



Credits

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The Basics

What Is Twilight Earth?

Twilight Earth is a turn-based survival adventure multiplayer game set in the post-apocalyptic far future after a great disaster, known only as The Event, has left the Earth in ruins. Uncertain, desperate, mankind begins to crawl from its bunkers to regain contact with the world it left behind. But that world has changed.

Turns of Twilight Earth are run twice a week. When the turn is run a PDF report is emailed to you details the results of your turn. You then need to send orders by filling in our online order form before the next turn is due.

Twilight Earth can be highly-interactive. Cooperation with other players can greatly increase your chances of survival. But the game can also be played with almost no interaction at all if you prefer. You get as involved as you choose.

Twilight Earth is open-ended. There is no definite 'conclusion' to the game. You set your own goals and try to survive in a tough and dangerous world. Death is a common occurrence here. Don't get too downhearted... you can always sign up a new character if you are killed.

About FREEPLAY

A single character in the game Twilight Earth is completely free. We do hope, obviously, that you enjoy the game to play a larger position and go "commercial" but you will never be asked or pressured to do so. If you want to keep playing for free, that's entirely up to you. While we are a commercial company and do make a living from running our games, the input and interaction that freeplay players provide is valued and welcome in the game!

Unlike some other online or turn-based games there are no limitations to your in-game experience with our Freeplay option. You use the same rules, play in the same world, can do the same things, find the same items and gain the same skills.

The only limitation with Freeplay is that you can only play a single character. If you want to play multiple characters that's fine, but you then be playing commercially and would be paying for the additional characters after the first.

About Commercial Play

At some point it's quite common for players of an adventure game like Twilight Earth to like the idea of playing more than just a single character.

FREEPLAY in Twilight Earth only allows one single character per player. As soon as you add another character (or more than one) beyond the free first one you will be playing commercially and will be charged for those characters each turn. If you do not have any

money in your account you cannot play commercially, so please be sure to make a payment of some cash into your account before signing additional characters up.

Whatever money you pay into your account will gradually be used up by the per-turn costs of your commercial characters and when it runs out you will need to top it up again if you choose to continue to play. You can stop playing commercially at any time you like, simply by emailing us to let us know (remember to quote your account number, player no and commercial character IDs.) If you do stop playing commercially you will still be welcome to continue playing a free character under the Freeplay system of course.

There is no limit to the size or a Commercial Play position or how many characters you can control. As long as you are happy to pay for them you can play as large a position as you like.

About The Setting

Twilight Earth may or may not be set on our Earth in the far future. If it's not our Earth, there are certainly humans there...

Players of Twilight Earth awaken in a glass tube from a long sleep. The effects of their hibernation have removed their memory of the past. They know who they are, their names, their skills and talents, but remember almost nothing of their past lives. Only vague recollections of a world at war and a desperate attempt to preserve the human race...

Players quickly discover that they are in a buried, ruined bunker with many such glass tubes full of hibernating survivors. They have some very basic supplies (which will soon run out) and nothing else. Worse still, beyond the elevator and the blast doors lies a world ravaged by some terrible disaster, known only as "The Event".

Whatever that disaster was, it has turned the world into a living nightmare. Strange mutated creatures wander the landscape, deadly to the few humans emerging from their bleary underground worlds. Radiation sweeps across the surface world in great black clouds. Disease is rife. Nature has reclaimed the planet violently, burying the remnants of man's once-mighty civilisation in clinging toxic weeds and creeping vines.

The bunker in which you awoke has no food. No medicine. No power. Nothing. There seems to be no choice but to risk the dangers outside... Can you survive this terrible world? Only time will tell...

About Characters

When you sign up, or add a character to Twilight Earth you need to choose a few simple options about your new character.

Sex

First of all you will need to decide if you are Male or Female. There are some differences to gameplay depending on which sex you choose, but these must be discovered through play.

Age

All characters start at age 25, as this is the age at which you were stored in the glass tube, for reasons lost to time. As the game progresses your character will slowly age, although this is extremely gradual.

Talent

You will need to choose a Core Talent; Scavenger, Brawler, Tinker or Ace. We give only limited information about what each of these Core Talents do, but you should think of it like a very basic template. During the course of the game your character will be able to specialise into other Core Talents from the base one with which you begin. These can only be discovered through play, but there are hundreds of routes your character can take with the benefit of survival and experience.

Scavengers

Scavengers are clever, deft, agile and tricky. They are good at finding useful junk which others might miss and they are very good at good sources of food and water. They are excellent at moving quickly and escaping trouble and are often used as scouts. They are born survivors and are tough and hardy.

Brawlers

Brawlers are the big, powerful tough humans who take quickly to combat in its most brutal forms. They make good guards, warriors and raiders. You want some of these guys nearby when danger makes an appearance, which it often does!

Tinkers

Tinkers are good with gadgets and are the most likely to be able to put together a useful device from a bunch of useless rubbish. They excel at taking limited resources and building something valuable for survival. They are also the most likely to be able to figure out how mysterious items function, how to get them working and how to fix them when they break.

Aces

Aces are good at networking with other people, have strong leadership skills and think quickly under pressure. They are good at organisation and are able to learn the sort of skills which put them in positions of power and leadership.

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Playing Your Position

Every character in Twilight Earth is played as an individual. If you control more than one character you will write a different set of orders for each of them. This allows highly-complex interaction between characters in the game during the course of the turn.

New Players will normally be started in a Underground Bunker, where they awake from a long period of suspended animation. You begin with a few very basic pieces of equipment/supplies and from there you are on your own. Once you leave the relative safety of the bunker you are into the game proper and must tread very carefully if you want to survive.

Telling Us What You Want To Do

You have control over your characters as individuals and you can do a lot of different things with them. However, Twilight Earth is a computer-moderated game and as such you need to issue coded instructions for your characters to tell us what you want them to do. You issue these instructions each turn by filling in the form on our website for game orders. All the codes for different orders are shown in the 'Orders' section of these rules, with detailed examples to help you get started and avoid errors.

Twilight Earth is *deliberately* rules-light at the start. You need only learn a very few orders to begin playing. There are lots more orders than you initially see, but you will learn these as you play through your interaction with the game. This cuts down the amount you have to read to get started.

At the end of the PDF turn report we sent you each turn you will see there is an 'order sheet' section. You can mostly ignore this if you like but it is provided for players who might want to print it out and write out their orders. This can be a good idea to "organise your mind" before typing your orders into the online form. Another advantage of the order sheet is that it shows you how many orders your character can write each turn.

Each character you control will get a certain number of orders, shown by how many lines they have under their name on the order sheet. You cannot issue any more orders than the number of lines they have. Most player characters have 15 orders per turn.

