

BLADE

# BLADE

Blade is a role playing game in the style of the table top games, but on your Amiga.

Most RPG's are quest based, to find the four pieces of amulet or defeat the evil one.

With BLADE the onus is very much on exploration. Enter the dungeons, find some treasure, find some gold, kill some monsters and gain experience points. On your journey you will gain spells and explore as many levels of the dungeons as you feel safe doing so. Then return to the surface and trade your treasures and gold for better weapons and armour, so you can explore deeper.

## INSTALLATION

Amiga 500 (+), 600 users with minimum 1 MEG RAM.

*Insert disk 1 and follow prompts. To see intro story insert disk 4.  
(OCS machines with more memory can install to hard drive)*

Amiga 1200 & 4000, with extra Fast RAM (install only)

*Insert disk one and click on install, and follow on screen prompts.*

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## IMPORTANT NOTE.

BLADE needs nearly 2 MEG chip RAM to start.

On some system this is not available due to software running on startup of workbench and the use of pics and other workbench hacks.

To solve this problem BLADE has a Reboot Start Icon, but to use this BLADE must be installed to a hard drive partition named GAMES. This cannot be achieved if NOVICE is selected on the installer.

Once BLADE has loaded you are presented with the Menu screen.

## Menu Icons

DENSITY - Here we have three settings. This determines the density of the randomly generated dungeons.

- 1- Lots of corridors.
- 3- Lots of open spaces.

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HERO/TRAINEE - Player skill levels.

SPEECH On/Off

LOAD OLD GAME - This takes you to the load game window.

START - Do I have to explain this !

Once you start the game, you are presented with the Character Selection Screen. Here you can only select four characters by using your left mouse button. Once you have chosen the character, (for information on characters see page 6 ), you wish to play, click you right Mouse button.

## GAME SCREEN

The first three quarters of the screen is the play area.  
The bottom quarter is the statistic/control panel.

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## Control panel Icons

X - This brings up your SAVE & LOAD GAME window.

You can have a maximum of four saved games.

X - in the window allows you to resume play.

Skull - Quits game.

i - This activates the information pointer. Once activated, RMB click on any square, object or character/monster, will bring up an information window about that you have selected.

Note; Remember to de-activate this icon or you will not be able to use the RMB to move your character.

HAND - This activates the active characters special skill. (see special skills on page 15)

MAN - Centres active hero on play area.

ARROW - Next character.

STOP - End turn & begin Monster Turn.

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## Inventory windows

There are three pages to the inventory, one for objects and two for spells.

Click on the more icon at the bottom right to switch pages.

Left click on an object to use it. This includes weapons, armour.  
Right click on an object to drop it.

To pick an object up from the dungeon floor - walk onto it and

Left click on the hero. Note : Gold is picked up automatically.

## **THE HEROES**

### Character Stats

There are seven heroes to choose for your team. Each has a varying level of skill and each has a special ability. The various skill levels are represented in Blade numerically, usually as a percentage value. These are called Stats.

Many of the stats are represented on the game display panel, complete with a six letter abbreviation.

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XX shown means a number over 99.

-- means a number below zero.

Each stat shown now follows...

APS - Action Points, time units.

These represent time in the game. Each action in the game uses up a certain amount of points proportional to the amount of time that action takes.

Walking, for example, uses 2 points per square. When no more Action Points remain, the heroes turn is over.

HITPTS - Hit points, life force. When this reaches zero the character is dead.

Any number other than the maximum value indicates injury. All heroes start with a maximum of 15 Hit points.

MUSCLE - Strength. Each object carried has a certain weight, which lowers this stat. If Strength should go below zero, the characters Action Points will be reduced because the character will be over burdened.

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COMBAT - Combat Ability. A relative value representing how well the character will perform in battle. See the Combat section for more information.

ATTACK - Attack Factor. This represents how much damage would be done to an enemy if hit by the character. A Character wielding a dagger has a lower attack factor than a character wielding a big sword.

