

INSTRUCTIONS



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Adventure International Presents

THE MACES & MAGIC SERIES

STONE OF SISYPHUS

MORTON'S FORK

BALROG

By Chameleon Software

Atari Version Of STONE OF SISYPHUS

By Dave Simmons

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TRS-80 Loading Instructions

BALROG

TRS-80 Model I Loading Instructions

NOTE: You must have two drives to run BALROG!

You will receive the program on either two single-sided disks marked A and B, or on two multi-system Flippy (double-sided) disks also marked as A and B. In either case, disk A should be inserted into Drive 0 and disk B must be inserted in Drive 1 when using the program.

1. It is important that you make a backup copy of both disks. Place tabs over the write-protect notches of the Adventure International disks.

2. Insert side A into Drive 0 and a blank, unformatted disk into Drive 1. While pressing **ENTER**, press the Reset button located on the left rear of the computer keyboard.

3. At the DOS PLUS prompt type: **BACKUP :0 :1** and press **ENTER**.

4. Type the date and press **ENTER**. When the Insert System Disk prompt appears, press **ENTER** (side A is the system disk).

5. Remove your newly copied A disk from Drive 1 and replace it with another blank, unformatted disk. Type **BACKUP** and press **ENTER**. Remove the Adventure International disk A from Drive 0 and replace it with disk B.

6. Answer the on-screen prompts. Your SOURCE DRIVE is **0** and your DESTINATION DRIVE is **1**. Type the date in this format 00/00/00 and press **ENTER**.

7. When the copy procedure is complete, you will be prompted to insert the SYSTEM DISK. Remove disk B from Drive 0 and replace it with your copy of Balrog disk A. Press **ENTER**. Be sure to place the original program disks in a safe place.

8. To run the program, press Reset and follow the on-screen prompts to play. Remember to keep disk A in Drive 0 and disk B in Drive 1 at all times when playing.

MORTON'S FORK and STONE OF SISYPHUS

TRS-80 Model I Loading Instructions

You will receive the program on either two single-sided disks marked A and B, or a Flippy (double-sided) disk with side A and B.

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Disk A is the system disk and should be inserted in Drive 0 to begin playing. You will be prompted to insert disk B when necessary.

It is important that you make a backup copy of both disks. Be sure to place a tab over the write-protect notches of the Adventure International disks.

Single-Drive Owners

1. Place the A side of the program disk in Drive 0. While pressing **ENTER**, press the Reset button located at the rear left-hand side of the keyboard.
2. At the DOS PLUS prompt type **BACKUP**. Follow the on-screen prompts and swap disks as necessary to copy the A disk.
3. Using your newly copied A disk in Drive 0, type **BACKUP**. Answer the on-screen prompts. When the INSERT SOURCE DISK prompt appears, replace disk A with the Adventure International B disk and press **ENTER**. Follow the on-screen prompts to swap disks as necessary.
4. When the copy procedure is complete, put the original program disks in a safe place and insert your copy of disk A into Drive 0 and press Reset. Follow the on-screen prompts to play. You will be prompted to insert disk B when necessary.

Double-Drive Owners

1. Before copying both A and B disks, place a tab over the write-protect notches of the Adventure International disks. Insert disk A into Drive 0 and a blank, unformatted disk into Drive 1. While pressing **ENTER**, press the Reset button located on the left-hand rear of the keyboard.
2. At the DOS PLUS prompt type **BACKUP 00:01** and press **ENTER**. Type the date in this format 00/00/00 and press **ENTER**. When the prompt INSERT SYSTEM disk appears, press **ENTER**. Remove both disks from the drives.
3. Place your newly copied A disk into Drive 0 and a blank, unformatted disk into Drive 1. Type **BACKUP** and press **ENTER**. Remove your copy of disk A from Drive 0 and replace it with the Adventure International B disk.
4. Answer the on-screen prompts. Your SOURCE DRIVE is 0 and your DESTINATION DRIVE is 1. When the backup process is complete, press **ENTER** in response to the INSERT SYSTEM DISK prompt. Remove both disks. Put your original disks in a safe place and use your newly made copies to run the program.

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5. To run the program, place disk A in Drive 0 and press Reset. Follow the on-screen prompts to play the program. Remember that the program will prompt you when to insert disk B into Drive 0.