Actions In Sequence

Twilight Earth uses an innovative and powerful phase-based system for processing orders. Your orders will be processed *exactly* in the order you wrote them. The way the system works is to process *all* characters first orders, then all their second orders... and so on until the final (fifteenth) order phase. During each individual phase, all orders for that phase are shuffled randomly. So while you never know who's first

order will go first, you *do* know your second order will come after all the first orders.

The phase-based system allows for some very complicated interaction between characters, but it does mean careful planning is needed to avoid mucking it all up! Once you've played a few turns it will all seem second-nature to you.

Writing Orders

Order lines have three columns. Some orders use only the first column, some use two while a few use all three columns. Again, please refer to the section headed 'Orders' for full instructions on how to write the various orders in the game.

Combat & Injury

Sooner or later every character is going to be involved in combat. Usually sooner! As such, it's important to understand how the combat system works. Every character (and remember, monsters are characters too!) in the game has a unique ID number, which is shown in brackets after their name on your turn report. There are many ways to attack characters (see the "Orders" section for full details on the different orders which initiate combat) some of which target specific IDs and some of which just hit the nearest bad guy!

For a successful attack you need to be within range of your target. Each weapon has a range and if you can't 'reach' the target the order will fail.

Remember, in Twilight Earth everything happens in 'synchronised time', meaning that as your characters move and attack, their enemies are moving and acting as well! It's possible that even though a character was in range at the start of the turn, by the time you issue your order they will have moved out of range, died or taken cover to avoid missile attacks.

Orders & Combat

One Order Is One Attack

The most common mistake beginners make when writing combat orders is forgetting that if you only write a single attack order you will only attack once... and you might miss! If you want to attack multiple times... you must issue multiple attack orders!

Reply Attacks

Every time you attack an enemy, the enemy gets a free 'reply attack' upon you, as long as they are within range with their own weapon. So, swing a crowbar at a Waste Mutant and he'll swing his club back at you again. But throw a rock from a distance and the mutant can't reach you with his club and so does not get a reply.

All player characters are allowed up to two reply attacks per order phase. Some characters get more than 2 reply attacks per round due to their speed or multiple attack forms. The Reply Attack works for all characters. So when monsters attack you, you get the free reply attack as well! You always get a reply attack if you can reach to do so... up to the limit of TWO for most characters.

Even if you have your hostility set to 'passive', or you have reached the limits of your Fear Factor (see the "Orders" section for information on these two settings) you will still always get your reply attacks and attempt to defend yourself when somebody takes a swing at you!

Hostility Attacks

Every time you move, the computer quickly scans around your field of vision to see if there are any enemies within range of your currently equipped weapon. The computer knows whom to consider enemies according to your current Hostility Setting. If the computer finds an enemy you will issue an automatic 'Hostility Attack' upon them. If there is more than one enemy the computer will choose one randomly from the pack. Like the reply attacks, this attack is also 'free' (it doesn't prevent you actually issuing an attack order that phase.)

Once again, the same rule applies to all characters. So monsters have just as much chance of triggering hostility attacks upon your character when they move. It is only 'Move' orders which trigger hostility attacks. If you are standing still or Eating or something you won't get any hostility attacks.

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Combat Mechanics

Your characters have a few statistics that are important for determining how they fare in combat. While many players are happy to play the system without really knowing how it works mathematically, this section is presented for those people who like to know the numbers!

When trying to attack, the attacker's percentage chance to hit is calculated by comparing their active attack score with the defender's active defence score. The formula is as follows:-

$$(A) - (D) = C$$

where

a = Attacker's active attack skill
d = Defender's active defence skill
c = chance to hit

Some Examples

If the attackers Attack Score is '20' and they are trying to hit an enemy with a defence skill of '-45' then their chance to hit is 65%.

If the attackers Attack Score is '0' and they are trying to hit an enemy with a defence skill of '-10' then their chance to hit is 10%.

If the attackers Attack Score is '42' and they are trying to hit an enemy with a defence skill of '+7' then their chance to hit is 35%.

Minimums / Maximums

Unless "damage immunity" (complete immunity to a certain type of damage) is in force, no chance to hit can ever be lower than 5% or higher than 95%. If it is, the computer automatically amends it.

Types Of Damage

In Twilight Earth there are six main types of damage (although there is an unlimited amount of strange other damage forms). The main types of damage are "Concussive", "Penetrative", "Electrical", "Fire", "Chemical" and "Radiation". You will see from your turn report that you have a defence score for each of these types of damage. The Defence score you would use in the combat formula (above) would be the one that corresponds with the type of attack being done. So for Concussive weapon attacks you would use "Concussive", for a flamethrower attack it would be "Fire" and so on. Some weapons combine two or more types of attack and in this case the chance to defend is your average of the applicable defence types.

Other Combat Factors

Your character starts off with an attack score based on their core talent, but this score is

amended by various factors. Weapons and other equipment will sometimes alter your attack score. Special terrain types or conditions your character picks up through play can also have an effect, as can skills or talents you learn as your character progresses through the game.

Once a successful hit is scored in combat the damage is calculated and assigned. Exactly how damage is calculated is a game secret which we do not reveal and can only be discovered through gameplay and your own analysis. You can get a good idea of a weapons damage range from information on your turn report, but this is by no means the whole story.

Death (R.I.P.)

Every character in the game has a health stat. If their current health is ever reduced to zero or lower they are dead. Death in Twilight Earth is a very permanent thing... so try not to get killed! As soon as a character is reduced to lower than 1 health they are unable to do *anything*, all orders will fail thereafter. But that character is not actually dead until the very end of the turn.. so if another character heals them that turn after they were killed and brings their health back up above zero again they will still be alive. Once the turn ends, death takes the character from the land forever. You will see their name and ID no. with 'R.I.P.' after it on your turn report to show they have been killed.

Dead characters drop everything they were carrying to the ground at the beginning of the *next* turn. (So you can pick it all up on phase 1 even though it was not showing as items on the ground at the end of the turn they died.) However, each square can hold only 12 items 'laying on the floor', any further items are permanently lost.

When a character is killed you can always sign up a new character to replace them and begin playing again.

What You Can See

Every character can see an area about them, which is shown on your turn report by a map and further text information. Because Twilight Earth is a turn-based game it is possible for you to see everything in your field of vision (usually). Even if it is on the other side of a wall and your character would not normally be able to see it! In a turn-based game you need to have some information to properly plan your orders and so a certain amount of unrealism is necessary to make the game play well! Of course, seeing an enemy behind a locked door and attacking them are two different things! While you can see them on your map, you do not have 'line of sight' which is important for attack orders.

Your Character's Map

Combat & Maps

The size of the map which is presented on your turn report is based on your 'Vision' statistic. If you had a Vision of '1' you would only be able to see the square you were standing on! A Vision of two allows you to see your own square, plus one square in every direction around you. Each additional Vision point grants another 'band' of vision, one square wider around you. Most adventurers have a starting Vision of '7' which lets them see seven squares in every direction... a very healthy-sized map. Certain skills, special equipment or other in-game events can affect your Vision score.

