

The Secrets Of Bharas

VICTORY SOFTWARE

P. O. Box 821381
Houston, Texas 77282-1381

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Designed and programmed by Victory Software.

Vivek Pai: graphics, towns, dungeons, movement.

Vijay Pai: player generator, windows, and dialogs.

Before You Begin Playing

Please complete the enclosed product registration card and mail it to us. With your address on file, we can keep you posted of new Victory Software products and any updates to current products.

Before you begin playing, make one copy of all three disks and store the originals safely. The section "Copying Disks" found later in this manual explains this process.

The three disks supplied are not copy-protected, allowing you to make one authorized backup for your own use. The original **LandsBharas** disk must not be played since data files on this disk will be permanently updated as you play the game.

The **LandsBharas** disk can hold only one team at a time. If you wish to create more than one team, you will need to make another copy of the original **LandsBharas** disk for that team. Your different teams can, however, share the same **ProgramBharas** and **SystemBharas** disks.

Owners of the new **Apple IIgs (ROM 3)** will be able to run "The Secrets of Bharas". (Please note that 1.125 megabytes is the standard memory configuration on this new **Apple IIgs**) **Owners of the older Apple IIgs (ROM 1) will require 1.25 megabytes of RAM.** A system with only 1.125 or 1.25 megabytes should **not** use a RAM disk or disk cache.

History of Bharas

From obscure beginnings, the lands of Bharas had developed and flourished in isolation. Unchanging winds had swept the lands for many ages before the Great Sages had begun to record history. With the recording of history, however, a new age dawned on Bharas. The words of the Great Sages would echo through the ages, extolling great deeds or painfully documenting glaring mistakes.

In the early years, the people of Bharas began to investigate many new sciences. Some Suryans in Vashi dreamt of lands distant and exotic. Of these dreamers, a few began to test the waters with crude vessels. Learning from their mistakes (some more painful than others), these early sailors tempered their vessels to withstand the fierce waters of Bharas. Seeking untold adventure, daring souls from all parts of Surya flocked to Vashi.

Across the waters from Surya, goats and men roamed the lands of Nadhi, a land of mighty rivers. Grazing at will, the

goats had their way with these fertile lands. After much bloodshed, men learned to tame these savage goats, and goat and man coexisted peacefully. Goats pulled ploughs through rich soils, carried food from farms to villages, turned the grind stones in village mills, and stood guard in bakeries.

To the south of Surya, a short, stocky folk trudged the rocky soils of Dharthi. These curious little people—the dwarves—learned to exploit the plentiful ores of their rich land. The fires of many a forge lit the rugged landscape against the inky black Dharthien sky. From these forges emerged glistening swords, mighty shields, and tough armor. The age of metal had begun here—in Dharthi.

Far removed from the other lands lay Hawa, a rather twisted, almost unnatural land. This land of Hawa was home to a race of thin, wispy men—the elves. Inspired by their magical surroundings, the elves began to tinker with the very fabric of Bharas. Driven by curiosity, the elves sought to learn the dark secrets of magic and sorcery. Conjuring powerful fireballs which could level towns and scorch fields. Summoning icy breezes from the skies and fiery demons from the netherworld. These were the dreams of the elves, but they had only taken the first steps to true knowledge.

70 As the Suryans build sturdier ships, they begin to venture beyond the Bay of Surya. Soon, mighty ships from Vashi battle the winds and sail around the entire land of Surya. Even the village of Varnas establishes a small fleet which rivals any of Vashi's fleets. As sailing becomes commonplace in Surya, expeditions discover the Mines of Minere located off the southwestern coast.

As sailors gain confidence against the perilous seas, they venture farther and farther from the comforting coast. Soon, a brave band of sailors assemble in Vashi with the hopes of discovering distant lands. Undaunted by the warnings and worries of their countrymen and led by Sadananda of Vashi, this band of stalwart sailors set sail from Surya.

After weeks without sighting any lands on the horizon, this stalwart band has nearly lost faith in their visions. Day after day of endless blue waters leads the crew to wish they had never left the comforting Suryan shores. Then one sunny day, cries of "Land! Land!" waft from the lofty reaches of the crow's nest. This stalwart band of sailors discover Dharthi, land of the dwarves.

71 Soon afterwards, sea routes are established between Surya and Dharthi. Those industrious little dwarves learn eagerly from their new Suryan friends, and soon the dwarves are building ships of their own. As trade routes between the two lands are established, so too are diplomatic relations.

73 The calling of the seas are heard by dwarves and men alike. Even the shores of Dharthi hold no appeal for Sadananda of Vashi. Once again he assembles another band of sailors—Suryans and Dharthiens. Sadananda's travels lead his crew to discover two new lands—Nadhi, a land of great rivers, and Wairan. The vast deserts of Wairan had previously been untrodden by man or beast, but now a brave few decide to settle down on Wairan's less formidable coasts.

74 By now Sadananda was feeling quite confident that more lands lay unexplored. Once scoffed by fellow Suryans, he was now a respected figure in Surya and Dharthi. On this new exploration, Sadananda embarks with a fleet of five strong ships to explore the South Seas of Bharas and discovers the hostile land of Jalamuki. Unable to find any signs of life on these volcanic islands, Sadananda and his crew set sail for the East. To their surprise, they stumble upon the twisted land of Hawa, kingdom of the elves!

80 With no more undiscovered lands remaining, Sadananda disappeared into the obscure pages of Bharas' history. Some say he settled down in Hawa and raised a large family.

All over Bharas, humans, dwarves, and elves alike were inspired by the shining tales of Sadananda's exploits. Dreaming of a new life in an unsettled world, brave pioneers from all corners of Bharas took to the high seas. These early pioneers faced countless hardships, but faith in their visions and the example set by Sadananda drove them onward. They established cities on Nadhi and Wairan, modeling them after their home towns in Surya, Dharthi, and Hawa. Jalamuki, however, was dismissed as being unsafe, since the volcanoes bubbled constantly, merely hinting at their ominous power.

90 The pioneers' ethics and values became closely woven into the very fabric of these early villages in Nadhi and Wairan. Now these same villages are flourishing, and trade routes are established with the other lands.

125 While some took to the seas in search of adventure, those of keen mind pondered the laws which govern all things. Somehow, they sought to unleash the hidden energies in all things. A certain sage, Narayan, had been tinkering with the natural forces of fire and frost. For many months at a time, this elf would renounce his village for the solitude of some remote mountain cave and return eventually with some new magical insights. One day, Narayan returns triumphantly to his village of Bolton thrashing about with a singed chicken and an icy salamander. Apparently, the great sage Narayan perfected the first magic spells—*flamma* and *hiems*.

126 Far removed from Narayan and Hawa, a stocky dwarf named Gaspard toils over a bubbling cauldron in his village of Parthenay. This great sage desires to learn the secrets of life itself! Gaspard believes that a “tapestry” links the essence of all living things and that this tapestry could be “rewoven” to alter or reconstruct an individual’s living essence. Many shrug away Gaspard’s ideas, but his resolve only grew stronger. Then one day, Gaspard ushers in a new age of magic— healing— by inventing the *salus* spell.

