

REFERENCE CARD AMBERSTAR

Important!

The tables and the keys mentioned in the manual are very important for your gameplay. Therefore we have extracted those parts into this separate Reference Card which you should have always nearby when playing Amberstar.

THE KEYS

The nine numbers on the numeric keypad coincide in their function and configuration with the nine icons on the movement and action panel.

The keys [1] to [6] on the panel determine the active character according to the configuration in the party ID.

The function keys [F1] to [F6] open the second page of the set-up list for the relevant character according to the configuration in the party ID.

In 2-D representation the cursor block has the following functions:



Go to the North



Go to the West



Go to the South



Go to the East

In 3-D representation the cursor block has the following functions:

Insert



Turn left through 90 degrees

Go straight ahead

Clr Home

Turn right through 90 degrees



Go to the left without turning



Go back without turning



Go to the right without turning

MAGIC AND ITS USE

The target affected by the spell can be as follows:

C = A character in the party

P = The party itself

M = A monster (during the battle)

G = A group of monsters (during the battle)

A = All monsters during the battle

O = An object

S = Special spell

LP are the life points of a character.

White magic

Name	SP	SL	Location	Target	Effect
Healing 1	2	1	WTDCB	C	plus 1 to 5 LP
Healing 2	4	2	WTDCB	C	plus 2 to 10 LP
Healing 3	6	3	WTDCB	C	plus 4 to 20 LP
Healing 4	8	4	WTDCB	C	plus 8 to 40 LP
Healing 5	10	5	WTDCB	C	plus 16 to 80 LP
Salvation	20	15	WTDCB	P	plus 4 to 20 LP
Reincarnation	30	20	C	C	Reincarnation of a body
Conversion of ashes	50	25	C	C	Reincarnation of a burned body
Conversion of dust	70	30	C	C	Reincarnation of a pulverised body
Neutralise poison	5	2	WTCDB	C	Detoxification of a person
Heal stun	10	4	WTCDB	C	Healing a stunned person
Heal sickness	15	6	WTCDB	C	Heal a sick person
Rejuvenation	20	8	WTDCB	C	Correct unnatural ageing of a person
De-petrification	30	10	WTDCB	C	Revive a petrified person
Wake up	5	2	B	P	Awake a party from unnatural sleep
Calm panic	10	4	B	C	Calm a person
Remove irritation	15	6	B	C	Heal an irritated person
Heal blindness	20	8	WTDCB	C	Heal someone from blindness
Heal madness	30	10	WTDCB	C	Heal someone from madness
Stun	15	3	B	M	Stunning a monster
Sleep	10	3	B	G	Put a horde of monsters to sleep
Fear	15	6	B	M	Frighten a monster
Irritation	15	9	B	M	Confuse a monster
Blind	20	12	B	M	Make a monster blind
Destroy undead	15	5	B	M	Remove undead
Holy word	30	10	B	G	Remove a horde of undead
Remove curse	25	10	WTDC	O	Remove a curse from an object
Provide food	20	15	WTDC	O	One food ration per party member

Grey magic

Name	SP	SL	Location	Target	Effect
Light 1	5	1	WTDC	S	2 hours of light
Light 2	8	3	WTDC	S	8 hours of light
Light 3	12	5	WTDC	S	16 hours of light
Armour protection 1	10	2	WTDCB	S	2 hours + 5% parade
Armour protection 2	20	6	WTDCB	S	8 hours + 10% parade
Armour protection 3	30	10	WTDCB	S	16 hours + 15% parade
Weapons power 1	10	2	WTDCB	S	2 hours + 5% attacks
Weapons power 2	20	6	WTDCB	S	8 hours + 10% attacks
Weapons power 3	30	10	WTDCB	S	16 hour + 15% attacks
Anti-magic 1	15	4	WTDCB	S	2 hours + 5% protection
Anti-magic 2	30	8	WTDCB	S	8 hours + 10% protection
Anti-magic 3	45	12	WTDCB	S	16 hours + 15% protection
Clairvoyance 1	15	5	WTDC	S	2 hours clairvoyance
Clairvoyance 2	30	10	WTDC	S	8 hours clairvoyance
Clairvoyance 3	45	15	WTDC	S	16 hours clairvoyance
Invisibility 1	20	8	WTDC	S	2 hours invisibility
Invisibility 2	40	16	WTDC	S	8 hours invisibility
Invisibility 3	60	24	WTDC	S	16 hours invisibility
Magic sphere	80	95	WTDCB	S	Covers the 6 previous spells each at level 3
Magic compass	5	1	WTD	S	Shows direction in which the party is looking
Identification	25	15	WTDC	O	Reveals all data of an object
Levitation	10	5	WTD	S	The party can use trap door upwards or downwards
Haste	15	8	B	C	Character doubles its attacks and increases its age by 1
Mass haste	30	14	B	P	The party doubles its attacks and increases its age by 1
Teleport	40	20	W	P	Moves the party in the direction chosen
X-ray vision	30	20	WTD	S	Allows you to see through walls