But Where Am I?

Your characters is *always* in the CENTER square of their map. The map shows the visible area around them. You will find your character right in the middle square of the map.

Vision Alteration

Your characters can have their vision reduced or increased by terrain they are standing in. For instance, if you end the turn standing in hills, you may gain an extra point of Vision there. If you end the turn in a dark underground cave you will lose five points of Vision (unless you have some light source). When terrain is affecting your vision you will see this shown on your turn report by a modifier next to your Vision score. So, for gentle hills, where you Vision did say '7', it will now say '7 + 1', or for dark cave where it said '7' it will now say '7 - 5'.

Hidden Characters

Characters can be 'hidden' by certain sorts of terrain. Any terrain which has a vision modifier of -2 or lower (deep forest, for instance) will 'hide' your character. The characters' map icon will *still* be visible on peoples' maps, but their name and ID number are not shown while they are standing in the 'hiding' terrain. This represents that your character knows 'somebody' is there, but not exactly who. Specific attack orders can't be written because no ID number is shown... only generic attacks will work! If you are standing in the same square as hidden characters their names and ID numbers *will* be shown.

The Map Is A Guide!

It is important to remember that the map that is printed on your turn is a visual guide only. It should not be considered the source of all vision-related information. While the map looks nice, it misses some vital information.

For instance, you may come across a terrain icon and not have a clue what it is. The only way to find out about it is to walk onto the square! Or you may see a single mutant icon and not have a clue that there are actually twenty mutants on that square! You would need to check your 'other characters I can see' section for that information.



Interaction & Terrain

Interaction

Twilight Earth is a very social game. You can play it alone and it'll work fine, but for the maximum enjoyment and success you'll probably find a need to contact and interact with other players, or more specifically, their characters!

IC and OOC

There are two terms which you need to understand when interacting with other people in Twilight Earth. IC and OOC stand for IN-CHARACTER and OUT-OF-CHARACTER. When you talk to somebody 'In-Character' you do so from the perspective of one of your characters... you 'roleplay' how you think they would talk and act. When you talk 'Out-Of-Character' you talk as yourself, the real person in the real world.

When first talking to other players it's a good idea to stay OOC so they don't think you're totally weird! Once you have established that you are talking about the game, feel free to write and contact each other 'In-Character' as much as suits you. This is part of the fun of player interaction! But it is almost never a good idea to mix the two up. Make it clear if you are talking IC or OOC at any given time.

Out Of Game Interaction Rules

You should make the most of diplomacy and player-interaction since these are the things that set turn-based games apart and make them special! There are only a few ground-rules to bear in mind. (1) Some people don't like to roleplay. That's up to them! You should not treat them any differently in the game. (2) You should always be polite and friendly. While it's okay to roleplay some aggression In-Character, you should never ever do so Out-of-Character. If any player contacts *you* and is rude or unpleasant you should let your GMs know and they will take immediate action, possibly even removing the person from the game entirely!

You should never be offended by anything anybody writes to you In-Character. When roleplaying a huge halfwit thug a player may well threaten to rip off your head and kick it into space! Don't worry about it. They are just playing the game and are almost certainly a very nice person too, so just play along and enjoy it!

In-Game Interaction Rules

Player characters are not considered 'enemies' as they are all survivors trying to stay alive. There is nothing to stop players attacking one another if they specifically write orders to do so, but the system will not have them attack one another automatically as it would if you encounter a computer-generated enemy.

There is no form of GM-controlled in-game law and order nor is there any restriction on

occasional "player-killing" as such, but in general it's a bad idea. Twilight Earth is an extremely dangerous place and as such you need to work with other players rather than against them if you want to survive.

Removing all possibility of player-killing in an adventure game makes the game seem dull and lifeless and so we have not done this. Player-killing, coupled with good roleplay and game etiquette is an exciting and valuable game tool. But Madhouse reserve the right to root out persistent player-killers who seem to do this just for the enjoyment of slaying other real players and without any roleplay justification and remove them from the game.

The Terrain Chart

At the back of your turnsheet is a section called the "Terrain Chart". The purpose of this chart is to show you some of the important basic information for all the types of terrain which all of the characters in your whole position (player number) can see.

If any of your characters can see a terrain type, for instance 'Grasslands', the terrain type will appear on the Terrain Chart at the end of the turn (just once. It won't print loads of times, even if you can see loads of grasslands squares.)

Furthermore, on each of your character's individual maps you will occasionally see numbers appear in the top left corner of one of the map squares. This occurs when the terrain is unique, special, unusual or a feature of interest. The number is particularly useful when the unique terrain looks similar to an existing terrain, because it allows you to identify where it is.

What The Chart Tells You

The terrain chart has several pieces of useful information displayed. First of all, it names the terrain and tells you the number which has been used to identify the terrain on your character's maps. If the terrain is not a special one, but simply a generic terrain, it will not have one of these numbers. It also has a picture of the map graphic which is used for the terrain type. After this it lists some other terrain factors which need some detailed explanations:-

Move Points

Abbreviated as "MPs" on the Terrain Chart, this shows how many Move Points the terrain costs to enter. Sometimes you may see "Imp." printed here, which means the terrain is impassable and cannot be moved into. Examples of this include Walls and some very high Mountains. In other cases you may see "Imp.+" printed, which means that although the terrain is impassable, ranged weapons can be fired through it. Examples of this include thorn bushes or a fenced area.

Vision Adjustment

Abbreviated as "Vis. Adj." on the Terrain Chart,

this shows whether or not the terrain type will adjust your vision statistic if you end the turn in the square. Minus numbers will obviously mean a negative vision adjustment.

Attack Adjustment

Abbreviated as "Att. Adj." on the Terrain Chart, this shows whether the terrain grants a positive or negative modifier to a character's Attack score when in combat from that terrain square. Any bonus granted in this way will be factored into combat, but will not be visible on the character's actual attack statistic on their printout. When an attack bonus is given it only works if the target of the attack is NOT in the same square.

Defence Adjustment

This works in much the same way as attack adjustment and is abbreviated as "Def. Adj." on the Terrain Chart. Any positive or negative modifier given affects all the different defence types equally. When a defence bonus is given it only works if the attacker is NOT in the same square. A good example of this is a fort, which is very effective when somebody is attacking from outside, but not a lot of use if the attacker is in the fort with you.

Constant Modifiers

A Constant Modifier is a special situation which can occur with Terrain Attack Adjustments and Defence adjustments. As explained previously, if the two combatants are in the same square as one another, terrain attack and defence adjustments are not applied to the battle. However, in some circumstances the terrain does allow the adjustments to apply. When this is the case it is called a 'Constant Modifier'. This is shown on the terrain chart by an asterisk "*" appearing after the adjustment.

