

The ORIGINAL Camelot Computer Dungeon Game

Guidebook for the 4th 3D MORPG Ever Made



The Greatest HEROS⁺ and **WINNERS** of Camelot:

PSEUDONYM	NAME	GROUP	SCORE
Zosite ⁺	zositel	camnut	1022687
masher ⁺	greg	cerl	1017527
squirt ⁺	gregl	cerl	930986
Chester ⁺	crpgaddict	tourist	673809
Donal Graemae ⁺	josh	summit	661927
MLGesus	abudee	gmail	625917
Blog	berger	uiuc	553986
Tails ⁺	walter ahlf	mariner	277207
Eel	brownlee	musician	251953
elf	mcnail	cerl	219108
gorf	rusty	minna	211224
Daybreak	rodriguez	uofdel	207036
ochre	mstecyk	internet	204104
Not Ready	baseball bob	uofdel	201353
Iceman	ryan	hawaii	98737

Press <enter> to enter the domain of CAMELOT

Copyright © 1981-2021 Joshua Z. Tabin

The Original Camelot Dungeon Game
Guidebook, v2.4

Copyright 1979-2022 © Joshua Z. Tabin
All Rights Reserved



Table of Contents

Table of Contents	3
Versions & Errata	4
History of Camelot & 3D MORPGs	5
Genesis of Dungeon Role Playing Games & Camelot	12
How to Play Camelot Today	15
The PLATO Keyboard	17
Configuring PTerm for Cyber1	19
Logging into Cyber1	22
Entering the Game	23
Learning to Play	27
Creating a Character	29
Maps and Following	34
Your Character and the Game Screen	36
Top-Right of Game Screen	37
Top-Left of Game Screen	43
Center of Game Screen	47
Bottom-Right – Carried Items	49
Bottom-Left – Equipped Items	50
The City	51
The Store	52
Getting Started in The Dungeon	53
Features of the Dungeon Maze	57
List of Keyboard Commands in the Dungeon	58
Combat!	59
Treasure!	63
Chests & Traps	65
Death	67
Multi-User Interaction	68
Special Rooms and Stud Rooms	70
Winning	71
How to Play Camelot WELL	72
Final Word from the Author	78
Appendix, Spoilers, & Maps	81

Versions & Errata

Programming for the Camelot game first began in 1979 on a PLATO-IV terminal with an orange-monochrome (gas-plasma) 512x512 pixel resolution display, connected by a 1260 baud (~one full screen of text per second) modem to the Control Data Corporation (CDC) Cyber mainframe computer at the UIUC (University of Illinois, Urbana-Champaign) Computer Education Research Laboratory (CERL), capable of simultaneously hosting 1000 users across the country at a speed of 10 TIPS (Thousand Instructions Per Second). This was about 0.000003% of the speed capable on the Apple Mac laptop on which I am typing this now. Another way to look at it: My \$1000 laptop in 2022 is 30 *million* times faster than those \$42,756 (\$12,000 1979 dollars) terminals I used to create it. Obviously a lot has changed in the last 40-years!

During this time, Camelot has “lived” on several different mainframe systems and emulators and has required periodic updates to ensure it continues to run. Here is a version timeline for both the game & this Guidebook:

- 1979 — Development began on the CERL system.
- 1980 — Initial beta release and public play-testing.
- 1981 — Official release and first copyright date.
- 1994 — CERL is closed, and Camelot is ported to the NovaNet system.
- 2005 — Ported to Cyber1 system (running on a Sun Microsystems server); various bug-fixes to account for increased speed over the Internet; addition of color commands (technically available since 1983).
- 2013, 2014, 2017, 2019 — Various minor tweaks and bug fixes.
- 2020 — Completed Guidebook v1.0 and posted to the Cyber1 website.
- 2020 — Guidebook v.2.0, added monster/item lists and maps.
- 2020 — Change to scoring algorithm and Guidebook v.2.1 pages 38-39 & 70, to decouple higher scoring with in-game time.
- 2020 — Guidebook v.2.3 explains trap disabling by full trap-names vs. abbreviations; also possible self-raises by charmees.
- 2022 — Guidebook v.2.4 includes NEW way to procure Excalibur, minor creature (plural) name improvements, and mention of the Cybis/Localized version in v15.xx.

History of Camelot & 3D MORPGs

```
Attack Factor: 246 Operator Health: 100.0%
Defense Factor: 260 Our Saviour Human Fatigue: 0.0%
Armour Class: -14 Level (~): 6B
Money: 0 Age: 17.35
Weight: 0 Experience: 0 %%
Str: 23+ Score: 0
Int: 23+ Companion:
Con: 2B Diamond Dragon
Dex: 23+ L: 66 (247/244)
Cha: 2B pro res 100%

Press "t" to take the stairs up.
Weapon: Excalibur 1. Scroll of Protection
Armour: Dragon Hide 2. Potion of Levitation
Shield: Aegis 3. Potion of Cēpacol
Helmet: Crown of Divine Might 4. Palantír
Amulet: Amulet of The Demons 5. Tardis
Gloves: Gauntlets of The Stars 6.
Girdle: Meginjänder 7.
Cloak : Robe of Godliness 8.
Boots : Boots from The Void 9.
Ring : The One Ring 10.
Bag : Misty Cavern 11.
Spell : Nuclear Warhead 12.
Other : Scroll of Recall 13.
```

The original game of Camelot is one of the world's first 3D, 1st-person perspective, MORPGs (Multiuser Online Role-Playing Games), programmed between 1979-1981 by me, Joshua Z. Tabin (www.linkedin.com/in/jztabin/), when I was just 10-12 years old. It was developed on the very first multi-user, graphics-capable computer system known as [PLATO](#), whose software ran at that time on [CDC \(Control Data Corporation\)](#) Cyber mainframe hardware designed by [Seymour Cray](#), who later founded Cray Research (www.cray.com/company/history) where he designed and sold the fastest supercomputers of the day.

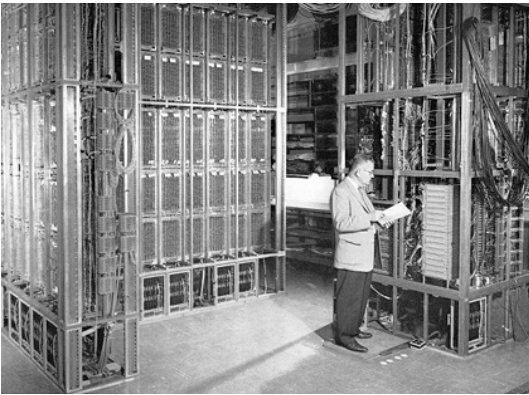
The history of Camelot was documented by Chester Bolingbroke, The CRPG Addict (crgpaddict.blogspot.com), as the *fourth* 3D-MORPG ever created.

Camelot can still be played today (as written in 2022) online on the Cyber1 PLATO emulator hosted at www.cyber1.org, or on a Mac or PC using the CYBIS emulator (www.control-data.info/CybisRelease.html).

Although I didn't realize at the time, I grew-up in exactly the one place in the world where I had access to the only multi-user graphics-capable supercomputer that existed. The PLATO (Programmed Logic for Automated Teaching Operations) operating system was originally created in 1960 by [Don Bitzer](#) at CERL (Computer-based Education Research Laboratory, [archon.library.illinois.edu/?p=creators/creator&id=123](#)) at UIUC, the University of Illinois in Urbana-Champaign, Illinois, USA.



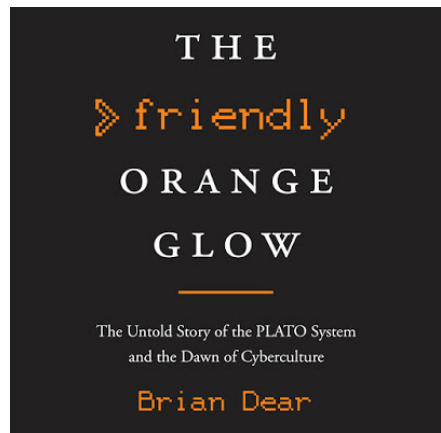
ILLIAC-I, UIUC, 1960



ILLIAC-II, 1962

The first PLATO-I system ran on an ILLIAC (Illinois Automatic Computer, [en.wikipedia.org/wiki/ILLIAC_I](#)). Development continued for more than 25 years through the PLATO-IV & PLATO-V systems on which the Camelot game was programmed, and could host up to 1000 simultaneous users — truly a precursor to the Internet.

There are many colorful and amazing stories on the history of PLATO that can be found on the Internet ([en.wikipedia.org/wiki/PLATO_\(computer_system\)](#)) and the 2017 book *The Friendly Orange Glow* by Brian Dear ([friendlyorangeglow.com](#)).





Chemistry students using PLATO terminals, mid-1970s. Photo courtesy Dr. Stanley Smith.

PLATO at CERL, circa 1980

I spent literally thousands of hours hunched over a keyboard just like this one, in this very room picture above, at CERL (nicknamed, “the Zoo”, www.platohistory.org) from 1979-1982.

I was so amazed and entranced by the PLATO computer system, but as a youngster, one of my greatest disappointments was that CERL was only open to playing games on Sundays from 8am to 2pm. This was definitely one of my primary motivations to learn to program and develop Camelot — so that I could play it whenever I wished!



PLATO-IV Terminal

When creating Camelot, I didn't know that MORPGs would one day become one of the largest segments of computer gaming and media entertainment in the world, with millions of users and annual revenues forecast to reach nearly \$50 BILLION by 2022 (www.businesswire.com/news/home/20171115005641/en/Global-Massively-Multiplayer-Online-MMO-Gaming-Market).

Global Massively Multiplayer Online (MMO) Gaming Market - Forecast to Reach \$44.6 Billion by 2022 - Research and Markets

November 15, 2017 05:19 AM Eastern Standard Time

DUBLIN--(BUSINESS WIRE)--The "Global Massively Multiplayer Online (MMO) Gaming Market - By Business Model, Subscription, Genre, Platform, Region - Market Size, Demand Forecasts, Industry Trends and Updates (2016-2022)" report has been added to **Research and Markets'** offering.



A Modern 3D MORPG — Elder Scrolls Online

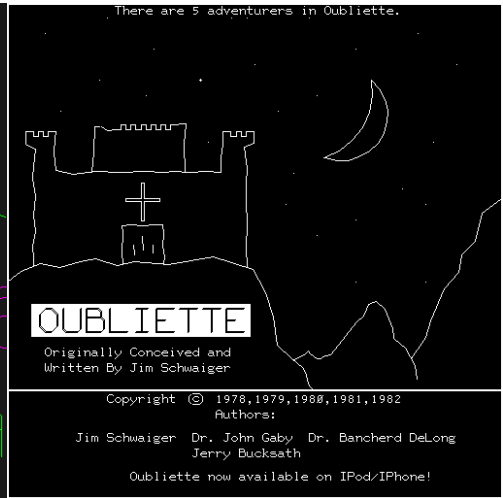
The Earliest 3D MORPGs

Anyone old enough to have played an MORPG before the year 2000 might mistakenly believe that Meridian59 in 1996 (www.meridian59.com/), Ultima Online in 1997 (en.wikipedia.org/wiki/Ultima_Online), and EverQuest in 1999 (en.wikipedia.org/wiki/EverQuest) were the first 3D multi-user online dungeon role playing games — but this is false, as it is now known and generally accepted (massivelyop.com/2015/11/07/the-game-archaeologist-the-plato-mmos/) that the first 3D-MORPGs ever made were:

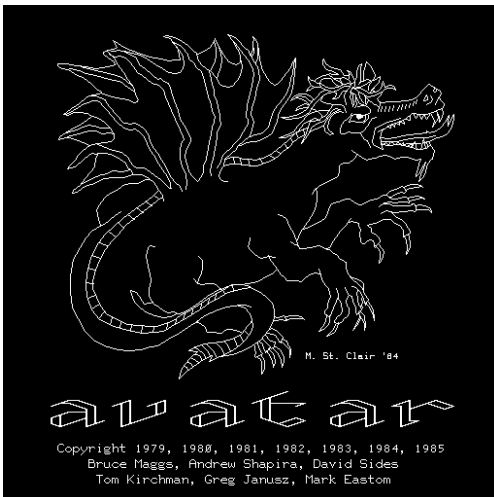
1. Moria (crpgaddict.blogspot.com/2013/11/game-121-moria-1975.html) – first release 1978.
2. Oubliette (crpgadventures.blogspot.com/2017/02/oubliette-1977.html) – first release 1978.
3. Avatar ([en.wikipedia.org/wiki/Avatar_\(1979_video_game\)](http://en.wikipedia.org/wiki/Avatar_(1979_video_game))) – first release 1979.
4. Camelot (crpgaddict.blogspot.com/2019/10/game-343-camelot-1982.html) – first release 1981.



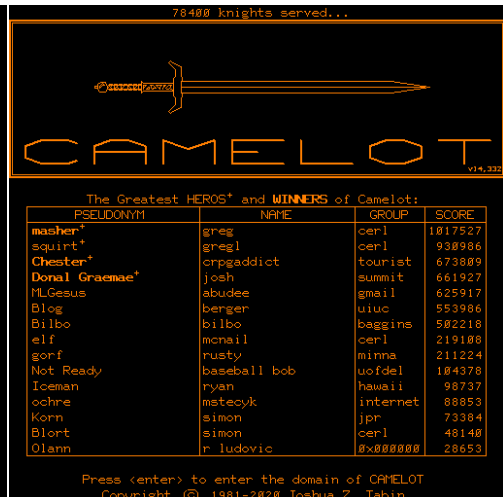
Moria



Oubliette



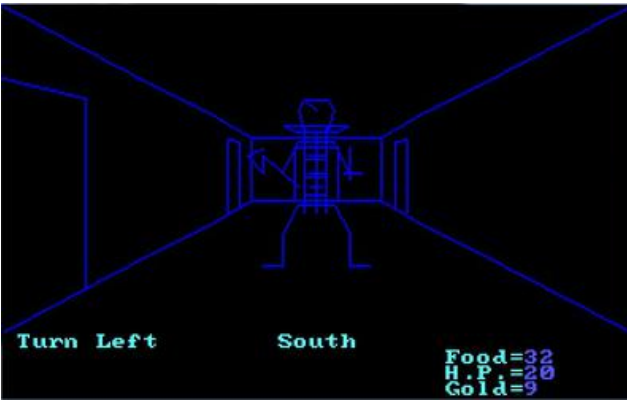
Avatar



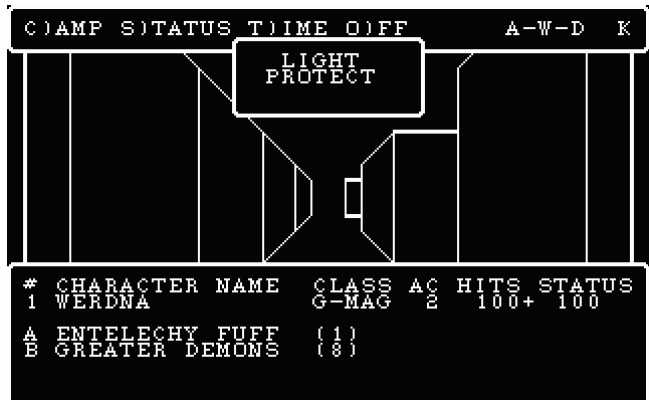
Camelot

Before finishing Camelot, a number of other single-player, 3D (1st-person perspective), dungeon role playing games (crpgaddict.blogspot.com/p/index-of-games-played-by-year.html) were also created, including *Akalabeth* by renowned author “Lord British” Richard Garriott on the Apple-II computer in 1980 on which the later immensely popular *Ultima* series was based, 3D *Monster Maze* on the *Timex Sinclair ZX81* in 1981, and *Wizardry*, also on the Apple-II in 1981, which was blatantly plagiarized from PLATO’s *Oubliette*, as claimed by *Oubliette* author Jim Schwaiger (books.google.com/books?id=k1OWDwAAQBAJ&pg=PA94&lpg=PA94&dq=andrew+greenberg+%22oubliette%22) and later admitted (en.wikipedia.org/wiki/Wizardry#cite_note-interview-4) by its author Robert Woodhead a.k.a. “Balsabrain” (crpgaddict.blogspot.com/2013/10/game-12-oubliette-1977.html).

These single-player titles, known as CRPGs (Computer Role-Playing Games), were popular on PCs of the day but never achieved mainstream acceptance until the popularization of the MORPG genre late in the next decade.



Akalabeth, 1980



Wizardry, 1981

During the earliest years of 3D dungeon role playing games, PLATO had the unique position of being the world's only *multi-user* graphical computer environment until the Internet burst onto the scene with the development of the [Mosaic Web Browser](#) in early 1993, developed by [Marc Andreessen](#) at [Spyglass, Inc.](#) founded by NCSA (www.ncsa.illinois.edu), also at the University of Illinois.



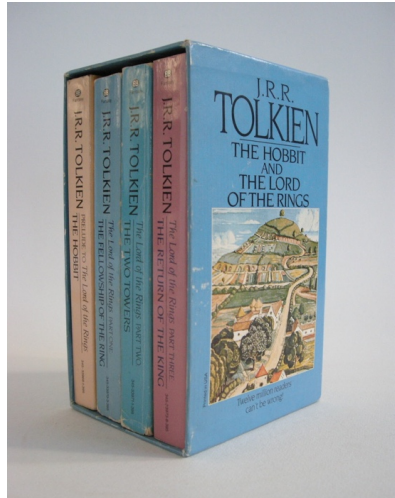
My first startup!

It is interesting that I was well acquainted and actually attended classes with Marc while we were both still students at U of I. After graduating, Marc went to go work for Spyglass, and I co-founded iSurf Inc., incorporated in Illinois in December 1993 ([uspto.report/TM/74471783](#)), and also set out to create a graphical web browser called the, *iSurf Web-Surfing Engine*, the same year Marc was working to create the Mosaic web browser. Obviously my iSurf company was not successful in this prescient endeavor, as Microsoft swooped-in and purchased Mosaic from Spyglass in 1995, turning it into [Internet Explorer](#) after Marc left Spyglass in 1994 to co-found [Netscape](#) with his Co-Founder Jim Clark, also Founder of Silicon Graphics, Inc.

