

DESTINY KNIGHT HINTS

This game is quite complicated and will take quite a long time to complete if starting with nothing, months rather than hours. Two books are provided, The Manual and the Clue Book, without these the game would be almost impossible to complete, and a command sheet. See file `COMMANDS.TXT`.

Note:-Two ACAD-11 dwgs are enclosed, Cities and Wildness. These can be printed out to give plans of the wilderness and the cities. These two maps are also available as a document "CITIES.DOC"

Read the Manual thoroughly and when you understand the basics start the game. First you will need six characters unless you use the A TEAM. I recomend you select the following:-

1. A Paladin , Human
2. A Hunter , Dwarf
3. A Bard , Half Elf
4. A Rogue , Hobbit

5. An Elf , Magician
6. An Elf , Conjuror

When rolling the dice for attributes, add up the total for the five attributes and discard the roll if less than 67 also discard if the attributes even though large do not suit the character type, see Manual.

TANGRAMAYNE

When the chracters are generated enter the city with them and arrange the marching order, usually on their fighting ability and save them as a team so that they are easier to load each time you play. Then go straight to the shop and outfit them with the best armour and weapons you can afford. Spend all your gold. The strength of the items purchased at these levels is governed by the price.

Your characters are all level 1 and are very vulnerable and they need to gain experience as quick as possible. This is done by fighting. Look for fights by entering the buildings but do not move too far from the Adventurers Guild or the Temple in Tangramayne, see map on P3 for locations. Run from multiple groups and magic users until your characters are at least level 3. As soon as your characters gain enough experience to increase a level take them to the review board and spend your gold improving you equipment right up to the limit of your ability to pay.

The experience points required for the lower levels are:-

	Fighter	Mage		Gold
Level 1	0	0	Spell level 1	0
Level 2	2000	2000		
Level 3	4000	4000	Spell level 2	1000
Level 4	7000	7000		
Level 5	10000	10000	Spell level 3	2000
Level 6	15000	15000		
Level 7	20000	20000	Spell level 4	4000
Level 8	30000	30000		
Level 9	50000	50000	Spell level 5	7000
Level 10	70000	80000		
Level 11	110000	120000	Spell level 6	10000
Level 12	150000	170000		
Level 13	200000	230000	Spell level 7	20000
Level 14	400000			
Level 15	600000			
Level 16	800000			
Level 17	1000000			

Level 18 1200000
Level 19 1400000

The experience points required for the higher levels are:-

	Sorcerer	Wizard	Archmage
Level 1 min	20000	20000	170000
Level 1 norm	460000	860000	2160000
Level 2 +	7000	+ 20000	+ 100000
Level 3 +	15000	+ 40000	+ 220000
Level 4 +	25000	+ 70000	+ 400000
Level 5 +	40000	+ 110000	+ 600000
Level 6 +	60000	+ 150000	+ 800000
Level 7 +	80000	+ 200000	+ 1100000
Level 8 +	100000	+ 260000	
Level 9 +	130000	+ 320000	
Level 10 +	170000	+ 400000	
Level 11 +	220000	+ 600000	
Level 12 +	300000	+ 900000	+ 3000000
Level 13 +	400000	+ 1300000	

By the time your players reach level 3 you should be able to take on most groups around the city and win although you will suffer some injuries avoid groups containing Ninjas till you are at least level 5. You should be able to defeat them by then with magic if you are at full strength. Remember the harder the groups are to defeat the bigger the rewards and the sooner you can gain advancement.

WILDERNESS AND CITIES

At level 5 it is a good idea to start exploring and mapping the Realm. the Wilderness is laid out on a 32 x 48 grid and a good map of it is essential to move around. There is plenty of opportunity for fighting while you are mapping and there are lots of items to be found which cannot be bought in the shop.

Next enter all the cities one by one and map them. They are all laid out on a 16 x 16 grid and are generally similar to Tangramayne but once again there are different items to be found. When this mapping is finished enough points should have been accumulated to raise your levels to 7. Return to Tangramayne and enter the dungeon (Dark Domain).

DUNGEONS

The dungeons do not need to be completed in one go so go to each of points of interest shown in the clue book to collect the message then next time go to the next one. The PHDO and APAR spells are very useful but do not work everywhere. Eg. the APAR or PHDO spell will get you to the teleport location (7) to reach the teleport (10) to second level of the the dungeon, but you must traverse the trap room (1) to get to the stairs (21) to the third level. On the third level these spells can also be used in some places but usually the gain is not worth the effort. I have mentioned this because I found that the Dark area surrounding (7) was a good place to come for a fight at high levels 23+ (2160000 points) to get experience points quickly. Clue: Add a strong Herb to you party in case you encounter a mage who can also call on one, the SPBI spell can also help here.