TWILIGHT EARTH

Statistics & Data

Character Details

Characters in Twilight Earth are defined by a set of statistics and other data. It is very important to note, though, that statistics are not the sum total of the game. Twilight Earth is a roleplaying game and as such you will find many variations and different styles of play. Enjoy your characters... help them grow... and you will be that much more rewarded when they do!

The Statistics

So that you can see how your character's stats represent them, here is a quick guide to the 'norms' of Twilight Earth.

Under 20: Extremely Low. Your character has a real problem with this statistic.

21-40: Low Average, but acceptable. Your character is noticeably weak in this statistic.

41-60: Average. Your character is nothing special, but has no problems with this statistic.

61-99: High, your character is impressive in this area.

100+: Very High, your character has a true gift in this statistic.

Charisma: This tells you how physically attractive a character is in the eyes of other humans.

Willpower: This is a rating of how mentally tough your character is. It shows their grit, determination and pure strength of will.

Dexterity: This represents your character's speed, nimbleness and hand-to-eye coordination.

Strength: This represents your character's raw physical power.

Wisdom: This encompasses street sense and basic understanding of the world. A character with a high wisdom is harder to dupe or fool allowing them to see the real truth behind a lie.

Intelligence: This is your character's IQ and ability to learn and retain information. This does not represent actual knowledge only the potential to learn things.

Other Data

Coins Carried: Represents how many coins you have. Coins are not an item. They are a trading commodity.

Vision: Shows you how many squares around your character will be included on your game map (less any terrain modifiers.)

Alignment: In normal positions this will always

be 'Survivors' for player characters.

Experience: Shows you how many experience points you currently have.

Current Health: Shows you your max health and current health if you have taken any damage.

Damage Range: Shows you the range of damage you can do with your currently equipped weapon (not including various in-game hidden modifiers)

Attack: Shows you what your attack rating is.

Defence Levels: Shows you what your defence ratings are against various different sorts of main attack damage types.

The General Info Section

At the end of each character's section of the turnsheet there is a section titled "General Info". The purpose of this section is to show various special stats which apply to your character. The interesting thing about these stats is that we have no intention of giving you any clues as to their effect in the game! You can only find out through actual game play and experience.

Rules-Light

Other than the descriptions of the most basic orders that's pretty much all we have to tell you about playing Twilight Earth. There's a lot more to learn. There are skills, conditions, enemies, maps, equipment and many more orders to learn but none of these need to be known right now. The game will reveal new information and instructions gradually on a need-to-know basis.

In general, if its not in these rules, we don't want you to know it yet. But if you are unsure of something you can always email your GMs and ask. We don't bite unless we are very hungry indeed.





The MOVE Order

Moving Around

When controlling any sort of Twilight Earth character one of the main things you are going to want to do is Move Around. In Twilight Earth, you use the basic Move order to achieve most normal movement.

Each Move order lets your character move one square on the map. If you want to move more than one square, you need to issue multiple move orders.

Direction Codes

Telling the computer which direction you want to move in is done by a simple 1-digit "direction code". To move in a direction these are the codes:-

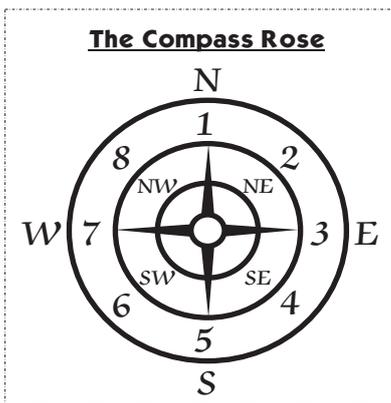
Direction to Move	Code
North	1
North-East	2
East	3
South-East	4
South	5
South-West	6
West	7
North-West	8

How To Issue The Move Order

When writing a Move Order on your turnsheet the format is as follows:-

__M__ _<Dir. Code>_ _____

As you can see, on the normal move order the third order column is not used. You do not need to write anything in it at all. Some advanced Move Orders do use the third column, but they for special circumstances and are discussed elsewhere in these rules.



The Compass Rose

To help you when moving around and to save you from having to reference this page for the codes every turn, there is a small graphic printed next to every map. This graphic, called "The Compass Rose", shows you the move codes for each direction as quick reference, set about a small picture of a compass for ease-of-use.

Move Points

How far your character can move in a single turn is decided by their "Move Points" (MPs). Every time you use a move order and move a single square on the map you use some move points. Different terrain types have different 'Move Point' costs to move into them.. When you do not have enough Move Points remaining to pay the terrain's MP entry cost your move order will fail. Move Points recharge to full at the start of each new turn. Move Points are calculated *before* you enter terrain. So, if you are trying to move to 'Foothills' (costs 30 MPs) and do not have 30 MPs left, you will be unable to even enter the square and your move will stop on the previous square.

Following People

There are many reasons you might want to have your character follow another character. A variation of the Move Order, call the Follow order achieves this quite well, but it is also the most misunderstood order in the game, causing more player-errors than almost any other order. So we'll be sure to go through it clearly and carefully...

There is actually not a 'follow order' as such. Instead, the system uses the 'Move' order in a slightly different way to achieve various types of following. There are three different uses of the order, 'Follow & Attack', 'Follow & Attack Any Enemy' or 'Just Follow'. Whichever you use, all the normal rules which apply with the Move Order are still the same. You must issue one order for each square you want to move. Each Move costs 'Move Points' as per the terrain you are crossing.

Follow & Attack

This is probably the most common usage! By issuing this order you are instructing your character to take a step one square closer to a specified enemy and then, if they are within range of your currently equipped weapon, to attack them! The order is written like this:-

__M__ __0__ _<Targets ID>_

Notice that the second column has a zero order written in it (or is left blank, as you prefer) and that the third column has a target characters ID Number. Your character will take a step towards the target and try to hit them with the currently-equipped weapon if they are within its range.

The order is very helpful for 'going after' particular targets who may be fleeing or hiding out of range, since you have no way of knowing what they are going to do during the turn. The order will not work though if the target character manages to get out of range of your current 'vision' range, or if they are killed during the turn of course! Note also that you will continue to step closer to your target with each order, you will not stop "at range" if you are using a ranged weapon.

Just Follow

This order is helpful when you are traveling with characters controlled by another player. The order works just like the 'Follow and Attack' order except that you will not try and attack the target you are following as part of the order (you may still do so because of your hostility.) The order is written like this:-

__M__ __9__ _<Targets ID>_

The "9" in the second column is always a nine for this order and is there to identify the order as a 'Just Follow'. If you are in the same square as the character you are following the order will return an 'I'm already here' type report.