127 Word of Narayan’s and Gaspard’s achievements spread quickly across Bharas. Students from the farthest reaches of Bharas flock to Narayan’s village of Bolton and Gaspard’s Parthenay to study these new ways of magic. Reluctantly, these great sages agree to share their knowledge with a select group of students.

130 Great things are happening in Narayan’s school in Bolton. Narayan and his inner circle of students probe deep into the blackest of magics. Their efforts are not wasted, however. The spells *conus hiemis*, *conus flammae*, and *vallum hiemis* are the products of their diligence. The spell, *vallum flammae*, however, alludes Narayan and his students. Because many of Narayan’s students meet their ends trying to cast *vallum flammae*, Narayan forbid all but his best students from experimenting with this deadly spell.

131 During this new age of magic, a rivalry develops between the schools of Gaspard and Narayan. Soon after the talk of Narayan’s exploits have quieted, Gaspard’s school announces the invention of the following healing spells: *cibum para*, *salus totus*, *potentiae plures*, and *defensi plus*.

The First Great War: Hawa and Dharthi

132 Disguised as apprentice healers, a small band of fanatic Hawans murder the great sage Gaspard and openly proclaim that Narayan will again never live in Gaspard’s shadow. Infuriated by this diabolical act, King Percy of Dharthi orders the immediate execution of these criminals by the most painful means available. No sooner than the blood has been mopped from the execution hall, King Percy of Dharthi declares war with Hawa. Preparing for a match of magic as well as might, kings in both lands enlist all available mages and healers. Soon afterwards, fleets from both sides meet in Jalamuki and declare that land as their battleground.

133-139 The Hawan fleet is defeated at Jalamuki, and the Dharthiens advance to the land of Hawa. Vengeful and blood-thirsty, the Dharthien fleet plunder the cities and villages along the Hawan coast. Fearing for their lives, the people of Hawa flee to a few strongholds in the land. Driven back to the Palace of the King, the great mages of Hawa begin to experiment with new magic, desperately hoping to turn the tide of battle.

140 The Hawan mages encounter the same difficulties that plagued Narayan ten years earlier. Many a Hawan mage meets his end trying to perfect *vallum flammae*, but the Hawans persist with hopes of sparing their homeland from wrath of the Dharthiens. Their efforts are not wasted, however. The Hawan mages finally perfect *vallum flammae*, the wall of fire. Led by these invincible mages, the Hawan armies regain control of the battle.

143 Unable to withstand the scorching blasts of the deadly *vallum flammae*, the Dharthien armies retreat to the coasts of Hawa. The fighting, however, intensifies as the Dharthiens fight ferociously to stand their ground.

144-148 As the battles rage along the coasts, the Hawans secretly begin to assemble a new fleet of ships. Having learned much from their previous defeats at Jalamuki, the Hawan engineers set out to design ships of a caliber previously unseen on Bharas.

149 Unleashed on the unsuspecting Dharthiens, the new Hawan fleet resoundingly defeats the Dharthien navy off the

coasts of Hawa. Driven by the euphoria only victory can bring, the Hawan fleet advances towards Dharthi.

150 En route to Dharthi, the Hawan fleet establishes secret camps on islands in Jalamuki.

151-164 The Hawans and Dharthiens battle in the land of Dharthi. Although the Hawan armies make considerable progress inland, those stocky dwarves ferociously defend their homeland. The tides of battle oscillate between the two armies, but finally the Dharthiens regain control.

165 Driven back to the shores of Dharthi, the Hawans intensify their efforts. Driven by the desire to avenge the many years their homeland lay waste in battle, the Hawans fight fearlessly and unrelentingly.

166 Neither side gaining any ground, the fighting continues along the shores of Dharthi. On an otherwise uneventful morning, a small fleet of black ships are spotted on the distant horizon. Neither the Dharthiens nor the Hawans take notice of the newcomers, for even the smallest division of either side's fleet easily outnumbers the black fleet. By mid day the black fleet has joined the battle, but apparently on neither the side of the Hawans nor the Dharthiens!

Ship after ship of Dharthien and Hawan sailors mysteriously fall asleep at their very posts, allowing the hooded ones from the black fleet to board and slash the throats of their sleeping foes. After crushing both fleets, the hooded ones weave their magical web on the Dharthien and Hawan armies. Moving quickly, the hooded ones nimbly slash the throats of sleeping dwarf and elf. Unable to defend against this mysterious sleep spell, mage and warrior alike fall victim to these mysterious strangers.

A few passing goat herders are spared the fate of their unlucky countrymen. Surprisingly, one of the hooded ones hands the following scroll to a meek goat herder and instructs her to present the scroll to the leaders of either land. "We come from the lands of Nadhi and Wairan. Thy petty wars have plagued our land of Bharas for many a year, and we have come to settle thy quarrels. Mend thy ways, and live in peace again." And so, the first of the Great Wars came to an ends abruptly.

167 Terrified by this new presence from Wairan and Nadhi, the royal families from Hawa and Dharthi appoint provisional rulers and retreat into hiding. Soon a committee of the greatest surviving mages and healers gather in Dharthi to learn of this new sleep spell. By studying the remains from the battlefield, the committee learn the spell's components. The name *somnum* is adopted, and soon afterwards the spell's mechanics are uncovered.

198 After much negotiating, a unified kingdom is established on Bharas. One appointed ruler presides over the lands of Dharthi, Hawa, Nadhi, and Wairan, and all lands are represented equally in the Presiding Council. The land of Surya, however, remains an independent sovereignty.

230 In otherwise uneventful times, a contingent of mages and healers from Hawa and Dharthi travel to the land of Surya and meet secretly with the King of Surya. Afterwards, they return quietly to their lands.

231-245 While the other lands had fought in the First Great War, the Suryans had quietly built a large trading fleet. When Bharas had returned to a peaceful state, Suryan merchants were positioned to deliver goods to all reaches of Bharas. Trade routes are established with all lands of Bharas, and the new Suryan merchant fleet exercises tight control of these routes.

The Second Great War

246 Rumors that the Suryans were preparing for war had spread across the lands, but all had dismissed it as mere gibberish. What soul would even speculate that these rich Suryan merchants had a dark side? Well, the day had come when all others wished they had heeded these rumors.

The Suryan trade fleet and a mysterious Suryan fleet from Jalamuki lay siege to the lands of Nadhi and Wairan. Within days, all cities and villages in these lands are devastated and leveled. Some Bharals claim that a few survived this ordeal and sought refuge in the forests. Meanwhile, the Hawan and Dharthien fleets are incapacitated by a large band of mages and healers.

247 Caught completely unawares, the Hawans and Dharthiens can not muster a substantial defense. The Suryan

fleet and this band of magic wielders crush what little resistance the Hawan and Dharthien militia offer.