The clues found in the Tombs are important particularly the ones referring to the great T (Tracheam) as solving them is necessary to gain entrance to the Destiny Stone (the only riddle which does not have the answer given to you in the clue book).

The Tombs, Fanskars Castle, Dargoth's Tower, Maze of Dread and the Grey Crypt can be solved using the clue book but the latter ones need your magic users between them able to use all spells up to level 7 of each of Sorcerer, Wizard, Conjuror and Magician with both mages knowing all the conjurer and magician spells. This will involve accumulating a minimum of 610000 points and preferably something like 21600000 for fully trained mages. This will allow the generation of at least one Archmage level 1.

DARK DOMAIN

Refer to the maps in the Clue Book, it will save considerable time in exploring. The monsters you meet here are quite potent but can be defeated with correct use of magic and weapons. Do not stay in the dungeon after your spell and hit points have dropped below 1/4 of maximum otherwise they may be expensive to revive. Experience points will come quicker in the dungeon and there are some nice magical weapons to be found. eg Cold Horn for your bard. As your experience and levels increase you will be able to go deeper into the dungeon.

When you have reached experience level 11 your magician will be able to acquire the PHDO spell and you can then venture into the lower levels of the dungeon. Keep saving your game as you progress safely as then if you get wiped out you can start again from that point thus preserving experience and items.

On Successful completion of the Dark Domain you will receive enough points to be advanced to level 13. Go to the review board and be advanced also inter change the class of your two magic users.

Raging around the town now should be safe and rewarding. I found that kicking doors down and looking for fights could accumulate points at the rate of about 3 mins per 1000 without sustaining anything but minor wounds and without having to resort to magic. Thus fighting all night was possible. A point of interest regarding magical weapons which can only be used a finite number of times, do not use the last time else the weapon will be lost. Take it to the shop and sell it. It can then be bought back fully charged.

When level 13 is reached the most important spells can be used by your magic users, ie APAR the teleport spell, REST the regeneration spell and the SASP spell. Always keep enough spell points to use these in emergencies as well as at other times, particularly the SASP spell is very good for getting out of insurmountable trouble at the cost of the gold you are carrying. Because of this do not take any gold into the dungeon. Leave it all at Bedders bank to be drawn when needed. Note: 50000 in gold must be taken into The Tombs to buy the Magic Key. This is the only exception.

TOMBS

The dungeons must be tackled in the correct order. This order can be obtained from the Clue Book or the Sage at great expense. The first one is The Tombs. The entrance is in the Temple of Darkness right in the middle of Ephesus, opposite the Spell Emporium.

Equip your mages with a Mage Staff as soon as you can find them. they are extremely handy in a dungeon as they restore spell points while ever active, especially during combat.

Become familiar with Ephesus so you can move around quickly as at level 13 you will need to move backwards and forwards from the city to the tombs often.

Keep on the lower two levels of the tombs while you accumulate enough points for both mages to reach level 13 again safely (this will require about 50 encounters) you can win all with the correct actions, eg use the INSL spell to fill your vacant slot and make him leader. Do not forget to save your game each time you make some gains, particularly before traversing the trap room 1 on level two in case any members get killed. Be carefull using bardsong 5 here as it will probably turn any monsters hostile. Cast a REST spell as soon as you are through. There is no way around the trap room when descending but when ascending it can be bypassed through a one way door N0,E19 to get back to the portal at N21,E0

Many armour improving items are available in the tombs, test them all. Your party should now be level 14 fighters with a level 1 wizard and level 1 sourcerer and strong enough to complete the dungeon. Do not forget to get the key as it is needed to enter later dungeons. Save your game before you enter the final snare because if the old warrior has less than 15 hit points he is unlikely to survive long enough to complete the snare, if he dies before you get the all clear from the "Cloudy Face", Quit and try again. Clue: Do not take the direct route from 16 to 18 (because of spinner traps).

On completion of the Tombs your sourcerer should have enough points to advance to level 5 which is enough to tackle the next dungeon but to make matters easier it is a good idea to re-enter the Tombs levels 1,2 and 3 as many times as necessary to gain sufficient points to get your sourcerer to level 9 (130000 points) for the DIIL and MIBL spells. Preferably gain enough to get your wizard to level 11 (610000 points) as this will give you the magic to restore your characters to life, very useful in the higher level dungeons.