Black magic

Name	SP	SL	Location	Target	Effect
Beam of fire	1	1	B	M	Reduces LP by 1 to 2
Wall of fire	2	2	B	M	Reduces LP by 2 to 4
Fireball	5	4	B	G	Reduces LP by 4 to 8
Fire storm	15	8	B	G	Reduces LP by 8 to 16
Fire cascade	25	16	B	A	Reduces LP by 16 to 32
Waterhole	2	2	B	M	Reduces LP by 2 to 4
Waterfall	4	4	B	M	Reduces LP by 4 to 8
Ice ball	10	8	B	G	Reduces LP by 8 to 16
Ice shower	30	16	B	G	Reduces LP by 16 to 32
Hail storm	50	30	B	A	Reduces LP by 32 to 64
Mud catapult	4	3	B	M	Reduces LP by 4 to 8
Falling rock	8	6	B	M	Reduces LP by 8 to 16
Bog	15	12	B	G	Reduces LP by 16 to 32
Landslide	45	15	B	G	Reduces LP by 32 to 64
Earthquake	75	40	B	A	Reduces LP by 64 to 128
Strong wind	8	5	B	M	Reduces LP by 8 to 16
Storm	12	10	B	M	Reduces LP by 16 to 32
Tornado	28	20	B	G	Reduces LP by 32 to 64
Thunder	60	30	B	G	Reduces LP by 64 to 128
Hurricane	100	50	B	A	Reduces LP by 128 to 256
Desintegration	100	35	B	M	Kills a monster
Magic arrows	8	15	B	G	Reduces LP by 8

The tables showing the white, grey and black magic give you some impression of the abilities of a competent wizard. Naturally a wizard must practice his spells before he can use them safely. The table shows how many spell learning points are required.

TABLES

The races

Each race has its own individual strengths and weaknesses. The characteristics are **STR**ength, **INT**elligence, **DEX**terity, **SPE**ed, **CON**stitution, **CHA**risma, **LUC**k, **MAG**ic resistance and **AGE**. The values given are the maximum values.

Race	STR	INT	DEX	SPE	CON	CHA	LUC	MAG	AGE
Human	60	60	60	60	60	60	100	0	80
Elf	30	100	70	80	30	90	100	20	950
Dwarf	90	30	20	30	100	40	100	100	600
Gnome	40	70	80	50	40	80	100	80	350
Halfling	20	40	100	100	20	130	100	20	250
Half-elf	45	80	65	70	30	30	100	10	200
Half-ork	80	20	50	40	80	20	100	0	50

Races can enter the following classes:

Human	all
Elf	Warriors, rangers, white, grey and black wizards
Dwarf	Warriors and monks
Gnome	Thieves, monks, white, grey and black wizards
Halfling	Thieves and monks
Half-elf	Thieves, white, grey and black wizards
Half-ork	Warriors and thieves

The classes

The class table describes the abilities of the classes in the individual disciplines. The abilities are **ATT**acks, **PAR**ry, **SWI**mming, **LIS**tening, **F**inding Traps, **DIS**arming Traps, **P**icking Locks, **SEA**rching, **R**eading Magic Scrolls and **USE** Magic. The figures are percentage.

Klasse	ATT	PAR	SWI	LIS	FT	DT	P-L	SEA	RMS	U-M
Warrior	95	80	95	50	20	10	15	20	0	0
Paladine	80	95	95	50	30	10	0	10	70	50
Ranger	70	70	95	80	40	40	40	30	30	30
Thief	50	50	95	95	95	95	95	95	0	0
Monk	60	60	95	60	40	30	35	70	50	60
White wizard	20	20	95	20	15	15	0	50	95	95
Grey wizard	30	30	95	20	10	10	0	50	95	95
Black wizard	40	40	95	20	0	0	0	50	95	95

The classes can learn magic spells of the following categories, according to their abilities:

Warriors	None
Paladines	White
Rangers	White and grey
Thieves	None
Monks	grey
White wizards	White
Grey wizards	Grey
Black wizards	Black

The levels

A member of the party reaches the next level in his class with different numbers of experience points:

Level	Warrior	Paladine	Ranger	Thief	Monk	Wizard <small>(white/grey)</small>	Wizard <small>(black)</small>
1	30	50	90	40	80	70	75
2	90	150	270	120	240	210	225
3	180	300	540	240	480	420	450
4	300	500	900	400	800	700	750
5	450	750	1350	600	1200	1050	1125
6	630	1050	1890	840	1680	1470	1575
7	840	1400	2520	1120	2240	1960	2100
8	1080	1800	3240	1440	2880	2520	2700
9	1350	2250	4050	1800	3600	3150	3375
10	1650	2750	4950	2200	4400	3850	4125
11	1980	3300	5940	2640	5280	4620	4950
12	2340	3900	7020	3120	6240	5460	5850
13	2730	4550	8190	3640	7280	6370	6825
14	3150	5250	9450	4200	8400	7350	7875
15	3600	6000	10800	4800	9600	8400	9000
16	4080	6800	12240	5440	10880	9520	10200
17	4590	7650	13770	6120	12240	10710	11475
18	5130	8550	15390	6840	13680	11970	12825
19	5700	9500	17100	7600	15200	13300	14250
20	6300	10500	18900	8400	16800	14700	15750

The highest level possible is level 50. The necessary experience points are calculated as follows:

Next level multiplied with EP of first level plus EP of actual level

Example on a promotion of a warrior from level 20 to level 21:

$$21 \times 30 + 6300 = 6930$$

That means with 6930 experience points the warrior will reach level 21!

INSTALLING AMBERSTAR

AMIGA

Amiga - Installation onto diskettes

You will need three diskettes. Beware: Installation will cause all existing data to be overwritten!

- Make sure that your original AMBERSTAR diskettes are write protected (i.e. write protect hole is open).
- Put the original diskette AMIGA DISK A into the internal drive DFO: and switch on.
- The target diskettes must have been formatted using the disk format program which you can find on the AMIGA DISK A floppy.
- Run the INSTALL program and follow the on-screen instructions.

Amiga - Installation onto hard-disk.

You will approximately 2.5 MB of free space to install AMBERSTAR onto your hard disk.

- Turn on the computer and hard disk.
- Put the AMBERSTAR AMIGA DISK A into the internal disk drive DFO:.
- Double-click on the diskette icon representing the AMIGA DISK A.
- Double-click on the INSTALL program.
- Follow the on-screen instructions.

ATARI ST

Atari ST - Installation onto diskettes

You will need three diskettes. Beware: Installation will cause all existing data to be overwritten!

- Make sure that your original AMBERSTAR diskettes are write protected (i.e. write protect hole is open).
- Put the original diskette ATARI ST DISK A into the internal drive A:, and switch on.
- Run the INSTALL program and follow the on-screen instructions.

ATARI ST - Installation onto hard-disk.

You will approximately 2.5 MB of free space to install AMBERSTAR onto your hard-disk.

- Turn on the computer and hard disk.
- Put the AMBERSTAR ATARI ST DISK A into the internal disk drive A:.
- Run the INSTALL program and follow the on-screen instructions.

PC

PC - Installation onto hard-disk

The PC version of AMBERSTAR can only be installed onto HARDDISK. You will need approximately 3.4 MB of free space to install AMBERSTAR onto your hard-disk.

- Put DISK A into drive A: or B:.
- Run the INSTALL program and follow the on-screen instructions.

WARNING: The CHARACTER MENU can only be loaded after the install program, and there is no way of calling it up separately!
Therefore: AMBERSTAR should always be loaded onto the HARD-DISK using the INSTALL programm, or you will only have standard characters to play with.

Hardware requirements for the PC Version

Type: IBM AT - 286, 386, 486

Memory: For AMBERSTAR to run, you need a minimum of 590848 Bytes, or 577 KB, of Conventional Memory available. You can check on memory availability using the commands MEM and CHKDSK. If you do not have enough available memory to run the program, remove any unnecessary TSR's and Drivers from your AUTOEXEC.BAT and CONFIG.SYS files, and then re-boot the machine.

Alternatively, you can use a BOOT DISK. To create a BOOT DISK, you format a blank diskette in your boot-drive. To do this, put a spare diskette into your boot-drive and type: `FORMAT A: /S` or `FORMAT B: /S`

Once created, you can boot up your machine from the boot disk, and then load AMBERSTAR.

XMS / EMS: If you have more than 640 KB of memory, and are running a memory management program such as QEMM, AMBERSTAR will recognise the fact automatically, and will use that memory. This will enable the program to make fewer calls on the hard-disk.

DOS

MS-DOS 3.3 or higher

MS-DOS 5 is recommended as it makes more memory available for running the program.

Mouse: Microsoft Mouse Compatible. Mouse movements can also be emulated using the following keys, however it is recommended that AMBERSTAR always be played with a mouse.

ALT + direction arrow = fast Movement (16 Pixel)

CTRL + direction arrow = slow Movement (1 Pixel)

SPACEBAR = Left Mouse Button

RETURN = Right Mouse Button

GRAPHICS: VGA with at least 256 KB of memory

SOUND: The following sound cards are supported:
ADLIB, THUNDERBOARD, and all SOUNDBLASTER compatible cards.

BUTTONS: The PC Version has two special buttons:

ALT + X Ends the game when in 2D, 3D, Wilderness and Battle Screens

ALT + V Displays the version number and other data.