DEFENCE - Defence Factor. This represents the strength of the characters armour. Any attack damage is dulled by this value before reducing a characters Hit points.

SPELLS - Spell Points, special skills. One spell point is needed each time a character wants to use their special skill. Even characters that do not perform magic need Spell points. Characters that do perform magic might need more than one Spell point to cast a spell depending on what Character Level they are and what Level the spell is.

MAGIC - Magic Level. Only characters that can cast spells have any Magic Level. It represents which spells the character can



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cast. For example, if a characters Magic Level is 6 then they can cast any spell of level 1-6 but not Level 7 spells. See the Special Skills section for more information on spell Levels.

**MIND - Mental Ability.** This is a percentage value representing intelligence.

Whenever a character uses a special skill this value is tested. If successful then the special skill is used as normal but if not then the attempt has failed and nothing will happen.

**TRAPS - Trap Detection.** A percentage value representing the ability of the character to detect hidden traps nearby.

Stats which do not appear of the game panel are as follows.

**CHARACTER LEVEL -** This represents the overall skill of the character. All heroes start at Character Level 1. For each monster killed they will gain some Experience points. Bigger monsters are worth more Experience points than small, easy to kill monsters. After a certain amount of experience has been amassed, the character will raise a level and become more skilled. All heroes will gain more Hit points. Magic users will gain more maximum spells and Empaths will gain more psychic ability.

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VISUAL RANGE - The range in squares that the character can see.

### Healing

Every time you end a turn with less than 3 Action Points some healing takes place. After 10 turns, one Hit point and one Spell Point will be restored.

Note that you cannot have more Hit points or Spell points than the maximum for the character. For Character Level 1 heroes, 15 Hit points is the maximum.

### Available Heroes

#### *Warrior*

The best combatant available and the strongest but lacks brains or any special abilities. The Warrior often falls foul of traps due to ignorance.

Combat Ability - 95

Strength - 95

Mental Ability - 60

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Magic Level - None

Maximum Spell Points - 0

Trap Detection - 10

Visual Range - 8 Squares

Special Ability - None

### *Wizard*

Wizards spend their time studying nature and its magic which they can use to their own end. The Wizard is weak and can only use a Dagger or a Staff as a weapon.

Combat Ability - 75

Strength - 60

Mental Ability - 85

Magic Level - 6

Maximum Spell Points - 4

Trap Detection - 20

Visual Range - 8 Squares

Special Ability - Spell Cast

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### *Cleric*

A servant of the gods, the Cleric can cast a few spells but unlike the Wizard, the Cleric can use any weapon.

Combat Ability - 75

Strength - 60

Mental Ability - 80

Magic Level - 3

Maximum Spell Points - 2

Trap Detection - 40

Visual Range - 10 Squares

Special Ability - Spell Cast

### *Elf*

Immune to all poisons and possessing superior eyesight, the Elf is a short but highly skilled individual who can also cast some magic spells.

Combat Ability - 80

Strength - 80

Mental Ability - 80

Magic Level - 1

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Maximum Spell Points - 1

Trap Detection - 20

Visual Range - 10 Squares

Special Ability - Spell Cast

### *Empath*

A Psychic character, the Empath can scan for unseen enemy lifeforms. Empaths can sense danger and foresee the future to some extent.

Combat Ability - 80

Strength - 70

Mental Ability - 90

Magic Level - None

Maximum Spell Points - 1

Trap Detection - 70

Visual Range - 8 Squares

Special Ability - Life Scan

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### *Thief*

A common thief, usually motivated by greed. The Thief can pick locks and gain access to hidden areas. Naturally this character is an excellent fighter too.

Combat Ability - 90

Strength - 70

Mental Ability - 70

Magic Level - None

Maximum Spell Points - 1

Trap Detection - 10

Visual Range - 8 Squares

Special Ability - Pick Lock

### *Dwarf*

A stout and proud character. Dwarves are masters of all things mechanical, can disarm traps and see their triggers, even in darkness.

