

GATES OF DELIRIUM



NEWM PRODUCTS INC

GATES OF DELIRIUM

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SYSTEM REQUIREMENTS:

The Gates Of Delirium requires a 64 k color computer with one disk drive.

LOADING INSTRUCTIONS

1. Place program disk in drive 0
2. Type LOADM"GATES" <ENTER>
3. The game will load and execute automatically
4. When instructed insert PLAYER disk in drive 0 and hit any key
5. If you have two disk drives you may insert the PLAYER disk in drive one and hit the <1> key to continue

NOTE: Do not use your original PLAYER disk. Make a backup copy of your PLAYER disk to use when playing the game. This must be done because when you play the game it will modify the PLAYER disk as you progress through the game.

NOTE: As Gates is partly an adventure game, requiring you to explore and solve the puzzles of the game, these instructions are kept brief and somewhat vague. If too much information were given here, it would spoil some of the puzzles. However, these instructions should provide the necessary information to allow you to begin playing.

CHARACTER GENERATION

Before you can enter the World of Gates you must first generate a character. After inserting the player disk and pressing ENTER (as prompted) for the first time, the program will detect that there is no character on the disk and place you in character generation mode.

FIRST, enter a name for your character.

SECOND, you must select a sex. Press M for male or F for female - then press ENTER.

Next, enter the class. The class determines what type your character is. The following classes are available:

CLERIC: Clerics are Holy Men, devoted to the Church. They have limited fighting abilities, but can cast spells.

MAGIC-USER: Magic users (M-U) are the masters of magic in the world of Gates. While they have very limited fighting ability, they can cast powerful offensive and defensive spells.

FIGHTER: Fighters are the tough, fighting men in Gates. They cannot cast spells, but are very effective in hand to hand combat.

PALADIN: Paladins are Holy fighters. They have fairly good fighting abilities, and can cast cleric spells. However, their ability to cast spells is somewhat less than that of a cleric.

RANGER: Rangers are the men of the forest. They have fairly good fighting abilities and can cast both M-U and cleric spells (although they are not nearly as effective as a M-U or cleric).

DRUID: Druids have less fighting abilities than clerics, but have the advantage of being able to cast M-U and cleric spells. As with the Ranger, their spell casting ability is limited.

THIEF: Thieves are characters of sometimes questionable ethics. Their main trait is the gift of theft. Their fighting ability is slightly better than a cleric, but they cannot cast spells.

ILLUSIONIST: Illusionists are the masters of illusion. They have the fighting ability of a cleric and can cast cleric spells (though not as effectively as a cleric).

You need only press the first letter in the name of the class you wish to select. Press ENTER to finish the selection, or LEFT-ARROW to abort and allow selection of another class.

THIRD, you must select a race. The following races are available:

DWARF - ELF - HUMAN - GNOME - ORC.

The race you choose puts restrictions on how high the character's abilities can be. (The abilities of a character are described later.) The following chart summarizes these restrictions:

RADE WISDOM	MAXIMUM:	STRENGTH	DEXTERITY	INTELLIGENCE
Dwarf		75	99	75
50				
Elf		75	50	75
99				
Human		75	75	75
75				
Gnome		25	99	99
75				
Orc		99	75	50
75				

LAST, you need to set your character's abilities. Abilities determine your character's level of skills in different areas. There are four areas (abilities):

STRENGTH: This mainly effects a character's ability to fight. Thus fighters should have a high strength.

DEXTERITY: This determines the character's ability to steal and avoid being struck while in combat. Fighters and thieves should have high dexterities.

INTELLIGENCE: This determines how many magic points (described later) a Magic-User has (or characters able to cast M-U spells).

WISDOM: Wisdom is the same as intelligence, yet it is used for clerics (and characters able to cast cleric spells).

You have 50 points to divide among the four (4) areas. Each ability must be given a minimum of five (5) points. The maximum, number of points that can be given to a single ability is twenty-five (25). It is likely that there exists a way to raise a character's abilities, if it can be found.

Once you set the characters abilities, the character is saved and game play begins.

BASIC SCREEN LAYOUT

The large box to the left contains a display of the terrain around your party. Note that the party icon always remains in the centre of the screen. You use the four arrow keys to move your party around. When moving, the display is simply "scrolled" in the proper direction. In the world of Gates there is "shadowing". That is, your view of one portion of the terrain may be blocked by another portion of terrain. (Usually mountains)

The box in the upper - right corner contains a list of the characters in your party. When you begin, there is only one character in your party. As you explore, you will find other characters willing to join the party. Only the name, hit points, and status of each character are usually displayed. The status is the letter at the end of the line. <G> means good health <P> means poisoned <D> means that character is dead and others that you will learn later. Use the <Z>ats command for more information.

The box in the lower - right corner of the screen is the dialogue box. All messages and other text are displayed there.