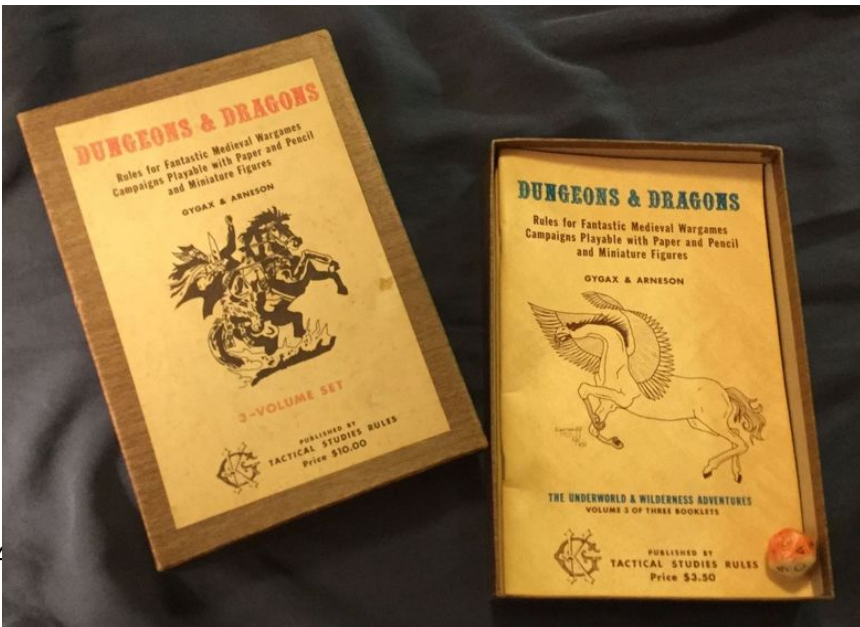
It is rather amazing to look back with today's perspective, that the world-changing confluence of networked multi-user and graphical computer technologies simultaneously gave birth to the Internet and online computer gaming – and as a young man growing-up in the modest city of Champaign-Urbana amid the cornfields of downstate Illinois near the U of I campus, I didn't realize until much later that I was a living part of the literal epicenter of humanity's newest technology revolution (www.forbes.com/sites/michakaufman/2012/10/05/the-internet-revolution-is-the-new-industrial-revolution/#405d8a9947d5).

Genesis of Dungeon Role Playing Games & Camelot

I was just six years old when [Gary Gygax](#) and his partner [Dave Arneson](#) released the first boxed edition of [Dungeons & Dragons](#) (D&D) in 1974 by [Tactical Studies Rules](#) (TSR), an upstart company in Lake Geneva, Wisconsin, just three hours north of my home in Champaign, Illinois, USA. D&D was loosely based on the mythology of elves and hobbits and orcs, of magic swords and magic spells, and powerful magic treasures, in the fantasy world created by [J.R.R. Tolkien](#) in his book trilogy [The Lord of the Rings](#) (LoTR) and its prequel, *The Hobbit*. I read LoTR in 1977 at age 9 after learning about it and D&D from Gary Dayton (www.news-gazette.com/obituaries/gary-dayton/article_d54b96b5-01f9-5227-bee6-bd288db8e29b.html), owner of Specialty Stamp & Coin in Champaign, IL, and the genre completely captivated and fascinated me.



My own set of LOTR books



When TSR released the new version of *Advanced Dungeons & Dragons* (AD&D) later that same year, I started saving money from my paper route, began to acquire a full set of the AD&D rulebooks (that I still own to this day), and began to learn and study how to look for hidden dungeons, find, fight and slay monsters, win their fabulous treasures, and build my role-playing characters' strength and power; but most importantly, how to be an effective "dungeon master" (DM) – to lead my young friends through our own fantasy dungeon adventures. To be a DM, there were so many books and papers and screens and dice and reference sheets to host a proper game of D&D, that I began almost immediately daydreaming about what it might be like to play the games on a computer...



My very first Monster Manual, AUTOGRAPHED by the author, Gary Gygax!

When I then learned through my middle school that these computer games actually existed on the PLATO system in my own hometown, I found the YProg (Young Programmers) program at the U of I through my local branch of the Explorer Scouts (www.scouting.org/programs/venturing/about-venturing/history/), that would then teach me to program the PLATO mainframe computer and gave me limited permission to play these earliest 3D MORPG games such as Oubliette and Avathar (the precursor to Avatar) on Sunday mornings at CERL. This was so thrilling that I then committed, in 1979 at age 10, to learn to program my own 3D MORPG game, and thus Camelot was conceived!

I would pedal my bicycle to the CERL computer lab nearly every day over the next two years and was the youngest person to achieve the “summit” status when I finally completed the training in 1981. My final software project, called “jpr59” was... a 3D MORPG whose lesson name would soon be changed to “camelot” and became the 4th 3D MORPG in the world!

Here you can read more of the history written directly into the game’s credits section:

The History of Camelot

I'm Joshua Z. Tabin, Creator of Camelot. Here is the story of Camelot's genesis: I started to write Camelot in 1979 when I was just 10 years old, and finished it in 1981 while still attending middle school in Champaign-Urbana, IL, USA, home of PLATO, the CDC Cyber mainframe computer that hosted the world's first computer dungeon role playing games such as Moria, Orthanc, DND, Oubliette, Emprise, and Avatar. I grew-up playing these games from the age of 9 when I first gained access to PLATO at Washington Elementary School, and later at the University of Illinois CERL lab when I became a "jpr" in the YProg (Young Programmers) program led by Dr. Robert Kolstad and Alan Carroll. Because access to these games was limited for me, this inspired me to learn to program my own game, so that I could play at any time and not just on Sunday mornings at CERL when games were allowed. This became Camelot, which although it borrowed heavily from my favorite games at that time, was in 1981 one of the world's very earliest multi-user, first-person perspective, 3D dungeon role playing games.

My goal in creating Camelot was not just to be able to play whenever I wished, but also to make improvements, in my eyes, to other games at the time. Although it was always meant to be multi-user, I also wanted to make a game that could be played solo, and so it was balanced to give enough of a challenge for a single player or party equally. Of course, as a young programmer I wasn't able to match the scope and complexity of the other PLATO games I knew, I still received quite a bit of gratitude back in those days for making an eminently playable game, which, to my surprise, it still seems to be today.

Prese NEXT to continue.

So, if all this computer gaming history is interesting to you and you’re willing to roll-up your sleeves and learn how to use a computer system from the 1970’s and actually play for yourself one of the world’s first MORPGs ever in existence... read on, dear reader, how to play Camelot today!

How to Play Camelot Today

There are two ways to play the original Camelot game as it appeared in 1981: Either online at www.cyber1.org, or on your own PC or Mac running the CYBIS emulator of the ancient CDC mainframe you can download from www.control-data.info/CybisRelease.html. For the local version, you will also need to read the extensive and highly technical CYBIS Operation and Usage Manual as well as the PLATO Operations Manual, install the X11 (en.wikipedia.org/wiki/X_Window_System) UNIX display & interface system on your Mac or PC, and procure and upload the latest version of the Camelot "tape" backup file from me (octovium@me.com) or the Camelot blog site (www.originalcamelot.com). But if you aren't flush with generous amounts of both technical chops and patience, the online version running at cyber1.org will be a much faster and easier way to play Camelot.

CYBIS Release

CYBIS (CYber-Based Instructional System) started life as PLATO (Programmed Logic for Automatic Teaching Operations) and was developed at CERL (Computer-based Education Research Laboratory) at the University of Illinois. Later PLATO became a commercial product marketed by CDC. The rights to the PLATO name were sold and CDC rebranded the product CYBIS. Eventually University Online which became VCampus acquired CYBIS from CDC. VCampus is no longer in business and its assets (including CYBIS) now belong to Nat Kannan, its former CEO.

I have been able to secure a copy of CYBIS for Controlfreaks. Paul Koning and I got permission from Nat Kannan to use and share this material under the condition that it won't be resold or used for any commercial purpose whatsoever. This condition applies to the CYBIS software, tools and course content.

With the generous help of Paul Koning I was able to create a "canned" ready-to-run package containing a deadstart tape, disk images, emulator initialization file, Desktop CYBER emulator binaries for various platforms and emulator sources.

A big **THANK YOU** to Paul Koning and Nat Kannan for making this possible. Thanks also to Gerard van der Grinten for a copy of SES and help with its use to build the CYBIS sources.

For convenience and reference I have also included the PLATO terminal emulator (PTERM) for common platforms I have tested with. I recommended to download the latest version from <https://cyber1.org/pterm.asp>.

Below are the components required to get started:

- Document to describe the installation, operation and use of the system: [CYBIS_Operation_and_Usage_Manual.pdf](#)
- An md5sum hash is provided to give some reassurance that the files have not been corrupted during transfer: [md5sum.txt](#)
- Disk images, deadstart tape and "cyber.ini" files: [CybisRelease1.zip](#)
- Desktop CYBER version 5.5.1 emulator binaries for Win32, MacOS X and Linux platforms: [DtCYBER.binaries.zip](#)
- PTERM installation files for Win32, MacOS X and Linux platforms: [PTERM_V5.0.8.zip](#)
- Desktop CYBER emulator sources version 5.5.1 as a ZIP file: [DtCYBER.source.zip](#)
- Latest Desktop CYBER emulator sources via Subversion using:

```
svn co http://www.controlfreaks.org/DtCyber/trunk
```

CYBIS Emulator Page at www.control-data.com

For the online Cyber1 version, you only need to head over to the www.cyber1.org website and register (www.cyber1.org/register.asp) for at least one (preferably two) Cyber1 logins (also called “signons”) that you will get just by asking. You will then be asked a series of questions, including affirmation that you have read and agree to Cyber1’s EUA (End User Agreement) and Terms & Conditions, your “former PLATO system” (if you had one), and to provide your “signon name” and “group name.”

If you were never on the PLATO system, it’s not a big deal, but I might suggest you choose the “cer1” system if you intend to play Camelot, as that was the PLATO system on which it was originally developed.

Your “signon name” is simply a name or word you will use for your login; your “group name” is something similar to a domain name in modern email addresses – for example, if your modern email is “josh@gmail.com” then you might use “josh” as your signon name and “google” as your signon group. In PLATO times, this would have been written: “josh/google” and referred-to as, “josh of google.”

If you don’t know what signon group to use, you can use group “camnut” or just pick a generic available group name, as it’s just a name and doesn’t at all affect what you can do or see on the Cyber1 system..

Select your former PLATO system

Check this only if this is a request for a second signon.

Signon name (18 char max)

I don't like the name suggested, let me change it.

This is a form of my real name.

Select a group name

Once you have at least one Cyber1 login, simply download the PTERM (www.cyber1.org/pterm.asp) software that is the terminal emulation application that will run on your Mac (cyber1.org/download/mac/pterm-6.0.4.dmg), Windows (cyber1.org/download/Win/pterm-6.0.4.exe), or Linux (cyber1.org/download/linux/pterm-6.0.4-1.i386.rpm) PC.

The PLATO Keyboard



PLATO IV Keyboard

The keyboard of the ancient PLATO system on which Camelot was developed was slightly different than a modern PC or laptop keyboard. You will need to understand these differences and perhaps print-out a “cheat sheet” (shown below, or also at www.cyber1.org/keyboard.asp) to make navigation of the PLATO/Cyber1 system possible.



Modern Keyboard

The principal differences between a PLATO keyboard and a modern keyboard:

1. The “ENTER” key was named “NEXT”.
2. The “backspace” or “DELETE” key was named “ERASE”.
3. On PLATO, the “arrow” keys were simply overlays of the keys w,x,a,d – for example, in a dungeon role-playing game, if you want to move forward, you press ‘w’ (arrow-up); if you want to turn left, you press ‘a’ (arrow-left); and if you want to turn-around 180-degrees, you press ‘x’ (arrow-down). In the PTerm emulator, you can also use the modern arrow keys on the lower-right of your keyboard as well. SHIFTED-arrow keys move you through doors and secret (hidden) doors.
4. There were no “control”, “function”, or “option” keys – instead, there were several uniquely named keys such as, “DATA”, “BACK”, “LAB”, “EDIT”, “HELP”, “STOP”, and so on. The PTerm software makes most of these translations easy by simply holding-down the control key with the first letter of the special PLATO key – for example, to press “DATA” with your modern PC, press “control-d”. “SHIFT-DATA” would be typed by pressing “shift-control-d” simultaneously.

Control	Function	Alternate	PLATO
Ctrl a	F2	ALT a	ANS
Ctrl b	F8	ALT b	BACK
Ctrl c	F11	ALT c	COPY
Ctrl d	F9	ALT d	DATA
Ctrl e	F5	ALT e	EDIT
Ctrl f	Sh-F4	ALT f	FONT
Ctrl h	F6	ALT h	HELP
Ctrl l	F7	ALT l	LAB
Ctrl m	F4	ALT m	MICRO
		ALT n	NEXT
Ctrl q	F3	ALT q	"square" or "access"
		ALT r	ERASE
Ctrl s	F10	ALT s	STOP
Ctrl t	Sh-F2	ALT t	TERM
Ctrl x	DEL	KP *	multiply
Ctrl g	INS	KP /	divide
Ctrl p	PgUp	PgUp	SUPER
Ctrl y	PgDn	PgDown	SUB

Key	PLATO
Enter	NEXT
Backspace	ERASE
F6	HELP
F7	LAB
F8	BACK
F9	DATA
KP +	+ (+ key also works for unshifted +)
KP -	- (- key also works for unshifted -)
KP left	a (that's the left arrow PLATO key)
KP right	d
KP up	w
KP down	x
CTRL KP -	DELTA (also Sh KP -)
CTRL KP +	SIGMA (also Sh KP +)
ALT KP Left	assignment arrow

PTerm Keyboard Equivalents

There were some keyboard conventions for basic navigation used by most PLATO programs (called “lessons”) in the 1970’s and 1980’s – for example, the NEXT key was similar to the modern “ENTER” key and was also used for moving forward within a lesson. The BACK key was used for going back, e.g. to review previous material or go to back to a previous menu section.

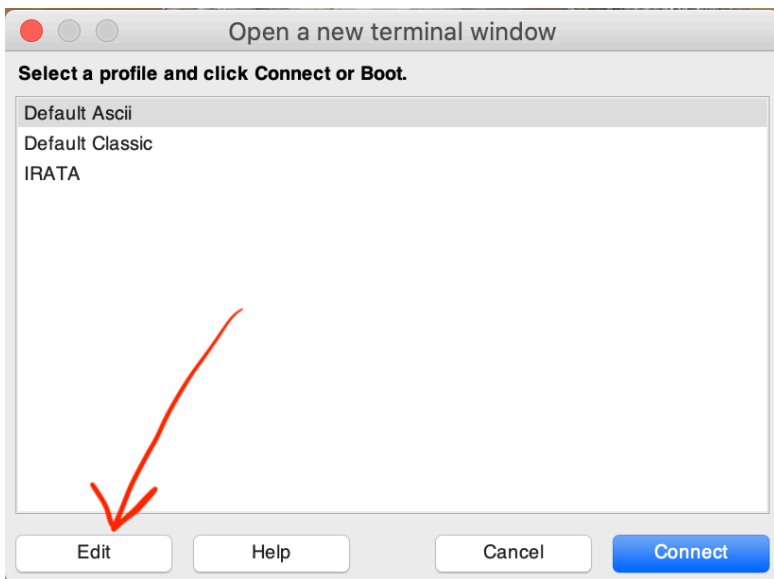
SHIFT-BACK (sometimes called “BACK1”) was used for going farther-back, or to a main or base menu. The HELP key was generally used for contextual help. Pressing SHIFT-STOP (“STOP1” or shift-ctrl-s on PTerm) always quits the lesson or logs you out of PLATO/Cyber1. The LAB and DATA keys as well as their shifted counterparts LAB1 and DATA1 were just other keys often used for navigation, so just be aware that you’ll see references to these sprinkled throughout these old PLATO lessons and you’ll need to use the right keyboard shortcuts provided by the PTerm emulator.

The “TERM” (control-t) key is unique in that it opens a secondary user input where you can type “terms” – or words that allow the user to branch out to other sections of a lesson, or to system functions like “time” (showing the current time) or “talk” (a real-time text chat from PLATO that was the ancestor to modern text-messaging).

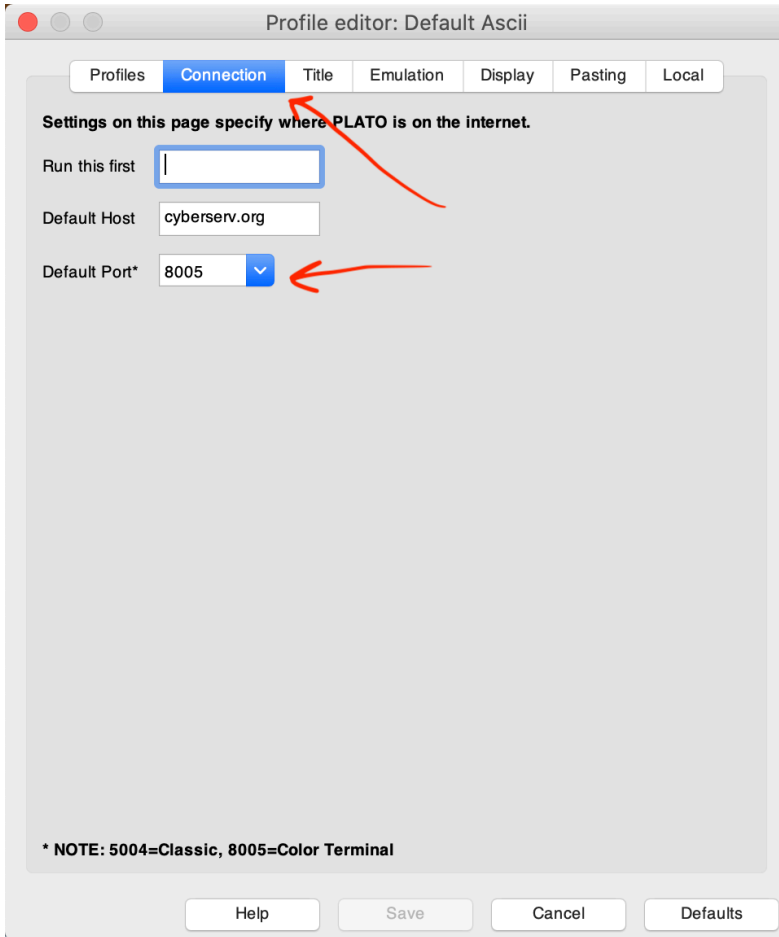
Configuring PTerm for Cyber1

When you run the PTerm software for the first time, be sure to use the “Default Ascii” configuration, as this will allow you to run the PLATO emulator in color.

