

SORCERER LORD

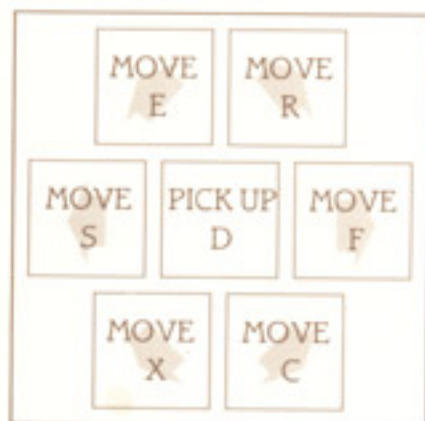
READY REFERENCE CARD

COMMODORE 64

LOADING

LOADING: Tape — Press SHIFT and RUN/STOP simultaneously
Disc — Load "*", 8, 1

KEYBOARD CONTROLS



OTHER KEYS

T — Show terrain
G — Access garrison
M — Strategic map
ENTER — Next unit (in stack)
P — Display turn & phase
O — End movement

To attack an enemy unit move your unit.

UNIT INFORMATION DISPLAY

LEADER: OLPHID OF IMRYTH READY
ARMY: 550 WARRIORS 150 RIDERS
LDR: 6 SOR: 1 FTG: 0 MOVE: 4

LDR — Leadership rating, adds to combat.
SOR — Sorcery rating, works best near Rune Rings.
FTG — Fatigue rating, caused by forced marches, etc.
MOVE — Number of movement points left.

Possible modes are: READY, NORMAL, FORCED, HALTED, ENGAGED.

TERRAIN AND UNIT SYMBOLS

TERRAIN	SYMBOL
Plains	Green
Hills	Green & Hill Pattern
Forest	Green & Tree Pattern
Forested Hills	Dark Green & Tree Pattern
Desert	Yellow Shaded
Icy Wastes	White
Mountains	Green & Mountain Pattern
Water	Blue
Fortress	Castle Tower Symbol
Citadel	Castle Gates Symbol
Rune Ring	Bright Green & Ring

ARMIES	SYMBOL
Shadowlord	Blue Wolf on Yellow
Galanor	Red Emblem on White

TERRAIN PREFERENCES

The different nations which make up the Galanor forces fight better in certain types of terrain:

NATION	SYMBOL	PREFERENCE
Rovanium	Half-moon & Star	None
Imryth	Sun	Forests
Savantor	Sword & Two Stars	Desert & Plains
Morgalion	Axe	Hills
Heredach	Cross	Hills

STRATEGIC MAP COLOURS

Shadowlands	Grey
Rovanium	Magenta
Imryth	Bright Green
Savantor	Light Green
Morgalion	Medium Green
Heredach	Dark Green



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