Within the course of two years, **the Second Great War comes to an end.** The Unified Kingdom falls to the combined attacks of the powerful Suryan merchant fleet and a mysterious band of healers and mages; the lands of Wairan and Nadhi lay devastated. A provisional council of mages and healers is quickly formed to rule the lands of Dharthi and Hawa.

248-300 In the aftermath of this great war, Bharas enjoys an unbroken peace. Trade flourishes among the lands, and merchants in all lands prosper.

301 For a time, Dharthi and Hawa experience tranquility under the ruling council. But through the years, dissension develops among the members of the ruling council. Finally, this dissention becomes unbearable, and the council is dissolved. In the wake of the ruling council, Dharthi and Hawa are divided into a number of petty states. Across the waters, Suryan merchants eye this proceeding cautiously, for they fear another great war.

302 Gradually each state develops its own political identity as well as its own nationalism; Hawan or Dharthien nationalism has eroded entirely. Unable to achieve any degree of political or economic unity, each state establishes its own trade routes with Surya.

303-306 Dissatisfied with the political disputes in Hawa and Dharthi, some Bharals return to Nadhi and Wairan and established several villages and cities. The cities formed during this exodus offered the same conveniences as their older counterparts across the waters.

The Third Great War

307 Ownership of trade routes and the ability to collect tolls along those routes has grown into quite an important issue. Over time, distrust and hatred have festered among the states, but now this hatred reaches a critical mass. A great civil war erupts in Hawa after trade negotiations among the states dissolve.

308 News of the war in Hawa spreads quickly to Dharthi. Sharing the feelings of their Hawan brethren, the Dharthiens take to arms to settle their trade disputes. Thus, a civil war erupts in Dharthi.

309-317 The fighting continues in both Hawa and Dharthi as states form alliances in battle. Alliances rise, gain new ground, but then meet defeat. The battles rage on without much direction.

318 Seeking to exploit the climate of chaos and anarchy, Surya mobilizes a massive military campaign to gain control of Nadhi and Wairan. Recently rebuilt, these lands seem the ideal target for a military takeover.

319 A young mage, Yaniv, and a young healer, Keviv, work together to combine their knowledge of magic and healing. Together, they introduce several bold, new spells: *corpora tremencia*, *impetus cordis*, *daemon pugnans*, and *resurgens*. Armed with these powerful spells, Yaniv and Keviv lead the forces of Hawa's smallest state, Canara, the capital of which is Bolton, to a resounding victory over all other Hawan states.

Triumphant, Yaniv, Keviv, and their forces sail swiftly to Dharthi. Overpowered, their Dharthien foes fall quickly to these ominous armies. New kingdoms are established in these lands, and descendants of the old ruling families are restored to power.

Fearful of the rising power in the South, Surya abandons its plans to invade Nadhi and Wairan. Instead, Surya begins to amass an even larger fleet to defend its home shores.

The Fourth Great War

321 Fearful of Surya's military escalations, Dharthi's fleet challenges the Suryans off the coasts of Surya. Unable to hold their ground against the Suryans, the Dharthien fleet is repelled.

322 With the wind at their sails and cries of victory in the air, Surya launches simultaneous attacks against Dharthi and Hawa.

323 The many ages of naval prowess have given Surya a mighty fleet and wise admirals. Their superior fleet resoundingly defeats the Dharthien fleet off the shores of

Dharthi, but Surya's two-pronged attack works to their detriment. Exploiting tiny flaws in the Suryan's offensive, the Hawan fleet successfully defeats the more powerful Suryans and sets sail for Surya.

324 Fearful of the Hawan advances, the Suryans retreat from Dharthi to defend their homeland. Meanwhile, the Hawan fleet is still headed for Surya's shores and the intense conflicts which lie ahead.

325 A bitter war ensues in the land of Surya between the Suryans and Hawans. The thunder of cannon and the crashing sounds of many a mast strike fear into the hearts of meager goat herders and their unsuspecting flock.

326 A rejuvenated Dharthien fleet returns to the fighting at Surya, but now fighting breaks out among all three parties. Neither the most innocent of goat herders nor the most unsuspecting goat can predict which of these three warring factions will triumph.

The Beginning of the New Age of Peace


329 The Great Summit: After years of pointless fighting, a summit is called between the Kings of Hawa, Dharthi, and Surya. Ready to end these futile military campaigns and rebuild their ravaged lands, the kings sign an agreement to usher in a new age of peace.

330 As a symbol of the new-found unity among the lands, a joint expedition is launched to chart the lands of Bharas. The first lands to be charted are Surya, Dharthi, and Hawa.

331 Separate parties are sent to Jalamuki, Nadhi, and Wairan, but the initial scouting parties from Jalamuki never return. Alarmed by the mysterious disappearance of these parties from Jalamuki, the other expeditions are called back before they could finish their mapping.

Copying Disks

A brief summary of the duplication process is presented below, but if you are still unsure please refer to Chapter 3 of the *Apple IIgs System Disk User's Guide*. (This manual should have been shipped with your Apple IIgs® computer.)

1. Start your Apple IIgs® and enter the Finder™ (GS/OS desktop). You will need to use a System disk other than the **SystemBharas** disk, since the **SystemBharas** disk does not include the Finder™.
2. Insert a blank 3.5" disk into the 3.5" drive. The disk's icon will appear on the desktop. Select the icon by clicking on it, and choose *Initialize (or format)* from the menu bar.
3. The Finder™ will ask you to name this disk. Name this first disk **SystemTemp**.
4. The Finder™ will ask you to select a few parameters. Please select "ProDOS" and "800K 2:1". Now proceed to initialize this disk. You will need to wait about 60 seconds while the disk drive is initializing the disk.
5. Remove this disk from the desktop by dragging its icon to the trash.
6. Repeat steps 2 through 5 with two more blank 3.5" disks, except name one **ProgramTemp** and the other **LandsTemp**.
7. Insert the original **LandsBharas** disk into the 3.5" drive. You should now see its icon on the desktop. Select the disk's icon by clicking on it, and choose *Eject* or  *E* from the menu bar to eject the disk. A dimmed icon for the **LandsBharas** disk should remain on the desktop.
8. Insert the blank **LandsTemp** disk into the 3.5" drive. You should now see its icon on the desktop.
9. Drag the **LandsBharas** disk's dimmed icon onto the **LandsTemp** disk's icon. The Finder™ will ask if you wish to "replace the contents of LandsTemp with LandsBharas". Select OK to proceed with this copy.
The contents of the **LandsBharas** disk will be copied to the **LandsTemp** disk. During this process, you will be prompted several times by the Finder™ to swap disks.
10. Remove the **LandsBharas** disk from the desktop by dragging its icon to the trash. The **LandsBharas** disk's icon should have disappeared completely from the desktop.
11. Rename the **LandsTemp** disk to **LandsBharas**. If you are using GS/OS System 4.0, you will need to select the disk's name by double-clicking on the name. If you are using GS/OS System 5.0, you will need to only click once on the disk's name. The cursor should change when it is over the name. Type in the new name, and press return.