TRS-80 Model III Loading Instructions

You will receive the program on either two single-sided disks marked A and B, or on two multi-system Flippy (double-sided) disks also marked as A and B. The program is in Model I format. Two drives are necessary to convert the program to Model III format using the CONVERT utility provided on TRSDOS. If you have only one disk drive, copy TRSDOS onto both disks (or onto both sides of the Flippy) and send it to Adventure International, Box 3435, Longwood, FL 32750. We will place the program on the disks and return them to you. If you have two disk drives, follow the instructions below to convert the program to Model III format.

1. Using two blank, unformatted disks, make two copies of TRSDOS (consult your DOS manual for instructions).

2. Place one of your newly copied TRSDOS disks into Drive 0 and program disk A into Drive 1.

3. Press **ENTER**. At the TRSDOS Ready prompt type **CONVERT :1 :0** and press **ENTER**. As the various program files are converted their names will appear on-screen.

4. When all the files have been converted, the TRSDOS Ready prompt will reappear. After having converted disk A in this manner, continue with Step 5. To convert disk B repeat the above procedure through Step 3 only, using disk B and the second newly copied TRSDOS disk.

5. You must now build an auto-start command for disk A so that the program will load and run automatically. At the TRSDOS Ready prompt, remove the original Model I disk A from Drive 1 and put it in a safe place. Your newly converted A disk should remain in Drive 0. Type **BUILD A1CHAIN** and press **ENTER**.

6. You will see the prompt: Hit BREAK to exit

Type in up to 63 characters

Type **BASIC** and press **ENTER**.

7. Type **8** and press **ENTER**. Press **ENTER** once again.

8. Type **RUN "START"** and press **ENTER**. Press **BREAK**. At the TRSDOS Ready prompt type **AUTO DO A1CHAIN** and press **ENTER**. You will be returned to the TRSDOS Ready prompt. Repeat the conversion

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procedure for disk B following Step 1 through 3.

9. When you have converted both copies of the program disks place disk A in Drive 0 and press the orange Reset button located on the right-hand side of the keyboard. (For BALROG, be sure to insert disk B of the program into Drive 1 as well.) Follow the on-screen prompts to play. For MORTON'S FORK and STONE OF SISYPHUS, you will be prompted to insert disk B as necessary.

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STONE OF SISYPHUS

Atari Copy and Loading Instructions

IMPORTANT! Disk A is copy-protected; however, side B is not. The Dungeon program accesses disk B continuously while you are playing the game; therefore, you should make a copy of disk B before playing your first game. Always use a copy of disk B when playing. To copy disk B using one drive, follow these instructions:

1. Place a write-protect sticker on your Adventure International disk.
2. Place a BASIC cartridge into your computer and insert a DOS II disk in Drive 1.
3. When the READY prompt appears, type **D O S** and press **RETURN**.
4. When the DOS menu appears, remove the DOS disk from Drive 1 and replace it with a blank disk.
5. Type **I** and press **RETURN**. Then type **I** and press **RETURN**. Now type **F** to format the blank disk. Remove the disk from Drive 1 and replace it with the Adventure International disk B.
6. Type **I** and press **RETURN**. type **I I I** and press **RETURN**. Follow the prompts for removing and inserting the proper disks to make a copy of disk B.

Disk Loading Procedure

1. The computer should be turned off.
2. Insert program disk A into Drive 1, and insert BASIC cartridge.
3. Turn on the computer and the program will load and run automatically.
4. To start a new game type **I**. To continue playing a saved game, type **2**. If you prefer to wait until later to play, type **3**. Press **RETURN** after your choice.

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APPLE INSTRUCTIONS

Backup both disks. These disks are in 3.2 format but will run on 3.3 if first converted!

APPLE VERSION NOTE FOR STONE OF SISYPHUS

If you must interrupt the game for any reason (or accidentally hit RESET) then turn off the machine and wait about 8 to 10 seconds before turning the machine back on.

LOADING INSTRUCTIONS — STONE OF SISYPHUS — MORTON'S FORK

APPLE II and APPLE II + loading instructions

IF USING A 1-DRIVE SYSTEM:

1. Turn off the computer for 6 to 8 seconds.
2. Insert Disk A into Drive 1 & turn on the computer.
3. You will be instructed when it is necessary to swap disks.

