unsuspecting person.

    Find: This skill is used to reveal any traps, secret doors,
etc that might be hidden in a room. The higher the level the user
is, the better the chance is that a given trap will be found. If
there is more than one trap in a room, often only a portion of
them will be found -- repeated use of this skill may eventually
find them all. Just because this skill didn't reveal anything in
a room doesn't mean there's nothing there! (unless your character
is at very high experience level).

    Disable: When the location of a trap is known (usually by
the use of the Find skill), this skill may be used to render it
useless. The user will attempt to use his/her technical knowledge
and dismantle the trap's mechanism, thereby making it safe to
pass. Be careful -- if done badly, the trap will trigger!

    Conceal: This skill allows the user to hide from his/her
enemies, even when standing in the middle of a well-lit room. In
effect, he/she becomes totally invisible to onlookers -- he/she
may then walk undetected amongst his foes. Practiced originally
by the mystic Ninja, this is a most difficult feat to accomplish.
The amount of time that the user can keep up this illusion also
depends on the character's experience level.

    Monsters

    Monsters are by far the most troublesome beings in Azalta --
 especially the ones that are out to kill you.
    There is an enormous variety of monsters in the worlds of
Azalta. Some are friendly; most are hostile. Some are
pathetically weak; others are extremely powerful, and deadly.
    Just like your characters, monsters may also have various
special skills or abilities. The best way to learn these is from
experience. For example, some creatures might have the ability to
turn invisible at will, and some might be able to regenerate
LifePoints at a much faster rate. Many intelligent creatures also
have the capacity to use magic spells.
    Different types of monsters also behave in different ways.
They may rush at you and attack, or they may play it safe, or
simply run away. Some creatures are more interested in
possessions than fighting; they may pick things up, or they may
even steal things directly from your characters' packs. Hungry
monsters may try to steal food. Sometimes monsters even have
petty quarrels with their own kind.
    Some creatures have tasty (or not so tasty) edible flesh,
like deer or pigs, for example. These can be a cheap source of
food, so you should be sure to pick them up -- unless you decide
your characters are vegetarians.
    When most monsters attack and hit your characters, they will
drain LifePoints. However, there are some creatures that drain
strength, intelligence, or other attributes instead. Be very
careful when facing these -- if a monster keeps hitting but

doesn't seem to be doing any damage, it may be draining something else (or it may simply be to weak to harm you). Check your characters' status screens.

Beware of Undead creatures (the living dead -- skeletons, zombies, etc) -- if one of your characters is killed by one, their dead body instantly becomes one!

Fighting

Of course, the best way to get rid of all those attacking monsters is to fight back. You may fight battles outdoors (when monsters attack you) or indoors -- both types of battles are basically the same. Your characters and the enemy creatures all take turns moving, attacking, etc, until one side eventually wins.

When travelling outdoors, you will often be attacked by creatures who are waiting in ambush. These battles end when either you vanquish all of the attackers, or you flee (by exiting the screen). Each character loses 10 XP every time he/she flees a battle, but it is still sometimes the wisest move to make -- better to lose 10 XP than lose your life! Your enemies may also flee a battle.

The 'A' key is for the Attack command, the most important command in battles (see the a-z commands list for more info). Your characters may attack with either melee weapons (hand-to-hand, close-range), such as swords or clubs, or with missile weapons (fired, long-range), like bows or darts. When using the attack command, you enter the direction you wish to attack in the same as you would with other commands (talk, etc) -- but here you may also use the diagonal directions (7, 9, 1, and 3 on the number keypad at the right side of the keyboard).

When you select a direction, your character will swing/fire the weapon, and you will then be told whether the attack resulted in a hit or a miss. If it was a hit, you will be told how much damage was done to the enemy (in LP). If the damage reads "0" it is likely that you need a better weapon to harm the creature -- it may have tough armor, or may be very fast and hard to hit.

Wearing the proper armor is at least as important as weapon choice in a battle situation. Spending a bit more money when purchasing your characters' armor is always a wise move; having good armor often saves lives.