Follow & Attack Any Enemy

This very powerful order instructs your character to look around their field of vision, randomly choose a target according to your current Hostility settings and then issue a 'Move and Attack' order upon them. You do it like this:-

__M__ __ __

Yes, it really is just an "M". You can't be sure which direction this will take you in, since you don't know what your opponent will do, but its very useful in mass combat when you are using a melee weapon rather than a missile one. This order works in *conjunction* with the "A" order for "setting your final target" (see the 'A' order page for full details.) Essentially, you issue an 'A' order to set your final target and then a bunch of "M" orders to chase them down. You *will* still attack other enemies who block your path, while heading steadily towards the target you want to kill off!

Examples

__M__ __1__ _____

This order would move the character 1 square North

__M__ __ __ 2178 _____

This order would instruct your character to take a step closer to character ID. 2178 and attack them if they were within range of your current weapon

__M__ __9__ __6701 _____

This order would instruct your character to take a step closer to character ID. 6701

__M__ __12__ _____

This order would fail. It is an error. '12' is not a valid direction code.



The ATTACK Order

Combat Basics

The Combat System in Twilight Earth is very simple, but very powerful. There are many tricks to learn to get the most out of the various orders and methods available to you for combat. It is a learning process. But the most basic and straightforward method of initiating combat is using the Attack order.

When To Use The Order?

As you can probably imagine the 'Attack' order is a popular one in Twilight Earth since its purpose is to cause your character to initiate combat on another character. However, it is not as commonly used as you might first suppose because there are a number of other ways to get into a fight in the game and this is not always the best method to use. The Twilight Earth combat system is simple to use, but fairly complicated in application and the trick to doing well is learning when to do which sorts of orders. Although these rules try to help you understand the concept, there are many tricks and clever plays to using the Combat System and the only real way to learn is by playing!

What Does The Order Do?

When you issue an attack order you are instructing your character to attack another character using their currently equipped weapon as long as the character is within range when you attempt the attack. If you are using a bow then you'll fire an arrow at them. If you are using a scimitar you'll slash at them. If you have a poisoned dagger you'll try to stick it in their back. The order only causes *ONE SINGLE ATTACK*, it does not initiate a long and drawn-out fight with your target. If you wish to attack a character (remember, monsters are counted as characters too, we aren't talking about other adventurers here) multiple times, you have to issue multiple attack orders.

But When Do I Stop?

New Players often wonder how many attack orders they need to write in order to 'kill' a monster. The truth of the matter is that advanced players wonder that too! You get better at judging after you've fought a few things and start to get an idea how tough things are... but guessing the correct amount of attack orders is part of the game and an important part of learning to use the combat system. There is no easy way, other than through experience. There are other orders which cause attacks and sometimes they are of more use than the straight Attack order for this, but that's up to you to decide.

How To Issue The Attack Order

Telling the computer you want your character to attack another character is done by using the first and second order columns. In the second column you specify *who* you want to attack, by writing their Character ID No.

The format is as follows:-

 A <Target Character ID>

The third column is not used for the standard attack order. Your character will attempt to attack the character who's ID you wrote in the second column.

This order does not move your character in any way. It simply attempts an attack from the square you are standing in with your currently equipped weapon. If you are out of range of the target character your order will fail. If the character is dead at the point you try and attack them the order will report that. If the character has moved out of your field of vision, is hiding behind something, or is tucked into a corner, you will not be able to attack them.

Bare Hands and Small Weapons

Bare Hands and small weapons can only attack characters who are standing in the *same square* as the attacking character. It's a common mistake to forget that *enemies move too*. So although they may start the turn in your square, they sometimes can and will move out of it to get out of range of your weapon!

Melee and Missile Weapons

Other Melee Weapons can hit the attacking characters own square and all the adjacent squares to it.

Missile Weapons can be very effective in Twilight Earth. They have long ranges which can whittle down opponents before they reach you, or catch them as they retreat. Enemies can and do hide behind things to get out of the line-of-fire of missile weapons (and other ranged attacks) and will often duck into and around corners.

To Use Or Not To Use

The normal Attack order is not always the best order to use for combat. There are various ways of attacking enemies explained in these rules, but only through experience of play can you work out the best way to attack in any given situation.

As a rule of thumb, the Attack order is most useful when you want to take shots at an enemy without moving closer to do so. It is most often used with missile weapons by 'back line' characters.

The Straight "A" Order

Another powerful way of using the normal Attack order is just to write "A" and not put *any* target in the second column. This instructs your character to choose a random enemy within range and take a shot at them. Useful in complicated situations where you don't know who will be alive or who will be near you.

What Is A Character?

Virtually any sort of individual you meet in the game is a character; enemies and other survivors too! All the characters you can see on your map are listed on your turn report under the headings 'Other Characters Present' (the ones in your square) and 'Other Characters I Can See' (the ones on the rest of your visible map.) Character ID Numbers, which are needed for the attack order, are shown after their names in brackets.

Setting Your 'Final Target'

The other use of the 'A' order is done as a side-effect of your issuing normal attack orders. The system *remembers* the last character you issued an 'A' order with an actual target ID on. This comes into play when you use the 'Move and Attack' order (explained elsewhere). The computer considers your last targeted 'Attack' order as your ultimate target in the present situation and any 'Move and Attack' orders will head steadily towards that character. This is more clearly explained on the 'Move and Attack' page and is mentioned here only for completeness. It has no bearing on standard attack orders at all.

Reply Attacks

As with all attacks you do on other characters/monsters, the character you attack gets an automatic reply attack (subject to range/vision in exactly the same way you are). So if you swing at an Orc, it'll get a swing back immediately afterwards. If you fire an arrow at an Orc from across the room then it probably won't be able to attack back (unless it has a bow or other missile weapon) but it may well choose to walk across the room so it's close enough to give you a whack! Don't assume you are safe just because you start off out of range. Monsters move too!

Examples

- A 1226 This order would try and attack character 1226, if within range of attacking weapon.
- A 77 This order would try and attack character 77, if within range of attacking weapon.
- A 505 This order would try and attack character 505, if within range of attacking weapon.
- A This order would try and attack a random enemy within range.



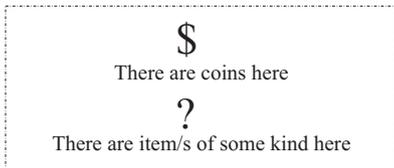
ITEMS & COINS

Items...

Items comes in many forms in Twilight Earth. Junk, weapons, clothing, strange artifacts, documents, maps, valuable objects... almost anything you can think of is out there to be found, stolen, bought, gathered or otherwise procured amongst the wreckage of the ancient world. The Game System breaks item types down into two different things... (1) Coins, and (2) Everything Else.

... finding it ...

Items tend to be found 'laying around' in ruins and the wilderness, in underground labyrinths, wherever mutants are... or virtually anywhere else. Some characters, for instance those with the Scavenger core talent, are better at finding good stuff than others. Once items are uncovered you can tell because small symbols are printed in the squares on the map. These symbols overlay all other graphics so they are always visible.