Click on the “Edit” button to verify your configuration:

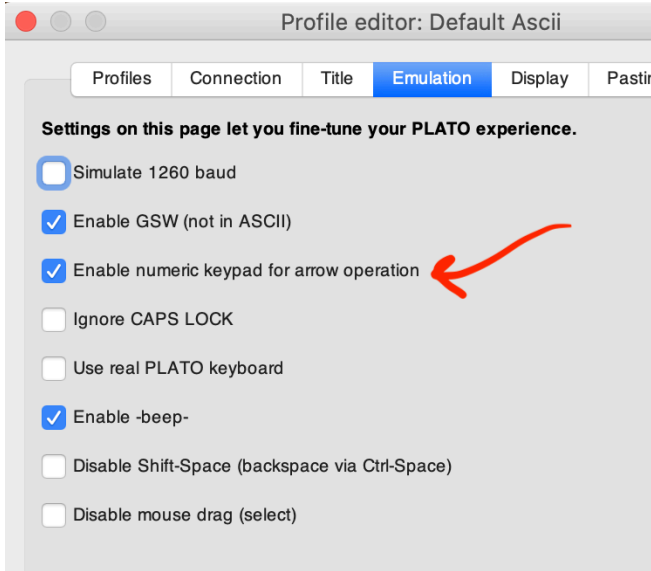


... and then on the “Connection” tab be sure to be sure to use “port 8005” for a color terminal on the default host of “cyberserv.org”.

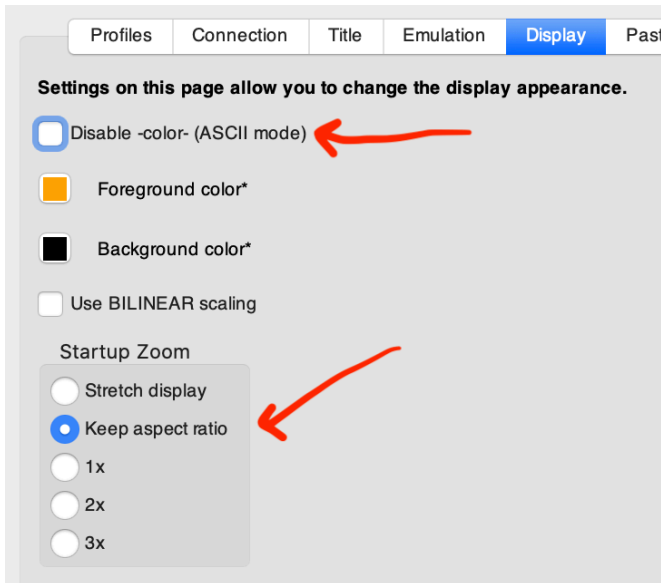


NOTE FOR LOCAL CYBIS USERS: If you decide to run a local version of the CYBIS emulator on your own PC or Mac without the Internet instead of using the one on cyber1.org, the only difference in the configuration of PTerm is the default host would then be 127.0.0.1.

Also make sure to enable your numeric keypad in the Emulation menu for arrow operation if you want to use the standardized arrow keys on a modern PC keyboard:



Two other recommended configuration options in the Display menu are to make sure you check “keep aspect ratio” to make sure the screen doesn’t distort when you resize the window; and NOT disable color in “ASCII mode.”

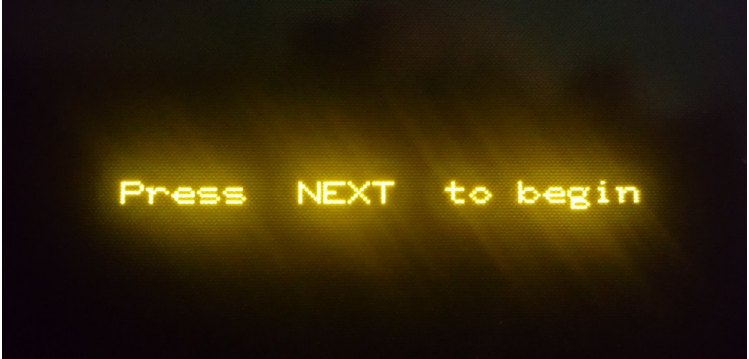


Logging into Cyber1

The most famous words in computing that you may have never heard-of are:

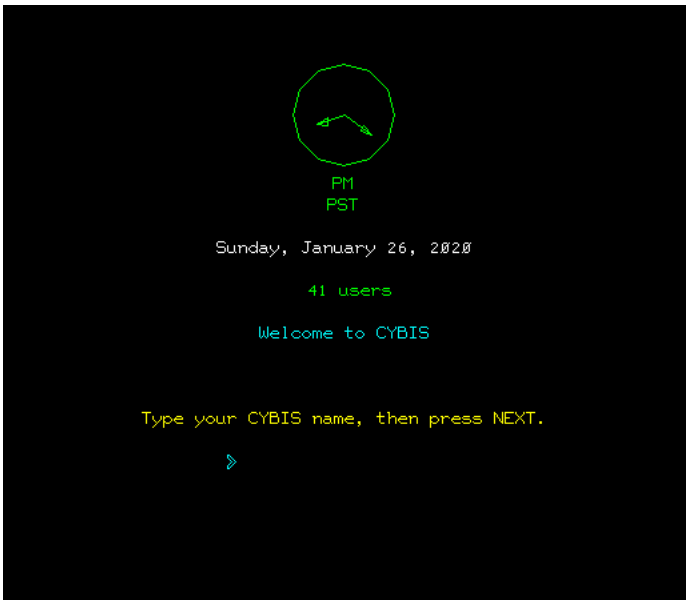
“Press NEXT to begin”

This is what you saw on a running PLATO terminal before you login.
What do you do when you see it? Press NEXT on the keyboard, of course!



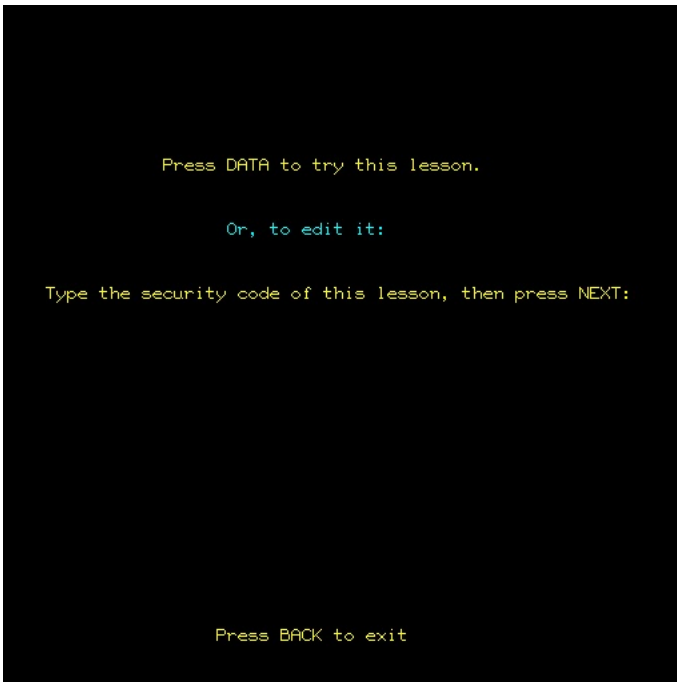
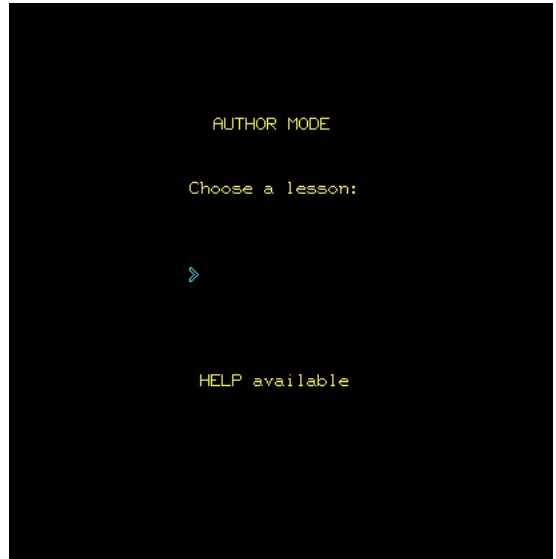
(It's the ENTER key) ☺

You will then enter your “signon” name, group and password (from instructions you’ll receive from Cyber1 after you request your signon):



Entering the Game

When you successfully login to the Cyber1 or CYBIS system, you will be greeted by the "AUTHOR MODE" page which is the starting point for running any program (an "app" or "lesson") on Cyber1/PLATO. From here, you get to the game by typing the word "camelot" (without quotes) and then NEXT (ENTER).



From here, you press DATA (control-d) to finally enter the game "lesson" (application).

79169 knights served...



CAMELOT

v14,343

The Greatest HEROS⁺ and **WINNERS** of Camelot:

PSEUDONYM	NAME	GROUP	SCORE
masher ⁺	greg	cerl	1017527
squirt ⁺	gregl	cerl	930986
Chester⁺	crpgaddict	tourist	673809
Donal Graemae⁺	josh	summit	661927
MLGesus	abudee	gmail	625917
Blog	berger	uiuc	553986
Tails⁺	walter ahlf	mariner	277207
Eel	brownlee	musician	258505
elf	mcnail	cerl	219108
gorf	rusty	minna	211224
ochre	mstecyk	internet	204104
Not Ready	baseball bob	uofdel	147844
Iceman	ryan	hawaii	98737
Blort	simon	cerl	78140
Korn	simon	jpr	73384

Press <enter> to enter the domain of CAMELOT

Copyright © 1981-2020 Joshua Z. Tabin

Camelot Title Page

This is the Title Page and the first screen you'll see when you enter Camelot, with the picture of the sword Excalibur (drawn by an artist friend at the time, Rick Lebo) at the top and a list of the Greatest HEROS and **WINNERS** of Camelot — the top players of the game, ranked by score. This was pretty leading-edge graphics back in 1980, so hopefully you find it more interesting than cringeworthy by modern standards.

Note that "HEROS" are characters that are "retired" and listed with a "+" after their name. Any names shown in **bold** text have also WON the game.

Pressing NEXT (ENTER) from the Title Page brings you to the Camelot Main Menu, from which you can create a new character, use another player's character, run your loaded character, as well as look at credits, some game stats, navigate to an online help section, and other options.



Main Menu, without Character

Most of the Main Menu selections are self-explanatory and require only a single key to press. The Camelot code was slightly updated in 2013 to use more modern references to keys, getting rid of most references to the ancient PLATO keys labelled DATA, LAB, HELP, etc., and at least explicitly saying "ctrl-b" instead of "BACK", or "SHIFT-ctrl-b" instead of "BACK1" or "SHIFT-BACK".

Near the top of the Main Menu page you will also see the current number of players in the game, which is useful if you're planning to run with other players in a party (as this is MULTI-USER dungeon role playing game).

At the far bottom-right of the Main Menu page you will always see a small graphic of a knight with sword and shield – this is YOU, and it actually has a purpose: It helps show you that the graphic “charset” is loaded into your terminal. In the olden days of PLATO, this was equivalent to a modern computer’s “sprite” graphic system – and these graphics loaded into your terminal upon entering the program (“lesson”) for the first time. So, if you ever *can't* see the little knight-sprite figure at the bottom-right of the Main Menu, you have two choices:

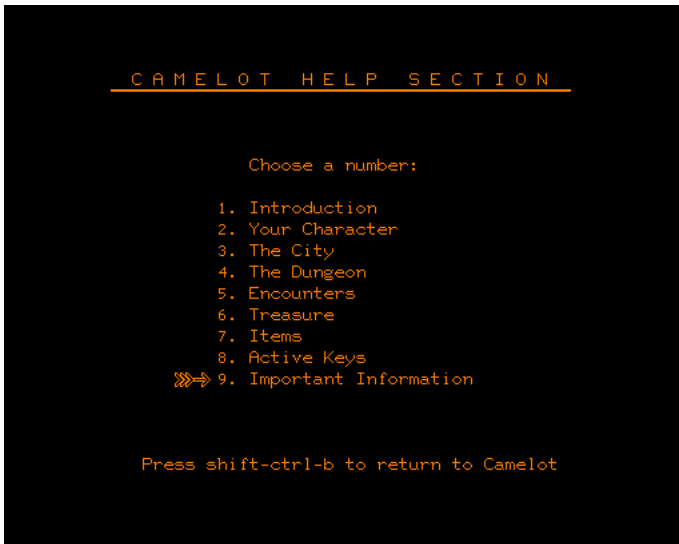
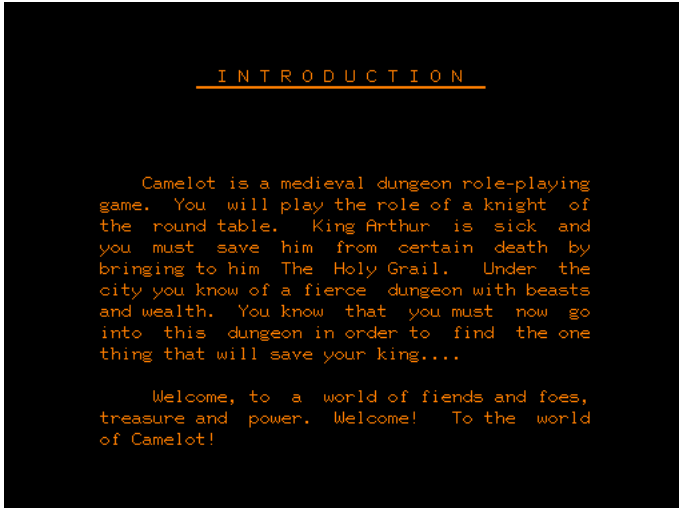


- a) Press “l” (lower-case L) or SHIFT-STOP (shift-control-s) to leave the game and then re-enter the game again to see if the charset loads properly. Note that you can always press SHIFT-STOP (shift-control-s) anywhere in the game to leave the lesson – but BE CAREFUL: If you leave in the middle of an aggressive encounter with a monster, your character WILL DIE!
- b) You can also enter a special system mode called a “term” at any time by pressing the TERM key (control-t) and then typing “charset” (without the quotes) and then ENTER, to reload the charset at any time.

Once you enter the game and your charset is loaded, you're ready to go back in time more than 40-years and begin playing a truly antique computer RPG!

Learning to Play

Ok, so you're ready to play, but what if you just aren't sure what a Computer Role-Playing Game (CRPG) is, let alone a Multiuser Online RPG (MORPG) created in the early 1980's, in a "dungeon" or fantasy genre? Well, you could read The Lord of the Rings trilogy, plus the Players Handbook and Monster Manual from an early Advanced Dungeons & Dragons set... or, once you enter Camelot's Main Menu, simply press HELP (control-h) and you will find the Help Section, which is great place to start. Read the whole section, starting with the Introduction and pay special attention to the "Important Information" at the end.



Camelot Help Section

After reading the help section, before you go ahead and press NEXT (ENTER) at the Main Menu to create a new role-playing character, you might also want to explore some of the various options from the Main Menu, such as the game credits, statistics, and the “notesfile” (press “n” from the Main Menu).

```

# Date Title Resp Notes for lesson Camelot
* 27 11/02/2013 morenewfeatures 1
 28 11/05/2013 back1 error 1
* 29 12/08/2013 more edits 3
 30 12/30/2013 cursed items 5
 31 02/14/2014 companion bug 1
* 32 06/08/2014 Bugs 06-2014 Note(,resp)?>
* 33 06/15/2014 Spell Items
* 34 06/21/2014 Improvements
 35 players guide 3
 36 06/04/2016 quests 1 Press LAB for file policy
* 37 11/26/2017 New Features
* 38 12/24/2018 Store Items 2 Press NEXT to page forward
 39 05/28/2019 Sir Tabin 1 Press BACK to page backward
 40 01/24/2020 charmed monster 1
*** End of Notes ***
SHIFT-LAB write base note
SHIFT-DATA director options
SHIFT-BACK to exit

Press HELP for information

```

Camelot's Notesfile (camnote)

A “notesfile” was a separate program on PLATO that allowed players to write “notes” to the game author, operators, and each other. It was the ancient ancestor of the modern “forum” or online community billboard system. You can also enter it from the AUTHOR MODE by typing “camnote” and then pressing NEXT (ENTER).

Another place where you can learn about the game and post questions is on the blog at www.originalcamelot.com.

NOTE ON URGENT ISSUES: If something really urgent happens, like your character gets stuck or the game stops working, rather than writing a note in the notesfile or blog, please email the author directly at octovium@me.com or the email address shown at the top of Camelot's Main Menu.

Creating a Character

At the character creation page you will choose one of six character races, a pseudonym (your character's name), and a password in case you want to use your character with a different signon or run multiple characters. Camelot doesn't use a "stat roller" (randomized starting stats) — with other games (such as Oubliette) I was annoyed by spending too much time rolling and rolling stats in order to get the best stats, and this always seemed like a waste of time, so I avoided that with Camelot. Just select your race and you're good to go!

```
Some races are more challenging than others - experiment!!

Choose your kindred: >          (shift-ctrl-b to quit)

1. Human  2. Dwarf  3. Elf    4. Hobbit  5. Ogre   6. Pixie
STR: 16   STR: 18   STR: 15   STR: 14   STR: 21   STR: 11
INT: 16   INT: 16   INT: 18   INT: 16   INT: 14   INT: 18
CON: 16   CON: 18   CON: 15   CON: 17   CON: 18   CON: 12
DEX: 16   DEX: 15   DEX: 16   DEX: 18   DEX: 15   DEX: 20
CHA: 16   CHA: 15   CHA: 17   CHA: 16   CHA: 12   CHA: 20
ATT: *    ATT: ++   ATT: +    ATT: -    ATT: +++  ATT: --
DEF: *    DEF: -    DEF: *    DEF: ++   DEF: -    DEF: +++
EXP: ++   EXP: -    EXP: --   EXP: +    EXP: *    EXP: +++
AC: *     AC: *     AC: *     AC: *     AC: +     AC: -
Age: *    Age: ++   Age: +++  Age: +    Age: -    Age: --

* 's are average, + 's are good, - 's are bad

Use all your combat options: f-ight, b-erserk, p-arry
c-critical hit, r-reason -- learn when each is best.

Use -P-ray when you or your companions need health!

Don't forget to press -S- to search for treasure!
```

Character Creation Page

Selecting which race to play makes a huge difference in game play, so consider this decision carefully. The starting statistics (“stats”) of each race choice are shown as abbreviations of standard D&D-like character attributes and include:

- STR (Strength)
- INT (Intelligence)
- CON (Constitution)
- DEX (Dexterity)
- CHA (Charisma)
- ATT (Attack Factor)
- DEF (Defense Factor)
- EXP (Experience needed to advance level — less is better)
- AC (Armour Class — lower is better)
- AGE (Longevity — more is better)

Review the online help section on “Your Character” for more detailed explanations of these stats and how familiar terms from today’s games might be slightly different here in Camelot after more than forty years. Some races may be harder or easier at the start and/or later in the game — in general, the more “physical” the race, the easier at the start.

Camelot gives you the freedom to play aggressively or defensively or anything in-between, and the strengths and weaknesses of your selected race will significantly affect your success depending on your style of play. Races with high Strength will hit harder and more often; high Dexterity will “box” (disarm traps) better and fumble & stumble less often; high Intelligence will identify traps & items more often and throw better spells; high Constitution provides more protection from special attacks; and high Charisma will keep you at peace and makes reasoning cheaper. Every race has a unique set of strengths and compromises, so when thinking which race to select, consider carefully your own individual playing style.