Combat Ability - 85

Strength - 85

Mental Ability - 70

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Magic Level - None

Maximum Spell Points - 1

Trap Detection - 90

Visual Range - 10 Squares

Special Ability - Disarm Trap

### **SPECIAL SKILLS**

#### Using Special Skills.

Each character, except the Warrior, has their own special ability which can aid their quest. A character can use their special skill a maximum of once per turn provided they have enough Action

Points at least one Spell Point.

To use a special skill, Left Click on the Special Skill icon.

To cast a spell, Left Click on the name of the spell in the spell list.

If nothing happens then the character has failed. This can

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happen if the hero lacks mental ability or if they are just plain unlucky.

### Spells.

Magic users in Blade can cast spells. At the start of the game, none of the heroes have spells available to cast, a spell must be acquired by finding and reading a Book of Spells which can be bought or found in the Dungeon.

Spells come in seven Levels, with four spells per Level. Level one spells are less powerful than Level two spells etcetera and spells may only be obtained in order. A magic user can not gain any level two spells until all four level one spells have been obtained. Additionally, the characters Magic Level restricts the number of spells that can be obtained. Elves for example cannot gain or cast Level two spells, normally.



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### Spell Points

Like any special ability, casting spells needs Spell Points. Unlike the other special skills however, sometimes more than one point is needed, this is calculated by subtracting the Character Level of the spell caster from the Level of the spell. Any zero or negative results are rounded up to one, because at least one point is needed for each spell cast.

*For Example...*

*A Level 1 Cleric casting a Level 3 spell needs 2 Spell Points.*

*A Level 2 Wizard Casting a Level 7 spell needs 5 Spell Points.*

*A Level 4 Elf casting a Level 1 spell needs 1 Spell Point.*

### Special Skill Notes

Some skills and magic spells require the character to be standing and or facing in the correct position.

*For example...*

*The Magic Missile spell requires the caster to face the correct direction.*

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*The Lock Pick skill requires the caster to stand just in front of the door and face it.*

*The Disarm Trap skill requires the character to be standing next to the trap and facing it.*

*The Life Scan skill can be performed anywhere.*

### COMBAT TECHNICALITIES

Combat is what Blade is all about, and usually means attack the weak and flee from the powerful.

To attack a monster, stand next to it and Left Click on the beast. Attacking always ends a turn no matter how many Action Points remain.

During an attack, the Combat Skills of both the attacker and the attacked are randomly calculated and compared.

If the attackers value is higher then the defender is hit.

If the defenders value is higher then the attack is parried and no damage occurs.

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*For Example...*

*A Wasp with a Combat Skill of 110 attacks a Warrior with a Skill of 95.*

*The computer picks a number between 0 and 110 .... 54!*

*The computer picks a number between 0 and 95 .... 26!*

*The Wasp wins this attack and hits the Warrior!*

The damage is simply the attackers ATTACK factor (their weapon) minus and DEFNCE (armour) the defender is wearing. A hit ALWAYS does at least one point of damage though. The result is subtracted from the defenders HITPTS.

*Example...*

*A Sword (30) hits an Ogre with scale armour (25).*

*This does  $30-25 = 5$  Damage.*

*A Dagger (10) hits a dragon with steel spines (40).*

*This does  $10-40 = -30$ , and a negative or zero means only 1 point of Damage.*

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## **MAZE OBJECTS**

Altars, Wells, Chests, Mirrors and Statues appear in the dungeons and are described as maze objects.

To use them, stand next to the object and Left Click on it.

Each time a maze object is used one of four things could happen, two things are generally good (like boosting hit points or strength) and two are generally bad (like reducing those stats).

Altars produce the strongest effects followed by wells, chests, mirrors and finally statues which hardly do anything at all.

## **PROBLEMS**

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