... And Getting It!

If you see the \$ symbol that means there are coins in the square. All you need to do to pick it up is walk to the square and issue the "Get Coins" order as follows:-

 G
This order picks up *all* the Coins in the square.

If you see the ? Symbol that means there are items of some kind in the square. They could be anything from a mouldy cabbage to a thermonuclear device (yeah, right.) The only way you are going to find out is to pick them up, which you can do using the 'Pick Up Items' order as follows:-

 P
This order picks up *all* the items in the square.

Choosing Your Booty

When you see the symbol for coins on a square, you don't know how much is there until you pick it up (but hey! Who cares? Money is money!) Items are similarly unknown, but with them you do have one option. If you *end your turn* on a square with items in it you will see a list of those available, each with an 'item code' in brackets after it. You can

then use special versions of the Pick Up order to choose what to get and what to do with it.

 P <Item Code>
By specifying the item code in the 2nd column and leaving the 3rd column blank you instruct your character to pick up only that item and equip it. If there is an item already equipped to that body slot it will be dropped to the ground.

 P <Item Code> 1
As above, the item code in the 2nd column and a '1' in the 3rd column instructs the character to pick up *only* that item, to equip it immediately and to place any originally equipped item in that slot into your backpack.

 P <Item Code> 2
Or, substitute a '2' in the 3rd column to instruct the character to pick up *only* that item and put it straight into their backpack.

But Most Often...

Just writing an order 'P' with nothing in either column is still the most common method of picking up items. Remember, just because you see items and coins at the end of your turn doesn't mean somebody else won't pick it up before you do in the next turn. Your Pick-Up and Get Coins orders might fail simply because somebody beat you to the valuables!

Give Coins Order

Finally, an order which allows you to give coins to another character! The character must be standing in the same square as you or a directly adjacent square.

 G <GPs> <Target Char. ID>

Investigating Items

The purpose of the investigate order is to give you more information about a particular type of item. It won't necessarily tell you everything there is to know about the item, but will usually give you valuable information nonetheless. Investigation will often give you additional orders and uses for an item where applicable too.

When To Investigate

Any time you find a new sort of item you haven't encountered before it is highly-advisable to Investigate the item! Gradually you will collect a database of info which will be useful and valuable for your survival!

How To Investigate

Investigating your items is done by using the Investigate order. The format is as follows:-

 I <Body Slot-ID> <Backpack Slot-ID>

For instance:-

 I 1
Would investigate whatever item was in backpack slot 1.
Or

 I 1
Would investigate whatever item was in body slot 1.

The first thing you need to establish is ... where is the item you are trying to Investigate? If you have equipped it already then it will be in one of your equip slots, in which case you write the equip slot number it is in into the second column and leave the third blank. However, if the item is still in your backpack then you leave the second column blank and write the Backpack Slot number in the third column.

Trading Information

It is very common for players to trade information that is discovered during the course of your game play. There are literally millions of things to discover and trade and the stuff you find out is valuable to many other players. It is VERY possible (and quite common) for new players to find out things nobody else knows... so don't think the veterans necessarily know everything you do... Twilight Earth grows too fast for that! Remember, knowledge is power! Think twice before giving it up without getting something in return!

No Information Available

On some occasions your investigations will result in very little, or possibly no information at all. This is because you know nothing about the item in question and can't find out anything more. Sometimes this is simply because the item is a weird mystery. Other times the truth can be more dangerous.... so be careful!

Examples

 P This order would pick up *all* items on the characters current square.

 P 5 1 This order would pick up item (5) and equip it, placing an already-equipped in the backpack.

 I 4 This order would investigate whatever was in your 4th backpack slot.

 G 187 2141 This order would give 187 GPs to character ID 2141 (if in same or adjacent square.)



MANIPULATING ITEMS

Giving Stuff To Others

There are many reasons why you might want to give something you are carrying to another character. Perhaps it is part of a trade you are doing? Perhaps it is medical supplies or bandages to assist an injured friend? Whatever the reason, you are going to need the 'Transfer' order.

How It's Done!

You can only give one item at a time to another character. There is no way to transfer more than one item at a time to another character short of issuing several orders, one for each item you want to give them. You can *only* transfer an item which is in your backpack, *not* one you are equipped with. In order for a transfer to work the character must be in the the same square as you, or one of the eight adjacent squares. When you give away an item it is called a 'transfer' and the order is written like this:-

`_T_ _<Backpack Slot>_ _<Target Char.>_`

As you can see from the example you need to specify which backpack slot the item you want to transfer is in and also which character you want to transfer the item to! To find out the character's ID No. to put in the third column you can check it out in the 'other characters I can see' or 'other characters present' sections of your turnsheet (it's the number in brackets after their name.)

Remember, no matter *how* many of the item you have in the backpack slot, only *one* of them will be transferred. If you want to transfer more, you'll have to issue more transfer orders.

Where Do They Go?

Like any order which moves equipment, the item will be placed into the target characters backpack in the first available slot for an item of its type. If the character has no room in their backpack the order will fail.

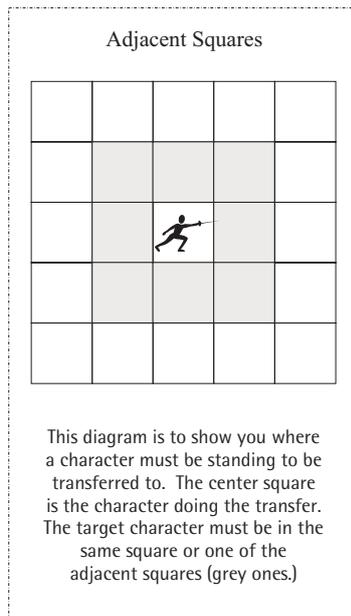
Clever Order Use

It is entirely possible for a character to give their friend a poison antidote on order phase 4 and for the new owner to then use the antidote on order phase 5. Clever use of orders can be a real boon for many reasons... and may even save your life! But you'll need to work out a few things... make sure the characters are in the same square or adjacent to each other on the order phase where you do the transfer... make sure the receiving character has space in their backpack and work out which slot the item will go to in that phase. This may sound

complicated, but it isn't really. You'll soon get the hang of it and then you'll be able to manage some amazing character-interaction during your turns.

Non-Transferrable Items

Some items are not transferable for one reason or another. Investigating the item will usually tell you if an item is non-transferable. Although it is possible you will only discover its non-transferable nature when you try (and fail) to transfer it in some circumstances.



Getting Rid Of Stuff

When you decide you don't want something any more there are three orders which are very useful to you. The 'Drop' order is used when you want to just throw something away completely. The 'Remove' order is used when you want to unequip an item, putting it back into your backpack. The Destroy order is used when you want to smash an item to pieces so that nobody gets to use it ever again.