The most important aspect of all when battling is strategy. Don't just rush in and start swinging! (although sometimes this works well -- "a good offence is the best defence", as the saying goes). Try to position your characters for optimal effect; keep your weakest characters out of harm's way and put your toughest up front. Experience will teach you what works and what doesn't.

Since fighting is what normally gives characters the most experience points (and thus lets them advance levels faster), you should try to give each of your characters a chance to do a little butt-kicking, and not just use your strongest fighter all the time. For example, try to let that sissy sage of yours finish off a few monsters now and then with his magic missile spell. Share the XP, and your party will advance as a whole.

Travelling to Other Worlds

If you are a registered user, you will become what is called a "Traveller". Only travellers can play other adventure modules in Azalta. A registered traveller's party(s) can travel back and forth between worlds an infinite amount of times. Your characters can also take all their possessions with them (items, gold, etc). This ability will allow your characters to become very powerful.

If you wish, you may also create your own custom worlds for your or others' parties to journey into, containing monsters, items, and locations of your own invention. You may even wish to release the worlds you create as Shareware and make a few dollars!

See the end of this document for information on how to register and join "The Azalta Club". Also read the ORDER.FRM file.

Saving Your Game

Pressing the "z" key saves your party's current position and the status and inventory of each character in it ("q" will save and also quit the game). Game saves can only be done when your party is outdoors. You should save your game often, especially after you achieve something important or win a difficult battle. If you don't, the next time your party dies you will have to play that part of the game over again. Saving your game also lets you continue from that spot the next time you turn on your computer and play Azalta.

Frequent game saving is good, but just remember that there may be times when you WON'T want to save it. For example, if you save your game while your party is lost in the desert and down to their last bit of food (ie. you are going to die), every time you restore your game you will be facing this same death. If you can't find a way out of that situation, you're stuck. It is sometimes better to simply die and restore to an older position. So don't save just as your party is about to die! And remember -- the game is automatically saved upon entering a location.

Dying

If a character's LP level reaches zero at some point, the character dies. This is not a good thing. But unlike in real life, an untimely death in the world of Azalta can usually be remedied. You have a few options:

You could continue adventuring with the remaining characters in your party. They will keep the dead character's body and items with them. You could then try and find a "healer" shop -- the priests there will then resurrect your dead friend ... for a fee. This is usually fairly expensive, but the cost depends on the experience level the deceased was at at the time of death.

Or, if you happen to have a powerful magic-user in your party (and he/she is still alive), you could cast the "resurrect" spell on the dead character yourself. This is the nicest choice, but unfortunately is just not possible for low-level characters.

What you could also do is restore your game at the last saved spot (by pressing the TAB key). This is probably what

you'll want to do most of the time. Just remember to save you game often!

If all four of your characters should die, the game is over. You have the option to either quit or to restore your party from the last place your game was saved (the same as pressing TAB).

Keyboard Command Descriptions

For quick reference, you may wish to print out the "Azalta Quick-Charts" file included, which lists all spells and command keys.

Many commands need additional input, such as a direction for Attack or Talk, for example; when a direction is needed, the '@' symbol is displayed in the text window.

Cursor Keys..............Walk N, S, E, or W

'+' (plus sign)..........Go up stairs/ladder

'-' (minus sign)........Go down stairs/ladder

Space, or '5'............Wait and do nothing

F1-F4...................Switch to Character 1-4

F5-F8...................Stats for Character 1-4

F9......................Ship Stats (If Owned)

F10.....................Help (A-Z Command List)

'?'.....................Identify Creature (with mouse)

TAB.....................Restore from Last Save

Esc.....................Commit Suicide

'A'.....................Attack

Used to attack a person or creature with the weapon your character is currently holding. This command will ask you for a direction; you may use the cursor keys to enter any of the four normal directions, and you may also use the diagonals on the number/cursor pad to attack diagonally (this is very useful). To attack a creature with a hand-to-hand (melee) weapon your character must be standing right next to it. Missile weapons (like a crossbow) may be fired from a distance, and may be fired over top of most low objects (not walls, although magic can make it possible), or through certain objects (like a gate).