BASIC GAME PLAY

In Gates as you journey through wild countryside, towns and dungeons, use the four arrow keys to move your party icon (Always in the center of the screen) up, down, left and right. When you first start playing you will find the <L>OOK command useful for identifying your surroundings. You will encounter grass, bush, trees, mountains, water, swamp, towns, dungeons, and of course, monsters. Single letter commands allow you to perform many different functions. These commands are described in full in the following section. To enter a command simply press the letter associated with the command.

COMMAND SUMMARY

A - Attack
B - Board
C - Cast spell
D - Descend
E - Enter
F - Fire
G - Get
H - Other commands
K - Climb
L - Look
M - Modify Order
O - Open
Q - Quit & Save
R - Ready weapon
S - Steal
T - Transact
U - Use
V - Volume
W - Wear armor
X - X-it
Y - Yell
Z - Zats

Below is a more detailed description of each command. When using some commands you will be required to supply a direction, use the arrow keys to point in the direction you wish the command to be used in. Also you may be asked which character to perform the command, use the numbers in front of your character names to choose the character to perform the command.

A - ATTACK

Attack another character. Note that most monsters will attack you, and that it is not advised to attack friendly creatures.

B - BOARD

Board a ship or other vehicle. Move the party icon over top of the vehicle to board and press "B".

C - CAST A SPELL

Magic characters use this command to cast a spell. If the character can cast both cleric and M-U spells, you will be prompted for the spell by typing "M" for M-U and "C" for cleric. See section on spells for spell lists.

D - DESCEND

Descend ladders in the dungeon area and move down one level. The party icon must be moved over the ladder before "D" is used.

E - ENTER

Enter a town or other structure. As with board, position the party icon over the structure to enter and press "E".

F - FIRE

While on board some vehicles (ships for example) "F" can be used to fire a cannon or other weapon.

G - GET

Get a chest. Move the party icon over the chest and press "G".

H - OTHER COMMANDS

When using this command you will be prompted for a command. You will learn commands to use as you talk to different creatures.

K - CLIMB

Climb ladders in the dungeon and move up one level. The party icon must be positioned over the ladder when "K" is used.

L - LOOK

Look at a square directly beside the party. This command gives a one or two word description of an adjacent square.

M - MODIFY ORDER

Modify order allows the position of two characters in the party to be switched. Since the position of a character's name in the character list determines the starting position of that character in combat mode, this command is useful for moving stronger characters to the front ranks.

O - OPEN

Open a door. The party icon must be directly beside the door to be opened. Some doors may be locked, requiring a key in order to be opened.

Q - QUIT & SAVE

Save current game to disk. Press RESET after using "Q" to return to BASIC.

R - READY WEAPON

Select a weapon to be used in combat by a certain character.

S - STEAL

This command can be used to steal a chest. Position the party icon in direct line with the chest in order to steal. Beware however, that failed attempts could alert the guards.

T - TRANSACT

Transact with another character. The party icon must be beside the character you are attempting to transact with. In the case of merchants, position the party so that the merchant is one square away. (on the other side of a wall.)

U - USE

Use an object. Some items that appear in the equipment list can be used to perform special functions. For the Use command, the full name of the object must be entered after pressing "U".

V - VOLUME

Toggle sound on and off.

W - WEAR ARMOUR

Select armour to be worn by a certain character.

X - X-IT

Exit a ship or other vehicle.

Y - YELL

Yell something. This may be useful in passing some obstacles, assuming one knows what to yell.

Z - ZATS

Display status of a character in the party. After pressing "Z" press "I" to display the party's inventory. (Weapons, armour and equipment.)

ADDITIONAL CHARACTER STATISTICS

In addition to those character statistics set in the original character generation process there are several others of importance:

HIT POINTS - (HP for short) The number of hit points a character has indicates how injured he is. The less HP a character has, the more injured he is. When the HP of any character reaches zero, the character dies. During combat, when a monster strikes a character, the character will lose hit points. How many hit points are lost depends on how powerful the monster is.

HIT POINTS MAXIMUM - (HPM for short) A character's HPM indicates the maximum number of hit points he can have. Magical spells, and time will increase a character's hit points up to his HPM value. A newly generated character has a HPM (and HP of course) of 150. Experience gained by killing monsters will raise a character's HPM, in turn allowing him to have more hit points (the HPM for a character increases by 150 for every 1000 experience points gained).

EXPERIENCE - (EXP for short) When a character kills a monster in combat he receives experience points. How many experience points are received depends on how powerful the monster was. As a character gains experience points his HPM and fighting ability will increase.