Dropping It

To simply throw an item you don't want anymore onto the ground use the 'Drop' order. The format is as follows:-

`_D_ _<Body Slot ID>_ _<Backpack Slot ID>_`

When doing a drop you should issue a Body Slot ID in the second column if you are dropping something you are equipped with, or a backpack slot ID in the third column if you are dropping something from your backpack... but not *both*. It's one of the other. Only *one* item is dropped per order.

Destroying It

To destroy an item you are carrying, rendering it permanently out of play. The format is as follows:-

`_D_ _100_ _<Backpack Slot ID>_`

The static number 100 in the second column is what makes this a Destroy order.

Removing It!

To stop using an item (to de-equip it) you would use the 'Remove' order. The purpose of this order is to take something off of the body slot it is in and place it in the first available backpack slot. The order is written thus:-

`_R_ _<Body Slot ID>_ _____`

In this order only the 1st and 2nd columns are used. The item in the body slot shown in column 2 will be taken off and placed in the backpack.

Keep An Eye On Your Backpack!

It will not be possible to remove an item if you have no space in your backpack to put it! A certain amount of 'backpack management' is required if you are lucky enough to have filled it up with items!

If You Die...

All items you are carrying will be dropped if you are reduced to less than 'zero' current health at the end of the turn. However, items are not dropped at the end of the turn, they are dropped at the beginning of the *next turn*, just before order phase 1. Players who go to the square of a dead character and issue a Pick-Up order there, ready for the items to appear, are robbing the dead. Remember only 12 items can exist on the floor in any square at any time. Items beyond this number are permanently lost.

Examples

`_T_ _6_ _1211_` This order will transfer one item from backpack slot 6 to character 1211.

`_D_ _10_ _____` This order will cause you to drop the item in Body Slot 10

`_D_ _100_ _9_` This order will cause you to destroy one item from Backpack Slot 9

`_R_ _4_ _____` This order will remove the item from Body Slot 4 and put it in your backpack.



VIEW, LOOK & EQUIP

The VIEW Order

The purpose of the 'View' order is to take a closer look at another character. Remember, a character can be another survivor or an enemy. If they are shown on your 'other characters I can see' section with an ID number in brackets after their name, then they are a character. Issuing the order is a simple matter as follows:-

V _<Target Character>_ ____

As shown, all you need is to fill in the ID No. of the character you wish to View and as long as that character is in your field of vision at the point you issue the order, you will get some information about them.

Viewing Enemies

The 'View' order serves several different purposes, but probably the most common use is to find out more about an enemy. When you view a character you will be given some text describing anything that is commonly known about that character type. Some rare or exotic enemies may not have much information to see because little is known about them. This information could be vital since it may tell you of any special attack forms they have, common strategies they use or other valuable intelligence. After the 'general' information about the character you are also told what the actual individual you viewed is currently equipped with (but *not* what's in their backpack or hidden about their person.)

A Cool Picture!

Another neat thing the View order does is to give you a small picture of the character type you are viewing. This picture is not meant to represent the actual character you can see, but is merely a representation of a 'stereotype' character of that type. All character types in the game have pictures. This is great for giving you a 'feel' of the enemies you are fighting and the characters you are adventuring with. But remember... these are 'general' pictures only... not character portraits!

The LOOK Order

The Look order is used to find out information about an unusual area you have entered. Many areas do not have any special description and therefore you'll get a generic Look response if you issue the order there. But if you enter a strange ruin, or a dark cave, it's worth issuing the Look order just to see if there's something special you need to know about this new area.

___L___ ____

Exactly as it appears, the Look order is simply an L written on its own with nothing in the 2nd or 3rd column.

Occasionally the result of a Look order will offer other variations of the L order you can write if you would like some more information about something specific. Whether you then issue these other-optional orders is entirely up to you.

Using Your Gear

Anything you buy, pick-up or otherwise acquire in the game will be placed into your backpack. If they are items that can be worn, you can choose to put them on (activating any bonuses they give you) by using the Equip Order. The order is written like this:-

___E___ _<Backpack Slot ID>_ ____

The second slot contains the ID number of the backpack slot where the item you want to equip is stored. You do NOT need to write a number to show where the item is being equipped to, since all items in the game can only go in one slot... and the computer already knows what it is!

Already Something Equipped?

If there is already an item in the body slot which you are trying to equip something to, that's no problem! The system will automatically de-equip that item and replace it with the new one you have ordered it to equip, placing the old one into the backpack. Only two things can cause you a problem with this. The first is if the item that is already equipped is a non-removable item (usually cursed), which will cause the order to fail. The second is if there is no room in your backpack for the item you are removing, which will cause it to fall to the ground.

Equip Things Fast!

When you start a character in the game it is important to remember to equip everything you can right away! Walking into a cave full of cannibal mutants naked and empty-handed isn't a good recipe for survival!

Non-Equippable Items

Some items (quite a few, actually) can't be equipped or do not need to be equipped to be used. To find out about an item you should investigate it.

Equipment Limitations

Remember, some characters are unable to use certain sorts of equipment. Certain equipment requires minimum statistics, a certain skill or talent or some other pre-requisite to enable you to equip it. All these things can be discovered by investigating the item in question or by trial and error in play.

Examples

V _1166_ ____

This order will View the character with ID No. 1166 if within your vision.

V _420_ ____

This order will View the character with ID No. 420 if within your vision.

L ____

This order will look around the current area for information that might be useful.

E _5_ ____

This order would equip the item in Backpack slot No.5



FEAR and HOSTILITY

Hostility

Every character has a Hostility Setting, which reflects how they will react upon encountering *other* characters. There are three different possible settings for your Hostility, but generally only one is ever used in most circumstances. The settings are:

- (1) Passive
- (2) Neutral (this is the normal setting)
- (3) Hostile

Survivors will almost always be neutral as this is the most functional and suitable setting for them.

How Combat Works

In order to understand the Hostility Settings and their function within the game you need to know how combat works. This is covered in more depth elsewhere in the rules, but essentially, every single time you issue a move order, your character will (automatically) look around for an enemy within range of their currently equipped weapon. If there is one they will attack that enemy. If there is more than one they will randomly choose a target and attack them. This takes no orders at all and is called a 'Hostility Attack'. Without ever issuing any attack orders at all you can have quite an active combat-life through your Hostility Attacks alone. But how does your character decide who is and who isn't an enemy for the purposes of Hostility Attacks? Through correct application of the Hostility Setting, that's how!

Passive

If you set your hostility to 'Passive' (1) you will be instructing your character not to view anybody or anything as an enemy! No mutated monstrosity, no character, nobody! They will never do *any* automatic hostility attacks at all! They will still respond to attacks upon themselves with their reply attacks in self-defence but will not initiate any combat. This setting is used when you are escaping from a dangerous situation and do not want attention from the enemy! Other than as a getaway ploy, this setting is seldom used. Even as a get-away it's not normally necessary, since the Fear Factor tends to handle the problem anyway.

