

# REALMS *of* ANTIQUITY

































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## *The Shattered Crown*































**Reference Card**

# ITEMS

	Arbalest		Potion
	Arrows/Quarrels		Rations
	Axe		Scroll
	Axe 2H		Shield
	Bow		Shot
	Cloth Armor		Sling
	Dagger		Spear
	Firearm		Spellbook
	Foci		Staff
	Hide Armor		Stones
	Leather Armor		Sword
	Light Source		Sword, 2H
	Mace		Tool
	Mace 2H		Touchstone
	Mail Armor		Trinket
	Plate Armor		Wand

# STATES AND EFFECTS

	<b>Bane</b> - Penalty to all actions. Counters Exalt
	<b>Blur</b> - Defense bonus
	<b>Charm</b> - Attacks allies
	<b>Confuse</b> - Moves and attacks randomly

-  **Corrode** - Increases damage by 50% before Reduce. Counters Protection
-  **Empower** - 50% extra melee damage. Counters Weakness
-  **Enchant** - Melee and ranged attacks have magic damage types
-  **Exalt** - Bonus to all actions. Counters Bane
-  **Fear** - Runs away, won't attack
-  **Haste** - Bonus to action points
-  **Invisible** - Cannot be seen in combat
-  **Invulnerable** - Cannot take damage
-  **Light** - Party has active light source
-  **Lucky** - Bonus to everything
-  **Mindguard** - Immune to charm, confuse, and fear
-  **Paralyze** - Cannot move
-  **Poison** - No stamina recovery, takes damage. Counters Regeneration
-  **Protection** - Halves damage before Reduce. Counters Corrode
-  **Rage** - Bonus to hit, damage and critical; immune to fear
-  **Regeneration** - Heal wounds over time. Counters Poison
-  **Sense** - Party sensing dangers and secrets
-  **Sleep** - No actions
-  **Slow** - Penalty to action points
-  **Stealth** - Party cannot be seen by wandering monsters
-  **Stepwatch** - Party protected from dangerous terrain
-  **Unlucky** - Penalty to everything
-  **Ward** - Resist bonus, all damage types protected from
-  **Weakness** - 1/4 melee damage. Counters Empower

# CONTROLS

<b>Arrow keys OR E, S, D, X</b>	Move your party on the map while travelling Move your players during combat Move the cursor around the battlemap during combat Select a direction during combat Navigate Statistic screens Select items/spells/targets
<b>C</b>	Cast spell
<b>U</b>	Use item
<b>F</b>	Fire ranged weapon (only in Combat mode)
<b>T</b>	Throw weapon (only in Combat mode)
<b>Space</b>	Wait, or skip turn
<b>I</b>	Player inventory (only in Travel mode)
<b>Z</b>	Character Status Screens (only in Travel mode)
<b>P</b>	Party Status Screen (only in Travel mode)
<b>O</b>	Reorder party (only in Travel mode)
<b>H</b>	Help Screens (only in Travel mode)
<b>1, 2, 3, 4</b>	Change active player (only in Travel mode)
<b>CTRL-R</b>	Reload game (only in Travel mode)
<b>CTRL-S</b>	Save game (only in Travel mode)