MAGIC POINTS (MP for short) When a magic character casts a spell, he uses up magic points. Each of the different spells available has a different magic point "cost". This cost indicates how many magic points the character will lose when he casts the spell. If a character has less MP than the cost of a spell, he cannot cast that spell. Obviously, more powerful spells have a higher MP cost. Lost magic points are regained over time up to a certain maximum level. This maximum level is based on the class of the character as follows:

CLASS	MP EQUAL TO
CLERIC	WISDOM
DRUID	LARGER OF 1/2 WISDOM, 1/2 INTELLIGENCE
PALADIN	1/2 WISDOM
RANGER	SMALLER OF 1/2 WISDOM 1/2 INTELLIGENCE
MAGIC USER	INTELLIGENCE
ILLUSIONIST	1/2 WISDOM

(Characters of the thief and fighter class cannot cast spells.)

During game play the <Z>ATS command can be used to display the above statistics for any character in the party.

IDENTIFYING ITEMS

Weapons, armour, and equipment are identified by a single letter. Use the <Z>ATS command to display the inventory of the party, which also shows the single letter associated with each item.

MONSTERS

Many monsters roam the lands of Gates. The more common of them are described here. Others exist, but they are rare and reliable information about them is difficult to obtain.

TROLLS / ORCS - Trolls and orcs abound in the countryside and upper levels of dungeons. They are mindless creatures whose only concern is finding their next meal. They will no doubt attack any creatures they encounter.

FIGHTERS / THIEVES - Packs of thieves and fighters travel the wilds in search of gold. While fighters and thieves in towns are generally friendly, those outside seek only to kill you and steal your gold.

WIZARDS / CLERICS - You will no doubt find clerics and wizards in towns to be most helpful. However, beware of those outside for they seek only gold and power. They will attack with weapons and spells.

SKELETONS / GHOULS - Those who lead lives of evil often find they walk the earth after death as ghouls or skeletons. These creatures of the dark have only one instinct, to attack and kill.

Rumours speak of many more monsters, some are said to use powerful magic and cast balls of fire. Others are said to poison men without touching them. These monsters await you in the depths of the dungeons.

SPELLS

There are two types of spells in Gates, cleric spells and magic-user spells. Some of these spells are described here. As for the rest, it is left to you to discover what they do and how to use them.

MAGIC-USER SPELLS

A - BURNING HANDS

When the magic-user casts this spell flames shoot forth from his finger tips that will strike and possibly kill orcs and trolls.

B - LIGHT

Casting this spell causes a flash of bright light. In combat with ghouls and skeletons, some may be disintegrated by the flash. In dungeons, a few moments of light is provided.

C - MAGIC MISSILE

Use of the magic missile spell creates a small magic missile which darts forward from the hands of the magic user. It does limited damage, but always strikes anything in its path.

D - CONTINUAL LIGHT

Unlike the spell "LIGHT", this spell causes a glowing ball of light to come into existence. This ball follows the casting magic-user providing light in dungeons. Be warned that the ball lasts only for a short time.

E - INVISIBILITY

This spell causes the casting magic-user to become invisible. Thus, he is protected from attack by most monsters. However, more powerful monsters may be able to see through this illusion.

F - LIGHTNING BOLT

Upon casting this spell, the magic-user casts forth a powerful bolt of lightning that strikes anything in its path.

CLERIC SPELLS

A - TURN UNDEAD

In combat this spell will inflict damage upon undead creatures (Skeletons and ghouls).

B - FIND TRAPS

Casting this spell while the party icon is over top of a chest will expose any traps and the contents of the chest.

C - CURE LIGHT WOUNDS

This spell allows the casting cleric to increase a character's hit points (never past that character's HPM of course). In effect, it heals that character's wounds.

D - PROTECTION FROM EVIL

The casting cleric can only cast this spell upon himself. It provides him limited protection from evil creatures. In combat, monsters will avoid such a protected cleric.

E - CONTINUAL LIGHT

Like the magic user spell of the same name.

F - CREATE FOOD

Upon casting the spell a small amount of food will appear in front of the cleric. The food is quite real, and will be added to the party's rations.

If you are successful in solving "The Gates of Delirium" and wish to enter "The Gates of Delirium" contest, you must complete the official entry form which is located on the inside back cover of these instructions. In order to be eligible for one of the prizes you must have this official entry form - no substitutions or copies will be accepted.

CONTEST RULES

IF YOU ARE SUCCESSFUL IN SOLVING "THE GATES OF DELIRIUM" AND WISH TO ENTER THE "GATES OF DELIRIUM CONTEST", YOU MUST COMPLETE THIS OFFICIAL ENTRY FORM AND RETURN IT TO DIECOM PRODUCTS INC. LINES ONE (1) THROUGH FOUR (4) MUST BE FILLED IN WITH THE APPROPRIATE MESSAGE. PLEASE NOTE THAT ANY CUSTOMS' DUTIES OR TAXES ARE THE RESPONSIBILITY OF THE RECIPIENT.

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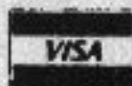
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