IF USING A 2-DRIVE SYSTEM:

1. Turn off the computer for 6 to 8 seconds.
2. Insert Disk A into Drive 1.
3. Insert Disk B into Drive 1 when prompted to do so.

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..... is a BASIC fantasy adventure involving you and your computer. Armed only with your wits, a microcomputer, and the software provided, you can become the hero or the meal your destiny dictates. You create a character, equip him (or her) with suitable weapons and armor, and enter the dungeon in search of fame and fortune. Neither is particularly easy to obtain.

If you are successful in avoiding or conquering the various monsters, traps, enchantments and illusions set by the nefarious dungeonmasters of Chameleon Software, you may escape with riches and glory. Your name and deeds will be recorded for posterity in the records of the dungeon. More importantly, you'll be alive. You may then use the same character in his more experienced and wealthy form when you enter dungeons on later occasions.

In each dungeon there are random events which occur, but in the vast majority of cases the skill of the player in making correct choices determines the outcome of the game. The majority of instructions are furnished within the program in the form of appropriate prompts.

The graphics displayed in the Atari version of Stone of Sisyphus are seen from the viewpoint of a person heading deeper into the dungeon. The rooms appear from the viewpoint of a person standing, facing directly ahead. If the room is entered from the west, you will be facing the east wall with the north wall to your left and the south wall to your right.

GENERAL STORE:

This is the first section of the dungeon. After all, you wouldn't want to fight a slime worm improperly attired! After signing on, the program will present you with the previous records of all exploits (successful or not) in your dungeon. You will then be asked to either create a new character or recall one of your previously used characters who have survived a trip through the dungeon. After naming your character, the program will generate a set of "prime attributes" for you. These will be extremely important to keep in mind when selecting the weapons and armor. They should also influence your choices within the dungeon itself.

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Prime Attributes:

- Strength:** This attribute is one of the most important for warriors. It has a direct effect on which weapons you can use without tiring. It also determines how much weight you can carry. If your strength should ever drop below 5 (Heaven forbid!) you'll pass out and be easy pickings for whatever wanders along.
- IQ:** Intelligence helps wherever thinking and/or observation is more important than bludgeoning an adversary. There are secret doors to be discovered, potions to be examined, and warnings to be evaluated. Dummies do not do well in these categories.
- Luck:** What can we say? There are situations where it pays to be lucky. In most of them, you'll never know how lucky you were. . .
- Constitution:** This is a measure of your general well-being. You may consider it your "life force." It has a direct bearing on how much punishment you can take. Need we mention what happens if it falls to zero? (Curtains!)
- Dexterity:** This is a measure of your agility, both with weapons and with using your body in general. When climbing a precipice you don't want to be too clumsy. If you try to use a weapon you are not dextrous enough to handle, you might hurt yourself. Be careful.
- Charisma:** Just because this is a solo game, you didn't think you'd be alone!! There are many situations in which it pays more to be charming than gauche. Even in the dungeon, manners and breeding count. Brush your teeth.

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In the GENERAL STORE section of the dungeon you are also given some gold as a stake, unless you have an experienced character who brings his own gold along. You are informed of how much weight you are carrying (just the gold at this point) and how much you are capable of carrying. Your language ability is noted. It is related to your IQ and will come in handy if you wish to speak to someone (or something) who doesn't speak the Common Tongue.

If you bring in an experienced character, you will be given an opportunity to sell old and unwanted items of weaponry and armor in the used items department. This gives you an opportunity to eliminate outmoded or cumbersome items and earn a few gold pieces (the only unit of money) in the process.

You then proceed to the weapons department where you may select any items that strike your fancy as long as you can afford them and can carry them. A weapon's power is a measure of how deadly it is in combat. Adds are additional points given to the weapon (or subtracted from it) when it is used. Weight and cost are self-explanatory.

Be careful, however. Many weapons require a certain amount of dexterity to use them without risking injury to yourself. This minimum amount is noted in the weapons list under DEX. There is also an "encumbrance factor." This is a negative effect of carrying the weapon but not using it. This is noted in the column marked DEX-. The lesson here is: Don't carry around a large armory. It will get in your way.

The final column in the weapons list headed SN denotes how much strength is needed to use the weapons without tiring. If you use a weapon that is too heavy for you, your strength is depleted fairly rapidly. Remember also that your attributes may change in the dungeon (and there's no turning back for a lighter model). Strength requirements are additive when using two weapons at once.