After you choose a direction and your attack is made, the message window will report either a "hit" or a "miss". If you

manage to hit the enemy, you will usually see a number which
tells you exactly how much damage you did (in LifePoints). If
this number is 0, your weapon may not be strong enough to get
through the creature's armor. If the number happens to be bright
red (as opposed to dark red), this means that the creature you
are attacking is now severely wounded and is near death. Some
creatures are magical and may only be damaged by a magical
weapon.

'B'......................Summon Boat

     If your party owns a magic ship, it can be summoned with
this command. You must be standing at the water's edge. This
command will also cause your party to exit the boat when you want
to get off (must be next to land).

'C'......................Cast Spell

     Makes a magic-using character cast a magic spell. See the
SPELLS.DOC file to learn more about the many available spells.

'D'......................Discard Item

     Throws away a character's unwanted item. You can not get
back what you discard, so use this command with caution.

'E'......................Enter Location

     Used to enter a village, castle, dungeon, or other such
location when outdoors. The game is automatically saved when a
location is entered.

'F'......................Fish

     When in a boat, this command lets your party try their hand
at fishing. If you catch anything, it will be added to the
characters' food supply. Caution: dangling bait in the water can
also attract other less desirable sea creatures.

'G'......................Get

     Used to pick up a chest or item when a character is
positioned on top of such an object.

'H'......................Hand Equipment

     Used to pass things back and forth between your characters.
This command will ask you which character you want to hand
from/to, then will prompt you to press one of "I, G, F, K". These
letters mean Item, Gold, Food, and Keys, respectively. Choose
which you want them to hand, and you will then be prompted for an
amount (up to 9999 at a time), or in the case of handing an item,
you will be asked to select an item number from the character's
inventory (1-8, "L" shows a list). When indoors, the two
characters you choose must be in the same room (although you may
hand things to/from a dead character at any time).

'I'......................Inventory

Shows a character's status screen. Same as using F5-F8.

'J'......................Join Gold

    Causes all four characters to group their gold together and
give it all to one character to use. When indoors, this will only
affect the characters who are in the room, and will also affect
dead characters.

'K'......................Use Key

    Used to unlock (or lock) a door. The key will disappear when
used.

'L'......................Look at Crystal Compass

    Your party carries a magical "Crystal Compass" with them at
all times. This device will always point in the direction of the
"Great Underground Crystal" -- an immense crystal formation
several miles below the world's crust which holds vast magical
energy. Travellers of all types use this crystal to navigate. If
you follow the arrow on a crystal compass it will lead you
directly to the Great Crystal.

'M'......................Make Camp

    This lets your party attempt to get a day's rest and allows
your characters to heal wounds and regain magic power (depending
on how well they sleep). They will try to scrounge up a meal for
the night, too, if they are starving. May be used outdoors only,
on suitable terrain. Be careful though; you may be ambushed in
this prone state.

'N'......................kNown Spells

    List all spells that are known to a character. Pressing the
spacebar will flip through multiple pages (if that many spells
exist); pressing any other key will exit.

'O'......................Open Door

    Opens a closed door, unless it is locked. Will also close an
opened door.

'P'......................Party Formation

    When your party is attacked outdoors, they are arranged in a
set battle-formation. This command lets you change that
formation. A good formation can mean the difference between
winning and losing a tough battle. To use, arrange your
characters by moving them around and using the F1-F4 keys to
switch between them, then press the spacebar to accept the
formation you have created. This formation will be saved in your
party file the next time you save your game.

'Q'......................Quit & Save

Saves party's current location and characters' stats and exits the game. Must be outdoors.

'R'......................Remove Armor/Weapon

Used to remove the armor or weapon that a character is currently wearing/wielding. The removed item will be placed in the character's pack. Press "A" for armor or "W" for weapon.

'S'......................Search

Used to search the floor area a character is standing on for items that may be hidden and not yet visible.

'T'......................Talk

Used to talk to people up to ten feet (two spaces) away. A direction must be entered (diagonals are not allowed). This command is also used to read things, such as signs etc. You may talk overtop of most objects (such as tables or chairs) and through some (like doors), but not past most solid walls.