IMPORTANT NOTE ON RACE AGE LIMITS: Each race has a range of minimum and maximum age, and if your character exceeds the maximum age for your race, you will start to die of old age! Likewise, if you use magical means to lower your age *below* your starting age, you will *reduce* in power and strength as you begin to turn back into a child!

We could go deeper about the differences between character races, but to be honest, learning and exploring these differences might be some of the best fun you’ll have, especially after you gain a little perspective, so be patient with the process. Your first character may not be the one you use to win.

The first choice you are likely to make when you begin to play Camelot is your character's race (species). There are five of them to choose from in Camelot:

Human: Of average abilities, but gains experience quicker, so good for beginners.

Dwarf: Short and stout. Dwarves are good when played aggressively.

Elf: Elves are a little more timid by nature. They do best when caution is exercised. Great spellcasting ability, but they do require more experience to make level.

CHARACTERS continued....

Hobbit: Short and furry-toed. Excellent for thief/evade techniques, and they make levels quickly.

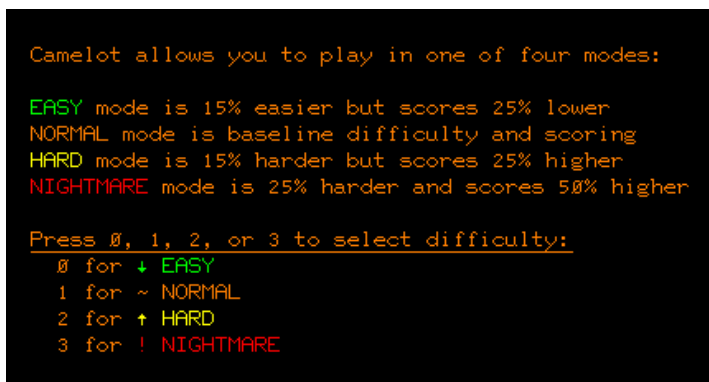
Ogre: The largest of the lot. These boys are BIG & tough. Unsurpassed strength makes a mighty opponent in battle -- but beware their short-comings!

Pixie: Light & frail, but extremely quick and generally rather unaggressive. Pixies are easier to take deeper into the dungeon more quickly than other races, but beware -- their frail bodies won't take much abuse.

Although it might be easier to build-up a Pixie by an experienced player, their short lifespan makes them more challenging to win.

Character Races

After you select your character's race, pseudonym and password, you'll then choose a level of difficulty mode (EASY, NORMAL, HARD, or NIGHTMARE). This modifies how hard the encounters are, how much danger you'll experience in-game, and how fast your "score" will accumulate.



Setting Difficulty Mode

Don't be bashful to change your game difficulty mode mid-game! The higher your difficulty, the faster and higher your score will grow, in the case that rising to the top of the leaderboard on the Title Page is your priority as a player. On the other hand, if a tough quest comes along, moving to an easier mode will make it less risky to dispatch the toughest of monster encounters.

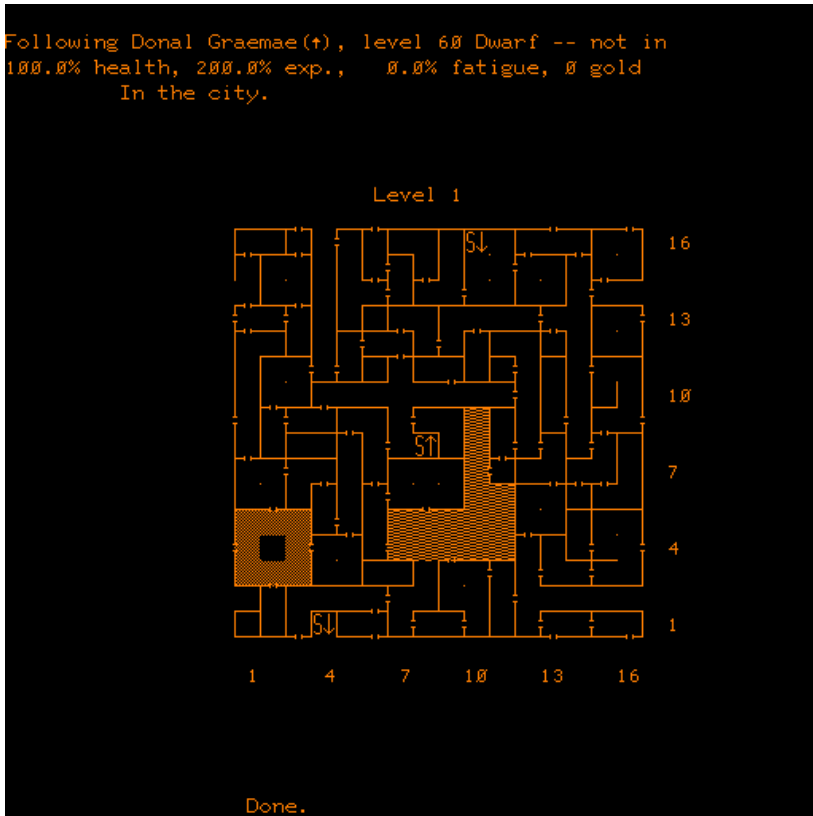
As Camelot is generally more difficult than many modern games, you might want to start in the EASY mode, but be aware that *difficulty cannot be changed after your character reaches level 50.*

Finally, after you create your character you will be sent back to the Main Menu with new, slightly different options. Below the main list of selections you will also now see your current difficulty mode and pressing the “d” key will send you to the menu that allows you to change it until you reach level 50. The game also lists some items to “REMEMBER” — but these are just hints that will disappear later in the game.



Main Menu, with Character Loaded

Maps and Following



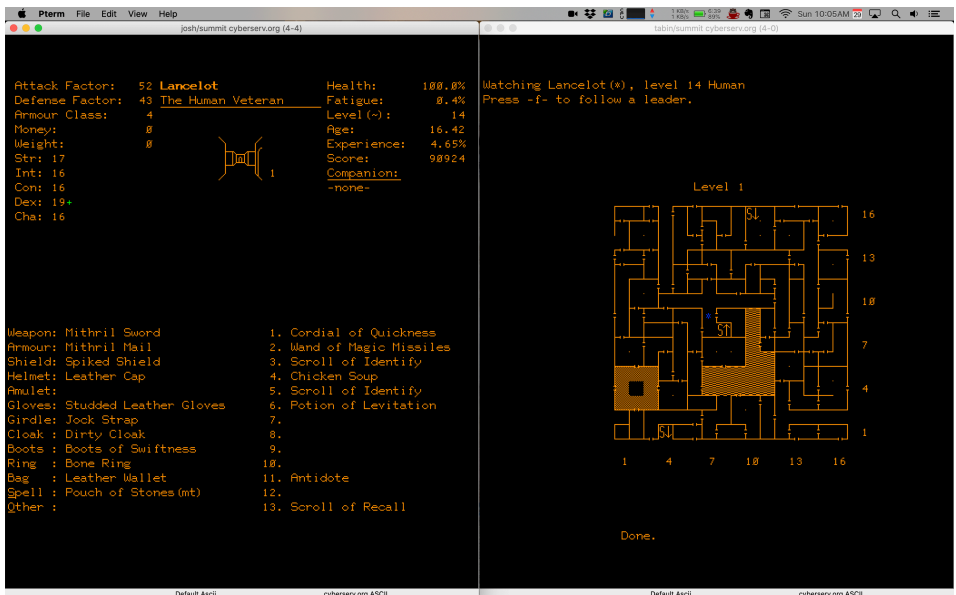
Following a Character from the Map Lesson

Also on the Main Menu page there is an option for pressing “m” for “maps & following” — this actually jumps you out to a different PLATO lesson (called “wizards” in case you want to go there directly from the AUTHOR MODE page), which was added later in the development as a bit of a hack to allow “auto-mapping” of your knight’s adventure as long as you have two PLATO terminals and two signons. Once there, you type-in the name of your knight and it will show a top-down 2D version of the entire map and your knight’s position on it shown as a small blue *.

In auto-map mode many dungeon features are not visible, such as secret doors (hidden doors), pits, chutes, teleporters, and rotators... but the basic physical features such as walls and doors, water, fog, and stairs are visible, which should considerably decrease the amount of time it will take for you to map the dungeon. Some hardcore players will choose to map the dungeons from scratch without these auto-maps... but IF you choose to use this mapping assistance, you might want to make a printout of each level as you reach it, and then use a pen or pencil to notate each new feature (pits, chutes, etc.) as you discover it.

Note that some “teleporters” are random, sending you to a random place in the dungeon, whereas some teleporters are static/consistent and will always send you to the same place in the dungeon. To make it just a little harder for you, when you do get teleported or rotated, you’ll lose track of yourself and be lost and “confused” and you won’t be able to see yourself on the auto-map — so “finding” yourself might take a little time. However, if you use an item called the “Antidote” (by Equipping and then pressing “o” for other item – more on using items later in this guide), then this will quickly cure your “lost” condition. Another item that could help is the Palantír, but this also has other valuable properties and so you may not want to waste it just on reorienting yourself.

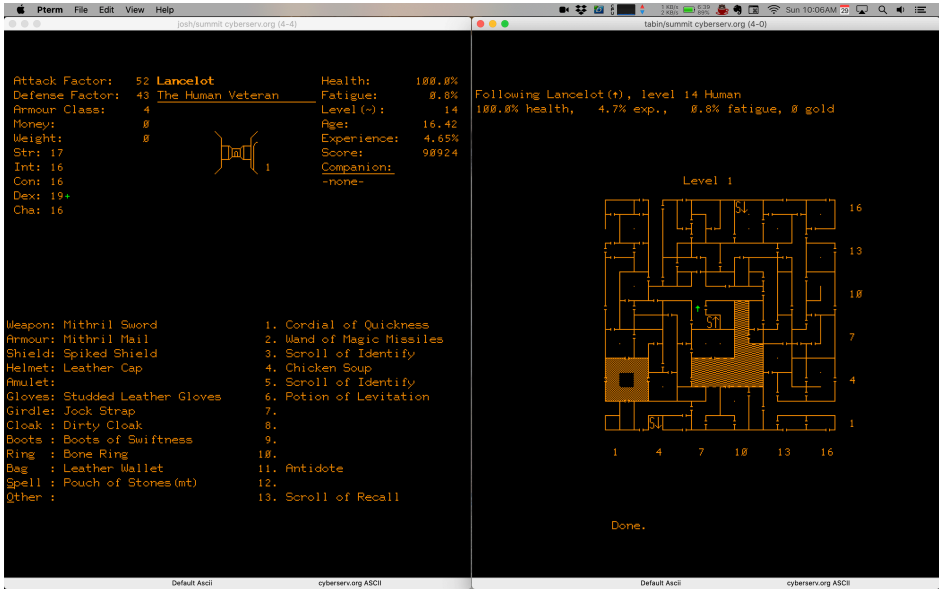
Having auto-mapping really makes it useful if not an outright requirement to have TWO PLATO/Cyber1 logins and two PTerm windows open side-side on your computer!



Just “watching” Lancelot at x/y/z Position 7/9/1

While watching your own character, you can then press “f” to follow *another* character, such as a buddy playing their own character on their own terminal. When you “follow” the second character their position will also be visible on the auto-map with a small green arrow pointing in the direction of that character (so you can quite literally follow them around in the dungeon), in addition to still seeing your own character shown with the little blue *.

HELPFUL HINT FOR RUNNING SOLO: If you aren't following another player, you can also "follow" your own character in order to see the direction you're facing with the little green arrow.



Here "watching" AND "following" Lancelot at 7/9/1

Your Character and the Game Screen

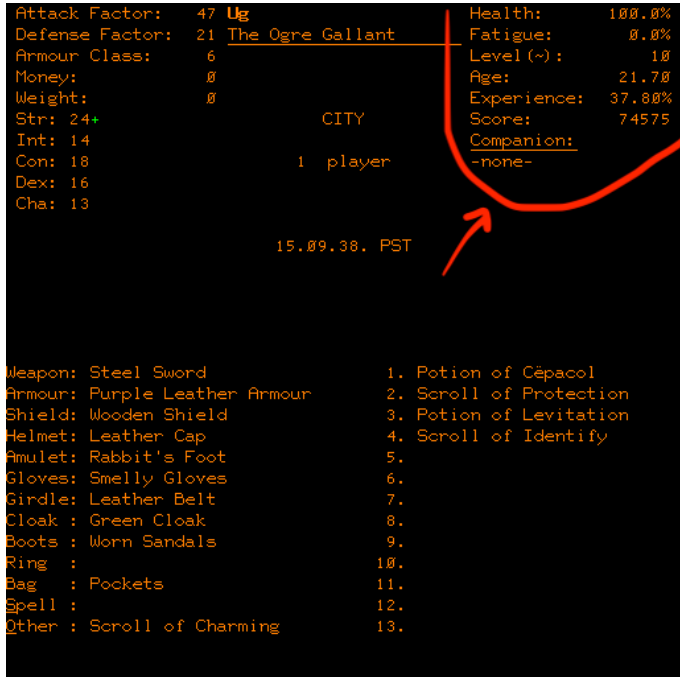
Pressing NEXT (ENTER) from the Main Menu page brings you into the game proper, the Game Screen, displaying your character and where they are in the game world, i.e. in the city or dungeon, in combat or at peace, alive or dead and everything in-between.

From here you can separate the Game Screen into five areas:

- **Top-Right** for the most urgent statistics
- **Top-Left** for base statistics and statuses
- **Center & Bottom** for movement, encounters, and action messages
- **Lower-Right** for carried inventory
- **Lower-Left** for equipped inventory

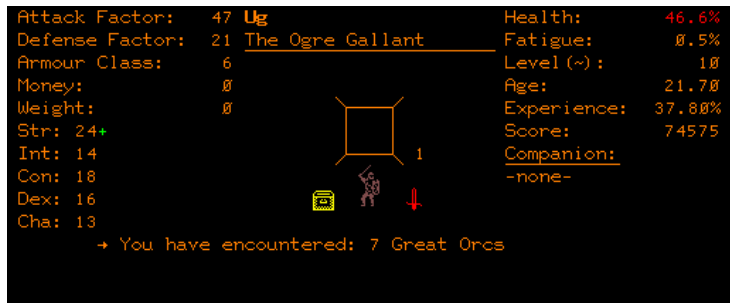
Top-Right of Game Screen

These are the most important fast-moving statistics you need to keep an eye-on:



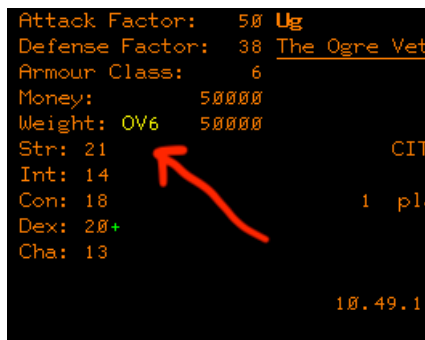
Health: Obviously when it reaches 0%, you're dead, so this is the most important and must be watched diligently. It goes down if you get hit in combat, of course, but it can also be affected by a number of other logical factors, for example falling into a pit, getting 100% fatigued, or, say you're in water and then fall asleep? Well yes, you'll begin to drown... so always be in the habit of keeping an eye on it.

When health drops below 50%, it turns red...



When Health runs low you have a number of options: Of course, you can go back to the city, but this can take time, especially if you're running deep in the dungeon. It also ages you as you convalesce to heal over time, so again something you'll want to avoid. Fastest, easiest, and cheapest is simply to "pray" to your deity by pressing SHIFT-P in the dungeon. You generally get more pray/heals each trip as your character advances in level (as you are more "important" to your deity), but it's not a set number, so you'll need to learn what the small graphic codes next to your health percentage mean that indicate your deity's happiness with you. Once your deity is tired of helping you, there will be no more prays that trip and you'll have to go back to the City and rest. Prays are also more limited if you leave the game in the middle of a dungeon trip. Also note that you will irritate your deity if you pray when you don't need it, so you can't pound on the P-key mindlessly. There are also a number of healing items you can find to use as a backup if you suddenly run-out of prays... but item slots are valuable and limited, so you'll need to think carefully how you want to allocate those.

Fatigue: Fatigue is also important to watch because when it reaches 50% your attack/defense will start to go down (because you're so tired!), which can be pretty dangerous if you're deep in the dungeon when this happens. Fatigue automatically goes back to 0% when you rest in the city. Fatigue is also reduced by drinking from the item called Decanter of Endurance (more below on how to use items). Fatigue is also affected by other dungeon features and situations, for example getting put to sleep is very restful (lowers Fatigue), but slogging through water with your Armour on is very tiring (increases Fatigue). Your Strength and how much weight you're carrying also affects your rate of Fatigue. When you're carrying too much and "overweight" (when you see an "OV" next to your weight), your Fatigue will also grow faster. Note that you can be overweight by a factor ranging from 1 (OV1) to 10 (OVX) – more is worse. Once you reach 100% Fatigue, your health will start to drop – you can literally die from fatigue, so be careful!



Level (and Difficulty): This is your character’s experience level, which starts at level 1 and can be increased by “making level” to a maximum of level 60. Every few levels your “title” changes (e.g. from Novice to Strider to Scout...) – but this is mostly “flavor text” with a notable exception that you will discover as you play.

```

Attack Factor: 191 Bilbo
Defense Factor: 142 The Hobbit Superhero
Armour Class: -8
Money: 0
Weight: 0
Str: 21+ CITY
Int: 19
Con: 20 1 player
Dex: 25+
Cha: 20

Health: 100.0%
Fatigue: 0.0%
Level (~): 52
Age: 55.10
Experience: 24.55%
Score: 502218
Companion:
-none-

Say hello to The Hobbit Superhero! You are now level 52.

Weapon: Sword of Sharpness 1. Elixir of Life
Armour: Ethereal Armour 2. Aloe Vera Juice
Shield: Wooden Shield 3. Antidote
Helmet: Helm of Harmony 4. Palantir
Amulet: Emerald Amulet 5. Scroll of Taming
Gloves: Gloves of Power 6. Orb of Entrapment
Girdle: Girdle of Power 7. Cordial of Quickness
Cloak : Elven Cloak 8. Potion of C pacool
Boots : Royal Reptilian Boots 9. Scroll of Protection
Ring : Ring of Invisibility 10. Scroll of Identify
Bag : Hefty Rucksack 11.
Spell : Wand of Lightning 12.
Other : Scroll of Recall 13.

*You trained for 364 days.