Armor is chosen in a similar manner in the armor department. The HITS column in the armor list denotes how much damage the armor will absorb for you when you get into disagreements with dungeon inhabitants. The MAX # column tells how many of that particular item you may buy. (You can't very well wear two steel caps!) You may buy only one shield for use in the dungeon . . . otherwise, you'd look like a turtle.

All these things cost money (gold) and add weight. You may find a little spare change handy in the dungeon, as there may be important things which can be purchased.

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THE DUNGEON:

After leaving the GENERAL STORE, you enter the dungeon itself. It takes a minute or so to straighten up the orcs, though, so don't be impatient. Time is measured by "turns." Waiting (the special command) will force a turn. Aside from that, turns will seem more or less at random. If you have no personal enchantments or enchanted items by which to gauge the passing of time, you may never know how many turns have gone by.

In a situation you will usually be asked to make a choice among several options presented. The consequences are a direct result of this choice, so think it over! There is often a twisted, perverted logic behind the options. Match wits(?) with the Dungeonmaster! Bear in mind that some portions of the dungeon may only be visited once or twice. It may not be possible to come back and try for your second choice.

Usually you may travel back and forth in the various chambers and corridors at will. Each dungeon is stable in three-dimensional space. If you left a room via the north door, you can reenter the room by using the south door of the room you presently occupy. This happy state of affairs is limited only by an inability to find secret doors or attempting to reenter a situation more times than allowed by the Dungeonmaster. In this latter case a cryptic message will appear indicating that the situation has disappeared or some such thing, and you will be shown to the exits of that particular room.

The graphics displayed in the Atari version of Stone of Sisyphus are seen from the viewpoint of a person heading deeper into the dungeon. The rooms appear from the viewpoint of a person standing, facing directly ahead. If the room is entered into from the west, you will be facing the east wall with the north wall to your left and the south wall to your right.

Interesting things will happen in the dungeon. Not only will you find gold, treasure, and the like, but you will often encounter those magical moments where you become, literally, enchanted. This may be a good or bad thing, and it may be temporary or permanent. It pays to keep track of your enchantments. Weapons and armor can be enchanted also (how nice).

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Combat:

If you meet something or someone who takes exception to your continued existence, you may have to fight. (It's sad but true — the Dungeon can be a dangerous place.) In this case you enter a combat sequence. Since things happen faster in combat than in a regular turn, there are five combat turns in a regular turn. What this means is that once a combat begins, five exchanges of blows will pass before you get a breathing spell. If both you and your adversary last that long, the choices of continuing the attack or attempting to escape may be presented to you. Likewise the monster (or whatever) may try to run for it. You have the option of letting him go or pursuing him for the kill. After all, some of those guys carry cash, treasure; or credit cards.

In a combat situation it is VITAL that you keep track of how you're doing. Any "Hits" which get through your armor are directly deducted from your constitution. It is generally a BAD mistake to use a weapon which is too heavy for you or which you are not dextrous enough to handle, but you might get desperate.

You will be given the option of dropping your shield. While on the surface this might appear to be a counterproductive move, it does allow you to use a weapon in both hands. Remember that the strength needed to use weapons is additive when you use more than one. Just to be fair, you have the option of picking up your shield again should you survive.

The damage you accumulate during combat will be repaired at the rate of one unit per turn. While this is comforting for your old age, it really doesn't help much when you have a 300-pound slither beast on your back. Watch yourself in combat. You could get killed!

And that's not all:

There are, of course, other ways to meet an untimely demise in the dungeon. Monsters and such are just some of the lines of defense between you and the treasures stored there. Various traps await the unwary (and the wary, too). Some are lethal, while others are merely unpleasant or inconvenient. It pays to be suspicious. Beware of orcs bearing gifts.

The object of the whole exercise is not just to fight the monsters and collect treasure. You have to get out alive to enjoy it. In every dungeon there is at least one exit. It is possible to escape from each and every dungeon with a whole skin. We state that fact here because players often do not believe this to be true. We really aren't out to get you. Not really. . . .