12. Remove the **LandsBharas** disk from the desktop by dragging its icon to the trash.
13. Now repeat steps 7 through 12 with the **SystemBharas** and **ProgramBharas** disks. When copying the **SystemBharas** disk, use the **SystemTemp** blank disk. When copying the **ProgramBharas** disk, use the **ProgramTemp** blank disk.
14. The duplicate disks must have *exactly* the same names as the originals: **LandsBharas**, **ProgramBharas**, and **SystemBharas**. Use no spaces or periods in the names.
15. Store the original disks safely, and play using the duplicate disks.

Launching From the System Disk

The **Secrets of Bharas** is launched by starting the Apple IIgs with the supplied **SystemBharas** disk in the first 3.5" drive. The start application on **SystemBharas** will allow you to enter either **Bharas** or the **Guild Shop**. The **SystemBharas** and **ProgramBharas** disks are used to launch either of the two applications. **Do not play the original LandsBharas disk since this data disk is permanently updated during play.**

Hard-Drive Installation

1. Your hard drive should already contain System 5.0.2 or greater if you wish to install **Bharas** to your hard drive. The **SystemBharas** disk does not contain certain drivers used by other programs, and, therefore, should not be installed to your hard-drive. System 5.0.2 can be obtained from any authorized Apple dealer.
2. Start your Apple IIgs® and enter the Finder™ (GS/OS desktop). You will need to use a System disk other than the **SystemBharas** disk, since the **SystemBharas** disk does not include the Finder™.
3. Create a new folder on your hard drive, and name this folder **Bharas**.
4. Insert the **ProgramBharas** disk, and copy the files **Bharas.Program** and **Guild.Shop** on **ProgramBharas** to the **Bharas** folder on your hard drive.
5. Insert your copy of the **LandsBharas** disk. Now copy the folder **Data2of2** on the **LandsBharas** disk to the **Bharas** folder on your hard drive. Do not try to open the **Data2of2**

folder from the Finder™ ever. It contains approximately 200 files.

6. Insert your copy of the **SystemBharas** disk. Copy the folder **Data1of2** to the **Bharas** folder on your hard drive. Also copy the file **Bharas.Image**. From the folder **System**, copy the program **Start**. The **Start** program should be used from your hard drive to launch the game.
7. You may rename the folder **Bharas** to any name you desire. Hard-drive installation is now complete.

Before you begin playing, you should have at least 5K free on your hard drive. This extra space is required for the possible growth of certain data files.

The **Bharas** folder should not be nested too deeply in other folders on your hard drive. If you receive a "pathname length" error, move the **Bharas** folder closer to the root in your hard-drive's folder hierarchy.

Overview of the Game

Welcome, fearless adventurer, to the world of **Bharas**. Before you begin your journey across the rugged lands of our fair world, please read the previous section "History of **Bharas**" which provides a thorough history of our land and prepares you for what is in store.

Now that you are well versed in the history of our lands and your mission, let me provide some travelling tips. Our fair world is composed of six distinct lands, each with its own bustling towns, quaint villages, perilous dungeons, and rugged landscape. You will see maps of the lands which were charted by the recent expeditions, but take note that these maps may not be complete. Although the expeditions were thorough, I am sure that they were too cowardly to chart the dungeons of our lands.

As a seasoned adventurer, let me pass on some advice which will help you start your travels. Many dungeons dot the various lands, but finding them can be quite a task. Although their locations have slipped this old mind of mine, I know that some of the townspeople know of their whereabouts. Before you set out to traverse the depths of these dungeons, be warned that they contain some nasty beasts, far more powerful than your party of tenderfoots.

I advise that you challenge the dungeons in the future, after your players have gained some proficiency in their trades. In the

meantime, the towns and villages have much to offer in the way of shops, and they are home to some interesting folk, eager to tell you tales of their past deeds. If you are looking for something, chances are good that some townspeople may be able to provide clues. Well, enough about the towns; you should find out more firsthand. Before I'm through, let me warn you that the lands are not entirely safe. Some folk have seen strange beasts wandering the countryside. I advise you to arm yourselves and prepare for possible encounters on the lands.

Before you begin your travels, you will need to assemble a party of adventurers. The following sections describe the process and what options are at your disposal. After assembling your party, you may begin exploring Bharas, subsequently returning to this manual when you encounter new situations. If you are unfamiliar with Victory Software's combat system, you may wish to read that section before beginning.

Good luck on your travels! May the winds of good fortune fill your sails.

The methods you use to gain information about Bharas surround your screen. On the right, you see a small map of the land you traverse. Under the map, a clock tells you the time in Bharas. The magic compass points to the nearest town if you are wandering the lands. In a town, it points to the center of the town. In dungeons, it shows you the current direction you face. Underneath the compass is a quick display of the health of your party. A healthy person will have all lights lit. Each dimmed light indicates a drop of 20% in body status. A red light indicates the player is near death.

The buttons at the bottom of the screen are shortcuts to the menus. The first two buttons are always Salus and Salus Totus. On the surface, the remaining buttons represent (in order) Attack, Look, Stats(Group), Camp, and Pass Turn. In a dungeon, the buttons are Attack, Dungeon Map, Pass Turn, Turn Left, Turn Right, Move Forward, and Move Back. In towns, the buttons are Attack, Look, Stats(Group), Stats(Players), Talk, Equip Armor, and Equip Weapons. In Combat, the buttons depict Begin Round, Combat Preferences, Toggle Combat Mode, Flask of Oil, Flee, and Quick Player Summaries.

Your Players

Before you begin on your quest, you will need a party of six stalwart adventurers. You can enter the Guild Shop to assemble your brave party. Each adventurer is characterized by several physical and mental attributes, experience, body status, and magic points.

Physical and mental attributes:

Strength	Increases damage inflicted by player on monsters.
Agility	Reduces chances of being struck by a foe.
Stamina	Increases body status, decreases damage inflicted by monsters.
Psyche	Increases spell power and magic points.
Ego	Increases abilities in combat.

Strength, agility, and stamina are most important in battle, for they directly govern a player's combat performance. Psyche is important only for magic wielders, since warriors are unable to cast spells.

Body Status

Body status reflects a player's well-being. When a player is hit by a foe, the player's current body status is reduced in proportion to the severity of the blow. When a player's current body status drops to zero, that player is dead. A player's maximum body status reflects the best health for that player. As players grow more proficient in battle, they will raise levels and gain more body status. This growth is reflected in increases in the current and maximum body status. Although dead players will not recuperate on their own, healers can resurrect them. Wounded players can also be restored by healers. If the team's healers are unable to heal a player, the team can always seek out the healers in towns. Please note that these town healers will charge reasonable fees for their services.

Trades

The trades available for a new player are warrior, mage, and healer. Of the three, warriors excel in physical combat. Not requiring any minimum qualifications, warriors are trained extensively in the ways of the sword. The special training of warriors allows them to use weapons neither mages nor healers can use. Only certain individuals, however, can become learned in the ways of magic. These individuals must possess certain minimum attributes before they can learn their trade. Of these

two magic-wielding trades, mages can unleash an arsenal of attack spells, ranging from small fireballs to destructive tremors. On the other hand, healers possess only two attack spells, but only they are capable of healing players and enhancing the group's abilities in battle. More information on mage and healer spells is presented in the section "Magic".