```

```

Fatigue:
Level (~):
Age:

```

Next to the word “Level” in parenthesis you will see a symbol such as ~ or ! or an arrow up or down – this shows at what difficulty you’re playing, which affects your relative strength and power – the higher difficulty settings also provide a higher score, so if moving higher-up on the leaderboard is important to you, you might want to learn combat strategies that are effective at higher difficulty levels.

To change your difficulty settings, press “d” at the Main Menu screen and then select one of the four difficulty modes:

```

Camelot allows you to play in one of four modes:

EASY mode is 15% easier but scores 25% lower
NORMAL mode is baseline difficulty and scoring
HARD mode is 15% harder but scores 25% higher
NIGHTMARE mode is 25% harder and scores 50% higher

```

Age: Age can be important later in the game, as shorter-lived races can be more challenging because old age will weaken you as you reach your race's maximum age, thus giving you less time to win before dying of old age. Long-lived races reduce the impact of this challenge, although an Elf that lives 9x longer also metabolizes more slowly, thereby also taking longer to heal, but still, the longer-lived races may be slightly easier to win unless or until you are a more expert player and age is less a factor.

1. Human	2. Dwarf	3. Elf	4. Hobbit	5. Ogre	6. Pixie
STR: 16	STR: 18	STR: 15	STR: 14	STR: 21	STR: 11
INT: 16	INT: 16	INT: 18	INT: 16	INT: 14	INT: 18
CON: 16	CON: 18	CON: 15	CON: 17	CON: 18	CON: 14
DEX: 16	DEX: 15	DEX: 16	DEX: 18	DEX: 15	DEX: 20
CHA: 16	CHA: 15	CHA: 17	CHA: 16	CHA: 12	CHA: 20
ATT: 3	ATT: 7	ATT: 5	ATT: -1	ATT: 9	ATT: -3
DEF: 3	DEF: 1	DEF: 3	DEF: 7	DEF: 1	DEF: 11
AC: 10	AC: 10	AC: 10	AC: 10	AC: 8	AC: 12
Age: 18-80	Age: 54-240	Age: 162-720	Age: 27-120	Age: 17-72	Age: 14-60

Character Races with Base Stats & Min/Max Age-Ranges

Experience: Unlike most RPG games, experience toward gaining level in Camelot is expressed as a percentage rather than just arbitrary “experience points” — thus reaching 100% experience is enough for your character to level-up. You can continue to accumulate experience even after 100% — all the way to 199.99% — but thereafter your experience will “pin” and you won’t be able to make more until you make level (and neither will you increase your score when pinned). This can be especially problematic if you’re “quested” to defeat a certain monster that you’re having trouble finding. Note, that if you have trouble finding your quest, there’s a special and rare item you can find that will help you!

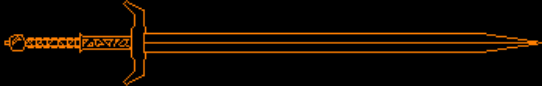
The amount of experience you get from hitting monsters in combat depends on the relative strength and power of the encounter (tougher monsters give more experience), but is also affected by the combat options you select — when you choose the “critical hit” combat option (by pressing “c”), you are then attempting to strike a more vulnerable part of the creature (like an eye or gonad); it will be harder to hit, but when you do, you will gain more experience. This is especially helpful when fighting creatures that are much weaker than you — you can get through them quicker, and make more experience than you otherwise would.

NOTE ON RACE/EXPERIENCE MODIFIER: Some races are harder to build than others; to balance this, harder races gain experience slightly faster.

Score: This is a number the game assigns to how well you're playing and generally goes up when you do smart or difficult things; doesn't go up as fast when you do easy things; and can even go down when you do dumb things. The scoring algorithm is something that can be fun to discover, so keep an eye on score as you play. Note that ripping (Stealing) a box from under a monster will give you a nice score bump, but you then won't get additional score by killing the monsters after that, to avoid double-dipping. Higher scores come from conquering monsters and getting treasure above your level, but scoring is paused when your experience is pinned, to prevent someone from just hanging out on easy levels to "game" their score.

Your score doesn't affect game play in any other ways, but only determines if or where you show-up on the leaderboard on the Title Page. Note that this high-score list also shows whether the player has won the game (by displaying the name in **bold type**), and also if the character is "current" or "retired" (shown by a + after the pseudonym).

77535 knights served...



CAMELOT v13.009

The Greatest HEROS⁺ and **WINNERS** of Camelot:

PSEUDONYM	NAME	GROUP	SCORE
masher⁺	greg	cerl	1017527
squirt⁺	gregl	cerl	930986
Chester⁺	crpgaddict	tourist	673809
Donal Graemae⁺	josh	summit	661927
MLGesus	abudee	gmail	625917
Blog	berger	uiuc	553986
Bilbo	bilbo	baggins	502211
elf	mcnail	cerl	219108
gorf	rusty	minna	211224
H	zora	wildzora	197704
Iceman	ryan	hawaii	98737
Korn	simon	jpr	73306
Ug	ug	summit	66775
Olann	r ludovic	0x000000	28653
Buckethead	billy	hpbloop	28646

Press <enter> to enter the domain of CAMELOT

Score Leaderboard on the Title Page

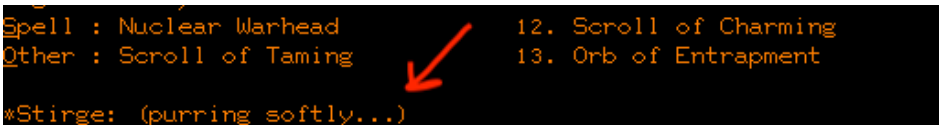
Companions: This is where you see your “charmee” – basically a monster that is “charmed” to join your party. Here you see your charmee’s Level (“L:_”), Attack/Defense (“A_/D_”), their health percentage, their graphic image, and any other statuses.



In order to charm monsters, you will need to use a charming item, of which there are three: Scroll of Taming, Scroll of Charming, or Orb of Entrapment. Each type of charming item works on a specific type of monster – it’s fairly logical, but you’ll have to use trial and error to figure out on your own what can be “charmed” vs. “tamed” vs. “entrapped.”

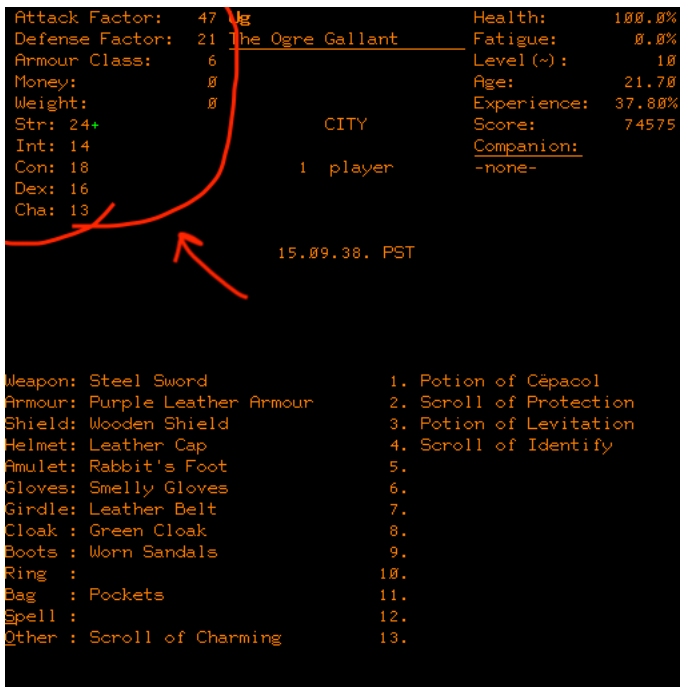
Having charmees to hit and be hit by the monsters you encounter will definitely make running easier and safer, so always try to take advantage of this game element. Charming items can also be useful for encounters where the monster might be too powerful for you to kill in direct combat, as successful charming takes out one creature at a time (whereas lower-level spell-items may only do a % of damage and not make a kill if the creature is bigger than the spell-item’s level). Be aware though, that attempting a charm will cause you to lose your existing charmee; and successfully charming a creature much larger than yourself will increase the likelihood that your charmee will “get bored” and leave you sooner than a charmee that is smaller in level than you are.

How long a charmee stays with you is also dependent on the type of creature – a Golem, for example, is a type of creature quite happy to be a charmee, whereas a Demon is so evil and chaotic that being a charmee is antithetical to their very being and thus they will leave you sooner. This effect is also modified by your character’s Charisma – if it’s higher or lower than the average (16) – for example, an Elf character with a Charisma of 21 has the same chance of keeping a charmee that is 5 levels *higher* than the player, as an Ogre character with a Charisma of 9 keeping a charmee that is 7 levels *lower* than the player. Your charmee will say something to you when you first charm them that will alert you to how happy or unhappy they are to be your charmee. Expert players will create a list of all creature types by how willing they seem to be charmed, and by which items can be used to charm them. Also avoid fighting the same creatures as your charmee – they won’t like it.



Top-Left of Game Screen

These are the character statistics that are still important but perhaps slightly less urgent:



Attack Factor: This is your ability to-hit and roughly equates to a relative percentage; thus, for example, if your Attack is 75 and the monster's Defense is 75, then your chance to-hit is about 50%. Attack Factor is modified a little by your character's Intelligence and a lot by your character's level and equipment.

Defense Factor: The compliment to Attack Factor, and expresses your ability to evade getting hit by monsters in the dungeon. It is modified a little by your Dexterity, but mostly by your equipment.

Armour Class (AC): This is a measure of how much damage you receive when you do get hit and it goes DOWN (not up) when you improve your worn Armour, so a very low AC (even negative) is a GOOD thing. When developing Camelot, using a combination of both an AC *and* Defense Factor seemed more logical than a single stat like what was used in other games of the time and in traditional paper D&D.

Money & Weight: All money picked-up in the dungeon automatically translates into its weight and value in gold. The game only allows you to carry a certain amount of weight based on your Strength and the size/type of bag you're wearing, however when this maximum is reached, you can still carry more, but you will then be considered "overweight" (evidenced by the "OV" next to your Weight) and your Fatigue will increase more rapidly.

```
Attack Factor: 50 Ug
Defense Factor: 38 The Ogre Vet
Armour Class: 6
Money: 50000
Weight: OV6 50000
Str: 21 CIT
Int: 14
Con: 18 1 pl
Dex: 20+
Cha: 13
10.49.1
```

There are ten stages of being overweight as shown by the notation OV1, OV2, etc., all the way to OVX for the highest level of being overweight, and thereafter your Fatigue will grow VERY rapidly. Thus, the size (table) of bag that you equip is very important for determining how much you can carry, and without any bag, you won't be able to carry very much at all without going into a high overweight condition.

```

TREASURE continued...

Money: In Camelot there are five different
types of money all of which are converted into
their value in money when picked up.

Copper: 10 coppers for every 1 gold.
Silver: 5 silver for every 1 gold.
Gold: the gold standard. ;)
Platinum: 1 platinum equals 2 gold.
Mithril: truesilver. 5 gold per piece.
Adamantite: very rare, black and hard.
worth 10 times its weight in gold.

Gems: There are many different types of
precious stones that can be found in the
dungeon. Some of them can be very expensive.

Jewels: A Jewel is an item whose only worth
is money. These are converted directly to
gold value when picked up in the dungeon.
```

NOTE ON WEIGHT EFFICIENCY: Unless or until your bag is very high table, you will want to be careful and selective about which types of money to pick up, as a copper piece weighs a lot more per unit of "gold" than does a piece of mithril. But don't fret: If you pick-up those 10,000 copper pieces by mistake, you can press "l" (lower-case L) to leave gold behind and reduce your carried weight. It is also useful to know how much weight you can easily carry before going into an overweight condition – pressing "C" (or "W" in the city) will show you this maximum weight that can be easily carried.

Str, Int, Con, Dex, Cha: Your character “stats” (statistics) are all shown as abbreviations, including: Strength, Intelligence, Constitution, Dexterity, and Charisma – these are very similar to nearly all role-playing games from D&D to modern times and are also described in more details in the help section.

1. Human	2. Dwarf	3. Elf	4. Hobbit	5. Ogre	6. Pixie
STR: 16	STR: 18	STR: 15	STR: 14	STR: 21	STR: 11
INT: 16	INT: 16	INT: 18	INT: 16	INT: 14	INT: 18
CON: 16	CON: 18	CON: 15	CON: 17	CON: 18	CON: 14
DEX: 16	DEX: 15	DEX: 16	DEX: 18	DEX: 15	DEX: 20
CHA: 16	CHA: 15	CHA: 17	CHA: 16	CHA: 12	CHA: 20
ATT: 3	ATT: 7	ATT: 5	ATT: -1	ATT: 9	ATT: -3
DEF: 3	DEF: 1	DEF: 3	DEF: 7	DEF: 1	DEF: 11
AC: 10	AC: 10	AC: 10	AC: 10	AC: 8	AC: 12
Age: 18-80	Age: 54-240	Age: 162-720	Age: 27-120	Age: 17-72	Age: 14-60

Base Stats for Each Character Race

IMPORTANT NOTES ON STATS: Humans start with all stats at 16, which is generally the average for all races. This is important to know because any stat will either help or hurt depending on whether and by how much it is above or below the value 16.

Con: 18
Dex: 20+
Cha: 13

The starting value for each stat for each race is called the “base” value. It’s also important to know this, as you can only raise any stat by FOUR above the base, whereupon it becomes maxed and is displayed in **bold**. Each stat can also drop by THREE below base, but below that your character will “perm” — or DIE PERMANENTLY, so it’s *extremely important* to know if any stat falls to the base-minus-3 level, and if it does, you need to quickly find a permanent stat-raise item for that stat before you die and potentially perm!

There are also items that can be found in the dungeon or in the city store that temporarily increase stat values, and when these are active it is noted by a small green + sign. There are also potions and manuals that permanently increase stat values, but never above base+4. The base+4 maximum does not include the temporary bonuses, and so you can achieve stat values as high as base+7 for those situations where you need to boost your power and effectiveness (temporarily) as high as possible.

Description of all stats in the help lesson:

Str: Abbreviation for strength, this is the character's relative amount of physical power. The more you have the more damage your character can inflict in combat.

Press <enter> to go on

CHARACTERS continued...

Int: Abbreviation for intelligence. The more intelligent your character is the easier it is to hit monsters in combat and identify the monsters, traps, and treasure you find.

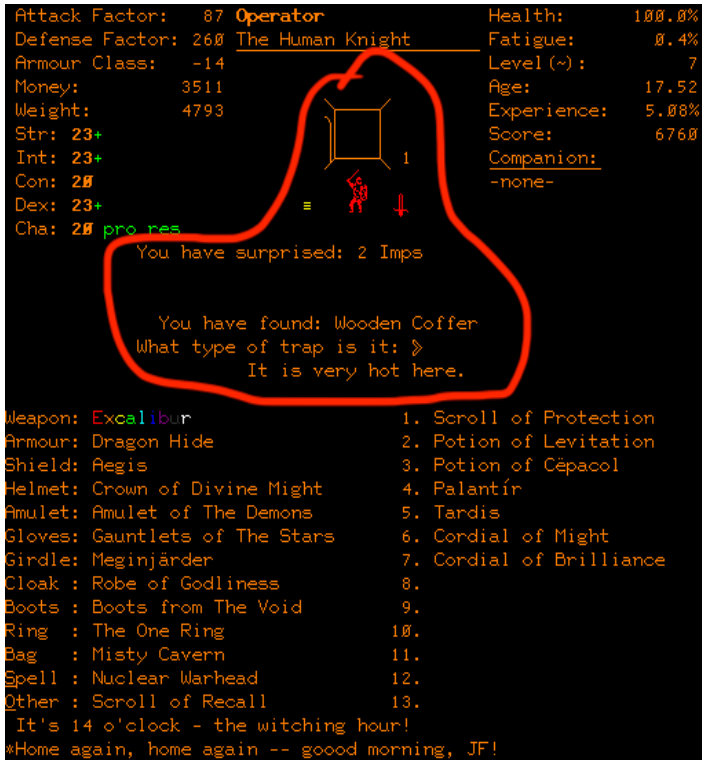
Con: Abbreviation for constitution. A high con means that the character is healthier. You will be less susceptible to special attacks by the monsters if you have a high con. Special attacks by the monster include poisoning, putting you to sleep, paralysis, breathing fire, turning you to stone or even a death ray (destruction).

Dex: Abbreviation for dexterity. This helps defense in combat, ability to surprise monsters and also helps to disarm traps.

Cha: Abbreviation for charisma. This stat. measures a character's physical appearance. The "first impression" a monster gets of you will decide if it will attack you outright.

Press <enter> to go on

Center of Game Screen



This is the area of the screen where you see the 3D representation of the dungeon, as if you were standing in the maze in real life. Just below that, all other active, often REAL-TIME, interactions with monsters and the world of Camelot are shown.

IMPORTANT MESSAGES: Also note that the bottom two-lines of the screen are for system-messages and communications that “persist,” rather than just flash in the center screen for a brief moment like most messages. These messages are from the virtual Dungeon Master, some chatty monsters, from other real human players, or even from the game Operator (if present). The * is shown after the last message, but there are only two lines and no buffer, so you need to keep an eye on them so not to miss important messages.

There are some messages that you can call-up yourself; for example, you can press SHIFT-Q (or SHIFT-I) to inspect how much gold you need for level and if you have a quest yet to complete. You can press SHIFT-C (or SHIFT-W) in the city to see your maximum weight. Press SHIFT-M to write a message to all other players in the game.

HELP IS ALWAYS AVAILABLE: Pressing control-h (HELP on the PLATO keyboard) or the “?” key at any time, whether in the city, dungeon, or in combat, will give you a complete list of all options available at that time.

A NOTE ON 3D, REAL-TIME GAMING: The graphical representation of the Camelot dungeon is tiny – on the original PLATO screen this 3D view of the dungeon maze was only about 1-inch across – but don’t forget this was CUTTING-EDGE TECHNOLOGY back in the early 1980’s, and remember that this was built on a computer made in the 1970’s! There were several other 3D dungeon role-playing games on PLATO at the time when I made Camelot, and a game called Avatar was perhaps the most popular and also used the same 1-inch size view, but it frustrated me because of how slowly it drew the dungeon, and so near the top of my priority list when making Camelot was to make the dungeon run *extremely fast*, and the game-play nearly real-time!

When you play Camelot today just the same as in 1981, you’ll notice how you can run through the dungeon maze almost as fast as you can bang-out the arrow keys on your keyboard. And when you’re in combat, there’s precious little time between swings to decide what you’re going to do... and if you do nothing, you’ll get beat-up! Opening treasure chests is also the same real-time affair if you rip them from under a monster encounter: You’ll need to select and type-in the properly-spelled name of the trap to disarm it (although players can just type-in the first letters of each word – e.g. “pg” for “poison gas” with only a slight reduction in efficacy versus typing out the whole trap name). But don’t delay – the monsters will be swinging on you if you fumble with your keyboard, and even faster if the monsters “surprise” you! Many players told me that this “real-time” effect made playing Camelot much more exciting than other dungeon games of the day. So if Camelot is indeed the fourth 3D MORPG (Multiuser Online Role-Playing Game); then it is probably the **FIRST real-time** 3D MORPG ever in existence!