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Once you successfully exit from the Dungeon you will have an opportunity to save your character for further adventures in this and other dungeons (we suggest you do this on a separate disk — the Dungeon disk is *really* full.) Your treasures will be converted to their gold equivalent and your weapons and armor stored in bat guano. When you start another adventure, you may call up your experienced character for another trip. The only limitation is that once a character is killed, he is gone forever. No second chances, no tears, no breast-beating. Gone. Kaput. Finished. You will have the distinction of adding to the dungeon statistics, however. A sort of secondhand immortality in recognition of a nice try. No glory or cash though. CHARGE!

Playing Tips

READ THE INSTRUCTION BOOKLET! Those who spurn the wisdom of the "booklet of the gods" seldom live long enough to enjoy what bits of treasure they may have obtained.

COMBAT HINT Every pack item and weapon you carry but don't use will lessen the amount of damage that you can accomplish in each combat round. It is a good idea to periodically store any excess treasure and pack items you're sure you won't need in a safe spot (such as the Treasure Bin).

DRAW A MAP! It will be a great aid to you in your travels. The dungeon is almost entirely stable, which means that if you leave a room through the east door, you can usually reenter through the next room's west door.

TREASURE HINTS For Stone of Sisyphus. There are 15 treasures with a value of 3950 gold pieces and 395 experience points. One treasure must be purchased for its own worth, another requires some careful gardening. One may slip through your fingers at first, unless you return it to its original hiding place. A certain treasure requires that you vanquish the unconquerable, another is more than a little bit dirty. One ring to rule them all, and in the . . . (oops, that would be cheating).

Special Commands

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. . . contains a number of unique commands which may be entered whenever a "?" prompt appears on the screen:

- G** is used whenever you wish to get an item present in this situation. Items available are indicated by printing which follows the situation description. For example, if there is an emerald you might wish to

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pick up present in your location, the program will print out a description of your situation followed by EMERALD HERE. If you wish to get the emerald, you enter a G in response to the "?" prompt. At that point the program will inquire, PICK UP WHAT?. You then enter a name which uniquely identifies the item you wish to get. In this example you might type in EMERALD or merely E.

Take care though that you give the program enough information to pick out your item from any others which might be present there. If the name is ambiguous, the program will pick the first item there that matches your input. If there was also a HEAVY MACE available in the previous example, your response of E for emerald might also match the E in heavy, giving you the mace instead of the emerald. However, EM as an input would not match any series of letters in HEAVY MACE, so you would be sure of picking up what you wanted. It's really not hard. Just don't get too stingy with your input.

□ is the counterpart of the G command when you wish to leave something behind. By entering □ in response to the "?" prompt, you indicate to the program that you wish to leave something here. The program will respond by asking you which category of item you wish to reduce: weapons, armor, pack items (things you are carrying around with you that aren't standard armor or weapons), or gold. You may select one of these categories by the number provided in the prompt. The program will then print a list of all your items in that category and ask you to enter the number of the item you wish to leave. The item will then be removed from your personal inventory of items and the weight reduction will be credited. Any item that you leave behind can later be picked up again by typing a G when the program indicates the item is HERE. If you leave an item and presence is not indicated in your immediate situation, don't panic. Typically the items are placed near the entrances or exits of each situation. You'll find it, don't worry.

□ is the command entered when you wish to take an item from your pack. Presumably you want to use it for something, and aren't taking it out just to shine it up. In response to a P command the program will bring out a list of your pack items and ask you to enter the number of the item you wish to use. Following this, you will be asked what you wish to do with the item you have selected. For example, if you responded □ to the "?" prompt, the program might list an IRON ROD, a SHACKLE CHAIN, and a ladder as being in your pack. If you

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selected a ladder to use, the program would inquire WHAT DO YOU WANT TO DO WITH THE LADDER?. A one word verb is usually the proper response — sometimes a verb and object. For instance you might enter CLIMB. If the program recognizes the word you type and knows how to apply it in your present situation, you will be able to accomplish your objective, namely to climb the ladder. This may enable you to reach parts of the dungeon otherwise inaccessible to you.

Other items in your pack may have magical effects all their own. These effects may be explained to you by the program at an appropriate time, or their operation may be completely clandestine. One item may require another before it can be used. For example, you won't be able to carry water without having something to carry it in.