Minimum qualifications for trades:

	Mage	Healer	Warrior
Strength	0	12	0
Agility	15	15	0
Stamina	0	12	0
Psyche	25	25	0
Ego	20	0	0

Experience and Levels

After vanquishing enemies in battle, each surviving player gains experience. This experience is indicated as an accumulating numerical value. As players gain more experience from battles, they will raise levels periodically. Raising a level increases the player's attributes and body status. As players raise levels, they will be awarded new ranks.

A player begins at level 0; to raise to the next level, a warrior requires 1000 experience points, a mage requires 1100, and a healer requires 1050. Each level afterwards requires a 3% increase of the amount required to raise between the two previous levels; for example, a warrior must have a total of 2030 experience points to reach level 2 and 3091 to reach level 3.

Titles assigned by experience:

Level	Warrior	Mage	Healer
0	Tenderfoot	Enchanter	Novice
3	Battler	Conjurer	Initiate
8	Swordsman	Wizard	Empath
15	Hero	Sorcerer	Master
24	Defender	Necromancer	Sage
35	Knight	Warlock	Rishi
50	Achilleian	Imperial Mage	Master of Life

Creating Players

Players must be individually created and then assembled into a team. Each player begins with a random set of minimum values for the five attributes discussed earlier and a random number of points to add to those attributes. To alter an attribute, first

choose one from the first set of radio buttons. Now press the *Increase* or *Decrease* buttons to change this attribute's value as shown in the *Current* column.

A trade is selected from the second set of radio buttons. Trades for which the player has not qualified appear dimmed, but they become available as the player's attributes satisfy a trade's requirements. When all points have been distributed and a trade has been chosen, select *Done* to add the player to current party, or select *Cancel* to discard this player.

If you are unhappy with the team in memory, simply select "Erase Team" from the Commands menu. The team currently in memory will be erased, without affecting the team stored on the Lands data disk.

Each player that is created is added to the team in memory. This team in memory can be erased or modified without affecting the current team on the Lands data disk. When all six members have been created, select "Save Team" from the Commands menu. The team in memory will be saved to the Lands data disk. The old team on the Lands data disk will be replaced (overwritten) by your new team.

Please note that creating a new team is not possible after certain milestones have been passed in the game. In this case, make a new copy of the original Lands data disk, and create a new team on this data disk.

Weapons and Armor

The shops of our fair land sell the finest weapons and armor. Rumors have spread that enchanted armor and weapons can be found, but these items may be scarce. The following tables list the items available for sale.

Piece	Type	Armor status boost	Price
shield	small	2	50
	large	4	80
helmet	leather	2	150
	bronze	5	450
gauntlet	leather	1	250
	copper	2	550
suit	cloth	2	50
	leather	4	105
	chainmail	7	250
	plate	10	625

Weapon	Price	Accuracy	Power	Long Range?
dagger	15	1	1	
mace	40	2	2	
flail	90	3	4	
shortsword	150	3	7	
greatsword *	230	5	9	
crossbow	500	7	6	√
longbow *	650	9	7	√
flask of oil	10			√

* the greatsword and longbow can only be used by warriors

Magic and Healing

The wily mage and the deft healer are well versed in the ancient arts of magic. To cast a spell, a mixture must be first mixed from magical components. This process is quite involved, and must be performed in a non-combat situation. First, the correct magic components and the correct quantities must be selected; as the spell caster is mixing together the components in the preordained fashion, he must utter the proper incantation. If he makes the slightest mistake in this complex process, the mixture can explode, causing damage to the spell caster or even the entire party! Since spells can not be mixed in combat, prepare an adequate supply of mixtures beforehand.

In order to cast a spell, the spell caster must have a certain number of magic points. After casting a spell, the spell caster's magical powers become reduced; this *magic fatigue* is indicated by a drop in magic points. Magic points regenerate when the party is walking about the lands, since the spell caster recovers rather slowly from magic fatigue. **Since magic points do not recover in combat or in dungeons, use your spells wisely!**

At a given level, a spell caster can only cast the spells he has learned. As he raises a level, he gains the magical ability to cast new spells. Some of the more advanced spells, however, must be learned directly from Yaniv the Powerful or Keviv the Wise once the spell caster becomes eligible to cast the spell.

The following sections list the current body of spell knowledge and a summary of their requirements. Beside each spell name is the degree of magic fatigue brought on by the spell.

Mage Spells

Hiems (5)

Crush the mixture in thy hand, and mix with some common dirt. Hurl this mighty ball of frost at thy foe!

Components: 1 goat hair, 1 quartz, 1 brine
Incantation: bokad

Flamma (10)

Crush the mixture in thy hand, and add thy spittle. Aim at thy foe, and hurl forth this mighty ball of fire!

Components: 1 brimstone, 1 brine
Incantation: jyoti

Conus Hiemis (15)

As thou sweeps thy hand in the direction of thy foe, let the wind take this mixture. A cone of frost will emanate from thy hand, and strike several of thy foe.

Components: 1 goat hair, 2 quartz, 1 brine
Incantation: bokad

Conus Flammae (20)

In a manner similar to *conus hiemis*, unleash a cone of fire at thy foe.

Components: 1 turmeric, 1 brimstone, 1 brine, 1 silt
Incantation: bapre

Vallum Hiemis (25)

Spread this mixture in a direct line at thy feet, and stomp the ground resolutely. A wall of frost appears before you, and sweeps forward to strike all foe who lie before thy feet.

Components: 1 goat hair, 1 quartz, 1 brine, 1 silt
Incantation: bakre

Vallum Flammae (30)

In a manner similar to *vallum hiemis*, unleash a wall of fire at thy foe.

Components: 2 turmeric, 1 silt
Incantation: juwal

Corpora Trementia (35)

Sprinkle this mixture in the air, and as it drops to the ground stomp both of thy feet. As the ground quakes, so too will the bodies of thy foe! Once a mage is eligible to cast this spell, he must seek out Yaniv the Powerful or Keviv the Wise to learn this spell's inner workings.

Components: 1 goat hair, 1 bamboo, 1 brine
Incantation: shakt

Impetus Cordis (40)

Point thy finger at the foe thou wilt vanquish, release the mixture from thy hand, and stomp thy feet once as the first of the crystals strike the soil. Thy foe will feel the wrath of thy spell in his very bosom, and he shall drop dead before the last crystal strikes the soil! This spell must also be learned from Yaniv the Powerful or Keviv the Wise.

Components: 1 turmeric, 1 brimstone, 1 quartz, 1 silt
Incantation: laau

Daemon Pugnans (45)

Spread this mixture in a circle on the soil, and stab the center with a small stick. A demon warrior will appear from the darkest of realms and join thy side in battle! This spell must also be learned from Yaniv the Powerful or Keviv the Wise.

