

Hafoc Tor

Manual

ZX Spectrum 48K/128K

The story so far

During the events that transpired in Wycheweald it was revealed that Raedwulf, the adopted son of the woodsman, was under a terrible curse: he would transform into a werewolf when the moon was full!

Now a little older, and having gained more control over the curse, the wizard Ilmari has taken him and his good friend Kay off on a journey to find a way to free him of it...

Using the Werewolf curse

When night falls Raedwulf can will himself to transform into the Werewolf and use its strength, devastating attacks and abilities.

However, he is not completely in control: the closer it is to a full moon, the more Raedwulf is compelled to transform when he feels in danger.

When the moon is full, or nearly full, Raedwulf cannot control the Werewolf at all! It is a hazard to both friends and enemies alike! Perhaps there is a way to keep it from going wild...

Loading

Ready the tape player. Insert and rewind the tape.
On a 48k Spectrum: Type LOAD "" and press ENTER.
On a 128k Spectrum: Select the Tape\Loader option.
Start playing the tape. The game should now load automatically.
Stop the tape when the game menu appears.

Game Menu

The game menu is presented at start, and can be viewed during play by pressing 0 (options).

1. New game: starts a new game. You can only do this once on a 48K Spectrum, after which you must reload the game.
2. Move speed: how fast and smooth moving in the world is redrawn.
3. Text speed: how long the messages during combat will linger to be read.
4. Beep setting: this is to slow down the BEEPer sound effects for over-clocked Spectrums so that they sound as intended. Match the CPU speed.
5. Load game: restore saved progress from tape.
6. Save game: save your progress to tape during play.

Controls

Action	Keys
Forward.....	W....Cursor Up
Left.....	A....Cursor Left....J
Right.....	D....Cursor Right...K
Back.....	S....Cursor Down
Interact.....	E....Space.....0
Light (need lamp).....	L
Map.....	M
Position Change.....	P
Options Menu.....	0
Inventory Menu.....	I
Toggle Music.....	V
Toggle ULA plus.....	C (don't get excited, it's minor)

Character stats are viewed by pressing the numeric key of their position (1-4) when not in combat. From here you can swap weapons and unlock abilities in the skills menu.

All menus are controlled using numeric keys (0-9)
Combat is menu driven.

Character statistics

Hit points: amount of damage that can be endured (HP).
Ability points: capacity to perform skills (AP).
Strength: increases how much damage is dealt.
Dexterity: determines combat turn order.
Willpower: ability to resist status affecting skills.
Armour: how much damage is resisted by the armour.
Weapon: how much damage is dealt by the weapon.
Shield: how much endurance an equipped shield has.

Characters gain experience points (XP) from winning battles. The battle difficulty determines how much XP is awarded. When their current level threshold is reached they will go up a level, become stronger and gain Skill Points (SP).

Weapon and armour upgrades

Owain, the local blacksmith has a workshop in the village. Here you can spend silver on the resources to upgrade the weapons and armour for each character, but only if they are of a sufficient level to use them!

Combat

Enemy location numbers, hit points, status and equipment are shown above them after combat starts. Their positions mirror the player positions. The player gives all their characters commands at the start of a combat round. Combat is then in turns and moves play out in order of Dexterity. The order affects the timing of blocking and the use of some abilities.

Attacking

Different weapon types have different ranges of reach. Some abilities can extend the reach. When choosing a position to attack, those in range will be highlighted.

- Axe, Dagger: Attack same column, but not past someone.
- Sword: Attack both columns, but not past someone.
- Spear: Attack both columns and past someone in same column.
- Bow: Attack any position.
- Staff: Same as spear.

Different characters are proficient with different weapons. Each starts off equipped with one, but you may choose to change to their other proficiency.

Moving

During combat, you may wish to move characters to put them in weapon range with enemies, or to move out of their range. Moving uses up that character's turn. An attack to a vacated location will fail and won't follow who was there.

Defending

Defending with a shield will block all damage, but it will eventually break. Replace it with another from the Inventory out of combat. A character in the front row defending with a shield also covers the character behind them. Defending without a shield cannot stop arrows and does not protect the back row. The bow and staff cannot be paired with a shield.

Status effects

Characters can be affected for several turns by certain abilities. These include:

- Anger: angry characters can't use abilities, but they hit harder!
- Fear: a terrified character may be paralysed from fear and skip a turn.
- Dazed: knocked senseless these characters may skip a turn.
- Unnerved: intimidated characters will be unable to use their full strength.

Abilities

Characters can use learned skills to enhance themselves, their attacks and thwart their enemies.

- Restore: Rest (HP), Focus (AP)
- Status: Taunt, Battle cry, Rage, Leg sweep, Skull cracker, Pommel strike, Howl
- Attack: Great strike, Wrath cut, Power strike, Long draw, Stab, Savage
- Unblock-able: Deep lunge, Precise thrust, Precise shot, Tear, Lunge
- Shields: Hook shield (remove block), Shatter shield (damage)
- Other: Wild shot, wild attack (multiple targets and attacks)

Restorative items

- Poultice: restores 30HP
- Tincture: restores 30AP
- Salve: restores 100HP
- Tonic: restores 100AP

Hints

- The village to the west is a good place to start.
- Talk to everyone! You'll get clues, quests and companions!
- There are findable items that can make your quest easier.
- A villager will sell you supplies.
- You can rest safely and skip time at campfires.