Bottom-Right - Carried Items

```
Attack Factor: 87 Operator Health: 100.0%
Defense Factor: 260 The Human Knight Fatigue: 0.0%
Armour Class: -14 Level(~): 7
Money: 3511 Age: 17.53
Weight: 4793 Experience: 5.08%
Str: 23+ CITY Score: 6760
Int: 23+ Companion:
Con: 20 1 player -none-
Dex: 23+
Cha: 20 pro res

17.37.42. PST

Weapon: Excalibur 1. Scroll of Protection
Armour: Dragon Hide 2. Potion of Levitation
Shield: Aegis 3. Potion of Cepacol
Helmet: Crown of Divine Might 4. Palantir
Amulet: Amulet of The Demons 5. Tardis
Gloves: Gauntlets of The Stars 6. Cordial of Might
Girdle: Meginjarder 7. Cordial of Brilliance
Cloak : Robe of Godliness 8.
Boots : Boots from The Void 9.
Ring : The One Ring 10.
Bag : Misty Cavern 11.
Spell : Nuclear Warhead 12.
Other : Scroll of Recall 13.
```

The items on the lower-right of your screen are the items you've just picked-up and/or are carrying but not yet "wearing." To use or equip them, press SHIFT-U or SHIFT-E and they will either be immediately used, or will move from the right-side over to the left-side list of equipped items you are then wearing. When using or equipping items, be sure to watch the upper-left section of the Game Screen for changes in your stats and statuses to see which items are better or worse than others. Items that are "Other" or "Spell" types are only put into effect after they are equipped and then you press the "o" key for Other items or the "s" key for Spell items.

You can drop carried items and money by pressing "l" (lower-case "L") to leave them where you stand in the dungeon or city. You can also organize your carried items them by pressing SHIFT-X when in the city to swap their positions in your carried-item list.

Bottom-Left - Equipped Items

The items on the left are being worn (“equipped”) by your character. So when you find that cool new piece of Armour, press SHIFT-E to put it on and watch how your Armour Class changes to know whether it’s better or worse (lower is better) than what you were previously wearing. The two most important items for combat are your Weapon and Armour — without them, combat will be quite a challenge. Two other item slots to pay special attention-to are your “Spell” and “Other” — these are items that can be “used” with only a single keypress during combat: Press “s” to use your damage-Spell, which can be a powerful way to kill monsters. Press “o” to use your “Other” item — this is for other types of items such as protective spells, stat-raisers, antidotes, charming, recall, identify, etc.

The Other items are very important and you will struggle to decide which ones to keep, use, or drop, as there are generally insufficient carried item slots during deep dungeon runs. One of these items, the Scroll of Identify, is especially helpful in several ways: It can be used to tell you about the strength and powers of monsters when you use it during combat. It can also identify treasure traps, with obvious benefit. And finally, and perhaps most importantly, it will tell you whether an item is cursed before you pick it up! You’ll want to use it when you already have a studly sword but then find another unidentified “Sword” from that Balrog, and you are not sure if it is the Holy Avenger or a cursed Notched Blade!

NOTE ON BURN-RATES OF ITEMS: Some magic items will burn-up on just one use, such as stat manuals and some potions; whereas others have a “burn-rate,” or likelihood to burn-out according to your Intelligence — the higher your Intelligence above the average of 16, the less likely the item will burn (you’re smart enough to keep from breaking it). Spells are the same, although the more creatures the spell item is trying to hit, the higher the burn-rate.

The City

On the original PLATO keyboard there was a key labelled “HELP” and pressing it at any time would very often provide context-appropriate help. Camelot did this too, and so pressing control-h (the modern-keyboard equivalent) or the “?” key will nearly always show you a brief list of options available.

```
Attack Factor: -16 Tough Health: 100.0%
Defense Factor: -24 The Ogre Novice Fatigue: 0.0%
Armour Class: 8 Level(): 1
Money: 1000 Age: 17.00
Weight: 10 Experience: 0.00%
Str: 21 CITY Score: 0
Int: 14 Companion:
Con: 18 2 players -none-
Dex: 15
Cha: 12

4:40:41 pm PDT

ctrl-h for help always available
ctrl-b or shift-ctrl-b to go back

Weapon: Hands 1.
Armour: Loincloth 2.
Shield: 3.
Helmet: 4.
Amulet: 5.
Gloves: 6.
Girdle: 7.
Cloak : 8.
Boots : 9.
Ring : 10.
Bag : 11.
Spell : 12.
Other : 13.
*Quest, Message, Pnotes, Xchange item, Carry weight-max, dungeon!
Equip, Iv item, o-item, bank, make level, store, Treasure pickup
```

In the city, available key command options include:

- HELP (control-h, or the “?” key) — for a list of available options
- SHIFT-DATA (SHIFT-control-d) — to replot your screen
- SHIFT-q (or SHIFT-i) — for showing your current quest
- SHIFT-m — to write a message visible to all players currently in-game
- SHIFT-p — to jump out to Personal Notes (PLATO’s version of email)
- SHIFT-x — to move your items around your carried items list
- SHIFT-c (or SHIFT-w) — to show the maximum weight you can carry without going overweight
- SHIFT-e (or SHIFT-u) — to equip or use a carried item
- SHIFT-t — to turn the automatic treasure pickup feature ON or OFF
- l (lower-case L) — to drop an item
- o (letter “o”) — to use the item in your “Other” item slot
- b — to go to the bank to deposit or withdraw money
- m — to make level (if enough experience, money, and completed quest)
- s — to go to the store (see below)
- d — to head down to the dungeon!

NOTE ON FAST BANKING: When at the Bank, pressing NEXT (the ENTER key on a modern keyboard) is a shortcut for depositing or withdrawing everything in your account. Press BACK (control-b) to take or deposit nothing. A little experimentation and you'll quickly figure this out.

The Store

```
Attack Factor: 47 Ug Health: 100.0%
Defense Factor: 21 The Ogre Gallant Fatigue: 0.0%
Armour Class: 6 Level (~): 10
Money: 0 Age: 21.75
Weight: 0 Experience: 37.80%
Str: 24+ STORE Score: 74575
Int: 14 Companion:
Con: 18 1 player -none-
Dex: 16
Cha: 13

You found: Short Sword (Table 1)
Would you like to buy it for 1000 (y/n)?
Press <enter> to keep looking, or ctrl-b to stop.
```

The Store

The Store is a bit quirky, and you may struggle to figure out its benefits until a bit later in the game, but it's worth taking the time to explore its options, and to scan its available items periodically.

Buying Items: The first reason you might go to the store is to buy items. When you're first starting-out, you'll find that the least expensive items are "Table-1" (the items found on Level-1 of the dungeon) and it is a huge benefit to fill-up your equipment list as quickly as possible. Clearly the most important items are Weapons and Armour – it is quite difficult to fight scary monsters with only your bare hands and a loincloth – so with your \$1000 of initial cash, you'll only be able to buy one (and that's IF they're available). If you don't at first find what you want, keep checking often, as every "repop" (respawning of encounters) of the dungeon, as well as other players selling unwanted items, provides ample chance that the items you want will eventually show-up there.

Selling Items: The store will also buy any items you don't want, so definitely convert those low-level items into gold if you can, but keep in mind that the store has a limited number of item "slots" – so selling an item will usually replace an existing item in the store: This is important to understand, as if you're saving-up to buy a specific item, selling lots of items to the store will likely "take out" the item you're trying to buy... so keep that in mind!

You'll quickly find that the higher-table items are extremely expensive to buy – which will be less of an issue later in the game, but it does make it much more palatable to find your equipment from the toughest monster encounters you can muster, rather than mindlessly running easier levels just to collect cash and buy your items. However, whatever your primary strategy, if you lose or destroy your high-level Armour, you'd be absolutely screwed going down without any Armour at all, so definitely try to keep some savings available in case you need to trade some gold for a lost item in case you suddenly need it. Camelot is fully multi-player, so when you sell an item with one character, that item is then visible in the store to other characters and players – although you cannot “gift” items directly to another player (to prevent cheating), this is a workaround for sharing items between characters... but you'll still have to pay the store's high prices, so it's harder to abuse this feature.

Recharging Spell Items: When you equip a Spell item, it will always be empty (“mt”) and so the store is necessary to “recharge” it, which is quite important for those races that are weaker in combat and rely more heavily on spell-casting items. Note that recharging is necessary *every time* you equip a spell item, as spell item charges will not be stored in your carried inventory!

Identify Items: Finally, the “identify” feature in the store serves to help you learn and remember from which dungeon level (“table”) the items you're wearing come, and from which creature you found them. Note that every creature has a “best item” – more on this later.

Getting Started in The Dungeon





When first entering the dungeon (by pressing “d” from the city), you land on the “Pad” and get your first 3D view of a dungeon maze as it was presented in the late 1970's – a tiny, 1-inch window of what your character would see if they were standing at that spot and direction in the 2D map that you can also see if you are “following & watching” your character from the auto-map lesson.

First view of the Pad

Moving through the grid-based dungeon maze of a 1980's 3D dungeon game in 90-degree increments will probably seem overly simplistic by today's standards, but realize this was cutting-edge technology back in the day – we were awe-inspired! An explanation of movement and resulting visuals is also described in the Help Section from the Main Menu:

D U N G E O N

The camelot dungeon is displayed with a three dimensional maze plotter. To illustrate, here are equivalent views of a maze in 2-D and 3-D:

2-D:  3-D: 

These are walls. This is a door

The arrow represents what direction you face.



You see the maze from an aerial view. Here you see the maze as if you were really there.

Remember that direction is a factor in this maze.

Press <enter> to go on

D U N G E O N continued...

This is the same spot, but facing a different direction.

To move around is quite simple:

- "a" will turn you 90° to the left
- "d" will turn you 90° to the right
- "x" will turn you 180°
- "w" will move you forward one square

SHIFTED keys will turn you in the usual fashion but will also move you forward one square AFTER you have turned.

You MUST press SHIFT-w to move through a door.

Note that some doors may be hidden!

Once you've made it to the "Pad" at the bottom of the stairs from the city and you're successfully seeing the dungeon in 3D view, you're ready to start exploring!

NOTE ON LOCATION NOTATION:

When you land on the Pad at the bottom of the stairs from the city, you are at dungeon location **8/8/1** which is:

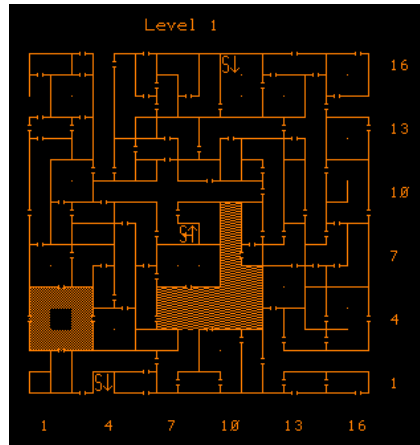
x-location: 8

y-location: 8

z-location: 1 (maze Level-1)

Be familiar with this notation to describe your location, as it is used in several ways in the game.

Press "t" to take stairs up or down, so from the Pad it will take you back up to the city.



Standing on the Pad in auto-map

BE CAREFUL: As a brand-new character (called a "pud" back in the day) you are very weak and wimpy, even when matched against Table-1 monsters found on Level-1. Keep in mind that you DON'T have to stop and fight until you're ready – just keep moving if you have any doubts about the power of the monsters! Until you make level or find some items or at least get more familiar with the game, you might want to simply run away from any encounter with more than 1 or 2 monsters in it.

Again, it is a huge benefit to have two instances of the PTerm software running on your PC: one running your character, and one in the auto-map lesson showing the top-down 2D view of yourself in the dungeon.

NOTE ON CORRUPTED GRAPHICS: When first entering the dungeon, the dungeon view should look similar to the “first view” image above... and this view will change when you press arrow keys (and/or the keys w, x, a, d) to move around the dungeon maze, or SHIFTED arrow keys for doors or secret (hidden) doors. If the graphic view of the dungeon isn’t visible, one thing that sometimes happens is that the custom graphic sprites (called a “charset” in PLATO-speak) on your PTerm terminal emulator might be corrupted or not loaded correctly. If the charset isn’t properly loaded, sometimes you’ll see a bit of a monster or treasure chest just floating in the middle of the dungeon-view screen! Simply leaving the game and re-entering sometimes doesn’t help because the terminal emulator wrongly thinks the charset has already been loaded, even though it hasn’t. Old-timer PLATO people know the hack you’ll need to fix this: You press TERM (control-t in PTerm) and the system responds by asking at the bottom of the screen: “what term?” and a response arrow — here type “charset” and then press ENTER and the game will reload the charset, thereby fixing the corrupted graphics.

NOTE ON FURTHER USE OF TERM: The TERM key (control-t) of the old PLATO keyboard has another use that old timers know about: essentially it is the built-in “pause” key for all PLATO games — when you press TERM, the game pauses as it waits for your “what term?” response. This is incredibly useful, as without it, the game-time is in real-time, so if you leave your terminal while you go to the bathroom, for example, your fatigue would be increasing, or if you were poisoned, your health would be dropping! By using TERM to pause, you can take care of your real-life bodily functions without putting your character at risk when running deep in the dungeon. Pressing NEXT (ENTER) or BACK (control-b) without typing any term takes you out of the TERM function. It’s also important to note that *some* game functions do operate in real-time irrespective of the term-state, for example the scoring function and dungeon repopulating happen in *real-time*, so even going into TERM won’t cause a change in those game behaviors.

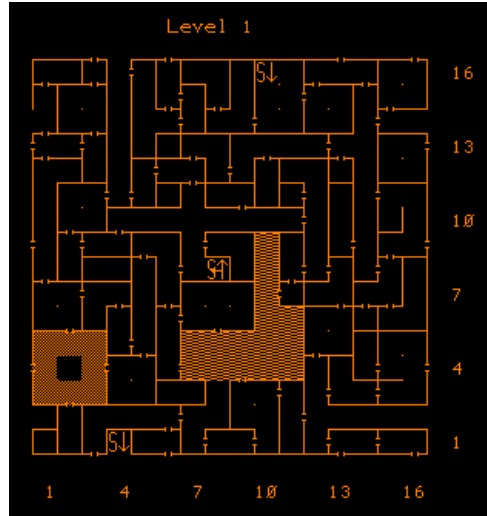
```
Bag : Leather wallet          11. Antidote
Spell : Pouch of Stones(mt)  12.
Other :                       13. Scroll of Recall

                what term? >
```


Features of the Dungeon Maze

The Dungeon maze is comprised of a 16 x 16 grid, 10 levels deep... so there are theoretically only 2560 locations where you can travel in the dungeon... plus the city... and... perhaps one more location? ;-)

In the auto-map lesson you can see an outline of each dungeon level you are visiting at that moment, but only the walls, doors, stairs, fog, and water are visible.



There are, however, a number of other dungeon features that will be exciting to discover that won't be visible in the auto-map lesson. Here is a chart from the Operator lesson showing what else you'll encounter in your adventures:

Dungeon Features:

- Fog
- Water
- Pits
- Stairs-Up
- Stairs-Down
- Sloping Passages
- Specific Teleporters
- Random Teleporters
- Rotators
- Chutes-Down

Item description:	Keyword:	Charset:
Nothing	Ø	
Fog	fog	▒
Water	water	▒
Pit	pit	☐
Stairs up	up	↕
Stairs down	down	↕
Sloping passage	slope	↘
Teleporter #1	tele1	T1
Teleporter #2	tele2	T2
Teleporter #3	tele3	T3
Random Teleporter	random	T
Rotater	rotate	+
Chute down 1	chute1	U
Chute down 2	chute2	U
Chute down 3	chute3	U

List of Keyboard Commands in the Dungeon

When running in the dungeon, the arrow keys (or a, w, d, x) will move you through and around the hallways and rooms, and the SHIFTED-arrow keys will allow you to pass through doors (and SECRET, hidden doors).

Press HELP (ctrl-h) for a list of available key commands!

```
Attack Factor: 24 Tough Health: 100.0%
Defense Factor: 16 The Ogre Novice Fatigue: 0.1%
Armour Class: 8 Level (4): 1
Money: 1000 Age: 17.00
Weight: 10 Experience: 0.00%
Str: 21 Score: 0
Int: 14 Companion:
Con: 18 -none-
Dex: 15
Cha: 12

Press "t" to take the stairs up.
Weapon: Hands 1.
Armour: Loincloth 2.
Shield: 3.
Helmet: 4.
Amulet: 5.
Gloves: 6.
Girdle: 7.
Cloak : 8.
Boots : 9.
Ring : 10.
Bag : 11.
Spell : 12.
Other : 13.
Equip, Search, leave item, other item, Treasure-pickup, Message
@wxad/WXAD to move, Pray 2 heal, Quest, Carry/Wt, shift-ctrl-back
```

When not in combat, the keyboard commands generally available are:

- HELP (control-h, or the “?” key) — for a list of available options
- SHIFT-e (or SHIFT-u) – to Use or Equip a carried item
- SHIFT-s – to search for treasure
- l (lower-case L) – to drop an item or gold, to save weight
- o (letter “o”) – to use the item in your “Other” item slot
- SHIFT-t – to turn the automatic treasure pickup feature ON or OFF
- SHIFT-m – to write a public message to all players in the game
- SHIFT-p – to Pray to your deity to increase your (and your companion’s) health
- SHIFT-q (or SHIFT-i) – to show your current quest & gold for level
- SHIFT-c – to show maximum weight you can carry
- SHIFT-BACK (shift-control-b) – to go back to the Main Menu
- SHIFT-DATA (SHIFT-control-d) — to replot your screen
- TERM (control-t) – for system “term” options and game-pause

When in combat, most of these non-combat commands above will work, but there are also a unique set of key commands that are only for combat situations (described in the next section).

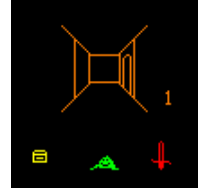
Combat!

When you meet your first encounter of monsters in the dungeon, it will be very exciting! Your character will be very weak, and if the monsters are aggressive and surprise you and/or get a first swing, you will need to watch your health, as you can die very quickly!

WAR & PEACE:



The first thing to look-for when you enter an encounter is the aggressiveness state of the encounter. Aggressiveness is shown by a small white peace symbol if the encounter is peaceful; or a small red sword if the encounter is at-war with you.