Components: 1 goat hair, 1 brimstone, 1 silt
Incantation: raksh

Healer Spells

Salus (5)

Touch thy friend's wound, lightly rubbing with the mixture, and watch thy friend's wound heal slightly! In battle, this spell requires a target and takes one round to cast.

Components: 1 goat hair, 1 brine
Incantation: detal

Cibum Para (10)

Wrap the mixture with leaves, and crush it in thy closed palm. Now, open thy palm to reveal the food you have created! Not available in combat.

Components: 1 goat hair, 1 turmeric
Incantation: dosa

Salus Totus (15)

Touch thy friend's wound in a manner similar to *salus*, but thy friend's wound will heal more greatly! In battle, this spell takes a round and a target.

Components: 2 goat hair, 1 brine
Incantation: viko

Potentiae Plures (20)

Sprinkle this mixture on the ground near thy party, and for a time, thy comrades will feel stronger and more agile in battle!

Components: 1 quartz, 1 bamboo, 1 silt
Incantation: p

Defensi Plus (25)

In battle, hurl this mixture into the air above thy party, and for a time, a magical shield will surround thy comrades, making it more difficult for thy foes to strike blows.

Components: 1 goat hair, 1 bamboo, 1 brine
Incantation: yeh

Somnum (30)

Wave thy hands slowly in the air, gradually releasing this mixture. Soon, thy foes will fall into a deep sleep, unconscious of the blows which will soon strike them.

Components: 1 brine, 1 silt
Incantation: nyida

Corpora Trementia (35)

Identical to the corresponding mage spell.

Impetus Cordis (40)

Identical to the corresponding mage spell.

Resurgens (45)

Rub this mixture on the face of the deceased, and watch as the life returns to his very body! Once a healer is eligible to cast this spell, he must seek out Keviv the Wise or Yaniv the Powerful to learn the spell's inner workings. The extreme nature of this spell renders it too lengthy to be cast in battle.

Components: 3 bamboo, 2 silt
Incantation: muaah

Combat

When combat is entered all participants in the battle appear in the Viewing Window and in the newly opened Tactical Window. Monsters and their transports appear at the top, and the team members and transports in the team's convoy appear at the bottom. In the Tactical Window, players appear as P0 through P5, the team's transports as T0 through T5, and monsters as M0 through MB, depending on how many are actually present. The Tactical Window also lists the commands chosen for each player and transport, highlighting the currently selected player or transport.

Please note that only the transports in the team's convoy will appear as T0 through T5. Transports owned by monsters will still be designated monsters in the tactical window; in other words, the monsters' transports will still appear as M0 through MB. Transports which belong to monsters can not be entered by any team members, because the monsters will not let you enter!

Weapons readied by the player can be either long-range or short-range. A short-range weapon can attack only an adjacent enemy. A long-range weapon, however, can attack an enemy located any distance from the player. Therefore, players who have readied short-range weapons must move towards distant monsters or throw flasks of oil.

A battle occurs as a sequence of rounds, each round planned by the user or controlled by the computer; this computer-controlled combat mode can be entered and exited at will. During the battle, team members can enter and exit transports freely, but only those transports carrying at least one player can participate in a round; transports not carrying any players appear dimmed in the Viewing Window. Players riding transports can not directly participate in a round, but can exit transports if participation is desired. Players riding transports will not appear in the Viewing Window.

Manual Combat

In manual mode, commands for each attack round must be specified before the round is executed. A command consists of three basic sequences: selecting an origin, dragging to a target, and selecting an action. First, select a player or transport by clicking on the shape in the Viewing Window. While the mouse button is still held down, drag to a target and release the button. A default action appropriate to the origin and target is now supplied, but this default can be overridden; the default supplied will be either attack, move, or enter-transport. For example, if a player desires to enter a transport, drag that player's shape to the transport.

The other commands require that an action be chosen from the "Combat" menu. To throw a flask of oil, a player on foot must be selected as the origin and a transport, monster, or empty location, must be chosen as the target. When a flask of oil ignites, all adjacent monsters, players, and transports incur damage from the blast.

Exiting a transport requires only the selection of a transport as the origin and choosing the "Exit Transport" option. A dialog box will then prompt you to select the players who will exit that transport. When the commands are executed, the exiting players will be placed immediately adjacent to the transport or in empty locations near the transport. Finally, a "Rest" command is provided for any player or transport not wishing to

participate in that round; resting players or transports, however, can still be attacked by the enemy.

To launch the combat round, choose the "Begin Round" item under the "Combat" menu or use the keyboard equivalent. Each player executes his command once, the monsters attack, and then the round halts. If a player will perform the same action next round, his command need not be reselected.

Computer-Controlled Combat

Before a round begins, control of the team's actions can be relinquished to the computer via the automated combat mode. In this mode, the computer follows a combat strategy which you can specify. Select "Combat Preferences" from the "Combat" menu to customize the team's tactics. The attack strategy can be either *elimination*—in which all players and transports focus their attack on one monster at a time— or *dispersion*— in which each player and transport attacks a unique monster.

The team's tactics can be tailored even further through the other options in the "Combat Preferences" dialog.

- The players can automatically ready either their most accurate or most powerful carried weapon, according to the "ready weapon" setting.
- Players can either automatically attack with a carried long-range weapon or move towards the monsters to attack at short range. Keep in mind that the chance of hitting a target increases as the distance to the target decreases.
- If a player is not carrying a long-range weapon and no monster is adjacent, that player can throw a flask of oil if this option is enabled.
- When a player is adjacent to monsters, he or she can switch to short-range weapons if this option is enabled. Some short-range weapons are more accurate and more powerful than long-range weapons, providing a motive to ready the short-range weapon.
- When the computer assumes control in automated mode, the computer can either continuously execute each round or halt after each round has been executed.
- Finally, the player selected to lead receives more experience.

During 'continuous combat' mode, holding down the mouse button signals the computer to halt after the current round has completed.

To launch a combat round, choose the "Begin Round" item under the "Combat" menu or use the keyboard equivalent. In computer-controlled mode, control is relinquished to the computer. The computer first determines each player's and transport's command, and then it executes the round.

Arranging Combat Formation

The formation assumed by the team at the start of each battle can be modified. Select the "Arrange Combat Formation" command under the "Combat" menu. Displaying the team's combat position, a new window will replace the Viewing Window. Players and transports can be arranged in any formation within the start area shown in blue. The formation is arranged by using the same commands used in manual combat, but now the actions occur instantly. For a detailed explanation of the commands used to move players and transports, refer to the "Manual Combat" section found earlier in this manual.

Lands

Movement

On the land and in towns, the team's surroundings appear as an overhead view in the Viewing Window. Locations which appear as dark squares are beyond the team's direct line of sight because some object is intervening; for example, dense forests, tall mountains, and walls block the team's vision.

Movement is achieved by clicking in the Viewing Window or using the numeric key pad. Two modes of mouse-based movement are simultaneously available.

