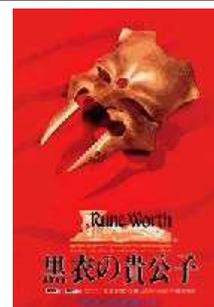


RUNE WORTH (c) - T&E SOFT (1990)

The game uses four disks:

1. START The game intro and the epilogue
2. GAME A Game Disk A
3. GAME B Game Disk B
4. USER Data characters and backups



- Start Game -

To start you need to insert disk 1 (START): let scroll the demo or push « space » to start the game. Insert the disk 2 (game A) when a message appears in red to access the first menu of the game then insert the disk 4 (USER) on demand in order to create your character or recall a backup.

LOAD	Load a backup(a character)
ENTER NAME	Create a character (8 maxi)
DATA ERASE	Delete backup

Once your character created and loaded, replace **disk Game A** (or B depending on where you are) for starting an adventure !

- In Game -

MENU

You access the menu by pressing « esc »key..

MAGIC	To use a spell
EQUIPMENT	Choosing your equipment
ITEMS	To use an item in your possession.
STATUS	Status of your character
SET	Setting the game options

MAGIC :

The game has 16 spells that you learn when discovering the Item NEW SPELL. They consume your magic points (MP). You can recover your MP by visiting a priest (ABBE) and select HEALTH.

To raise your MAX MP, you have to success the MEMORY game in the church (once in each town), and find MAX MP in chests.

EXPLORE	CELL - Church Cellar	Explore the area indicating the number of chests and if there is an exit or a monster.
HOOK	SAIA Palace	Magic key to open some chests
NIGHTDAY	Old TENE	Changing day to night
THRUST	Old TENE	Thrust the enemies
TREAT	ICE TOWN	Treat state POISON and PALSY
STOPPER	WEDEL	Blocks enemies four seconds
PROTECT	LIFANIA Temple	Increases defense
POWER	LIFANIA CAVE	Increases attack
WINGS	Island Jungle	Teleport from town to town
PUSH AWAY	Island Jungle	Push enemies away
UPLOADED	CONTRA Tower	Random transfer
MAGICAL	ICE TOWN	
INVINC	CONTRA Basement	Invincibility for a limited time.
EXIT	CONTRA Basement	To exit the caves and labyrinths.
REGAIN		Restores the level of Life.
FEAR	CELL Church Cellar	Afraid Enemies

EQUIPMENT :

When you find a new equipment, to equip yourself you must select it in ARMS and DEFENSE.

ARMS	DEFENSE
CLUB +25	MAIL +30
FLAME SWORD +25	HELM +20
SLAYER +80	SHIELD +30
	ARMOR +40
	DEFENDER +80

ITEMS :

You can wear no more than 30 items at the same time.

They can be classified into four categories :

- The objects of the adventure with automatic effect

-

TALISMAN	allows the exit of the city CONTRA
DAGGER	PERU's dagger to give to EMMA in TENE
HARP	Play harp to stop the storm at PORT
NECKLACE	To cross the lake ELISER
MYSTIC SWD	Ritual... LIFANIA
CRYSTAL	To exchange with NECKLACE
BOOK	
SABA CROSS	Open the last red door of the tower

- The objects to be used that allow an action or recover from a bad state.

GLASSES	Explore the area indicating the number of chests and if there is an exit or a monster.
WINGS	Teleport from town to town
FLUTE	?
HOURLASS	Changing day to night and vice versa
KEY	Key to open some chests and doors
POTION	Restores the level of Life.
ANTIDOTE	Treat state POISON
PURIFY	Treat state DRUNK
DRIP	Treat state PANIC

- Items to sell at SHOPMAN to get gold

LAPIS	Lapis Lazuli (gemstone) ? Cz
DIAMOND	600 Cz
ORICHA	Orichalcum (metal fabulous) 225 Cz
ORICHA RING	Orichalcum ring 150 Cz

- Items to use immediately for increasing the character's level :

MAX HP	Increases your maximum health points
MAX MP	Increases your maximum magic points
FLAME	With the SWORD, spear of fire, several levels.
NEW SPELL	To learn a new spell of magic

STATUS :

NAME	Character name
LEVEL	Level
HP	Health points
MP	Magic points
ATTACK	Power attack
DEFENSE	Defensive force
GOLD	Money :.. Cz
BODY	State of th body
WEAPON	Weapon used
ARMOR	Protection used

SET:

BGM ON/OFF	Enable or disable BGM
SOUND ON/OFF	Enable or disable sound
SPEED WRITE	Speed writing dialogue: from high (SPD) to slow (SLW)
STOP	Stop game

Case "BODY"

A peculiarity of the game lies in the different states of the character. You can see this condition in the box at the bottom right. It is "OK!" When things go well, but varies depending on the level of points but also the various health states and can be offset by an appropriate remedy.

Status Palsy = weapon unavailable..

BODY	MAGIC	ITEM
OK !	/	/
WEAK	REGAIN	POTION
WOUND	REGAIN	POTION
MAD	MAGIC inusable	Visit a priest (ABBE)
PALSY	TREAT	Visit a priest (ABBE)
PANIC	MAGIC inusable	DRIP
DRUNK	MAGIC inusable	PURIFY
POISON	TREAT	ANTIDOTE
DEAD	-	-

The states PANIC, PALSY and DRUNK recover after a time without doing anything.

SAVE

The backups are in a store [SHOP-MAN] (cost 10 Cz) in cities and it is strongly advised to do before going out at night because you can be attacked by bandits on leaving unless you give them 1000 Cz. The backups are on disk 4 (USER) and can be loaded only on starting the game by pointing the character (LOAD).

The TOWNS :

Name Used	Real Name	Items or actions
FORT	<i>Fort ZANOBA</i>	DAGGER
CELL	<i>CELLTORE</i>	Church and cellar – FLAME SWORD
SAIA	<i>SAIA</i>	Palais du roi – HELM - SHIELD
TENE	<i>TENERBE</i>	
CIANO	<i>GALLCIANO</i>	Bar – CRYSTAL Monastère - NECKLACE
ELISER	<i>ELISEREM</i>	Jetée – traversée du Lac
LIFANIA	<i>LIFANIA</i>	Mystic SWD - Ritual
CONTRA	<i>CONTRABAR</i>	TALISMAN–DEFENDER–SABA CROSS
PORT	<i>MILANTA</i>	Boat to ISLAND.
WEDEL	<i>WEDEL</i>	Dragon BEAST
WELTOR	<i>WELLTORIA</i>	HARP
ISLAND	<i>RAMASCAEL</i>	SLAYER - ARMOR

OTHERS COMMANDS

Press the "shift" key can stop the characters around you.
Space + Esc keys speeds up the scrolling dialogue.