FANSKAR'S CASTLE

This dungeon is probably the easiest of them all. With level 15 characters, Wizard level 9 and Sourcerer level 13, all encounters were found to be winnable with care, most without resorting to magic and a great source of experience points. Fill your vacant slot with the INSL spell and let him lead. If he turns hostile, kill him and get another.

Exploring in the dark was no problem and very lucrative.

Beware of the anti magic zone around "6", as, once you teleport in there is no way out except the door in the north east through the trap zone. Save your game before you enter and reload if anyone gets killed, then try again. The REST spell will repair the damage. Fraskar is not hard to defeat even without magic.

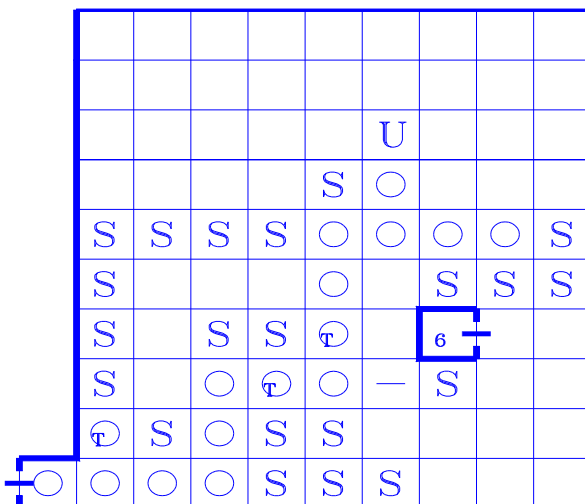
Completion of this dungeon should give another 200000 or more experience points, get your characters to level 17 and give your wizard the important BEDE spell that comes with level 11.

DARGOTH'S TOWER

The first level in Dargoth's tower is full of spinner traps at nearly every corner making normal progress almost impossible. But the PHDO and APAR spells will get you easily everywhere you need to go on the first level, second level and the northern area of level 3. Move in and out of the dungeon as you gain points and items. Be sure to start each tour with plenty of spell points.

All encounters are winnable with only magic required against Mages who can call on monsters. With the Spell Emporium almost at the dungeon door you can rage around these levels for hours and get your Wizard to level 13 (1300000 points), perhaps even to Archmage (another 400000 points). At this level your party will be almost invincible and you can take plenty of risks to speed up the next two dungeons.

When venturing into levels 4 and 5 you come to the hardest test of all the dungeons, the dark area "6" and "7" on level 4. There is no way round the treacherous spinner traps except by tediously stumbling around in the dark and using the SCSI spell. Save your game before entering and have plenty of spell points.



Dargoth's Tower Level four
 Trap room 12,12 -- 21,21
 U=stairs up S=Spinner trap

If your encounters have a mage who can summon a Herb, don't waste time fighting, run! As, unless you have a Herb of your own and lots of spell points they will go on reproducing themselves for longer than your spell points can last. The same goes for Brothers Kringle.

MAZE OF DREAD

The first and second levels of this dungeon presents many new monsters all more powerful than previous monsters. The fights are more difficult and rewards lower so not recommended for raging around. Your fighters should now be up around level 22 and your magic users needing only 1 or 2 more levels for fully equipped Archmages. It is recommended that they be kept near the exits till enough points are accumulated to get at least 1 Archmage. Remember the ability to use BEDE spell, preferably by both mages, is essential if you hope to survive. For longer than one or two encounters.

Do not waste your magic on fighters but use only your best against magic users. It may take a little longer but your fighters are now capable of winning every non magic encounter with little or no damage. Cast a REST spell when any member loses more than half his hit points in combat.

The points of interest can all be reached with PHDO and APAR spells so use them. Move in and out of the dungeon to recharge spell points as necessary. Avoid encounters where the magic users can summon a Herb, eg., Krill Mages, as they are almost impossible to beat. However if a Herb is encountered they can be beaten if they are part of a large party and you have plenty of spell points.

Because of their capacity to keep on generating while there is space for them eg., the party has less than eight members, the Herb and the spell casters who generate them must be killed before you kill the fighters. If you have an Archmage use the MEME spell to get them close and then attack with everything you have. Use the STTO spell by your spell casters. With luck you will get rid of them for about 200 points. Do not worry at this point if your fighters get killed or injured but if your mages suffer damage you will need to keep them fit with the REST spell because you will need them both. If they both get killed quit and restart from the last place saved.

The Sword of Zar is available at "7" on level two after answering the riddle. Give it to your leading fighter and equip it, it is extremely useful in a melee. Note:- You cannot get a second one with your existing party, but if you give it to a member and leave him in the guild while you return to the dungeon, another can be acquired. You can then reassemble the party with two fighters equipped with the sword making your fighters very potent.