If you get stuck trying to use an item from your pack, you're probably trying too hard. Try some different verbs to describe what you want to do. The program is no good at synonyms, but in most cases it's not looking for anything really obscure. If at first you don't succeed, you probably can't do what you want to in this situation. Despite the frustration of not knowing when and where to use pack items, many of the niftier parts of the dungeon can only be reached through skillful and imaginative use of pack items.

- H** is a Help command which you can use during the course of the program when you've forgotten what your options are. This command in response to the "?" prompt will print out a brief summary of the command options open to you during the game.
- S** in response to the "?" prompt will print out a status report giving your current prime attributes and other information about how you are doing at this particular point in time. When an attribute is altered on a temporary basis, an asterisk (*) will be printed in front of the value for that attribute. For example, in your charisma is down from its base value of 24 by 3 for 8 turns for one reason or another, a command **S** will print among other information, CHARISMA = *21. When, after 8 turns have passed, your charisma is restored, the printing CHARISMA = 24 would be returned when a status report is requested.

If, on the other hand, the alteration in charisma is permanent, no asterisk will be printed. For example, if your charisma is permanently depleted by 2 for some indiscretion you have committed, a status report will return CHARISMA = 22.

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A status report will also return your score. The total number of points given for each particular dungeon can be obtained in many ways. If you knew how to do it, **all** of the points can be scored. Your score is a rough measure of how much of the really good stuff you have found.

- W** is a command which allows you to sit and wait for a turn. This allows recuperation from battle or just waiting for enchantments of a negative variety to wear off before continuing your journey. There is, of course, a catch. After all, a guy sitting in a corner resting is more apt to have a wandering monster happen by. There is no free lunch in the dungeon (except you).
- I** is the command which will print out your entire inventory; pack items, weapons, and armor. This is helpful when you want to leave something behind or just check up on all the stuff you're clanking around with.
- S** is the command to save the game. The game is best saved on a separate disk. The system will prompt you through the procedure. Be patient. There's a ton of information that has to be written off just so. Remember that if your favorite character is tied up in one dungeon adventure, you can't start him out in another. Fair is fair.

Additional Playing Commands

For Atari version of Stone of Sisyphus

- Q** use this command to QUIT or end the game. This command can be used in addition to the **I** command listed above. When asked if you wish to save the current game, respond with a **Y** or **N**.
- 2** This command provides you with the following graphic options. They can be toggled on and off by pressing the number of the option as described on-screen.
 - 1** UPDATE - If this is "NO" then the graphics are NOT changed as you enter new rooms. This will enable you to move quickly through areas that you have already been in.
 - 2** VISIBLE - If this is "NO" then the screen will remain blank while the graphics are being drawn. In the program this option is normally set to "NO" because the screen draws 35% to 45% faster that way.
 - 3** CHARACTER SET - This option allows you to choose between the regular letters available on the Atari or fancy type.

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ARMOR

#	NAME	WGT	COST	HITS	MAX#
1	Plate Armor	1000	500	10	1
2	Basinet	150	80	2	1
3	Breastplate	250	250	2	1
4	Casque	120	70	1	1
5	Chausse	200	50	1	2
6	Cuirass	500	350	3	1
7	Cuisse	200	50	1	2
8	Solleret	100	25	1	2
9	Ring Mail (complete)	750	200	7	1
10	Heaume	200	20	2	1
11	Steele Cap	25	10	1	1
12	Chain Mail (complete)	500	100	5	1
13	Gambeson	50	10	1	1
14	Gauntlet	50	10	1	2
15	Hauberk	150	30	2	1
16	Scale Armor (complete)	400	80	4	1
17	Leather Armor	250	50	2	1
18	Greaves	100	25	1	2
19	Arming Doublet	75	15	1	1
20	Tower Shield	550	55	4	1
21	Figure 8 Shield	525	52	3	1
22	Knight's Shield	450	45	3	1
23	Viking Shield	425	60	2	1
24	Scutum Shield	400	70	3	1
25	Target Shield	500	25	2	1
26	Buckler - Shield	50	5	1	1