- Simple movement, a single-step move, is accomplished by clicking in a location adjacent to the team. The cluster of eight keys centered about "5" on the numeric key pad can also be used to move in the appropriate direction.
- Logical movement, an intelligent move between points, is accomplished by clicking on a distant location; the

computer will move the team to that location while avoiding any obstacles in the path.

- Holding down the mouse button repeatedly moves the team in that direction.
- The computer will beep if a move is not possible because of an intervening object.

When the team moves, the team's shape stays in the center of the Viewing Window, but the surrounding terrain scrolls about the player's shape.

What to Expect

Numerous towns and dungeons dot the lands of our fair Bharas. Each appears as a distinct shape in the Viewing Window. If you are unsure about a shape use the "Look" button to determine its identity. In order to enter a town, dungeon, or empty transport, first, move the team over the object; now, click on the team's shape, or choose "Enter" from the "General" menu.

In addition to towns and dungeons, be prepared to encounter hostile enemies. Bharas has become home to some fairly nasty beasts, some rumored to be quite strange and twisted. Even the most innocent of creatures have been supposedly transformed into vile hideous beasts.

To sail from one land to the other, you will need a ship. Ships can be purchased in towns, but you should begin saving early to purchase a vessel. The following lands are at your disposal:

Surya	Kingdom of humans
Nadhi	Land of great rivers
Dharthi	Kingdom of dwarves
Wairan	Land of great deserts
Jalamuki	Land of volcanoes
Hawa	Kingdom of elves

Towns

Shops

In order to buy or sell something, walk up to the shop's counter (behind which should be a merchant), and select "Talk" from the "Commands" menu or use the "Talk" button. A dialog box will appear, allowing you to select the items you wish to buy or

sell. When the dialog box for the armor, weapons, or food shop is open, you can still perform other menu tasks, such as opening any number of 'stats group', 'stats players', 'equip armor', or 'equip weapons' windows.

Used weapons and armor can be resold at the appropriate shops, but no merchant will purchase used food, or magic components. (After all, would you trust old potions or buy used food?) After the dialog box for the weapons shop appears, select those weapons you wish to sell; choose from the weapons listed as if you were purchasing them, and then click on the *Sell* button. The group must be carrying the weapons selected, and these weapons can not be readied by any player; in other words, these weapons should appear in the *Group Stats* window. Please note that used weapons and armor will fetch a modest, but reasonable, price.

People

In a town, the team can talk to only those people who are adjacent. In order to talk to someone, walk up to that person, and choose the "Talk" command from the "Commands" menu or use the "Talk" button. A dialog box now appears.

The dialog box contains the townsperson's name, six buttons to direct the conversation, and a large area which displays text from the townsperson's responses. Clicking "Background" or "Introduction" initiates the conversation, clicking "New Topic" or "More Detail" solicits responses from the person, and clicking "Depart" ends the conversation. If you wish to ask something of a person, click the "Ask Object" button; some people you meet may direct you to others who can help you in your quest.

Dungeons

Movement

The interior of dungeons is displayed in a three-dimensional forward view, rather than the overhead view of the Lands. The Viewing Window is now divided into four rectangles used to turn left or right and move forwards or backwards. Clicking in the left quarter of the Viewing Window is used to turn left; clicking in the right quarter is used to turn right. Clicking in the lower quarter moves the team backward, and finally clicking in the large remaining portion moves the team forward.

The "8", "4", "2", and "6" cluster of keys on the numeric key pad are equivalents for the commands forward one space, turn left, turn right, and backward one space, respectively.

Objectives

In thy quest, the dungeons can be both a boon and a curse. Rumors have spread that our land contains many enchanted objects. Some Bharals have come to learn about these objects, and they may share their knowledge. These unexplored dungeons on our lands may be home to some of these objects, but be warned—the objects may be heavily guarded. Some dungeons are also supposedly filled with hoards of treasure, but heed these rumors cautiously. Be well armed when exploring the dark depths of these dungeons, for even the musty air smells of eminent danger!

Transports

Purchasing and Entering

When a transport is purchased from the shop, it will appear in the Viewing Window. The new transport is empty, and, therefore, it will appear as a dimmed shape. To enter this transport, first maneuver the team over the transport's shape. The team should now be standing on the same square the transport occupies. Finally, click on the team's shape in the Viewing Window.

The Viewing Window will be replaced by the Arrange Combat Formation window, and the newly purchased transport will appear as a dimmed shape in this window. Now, the transport must be configured into the group's convoy. At least one player must ride this transport, and, if desired, all six players can ride it. The formation chosen reflects how the team will appear at the beginning of each battle. The section "Arranging Combat Formation" found earlier in this manual details how to arrange the team in this window.

Adding And Removing Transports

When a new transport is added to the convoy, it must be configured into the team's formation. This arrangement feature is also used to remove any transports from the convoy. Transports which are empty after arranging the formation will be appropriately left on the lands or in a town.

Leaving Behind Transports

During the course of the game, the team will have reason to leave transports behind; for example, the team must be on foot to enter dungeons. Empty transports can be left anywhere on the world or in any town. Empty transports will appear as dimmed shapes, and they can be entered again in the future. These transports will never be stolen. Several empty transports can actually occupy the same square, but only one transport will be shown. All the transports on that square can be entered, one at a time.

Menus: Bharas

File

Open

Open is only provided for compatibility with desk accessories.

Close

If the front window was opened by the user, this option closes the window. Windows such as the viewing window and message window cannot be closed. Windows can also be closed by clicking on the window's close box.

Close All

Close All closes all windows and "equip" dialog boxes which were opened by the user.

Save Game

Save Game saves the current state of the game. The game should be saved intermittently to guard against the loss of data caused by unexpected power interruptions. The game, however, can always be restored from the last saved state. *The game's state is automatically saved when towns or dungeons are entered or exited.*

Quit

Quit saves the game's state and then exits. Always choose Quit before powering down the computer.

Windows

All open windows and dialogs are listed under the Windows menu. Selecting a title from the Windows menu moves that window ahead of all others. Clicking on any part of a window will also move that window to the front.

Players

The names of all players in the team are listed under the Players menu. Selecting a player from this menu is indicated by the presence of a small check to the left of the player's name. Players must first be selected from this menu before performing certain actions from the Commands menu. For example, Stats (Players), Equip Armor, Equip Weapons, and Ready Weapon require players to be selected previously.

All transports in the convoy also appear under the Players menu. These transports must be selected before choosing Stats (Transports) from the Commands menu. Transports are selected in a manner identical to the selection of players.

Commands

Talk

Selecting talk allows the team to communicate with an adjacent person or a merchant behind a shop's counter. If the team is adjacent to several items, you will be asked to select one item by clicking on a person or counter in the Viewing Window. When talking to a merchant behind a shop's counter, a different dialog appears, allowing the team to purchase specific items.

Nap...

Choosing Nap presents a modal dialog which allows for selecting how long to nap and who will stand guard.

Camp...

Choosing Camp presents a modal dialog which allows for entering how long to camp and who will guard each shift.

