



# *Wyche weald*

MANUAL  
SPECTRUM 48K / 128K

## 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.

NOTE: The 48K version lacks music and extended dialogue.

## 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.Movement speed setting:** how fast and smooth moving in the world is redrawn.
- 3.Text speed setting:** how long the messages during combat will linger to be read.
- 4.Sound speed setting:** this is to *slow down* the BEEPer sound effects for over-clocked Spectrums so that they sound as intended. Match the CPU over-clock multiple.
- 5.Load game:** restore saved progress from tape.
- 6.Save game:** save your progress to tape during play.

## Keyboard Controls

Forward.....	W....7....	Up.....	Move forward.
Turn back.....	S....6....	Down.....	Turn 180 degrees.
Turn left.....	A....5....	Left.....	Turn 90 degrees left.
Turn right.....	D....8....	Right....	Turn 90 degrees right.
Interact.....	E....0....	Space....	Talk/use/examine.
Inventory.....	I.....		View and use/equip items.
Options.....	O.....		Game settings, load/save.
Map.....	M.....		Map, objective (128K).
Lamp on/off....	L.....		Provides light.
Reposition.....	P.....		Move character positions.
Toggle music...V.....			Music on/off (128K).

Pressing **1 to 4** will open the Character Sheet for the corresponding position. Here you view character statistics and spend Skill Points (SP) to unlock new abilities. Combat and other menus are operated by following the prompts in the message window.

## 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).

## 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:** 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 as you find spare weapons.

### 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. Only the bow cannot be paired with a shield.

## Status effects

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

**Anger:** angry characters either fixate on a target or don't obey orders, but they hit harder!

**Fear:** a terrified character may be paralysed from fear and skip a turn.

**Dazed:** knocked senseless or blinded, these characters may skip a turn.

**Unnerved:** intimidated characters may skip a turn or 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), Rejuvenate (party AP)

**Status:** Taunt, Battle Cry, Rage, Leg sweep, Fear, Flash

**Attack:** Great strike, Wrath cut, Power strike, Long draw

**Unblockable:** Deep lunge, Precise thrust, Precise shot

**Shields:** Hook shield (remove block), Shatter shield (damage)

**Other:** Wild shot (multiple targets), Counter attack

## Restorative items

**Poultice:** restores 30HP

**Salve:** restores 100HP

**Tincture:** restores 30AP

**Tonic:** restores 100AP

## Tips

- Forester will let you rest at his home. Just ask!
- Fight everyone, level up and find better gear.
- Scouts will notice you immediately with the lamp on.
- Defeat enemies to create safe paths.
- Find the witch: she provides important hints and supplies.