Enter the Third level with a full compliment of spell points although if you can avoid all encounters you will only need about 20. If you avoid encounters you can get very quickly to the snare. Watch the spinner traps N3,E11 and N15,E4. Get the vial and if you have solved the riddle of "Endurable" go straight to the Voice and give the answer. After getting the segment at "7" exit via wrap around magic to the north.

OSCONS FORTRESS

Oscons Fortress needs quite powerful characters to complete it in reasonable shape, eg level 26 with at least one archmage. Do not attempt to complete it in one go, explore each level saving regularly, avoid any fighting you can and quit if you get any characters killed returning to the last point saved and try again.

Oscons Fortress is reasonable up to level four. As each level is completed and the clues collected you can teleport out from most places to have spell points rejuvenated. On returning the teleport command can be used to bypass most of the trouble. To get to level 2 you must go first to the magic mouth "18" then find your way direct to the stairs at "21" via teleport at "19". To get to level 3 from here travel north to Oscons mirror maze, careful to avoid the centre of the maze as any monsters in your party will turn hostile. You must then make your way to "DERVAK" at "24" and defeat him before the next stairs are available. Return to the dark area and travel north west hugging the eastern and northern walls. Use the SCSI spell regularly as there are a number of spinner traps. To get to level 4 travel quickly south and east along the

dungeon extremities to the large area surrounding "2". This is full of spinner traps but it is not hard to reach any of the doors on the eastern wall. From here still skirting the dungeon go directly to the magic mouth at "5" through the dark area "4", answer the question and proceed to the stairs at "6" and level 4.

Level 4, before you get to the snare at "6" you must defeat Oscon at "4". This is easiest with your full party as it will need to be done with very little magic. After completing the lower levels it is necessary to return to the adventures guild and drop off the least experienced mage and the rogue. Fill the vacant spaces with the most powerful monsters you can conjure up eg. Herb and slayer because they will need to be dropped before entering the last snare. (Do not forget to salvage gold and anything worth while they may be carrying before you drop them).

Traversing the southern switchback corridors of level four will drain all your spell points. If you have your Mage Staff they will be slowly regenerated. The way to quicker recovery is to play bard song #6 and avoid fights after traversing the zone in each direction, till they are regenerated to a suitable level to continue. Spell points will only be required for SCSI, MAFL, MACO, MEME, STTO and emergencies (ie you can teleport out from square N3,E0) so 40 or 50 should be enough but make sure your bard is well charged up before entering the fourth level. Oscon must be defeated quickly before he can summon any monsters. Save your game before you enter his chamber. As soon as you meet him fight, have your fighters defend, cast a MEME spell with you leading mage and an STTO spell with your second mage. This will generally defeat him in one round. If not try the same again.

Teleport out, leave you unwanted party members, arrange your monsters, recharge your spell points (you may even have enough experience points to visit the review board) and re-enter the fortress. Traverse the levels as before avoiding all fights that you can and get to level 4. This time go to the northern switchback corridors, Watch the spinner traps, proceed through the dark area at the end and make for the teleport at "6" (watch out for the spinner at the centre of the passage). Drop your monsters and save your game before entering the teleport, then tackle the snare which is quite easy if the clues are followed. Use the SCSI spell liberally as the MACO does not work here and the teleport at "14" can be confusing. After collecting the segment teleport out. The teleport spell does not work in any of the anti-magic areas but it will work from the stairs, If you have plenty of spell points you can experiment.

After completion of Oscon's Fortress the fighters were level 27 and the senior mage, Archmage level 6.

GREY CRYPT

The Grey Crypt is no real problem with strong fighters, especially with two Swords of Zar. Avoid all contacts you can and save your game often as you traverse areas safely. If this is done you should be able to get through with very few restarts. On level one the dark area can be bypassed if you know the names of the two crypt dwellers. On level 2 save your game as soon as you get to the open area commencing at N16/E16. Then explore the numbered areas 2,3,4 and 5 to get your clues, there are many traps in the open area but you do not need to go through them once you have all the clues. Once you have the clues quit and restore from N16/E16 and exit through the wrap around corridor to the north as it is safe from traps. Make your way directly to the Vampire Dragon, fight and kill him. Immediately save your game then go to the transporter into and the snare. If you hang around in the Vampire Dragon's lair you will quickly lose hit points.

Before I tackled the snare I teleported out and did some more fighting in the lesser dungeons and built up some more points so that the level of the fighters was 36 making them near invincible.

The snare on level 2 is the most difficult one yet but if the instructions are carried out you should get it out by your third or fourth attempt. Remember that the doors to the rooms will only be found if the correct directions are followed.