Neutral

By setting your Hostility to Neutral (2) you will be telling your character to consider survivors as allies and anything nasty you meet in your travels as enemies. This is the setting you start the game with and is the normal setting to use.

Hostile

This very-dangerous setting instructs your character to consider *everybody* as an enemy, unless they are controlled by the same player-number as them. So, all other survivors not controlled by you in your current position, all mutants, absolutely everybody will be considered an enemy! To avoid potential player-killers who join the game only for the purposes of ruining it for others, you cannot choose this setting until your character reaches the in-game age of 27 (characters start at 25.)

How To Set Your Hostility

Setting Hostility is achieved by the 'H' order as follows:-

H _1_ _____ to set as 'passive'

H _2_ _____ to set as 'neutral'

H _3_ _____ to set as 'hostile'

Be Afraid!

Combat in Twilight Earth can be a fast and bloody affair. It can also be a very unpredictable thing and your ability to do well in a fight has a lot to do with your understanding of when and how to issue different orders that are available. Sure, there's a lot of guess-work to be done and it can go horribly wrong! That's part of learning the game! But there is a safety-valve available to you in the form of the 'Fear Factor' which can offer some assistance when plans go awry.

The Purpose Of The Fear Factor

You can never be sure how much damage your character will take during a turn. You can never be sure how tough a mutant is going to be. The big problem is that if you take a chance and issue a whole bunch of attack orders on the enemy, then every time you attack them... they are going to attack you back! If you take a very serious wound on your second blow, you really don't want to keep attacking and thus incurring 'reply' attacks. That's where the Fear Factor comes in. Essentially, if you set your Fear Factor to, say, 10, then any time you issue an order to attack the system will check your current health. If your current health is equal to or lower than the fear factor you set, your attack order will *not* be used (your character will just stand still.)

IMPORTANT NOTE: Fear Factors do not make you run away, nor do they stop enemies attacking *you*. All they do is halt any attack orders you have issued.

Setting Your Fear Factor

In order to set up your fear factor you need to issue an 'F' order. The format for this order is as follows:-

F _<Fear Factor>_ _____

The third column is not used. The second column simply states the amount of health you are prepared for your character to be reduced to before you want the computer to start ignoring your Attack orders.

Reply Attacks

Your own reply attacks are not stopped by your Fear Factor. While the system will ignore your actual attack orders once you pass the Fear Factor you have set, if monsters choose to attack you then you will still get your reply attacks upon them (ie. you'll defend yourself, but won't initiate combat.)

Getting Away

The only way to actually retreat from combat is issuing Move Orders to do so. If you get your turn back and see you've taken a beating... don't hesitate to run! Many a character has hung around *just too long* trying to grab the last few trinkets from the floor... it's a sure way to a shallow grave!

Be Very Afraid! (Or Not)

Should you decide you no longer want to have *any* fear factor set you can restore it to the starting value of zero by issuing the obvious order:-

F _0_ _____

It's brave too! (You'll probably end up dead, but its brave!)

Examples

F _15_ _____

This order would set your Fear Factor at 15.

F _0_ _____

This order would set your Fear Factor at zero.

H _1_ _____

This order would set your Hostility to 'Passive'

H _2_ _____

This order would set your Hostility to 'Neutral'



The HANDLE Order

The HANDLE Order

Many items, such as weapons and clothing, need to be equipped to be of use. However, there are many other items which are not equipable but which sit in your backpack and are activated on command by an order. In general, unless the item is complicated or has multiple uses, the order to activate it will be the HANDLE order.

The HANDLE order is written as follows

__H__ _<Slot Code>_ ____

In this case the Slot code is a special number which tells the computer which slot the item you want to use is in. The numbers are not the 'normal' slot ID numbers, because this number can be an equipped item or a backpack item. The numbers you use are taken from the following chart:-

<u>Equip Slots</u>	<u>Slot Code</u>
1/Head	101
2/Neck	102
3/Torso	103
4/Waist	104
5/Legs	105
6/Feet	106
7/Face	107
8/Over Body	108
9/Hands	109
10/Eyes	110
11/Ears	111
12/Right Arm	112
13/Left Arm	113
14/Right Hand	114
16/Left Hand	116
<u>Backpack Slots:</u>	<u>Slot Code</u>
1	201
2	202
3	203
4	204
5	205
6	206
7	207
8	208
9	209
10	210
11	211
12	212
13	213
14	214
15	215
16	216
17	217
18	218
19	219
20	220

Clarifications

So if you wanted to use a First Aid Pack on yourself and it was stored in your backpack slot #12 then you would write the following order:-

__H__ _212_ ____

The number 212 is there because if you check the chart in the column to the left you'll see that the slot code for backpack slot #12 is 212.

You can probably see how it works. The slot code for any equip slot is the slots normal number plus 100 and the slot code for any backpack slot is the slots normal number plus 200. The chart to the left gives a quick reference for you until you get used to writing the order and can do it by memory.

Targetted Items

Some items are used on yourself, like the aforementioned First Aid Kit. But other items need you to specify a target character to use the item on. This is done the same way, using the Handle order, but the 3rd column is used for the targets ID number. Like this:-

__H__ _<Slot Code>_ _<Target ID #>_

The slot code works exactly the same as in a non-targetted Handle order. In order for a targetted item to be able to 'do it's stuff' you must be within range of the target character. You may also need line-of-sight, depending on what the item is. You can find out whether an item is targetted or not, what its range is (if it has one) and all other information about using it by INVESTIGATING it using the I order shown on its own page in this booklet.

Complicated Items

The handle order works very well for items which have only one function. However, some items are more complicated than this, with several different ways to use them or other things you need to be able to do as their owner. When this is the case, INVESTIGATING the item using the 'I' order will give you all the information you need. It will often give you other 'special orders' which you must write to make the item do special things. These orders are not covered in this booklet as these things will reveal their function and uses to you as and when you find and investigate them.

Deliberate Error?

Those of you who are very astute might have noticed that in the chart to the left the Equip slot codes jump from 114 to 116, missing out 115 entirely. While this might seem like errata, it isn't. There really is no 'equip slot 15'. The game's equip slots do indeed jump from 14 to 16 and so the slot codes jump from 114 to 116 in the same way.

Why? For historical reasons, actually. Many years ago slot 15 was removed for reasons lost to posterity and it was easier to just leave the slot number missing than the close the gap. So before you rush to report a bug, or an error in this booklet, don't panic. It's a deliberate error. Ignore it.

Examples

__H__ _101_ ____

This order would activate the item worn on your head.

__H__ _214_ ____

This order would activate the item in backpack slot 14.

__H__ _355_ ____

This order would fail because '355' is not a valid slot code.

__H__ _204_ ____

This order would activate the item in backpack slot 4.