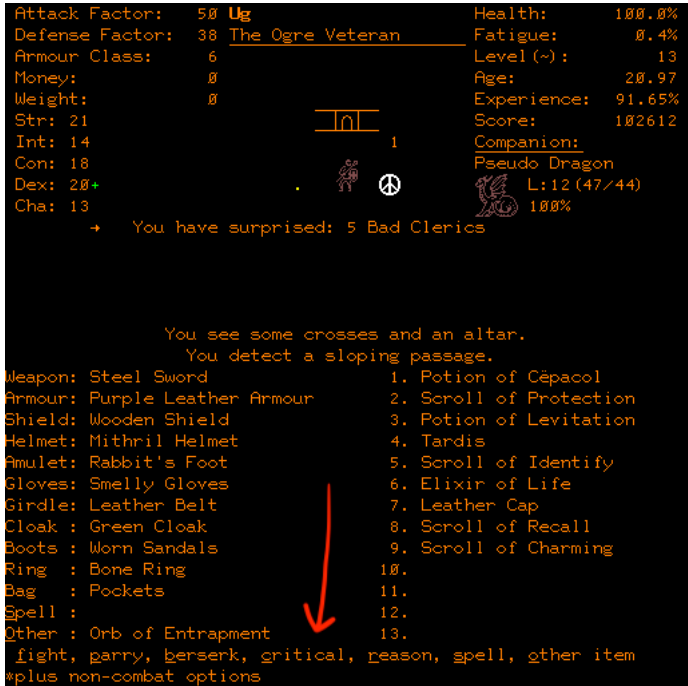
If the encounter is at-war, BE CAREFUL, as the monsters will just start swinging at you as you stand there! If you're not sure what to do, just press SHIFT-X to leave the room!

SURPRISE INITIATIVE: The next thing to look-for is the initiative state of the encounter – the monsters can be surprised; or you can be surprised; or you will simply “encounter” the monsters in a neutral initiative state.

Whatever your initiative or aggressiveness states, when you find yourself in an encounter, choose your plan and then *quickly* press combat keys to select your actions! Most actions respond in real-time, so DON'T BANG ON THE KEYS – this can have the unintended consequence of firing off multiple actions one after the other... with unintentional results! So press quickly, but carefully, and keep your eyes on the Center of the Game Screen, as well as important stats on both the top-right and top-left sides – especially your HEALTH, as when it reaches 0%... you're DEAD.

IMPORTANT NOTE ON FREE ROUNDS: If you win initiative (you surprise the monsters), then you get a “free” round on them – you can swing your Weapon or cast a Spell and the monsters will NOT respond in the next round! This is a very useful way to hit a monster bigger than you without risk of getting hammered in return!

**COMBAT KEY
COMMAND
OPTIONS:**



The combat-specific key commands can be seen by pressing HELP (control-h, or the “?” key) in combat.

Here are all your combat options, with explanations (*note that changes to Attack and Defense Factors will be briefly seen as each option is selected*):

Press **f to fight** – this is your normal, standard swing with balanced attack, defense, and damage modifiers.

Press **b to go berserk** – this increases your Attack and chance to-hit and increases damage, but also lowers your Defense and increases your chance to be-hit... but as long as the monster isn't TOO big for you, it can be very effective to: enter the encounter; go berserk; SHIFT-X out of the room; SHIFT-P to pray (heal); repeat; and when you run out of prays, go back to the city to rest, and then go back and repeat the whole process. You won't be able to go far from the city until you make a couple of levels and find a few items, but if you stick with this strategy at the start, soon you'll increase in level, power, and strength and it will all get much easier.

Press **c to critical hit** – this decreases your Attack and chance to-hit, but doubles your damage-done *and* the experience you receive, so this is a very good option a little later when you're trying to make levels quickly.

Press **p to parry** – this decreases your Attack and chance to-hit, lowers your damage-done, but also increases your defense by quite a lot, so this can be a very conservative way to avoid getting smashed-on while you peck-away at the monsters.

Press **r to reason** – this is the way you “make a bargain” with the monsters to basically bribe them into giving-up their own treasure and just walking away. Not every type of creature will, “speak your language” – but if they do, they’ll give you their price. The cost to effectively reason is also modified by your Charisma – a max Charisma Pixie will pay as little as 1/3rd the cost as an Ogre with the lowest Charisma.

Attack Factor:	39	Lancelot	Health:	100.0%
Defense Factor:	26	<u>The Human Knight</u>	Fatigue:	0.4%
Armour Class:	8		Level (~):	9
Money:	14		Age:	17.70
Weight:	27		Experience:	116.80%
Str: 17			Score:	48250
Int: 19+			<u>Companion:</u>	
Con: 16			Wood Golem	
Dex: 19+			L7 (A25/D22)	
Cha: 16			100%	

You have encountered: 3 Large Humanoids

The Large Humanoids will go away for 235 gold.
Would you like to accept the offer? (y/n)

The ceiling is very high here.

Reasoning with Large Humanoids

Press **s for spell** – this will cast the damage spell from the item loaded in your “Spell” item equipment slot. Always make sure the spell-casting item is charged (not “mt”) by recharging it in the store. The effectiveness of the spell is a function of the difference between the table of the item and the monster, modified by your Intelligence.

Press **SHIFT-S to Steal** – you don’t have to fight to gain benefit from an encounter! Almost every room has some treasure in it, but you have to press SHIFT-S to Search (or Steal, if monsters are there) to find it. There is also an automatic treasure-pickup feature available by pressing SHIFT-T, but it only searches empty rooms, which saves a keystroke after you clear the encounter, but it won’t help search while monsters are there. Depending on your Dexterity and character level, you can actually rip the treasure away from an encounter without getting hit at all – the bigger your Dexterity and/or the smaller the number of creatures, the easier this is to do. You will find that some races have an advantage for this strategy. More on box-ripping in the Treasure section of this guide.

Most other non-combat options will also work during combat, including the arrow keys (or SHIFT-arrow keys) to exit the encounter. Remember, if the monster is too big for you – RUN AWAY!

NOTES ON COMBAT STRATEGY: In the beginning, experiment a lot to get comfortable with all the combat options as well as SHIFT-P to pray and being quick with SHIFT-X to leave the encounter. When you enter an encounter at the start when you're still a pud, many of them will simply overwhelm you, so you'll need to just duck and cover by pressing SHIFT-X to jump back. If the monster isn't too powerful but still powerful enough, you can also enter the room, swing and pray a few times, maybe kill one, and then SHIFT-X back to safety. Choosing the best from many different combat options is critical and time-sensitive.

Here's another fun strategy: You can first S-teal the treasure from a monster and then press "r" to reason with them (which is cheaper after they have no treasure) to gain the experience and have them go away. Woo! Stealing is also a great way to find bigger items before you're strong enough to get through the whole encounter. Spell items and Other items also provide ways to get through bigger encounters faster and easier.

Camelot uses real-time combat, so being quick on the keyboard is essential! One of the most exciting times you'll experience this is when trying to S-teal treasure – you'll find an encounter slightly too strong, but there are only 2 creatures and they're sitting on a large box. You SHIFT-S to steal and get to the disarm trap without getting hit... or maybe you get hit only once. You can then SHIFT-P to pray (or press "o" if you have a heal item loaded) and then disarm the box! Then pick-up a couple of things, get hit, P-ray again, and then pick-up everything else and run-out – WHEW! It's super-exciting once you get the hang of it!

Treasure!

After you've dispatched an encounter of monsters, or perhaps "ripped" the box open right out from under an encounter, you'll be ready to grab the spoils! There is a vast variety of treasure to be found in Camelot, including gold and silver and many other types of coin; gems and jewel-encrusted artifacts; potions and scrolls and other magical enhancements; as well as useful and magical equipment to assist you in your adventures! But, beware – there is tons useless junk that will just weigh you down, and there are also cursed items that will destroy your worn equipment!

It is not coincidental that there are 13 different types of item equipment and also 13 unique types of creatures found in the dungeon. Each type of creature has a preferred type of item that it tends to carry. Demons are partial to Weapons; Armour is often made from the scales of Dragons; Golems carry Amulets, and so on. It's not that you can't find an Amulet in a treasure chest from something other than a Golem – but if you want the BEST item a particular Golem can cough-up... it's going to be an Amulet!

NOTES ON "TABLE" VS "LEVEL": Let's say, for example, you find a Golem that typically inhabits Level-2 of the dungeon – we would call that Golem a "Table-2" (T2) Golem. This is to differentiate from the distinction of "level" that is similar to your own character levels that help to compare the relative power of your character. Let's say this same "T2" Golem that inhabits dungeon Level-2 is "Level-7" in terms of power – you confirm this by using a Scroll of Identify in the presence of this Golem and the game will spell that out for you:

```
Bag : Pockets 11.  
Spell : 12.  
Other : Orb of Entrapment 13.  
Wood Golem(100%) level 7 Golem can be hit 78% of time;  
*and hits 37% of swings up to 1.5% damage.
```

Identification of a Wood Golem

Note that you will relatively easily defeat this Table-2/Level-7 Golem when your character is also Level-7, or thereabouts, and you will most likely find this Table-2 Golem while running dungeon Level-2, and when you finally defeat this Table-2 Golem, the best item it is likely to give you is the Table-2 Amulet. You might also find other Table-1 items from this Golem, and various other types of treasure, but the BEST item it is possible to find will be that Table-2 Amulet.

HOW TO AVOID CURSED ITEMS: Some folks might consider this list a bit of a spoiler, but if you are just willing to memorize this list of creature/item types, it makes picking up treasure a mighty bit easier, as you'll know the best item that can be found from each creature. For example: If you already have a Table-2 (T2) Amulet, and you defeat a Table-3 (T3) Demon and find an "Amulet"... well, it's not going to be the T3 Amulet, as the only T3 item that this Demon could have is the T3 *Weapon* – therefore this Amulet cannot be better than your existing T2 Amulet... and on the other hand, it could be cursed, so you should avoid picking it up without identifying it!

List of all 13 item and creature types:

<u>Item Type:</u>	<u>Creature Type:</u>
Weapons.....	Demons
Armour	Dragons
Shields	Animals
Helmets.....	Elementals
Amulets	Golems
Gloves.....	Mythicals
Girdles (Belts)	Large Humanoids
Cloaks	Slimes
Boots.....	Small Humanoids
Rings.....	Undeads
Bags.....	Thieves
Spell Items	Mages
Other Items	Bad Clerics

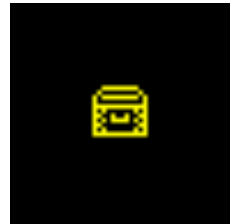
MONSTERS PREFER CERTAIN TREASURES: In addition to specific item types most often found under a respective creature type, creatures will also predominantly favor certain *types* of treasure, e.g. undeads carry only silver; demons crave adamantite; gems are most often found under elementals; jewels with mythicals; Clerics cough-up heals & boost items; and mages spit-up spell & charming items as well as some of the most useful magical artifacts you can find in the game!

NOTES ON ITEM FREQUENCY: The best item for any creature will show-up approximately 1 in 12 encounters on average, but there are some rooms (called "SRs" – or Stud Rooms) where the creatures are more powerful (two tables higher than the dungeon level), and the chance of finding the best items are 3X higher! In addition, it's possible to find a "hidden cache" that will increase the likelihood of finding each type of treasure by 1-5 times further, which means that a 5x cache in an SR will virtually assure you of finding at least one of the best items from that encounter!

IMPORTANT NOTE ON TREASURE: You have to SEARCH for it!! It might seem obvious or overly simplistic, but the game doesn't always search for treasure unless you press SHIFT-S to Search (or Steal, if monsters are still present). There is also an "automatic treasure pickup" feature toggled by pressing SHIFT-T, but even if it's on and you never intend to change this, some players might inadvertently hit that key and suddenly they stop finding treasure! Learn this key command – it's useful for saving the SHIFT-S keystroke at the end of combat, and saves time when running wimpy levels of the dungeon once you're a stud and don't need to pick-up 3 copper pieces lying around when you're just trying to race to the stairs.

Chests & Traps

Whether you SHIFT-S to steal the treasure from the encounter, or reason with the creatures to go away, or defeat all the creatures in battle, eventually you'll be faced with a treasure chest and the need to disarm it. When you do, you'll be very quickly shown what type of trap you think is set on the chest. **You'll need to pay attention!** The text goes by fast, and if you don't catch it, you'll have to press "q" to quit the box and then press SHIFT-S to search again. You can also use a Scroll of Identify to identify the trap type with certainty.

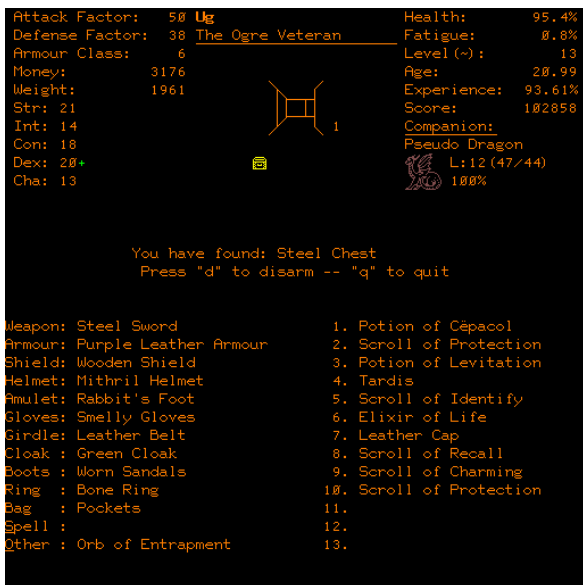


There are 12 trap types (plus "not trapped") and each creature type also has a preferred type of treasure chest trap type (you'll have to figure out which prefer what) – for example, Demons most often will use the "fire bomb" trap-type, and Animals will most often use the "mouse" trap type. Knowing which trap types each creature prefers is useful information, as if you're trying to open it quickly (from under a live encounter), this can speed-up your process of identifying and disarming the trap... but be careful – it's not an exact science!

Catching the trap type and the speed at which you can type the trap type name to open it is very important IF you're S-tealing the box from under an encounter before you have dispatched all of the monsters. To help make it a little easier, abbreviations of the first letter of each word of the trap type can be used instead, BUT *your chance of successfully disarming the trap will be higher if you spell-out the trap name in full!* You'll also get a small experience and score bonus if you spell-out the full trap name... but still, it can make sense to use the abbreviations for smaller encounters.

Trap Types & Abbreviations:

- poison dart – pd
- poison fart – pf
- electric shock – es
- exploding box – eb
- fire bomb – fb
- crossbow bolt – cb
- mouse – m
- spring blade – sb
- wither – w
- stunner – s
- teleporter – t
- confusion – c
- not trapped




Successfully disarming a trap is a function of your character level, the table of the monster, your Dexterity, *and* whether you typed the trap name in-full. If you fail to disarm the trap (you “blow” the trap), you will receive damage and/or the other effects of the trap. Some traps when blown will also blow-up the contents of the box and you’ll lose the treasure, so be careful!

There are many different sizes and materials of treasure chests, so naturally you’ll want to use more effort and care on the larger potential treasures. Once you open a box you’ll have a new set of decisions to make as you examine its contents. If you are of high level and Intelligence, you’ll correctly identify most items in boxes... but if not, BE CAREFUL, as a mis-IDed cursed item will destroy it’s equivalent type of equipment!

The whole treasure ripping and boxing and item selection process definitely requires some typing speed and dexterity, but it gets easier with time. Just trust that with a little bit of practice, you’ll be boxing like Rocky. ;)

Death

```
Attack Factor: 50 Ug
Defense Factor: 38 The Ogre Veteran
Armour Class: 6
Money: 3176
Weight: 1961
Str: 21
Int: 14
Con: 18
Dex: 20+
Cha: 13

Health: 0.0%
Fatigue: 4.2%
Level (~): 13
Age: 21.00
Experience: 96.39
Score: 102858
Companion:
Pseudo Dragon
L:12 (47/44)
 dead

DEAD

You are dead and rotting.
You can wait to be rescued with 98% chance of success
or press shift-<enter> to beseech the gods with 75% success,
or press shift-ctrl-b and retire this miserable character.

Weapon: Steel Sword
Armour: Purple Leather Armour
Shield: Wooden Shield
Helmet: Mithril Helmet
Amulet: Rabbit's Foot
Gloves: Smelly Gloves
Girdle: Leather Belt
Cloak : Green Cloak
Boots : Worn Sandals
Ring : Bone Ring
Bag : Pockets
Spell :
Other : Orb of Entrapment

1. Potion of Cēpacol
2. Scroll of Protection
3. Potion of Levitation
4. Tardis
5. Scroll of Identify
6. Elixir of Life
7. Leather Cap
8. Scroll of Recall
9. Scroll of Charming
10. Scroll of Protection
11.
12.
13.

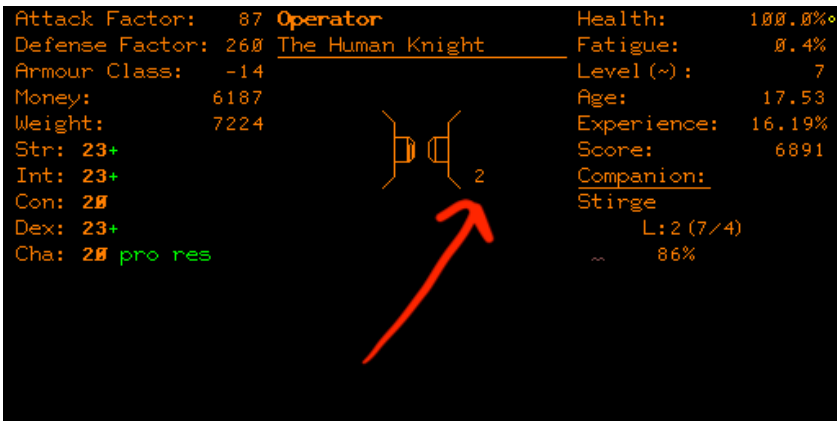
*You sense the presence of your deity.
```

Death kills, and is inevitable. But unlike in the real world, usually you won't fret too much when it happens. Sure, you'll lose some time and score, and there will be a chance of "failure" – meaning a stat will be lost – but usually the raise is successful and you'll just lose whatever money you're carrying and you'll end-up back in the city. Your chance of successful resurrection depends on what type of raise you choose – either to "self-raise" with a 75% chance of success without complications, or you can wait for a "rescue" from another character with an Elixir of Life (the raise-dead spell casting item) for a 98% chance of success. It's also possible, if you happen to be carrying an Elixir, that your charmee might use it on you – another reason to have a companion!