Pass turn

Passing a turn skips one of the team's moves, allowing monsters and townspeople to move during that interval.

Enter

Choosing enter allows the team to enter a town, dungeon, or transport. The team must be standing on the object which is being entered. Another means of entering is clicking directly on the team's shape in the viewing window.

Attack

Selecting attack allows the team to enter combat with a monster group adjacent to the north, south, east, or west. After choosing this option, click on the adjacent group. Clicking on the team's shape or clicking on a non-adjacent space cancels the attack.

Ascend/Descend

In town buildings containing several levels, ascend or descend by standing on a town elevator and then selecting this option. The town elevator appears in the Viewing Window as an arrow pointing either up or down. Elevators in dungeons present their own dialogs when they are entered.

Dungeon Map

This item presents a dialog showing dungeon locations charted by the team. Doors and elevators are displayed in solid colors, and the team's current position is shown as a checkered square. By clicking on the "centered" check box, the map will be redrawn with the team's position in the center of the dialog.

General

Quick Player Summaries

Each team member's body status will be presented in the Message Window in the form "Current/Maximum".

Stats (Players)

Choosing this item opens a status window for each player previously selected under the Players menu. Each window displays the player's attributes, weapons carried, armor worn, rank, and current and maximum body status. If the player was recently resurrected, each attribute's current value will appear in brackets, followed by the value before death.

Stats (Transp)

When this item is chosen, a status window is opened for each transport previously selected under the Transports menu; these windows display the transport's hull status and players being carried.

Stats (Group)

Group stats include food, money, medical provisions, and excess armor or weapons that no player is currently using.

Equip Armor...

Selecting this item presents a dialog box for each player previously selected under the Players menu. To change the armor currently worn, first select the piece of armor to be replaced. The available quantities of each armor type carried by the group are then displayed. Only armor carried by the group and not already worn by another player can be equipped. After a particular piece has been chosen, equip a particular armor type by selecting one of the undimmed buttons. Buttons appear

dimmed for any armor types not available for the particular piece selected. When a button is pressed, the player exchanges the worn type for the selected type.

Equip Weapons...

Selecting this item presents a dialog box for each player previously selected under the Players menu. Each player can only carry three weapons, one of which must be readied for combat. The Equip Weapons dialog allows the player to choose weapons from the group's weapons. After a weapon has been chosen, the player's readied weapon is updated; if the player is carrying two or more weapons, the player will have to ready one of these when this dialog is closed. Only two flasks of oil can be carried at once since each player must carry an actual weapon.

Ready Weapon...

Selecting this item presents a modal dialog for each player previously selected under the Players menu. When more than one weapon is carried, one must be readied for combat.

Preferences...

Animation, sound, and logical movement can be enabled or disabled at will. The auto-repeat speed for movement can be varied between three speeds or can be disabled entirely.

Edit Desktop...

Choosing this item presents a small modal dialog which is used to change the desktop pattern. First choose a color by clicking on one of the small color squares; the active color is indicated by a small arrow. Now the active color can be "painted" into the dialog's pattern area by holding down the mouse button within this pattern area. Selecting the OK button will accept the new pattern and save it to disk.

Clear Message Window

This option removes all messages from the message window.

Combat

Toggle Combat Mode

This option toggles between automated and manual combat. The mode can also be changed within the Combat Preferences dialog.

Combat Preferences...

The strategy for automated combat can be customized by choosing from the different options presented in this dialog.

Begin Round B

This option executes the next round of battle. For details refer to the "Combat" section.

Rest R

Throw Oil G


Attack

Move

Exit Transport E

Enter Transport


These six commands are available to the players and transports during each round. Enter transport, move, and attack are automatically supplied defaults if the origin and target are appropriate. Exit transport, throw oil, and rest commands require selecting the action after the origin and target have been selected. For more details refer to the "Combat" section of this manual.

Flee F

Fleeing is a viable retreat in battles on the terrain; fleeing is not possible in towns and dungeons since those monsters are more steadfast in their hostility. The team, however, must drop some gold coins in order to distract the enemy while the team members escape from the monster group. If the team is not carrying enough money, monsters may not break off the attack.

Arrange Combat Formation

A new viewing window is opened, allowing you to determine the formation your team assumes when combat is entered.

Show Spoils S

This option presents a window listing the previous battle's spoils.

Menus: The Guild Shop

File

This menu is unchanged from the previous section "Menus: Bharas."

Team

This menu is identical to the 'Players' menu from the previous section "Menus: Bharas."

Commands

Create New Player N

Choosing this option first presents a dialog which asks for the player's name followed by the dialog to create the player.

Stats (Players)

This option is equivalent to the Stats (Players) option from the previous section "Menus: Bharas."

Team Summary

A window listing the current team members and their trades will be opened.

Erase Team

The team currently in memory will be erased, but the team on the data disks is unaffected.

Save Team

This option replaces the team on the data disks with the team in memory. The team must contain six members.

Load Team

The team currently on the "Bharas" data disks will be loaded into memory, but this team can only be inspected not changed.

Enable/Disable Sound S

Selecting this option toggles sound.

How To Handle Memory Problems

If you have only 1 to 1.25 megabytes of RAM, you may experience memory problems when launching **Bharas.Program** from the Finder™. Memory problems are indicated by one of three error messages: "Fatal Error 0201", "Could not handle error xxxx xxxx", "Unable to allocate start-up memory". The Finder™ remains dormant in memory when launching a new application, and therefore may cause these memory errors. If one of these errors occurs, try launching **Start** instead of **Bharas.Program**.

If you had previously executed a different application, that application may not have properly released all of its memory. Restart your computer, and try again.

If you still receive a memory error when launching **Start**, your desk accessories and cache settings are probably responsible. From the Control Panel, set your RAM disk to 0K and set your Disk Cache to 0K. Now power down your system and restart. Try launching **Start** again.

Now, if you still receive a memory error, your desk accessories may be responsible, since each desk accessory allocates a chunk of memory. You will need to disable your desk accessories to increase your available memory. Enter the Finder™, and open

the DESK.ACCS folder in your SYSTEM folder. Select a desk accessory's icon. Now, choose the *Get Info* menu item. Finally, check the "Inactive" box in the upper, right-hand corner of the *Get Info* window. You may only need to disable a few desk accessories. When you are done, restart your computer, and try launching **Start** again. If you still experience memory problems, disable more desk accessories.

If you still experience memory problems after all these steps, you may have some bad RAM chips on your memory card. Run the diagnostic software that was supplied with your memory card to determine if the RAM card may be defective. If you own Appleworks™ GS, you can use its Memorytest.CL utility to test your RAM card. If the diagnostic utility indicates a failure, you should bring your RAM card to an authorized Apple™ dealer for service. *Do not continue to operate your Apple IIgs when you know that the RAM card is defective!*

Technical Support

Technical support is available only by electronic mail on America OnLine™ or by U.S. mail:

VICTORY SOFTWARE

America OnLine™ e-mail address: VICTORYSFT

Technical Support

P. O. Box 821381

Houston, Texas 77282-1381