'U'......................Use Item

Uses an item's special ability or magical power, if it has one. This command will prompt you to press one of "W, A, 1-8, L", meaning Weapon, Armor, other held items, or List all items, respectively. Some items may only be used by certain people, or only in certain places. In very rare cases, using a magical item may have different consequences in worlds other than the one it was created in.

'V'......................Volume On/Off

Toggles the music and sound effects on/off. May only be turned on if there is a properly set up sound card present.

'W'......................Wear/Wield

Used to make a character wear a piece of armor or wield a weapon from his/her pack. If an armor/weapon is already being worn/wielded, it will trade positions with the new item.

'X'......................Xtra Skills

Uses one of a character's special "extra skills", if the character has any. You may select one of "P, R, F, D, C", which stand for Pick, Rob, Find, Disable, and Conceal, respectively.

'Y'......................Yell

Does just what it says.

'Z'......................Save and Continue

Saves your party's current position and stats and lets you continue playing.

Credits

Game design, programming, graphics, music and sound effects all
by Clint Sinclair.

"The Cult of the Raven" adventure module also by Clint Sinclair.

Thanks to: Danny Sinclair, Aaron Arndt, "Quetzal" Bradley.

REGISTERING - "THE AZALTA CLUB"

    Yes, Azalta is shareware. If you keep it for more than ten
days, you must register. When you register, you become a member
of "The Azalta Club".

    There are three registration levels to choose from:

    "Traveller" -- $15

    In addition to the full Azalta game system and the "Cult of
the Raven" module, you get the traveller program which instantly
turns your parties into multi-world travellers, and allows you to
play as many adventure modules as you want.

    "Creator" -- $30

    You get the entire Azalta Creator package which includes all
the editor programs (Monster Editor, World Editor, etc) allowing
you to create and edit your own adventure modules, invent your
own items, monsters and traps, draw your own graphics (if you
wish), and then release your adventures to the general public.
You will be an Official Azalta Creator. You could create amazing
monsters, the weapons of your dreams, magic items of incredible
power, even build a fortress for your characters to live in.
Absolutely no knowledge of programming is required; you use the
mouse in a point-and-click environment to create new adventures
or edit others' existing ones. Pass your adventures on for your
friends to play -- you may even wish to release them as shareware
and try to make a bit of money from them! You could quite easily
create better adventures than "The Cult of the Raven". Your
adventures will be placed on The Modules List (if you wish) so
other players know they exist. Created adventures will run on
both MS-DOS and Amiga computers. Also includes same software as
Traveller package.

    "Source" -- $50

    In addition to all the software in the above package, you
get all the Azalta source code, which is in 'C' Language
(Borland). You get absolutely everything.

    All prices are in U.S. dollars. See the file ORDER.FRM for
ordering information.

Members of The Azalta Club are also able to compete with
each other to see who has the most powerful party/characters in
the world. Three lists will be available via USENET, FTP, etc,
which skilled players may want to try and get on: The Champions
List (the top ten most powerful characters); The Best Adventurers
List (the top ten parties with most adventures completed); and
The Masters' List (a list of all characters who have attained the
status of Master). Also available is The Module List, a list of
all available adventure modules.

    This is version 1.00 of Azalta. Depending on how many people
register the game, later versions with more features may be
released soon -- most notably, a multiplayer game where two or
more players can battle each other, party vs party, winner take
all.

    You are encouraged to copy Azalta and pass it on to friends
(you may NOT copy the programs you receive when you register).
However, you may only pass on the original archive with ALL files
included.

    If you have any questions, comments, bug reports, etc, you
may contact us by e-mail at:

uc107@freenet.victoria.bc.ca

Or, if you wish, you may write to us at the address below. We
will be more than happy to reply!

                        PsychoSoft Ent.
                        3992-B Bow Rd.
                        Victoria, BC
                        V8N 3B1 CANADA

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          CompuServe: 71561.2751
          Internet: STARMAIL@AOL.COM

Regardless of how you order, please have the following information ready:

1. The program and version number (Azalta, version 1.0) you are
registering,
2. Which Azalta package you want (Traveller, Creator, or Source),
3. Your computer system type (MS-DOS or Amiga),
4. Where the latest version should be mailed,
5. Your Visa or MasterCard # and its expiration date,
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