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WEAPONS

#	TYPE	POWER	ADDS	WGT	COST	DEX	DEX-	SN
1	Claymore	3	0	150	80	0	2	15
2	Flamberge	3	3	100	90	0	2	15
3	Yataghan	3	2	170	120	0	2	15
4	Bastard Sword	2	0	87	70	0	2	12
5	Broadsword	2	3	75	50	0	1	10
6	Tailbong	2	3	49	86	0	1	9
7	Falchion	2	2	62	45	0	1	10
8	Shasheer	2	2	71	100	0	1	8
9	Tulwar	2	1	52	56	0	1	7
10	Cinqueda	2	-2	40	30	0	0	7
11	Cutlass	2	0	48	48	0	1	8
12	Damascus Sword	2	0	50	69	0	1	8
13	Epee	2	-3	25	30	0	1	7
14	Gladus	2	0	36	25	0	0	7
15	Kris	2	0	50	90	0	1	8
16	Rapier	2	-4	20	25	0	1	6
17	Saber	2	0	50	45	0	1	8
18	Scimitar	2	0	45	60	0	1	7
19	Shotel	2	0	43	71	0	1	6
20	Terbutje	1	5	44	48	0	2	6
21	Billhook	3	0	190	120	8	3	14
22	Catchpole	4	0	200	150	10	3	15
23	Halbard	5	0	250	200	12	3	16
24	Harpin	3	2	194	123	8	3	14
25	Partizan	4	0	200	140	9	3	15
26	Poleaze	6	0	300	225	13	4	16
27	Ranseur	4	0	195	145	10	3	15
28	Scythe	3	0	150	75	7	2	11
29	Voulage	4	3	200	160	8	3	15
30	Guisarme	3	4	198	135	9	3	14
31	Bec-De-Corbin	5	0	150	90	0	2	18
32	Great Axe	4	3	220	75	0	2	21
33	War Hammer	4	1	110	60	0	2	16
34	Heavy Mace	4	2	140	100	0	2	17
35	Morningstar	4	0	90	80	12	2	15
36	Bullova	3	5	130	120	0	2	17
37	Heavy Flail	3	4	200	81	15	2	20
38	Light Flail	3	1	180	77	13	2	19
39	Broad Axe	3	0	150	80	0	2	17
40	Taper Axe	2	0	70	40	0	1	8

maces & magic

WEAPONS

#	TYPE	POWER	ADDS	WGT	COST	DEX	DEX-	SN
41	Mitre	2	0	70	38	0	1	8
42	Francisca	2	2	60	50	12	1	9
43	Pickaxe	2	0	100	10	10	2	15
44	Piton Hammer	1	0	50	3	0	1	5
45	Crowbar	1	0	80	8	0	1	10
46	Bich'hwa	1	3	40	20	4	0	0
47	Bodkin	1	-2	10	2	3	0	0
48	Misericorde	1	0	14	4	4	0	0
49	Dirk	1	2	16	8	4	0	0
50	Jambiya	1	4	12	24	8	0	0
51	Katar	1	1	10	18	8	0	0
52	Poniard	1	0	10	5	3	0	0
53	Sax	1	5	20	30	10	0	7
54	Main Gauche	1	0	30	25	12	0	10
55	Stillette	1	-2	15	2	3	0	0
56	Swordbreaker	1	-1	10	25	12	0	10
57	Pike	5	0	80	50	12	3	15
58	Spontoon	2	3	40	25	9	2	9
59	Phalanx Spear	3	0	60	40	11	3	10
60	Pilum	4	0	100	45	8	2	12
61	Oxtongue	3	0	70	33	0	2	10
62	Assegai	2	0	50	20	12	1	7
63	Spear	2	0	50	15	11	2	8
64	Javelin	1	0	30	5	7	1	5
65	Arbalest	7	0	170	100	0	3	15
66	Cranequin	4	0	112	75	0	3	13
67	Light Crossbow	2	3	85	50	0	2	11
68	Dokyu	2	0	90	100	0	2	11
69	Prodd	2	-3	75	40	0	2	9
70	Composit Bow	2	5	50	60	12	2	14
71	Longbow	2	3	50	50	12	2	12
72	Self	1	5	25	10	10	2	9
73	Staff Sling	2	0	100	5	11	1	0
74	Common Sling	1	0	10	1	8	0	0
75	Chakram	2	0	20	40	14	1	0
76	Ankus	1	0	50	10	11	1	0
77	Bagh Nakh	1	0	50	30	0	0	0
78	Quarterstaff	2	0	100	5	15	1	10
79	Blowgun	1	0	5	1	10	0	0
80	War Fan	1	0	30	10	0	0	0