You do need to be careful if you die too often, however. For one, because it ages you, and if you get too old, you'll die (permanently) of old age. And secondly, if any of your stats fall to less than 3 points lower than its starting base, well, you're dead permanently. When this happens it's called, "perming," and then your character is "retired" and can't be run anymore (without Operator intervention). That's no fun, so best to be avoided. ☺

Multi-User Interaction

One of the most amazing things about playing Camelot back in the early 1980's was that it was truly an MORPG – a *Multiuser* Online Role-Playing Game where multiple players could run their characters *in the same world*, interacting with the same dungeon features, creature encounters, and other human players *at the same time*. In order for this to happen, the data that controlled all these aspects of gameplay had to exist in the mainframe computer, not just at the computer where the player sat and played (as do many single player RPG games today, such as [Skyrim](#)). This means that the game world in Camelot, as is with all MORPGs, is *persistent*, meaning that your character can leave the game, and other players and even the game elements themselves will continue to interact with each other until you re-enter the game! All players and characters in Camelot run in the same world, the same dungeon, and see and fight the same creatures and fight over the same treasure.

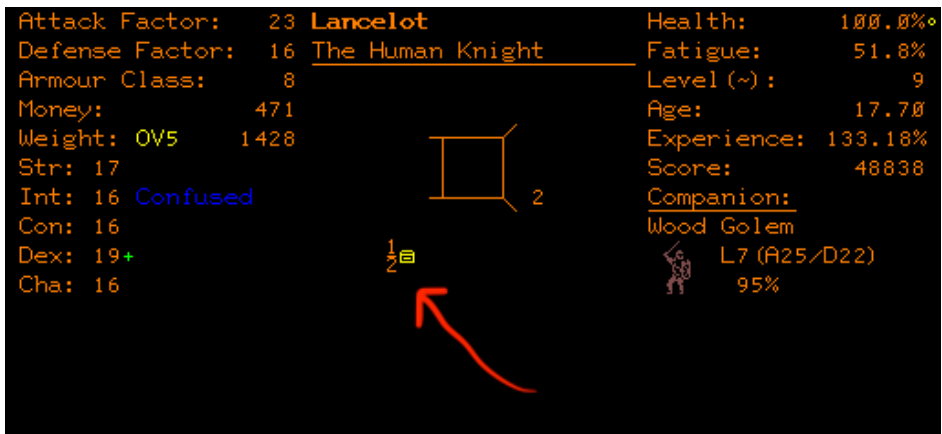


Two characters in the same spot

The multi-user aspect can play out in different ways, depending on what you wish to accomplish as a player. For example, when you're just starting out and you might feel overpowered by the majority of encounters, you can create a second character, perhaps a heavy fighter (Ogre) to use as a "tank" and actually run both characters simultaneously, in two PTerm windows, to beat-down those early encounters. Having a second character available can also be an advantage of being a rescue char, to carry an Elixir of Life (raise-dead spell-casting item) and can come and give your primary character a helpful resurrection with high-chance of success (without losing a stat).

Another aspect of multi-user play that is important to understand is related to when and how the dungeon respawns (repopulates, or “repops”) with fresh encounters. In general, any dungeon level will repopulate every hour on the hour (of real-time) OR when 90% of the encounters on that level are cleared, so be very aware of that when multiple players are simultaneously running the same level – that Stud Room (“SR”) you’re fighting-down may suddenly clear without warning! In addition, there is rumored to be a special item with vast magical power that can respawn the entire dungeon... this might be especially useful when looking for a particular item type that might be present in a particular room, OR particularly annoying if being used by *another player* at the inopportune time of moving in-and-out of a room full of a high value encounter that you’re trying to surprise and take-down. ☺

NOTE ON SHARING TREASURE: If you’re fighting the same encounter at the same time with another character, you will “share” the treasure only as long as both chars make at least one kill! This means you can’t have your level 6 pud just tag along with your level 50 stud and just freely grab the treasure after the stud flogs all the monsters – you have to take out *at least one* of the monsters, either by fighting, spells, reasoning, or... there might be at least one other way to “take out” a creature and share in the spoils? Also note that there will be a “1/2” next to the box graphic for boxes that are being shared. The game doesn’t accommodate 3-way or more sharing, so if there happen to be three or more players in one room, don’t dilly-dally when grabbing the treasure!



Treasure Being Shared

You also can’t simply pass items from one char to the other (that would make cheating too simple), but you can *sell* found items to the store and then buy them back from the store with the other char. If you have a buddy running another char alongside you, levels will clear much quicker, which is very helpful, especially when you learn the value of the SR’s (Stud Rooms)!

Special Rooms and Stud Rooms

As you play, you'll soon notice that some types of creatures always seem to inhabit some rooms — this is intentional and very worthwhile to keep track-of, as you may be quested for a particular creature that you will very likely find in one of those special rooms.

The most exciting type of special rooms are the “Stud Rooms” (or “SR’s”) where you will always find the maximum number of creatures, they will always be the highest table found on that dungeon level (always two tables higher than the dungeon level), and the treasure is always the maximum size possible. These are FUN, and again, a full dungeon repop happens at least every hour on the hour (as long as no one is then standing in the room), so pay attention to what time it is!

Special rooms and Stud Rooms are easy to spot because of the related “flavor text” you'll see on the Game Screen. In general, if you see some text you don't yet understand... just take note, and eventually it will make sense.



The L1-SR: Stud Room on Level-1

Winning

INTRODUCTION

Camelot is a medieval dungeon role-playing game. You will play the role of a knight of the round table. King Arthur is sick and you must save him from certain death by bringing to him The Holy Grail. Under the city you know of a fierce dungeon with beasts and wealth. You know that you must now go into this dungeon in order to find the one thing that will save your king....

Welcome, to a world of fiends and foes, treasure and power. Welcome! To the world of Camelot!

To win the game is easy in principle but, obviously, hard in practice. The essence is that you have to become powerful enough to be able to wrest or otherwise convince one of the most powerful encounters in the game, The Lady of the Lake, to give you the most powerful weapon in the game, The Sword of Power: Excalibur!

... and then you can, "go to Hell," defeat the Prince of Lies, and take from him the Holy Grail, to bring back to save your King and win the game.

Hard hard can that be?

Easy-peasy! ☺

TOOT the horns and RING the bells!
You have won. The King is well and your character is retired. From henceforth you will be known as a HERO of Camelot. Congratulations.

How to Play Camelot WELL

GAME PLAY PRIORITIES: In the simplest terms, the keys to playing Camelot WELL can be broken down into these priorities:

1. Learn the entire dungeon in order to choose the most optimal combat situations.
2. Learn which items are best at each stage of your character's development, and where to find the creatures from whom you can get those items.
3. Make all movement, combat, and treasure-taking decisions quickly and correctly.
4. Manage risk/reward ratios in each encounter situation to control risks and optimize gains.
5. Optimize resource allocation, including your use of money, spell-casting items, equipment, and item slots.
6. Go deeper in the dungeon quickly, as the scoring algorithm gives you higher score when encounters are bigger than you.
7. Don't die – it hurts! And it's expensive!

You start-out nearly naked and you'll need to go into combat and fight or steal from monsters to gain items and experience to gain power and travel ever-deeper into the dungeon where you'll fight ever-stronger monsters, thus increasing your power and level, and ultimately leading you to "win" the game by defeating Lucifer and recovering The Holy Grail. But again, starting-out can be pretty slow and frustrating; you're a PPP (Puny, Pathetic, Pud) when you start-out with no items at level one, and you won't be able to afford more than one or two items in the store, so choose wisely! But don't worry — it IS possible to make progress, and not really that difficult once you know a few secrets.

Be aware that pressing NEXT (ENTER) or BACK (control-b) at almost any point will get you past some user interaction point with maximum efficiency. I made Camelot to be FAST (albeit not necessarily intuitive in 2022), but learning where to press NEXT or BACK to get on with it quicker can really speed things up. Pressing HELP (control-h, or the "?" key) is also available in most places.

MONSTER LEVELS & TABLES: The monsters that typically inhabit a particular dungeon level are said to be of the same "table" as that dungeon level, and the relative strength of those monsters in each table generally falls within a range of 6 character-level equivalent levels of power. So, on dungeon Level-1, the majority of the monsters will be Table-1 (or T1, meaning primarily from dungeon Level-1), and these T1 monsters will range in character-equivalent power levels between levels 1 and 6 — meaning the weakest T1 monsters will be roughly equal to your level-1 character (assuming it has some items); and the strongest T1 monsters will be equal to you once you reach

character level-6 (with a full set of T1 equipment). On dungeon Level-2 you can generally expect to see monsters of Table-2 (T2), which are typically equivalent in power to characters of levels 7 to 12 (with many exceptions, of course). Another benefit to all this levels/tables knowledge is that you can, roughly-speaking, generally expect to move down to a deeper level of the dungeon *about every six character levels*, which will keep the game fresh and exciting, even though each level of the dungeon maze is of modest size... but of course this is very dependent on your character's equipment, and your skill as a player.

Also note that sometimes (although rarely) you will find monsters that are one or two tables lesser OR greater than the dungeon level you're on... which can be good or bad depending on how you look at it. Especially in the early game when you're still running dungeon Level-1, you really need to be careful if you can't identify a monster clearly as a T1 encounter, as there is a small chance to find T3 (!!) encounters on Level-1 of the dungeon (meaning up to two tables or *twelve* power levels bigger than the dungeon level you're running!) — and these can be seriously deadly to a young character, so BE CAREFUL! On the positive side, however, treasures can sometimes be found *without* any creatures guarding them, so if a T2 or T3 monster leaves their treasure on Level-1 unguarded, then you can sometimes find some awesome gear just lying around — cool! ☺

Another structural element you'll want to quickly understand is how monster and item types are fairly consistent — meaning a T2 dragon is really just a stronger version of the T1 dragon, and the T3 a stronger version of the T2, and so on. So when you see a new monster you don't recognize, learning its "type" will quickly help you identify its relative strength and various special attacks. There are lots of exceptions to keep things interesting, but this generalization will be really helpful.

SPEED RUNNING & BOX RIPPING: One way to get a great score is to "speed-run" by ripping boxes much deeper in the dungeon that you should probably be running, from encounters that are many levels bigger than you are, and thus finding items that are way above your pay grade earlier in the game. If you didn't yet notice, you get a free round without getting hit when you SHIFT-S to steal a box from *the number of monsters equal to your dexterity (Dex) above the standard baseline (Human=16)*. In other words, if your Dex is 19, you can steal treasure from 3 or fewer monsters without any chance of the monster swinging at you — IF you can type quickly and pick-up the treasure before the monster gets a round on you! A Pixie has a standard Dex of 20, so you only need three Manuals of Quickness to permanently raise your Dex to 23, which would basically allow a Pixie to rip ANY box from ANY grouping of monsters, including a 7-stacked Stud Room, without the monsters getting a single hit on you! Very helpful and exciting!!

Trap defusing is also a product of your dexterity (Dex), and if, for example, a Pixie also has a Cordial of Quickness active on a maxed-Dex, that would give a final total Dex of 27 — which gives a *very* high likelihood of opening almost any box on any level — as long as it's been ID'ed correctly, of course!

ULTRA FAST LEVELING WITH A PIXIE: A very interesting strategy that I've actually witnessed on a speed-run for a high-score attempt with a Pixie, was a guy who already knew the dungeon like the back of his hand, and ran super-fast by Stealing and reasoning with everything; grabbing whatever equipment and stats and stat-bonuses possible, and then once he had a full suite of high-power items, he headed straight down to the Level-5 SR (Stud Room) and did the same Stealing and then throwing of spells (because there's a point at which a monster is just too much bigger than you to effectively reason with them), and from those Table-SEVEN monsters there in the L5 SR, he soon filled-up on T7 items such as the Defender, Azure Plate Mail, and of course the Ring of Shooting Stars, and then leveled-up to 30 or 40 so quick it made my head spin! At one point this player had a majority of the top-score slots on the leaderboard. I watched him do this several times, at first because I suspected he was cheating, but later just simply in admiration of how well he had mastered my game! He did this leaping forward in item power and then character levels until he was ready for the T12 boss fights, filling-up on T12 items, and then winning the game. Sometimes he'd die too many times and lose too many stats, and he would just start-over with a new char. But he had amazing reflexes and was a wicked-fast typist... so his system worked more often than it didn't.

SOME THOUGHTS ON RUNNING DUNGEON LEVEL-10: If you've already mapped Level-8, then you know where the SR (Stud Room) is there... and that it holds the secret to getting to Level-10 (I don't believe there is any other way to get down there without the Wand of Teleportation). Make sure you've used the Tardis outside the Level-8 SR in order to r-eason with every T10 monster who will talk to you and s-pell the rest with the T10 spell item once you get it. You need to be as strong as you can possibly be with max stats and Potions of Pro and Cepacöl to survive Level-10, as there are many stoners and destroyers and worse. Stocking-up on the spoils of the Level-8 SR will likely get you to or very close to character level 60, but be sure to save your \$\$, as you'll need that to r-eason with anything T10 to T12 you can't fight toe-to-toe.

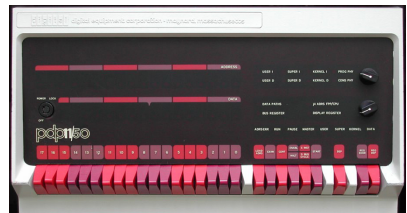
The first time you get to Level-10, make sure you ID anything you don't recognize — never stand toe-to-toe and fight-down stoners and destroyers! Carefully map it out until you find the "elevator" (a series of stairs and teleporters that will quickly get you back up to the surface) — but make sure to always travel with a Wand of Teleportation or Scroll of Recall until then. On long mapping sessions, be sure not to get overloaded, and maybe even keep a

Decanter of Endurance to reset your fatigue and lengthen your trip. TAKE IT SLOW — don't take unnecessary risks!

Always remember that **LEVEL-10 IS TRYING TO KILL YOU**, so you need to be smart and play to your strengths. If you're an elf, you have the highest Intelligence in the game, and that means that the T12 spell item will soon be your best friend. If you're an ogre, your strength and tough skin (AC advantage) will make the T12 weapon and armour the best they can be, but you'll need to find them first, and that means you'll need to run the Level-10 SR — but resist the urge until you're first loaded-up on T10 & T11 items.

Once you're decked-out with most or all of the T12 items, find The Lady of the Lake and get from her what you need. Then (and ONLY then) will you be ready to face the Final Boss. ☺

HARD OR EASY: There's a decision that developers always make around how hard to make the early-game: Some choose to make the early-game easier, and give players a lot of early wins to capture their attention; but if the whole game stays that easy, then the satisfaction of winning is diminished. On the other hand, if the early game is more difficult (or so was my thinking at the time), then my hope was that there is more satisfaction early-on in the character-building process, more of a sense of accomplishment, and also more rarity or exclusivity that the player will feel upon breaking-through into the mid-game, and then finally in winning/completion. Well, that was my intent, anyway. Game balance is always a hard thing, as my play-testers back in the day compared Camelot to brutally difficult games of the time such as Oubliette or even early versions of Rogue (running on an all-text [DEC PDP-11](#)), and so the player's mindset was probably a little different back then.



DEC PDP-11/50

SOME PRACTICAL ADVICE: Choose your fights. You don't have to (and you shouldn't) fight everything! Run as deep as you can, but not deeper, unless you're clearly using that as your strategy. For example, if you are character level 15, you should be beginning to run dungeon Level-3... *but* if your equipment is still mostly T1, you'll need to upgrade your equipment to at least T2 before you can run Level-3 safely.

Always keep a companion! This makes a HUGE difference, as your companion will fight alongside you and also take swings from enemies to help you survive. Learn which charming item (Charming, Taming, or Entrapment) works with each creature type!

What's your combat strategy? Are you attacking directly? With a lesser weapon as an elf, you're not well suited for a direct-assault type of strategy. What about your spell items? What's your stealing strategy? On the other hand, if you prefer a more direct combat strategy, an ogre or even a dwarf are better suited, especially with a higher table weapon than the level you're running. Every race has advantages and disadvantages, depending on your equipment and playing style.

The turning-point as a beginning player is really when you begin to match your playing style to your race — ogres (and dwarves to slightly lesser extent) bash, elves throw spells, hobbits steal and rip boxes, pixies steal and reason the best of any race (but are probably the most challenging to run), and humans are a great place to start as they are the jack-of-all-trades.

DUCK-n-COVER: Make sure to use the duck-n-cover method of popping in-n-out of rooms; going-in, hopefully surprising the encounter, hit or spell, SHIFT-X to leave, heal or P-ray, and then go back in and repeat. Unless you're starting-out as an ogre, it's really not a fair fight *until* you get a big weapon and armour. Also, are you using r-eason to just outright BUY some of the SR encounters? For example, save-up around \$10-15k and then just go run the L1 and L2 SRs until you find encounters who will reason with you! The L1 Stud Room is a T3 encounter and the L2 Stud Room is a T4 encounter — but both of them will just “poof!” disappear and give you the contents of their HUGE boxes for the cost of the “reasoning” — so this is a fantastic way to equip your char with T3 and T4 items early-on. The only requirement other than having enough money is that the encounter speaks the common tongue — most do, except for animals, mythicals, elementals, slimes, and undead — but everything else should be reasoned-with when you find those big-boxes that you know you can't otherwise beat-down. Just be careful not to run around with a ton of money on you... you'll fatigue more quickly, and thieves and slimes will steal from you. First find the big encounter, THEN run-up to the city to get the money so you can r-eason with it. Also keep in mind that this strategy is harder or easier (and more or less expensive) depending on your race.

SCROLL OF IDENTIFY: Knowing what, when, and how to fight each encounter is critical, as is successfully identifying chest traps, as well as any items that could be cursed. There is only one item that can help — the Scroll of Identify.

A Scroll of Identify serves several uses:

- Showing how strong an encounter is relative to yourself;
- If a room is empty, determining what kind of “special room” it is (the extra “description text” tips you off that it’s a special room);
- What chest trap it is (although q-uiting a box and then S-earching for it again lets you re-attempt to ID the box as many times as you want... therefore you can “guess” the trap-type a little better!);
- ID’ing an item before you pick it up (to avoid cursed items)... although, if you know what type of item a particular creature coughs-up (e.g. demons have weapons and dragons have armour), then you know that if you’re running Level-2 and you find armour on a T2 animal, it WON’T be a T2 armour because that would be the best for that encounter, and armour isn’t the best item animals carry (that would be a shield).

On this last point, knowing the best item type for each monster type is incredibly important, not only per above to help determine how much risk to take when picking-up items to avoid cursed items, but also because, for example, say you only have a T1 weapon, well then you know you’ll want to find a table 2, 3 or 4 *demon* because they’ll cough-up a better *weapon*, and because demons can be reasoned-with (because they’re greedy), you can do it safely for a price (around \$10k for T3 or \$16k for a T4, depending on your charisma)! This is how you target specific item upgrades, and will quickly get your equipment powered-up and in-sync with your character level.

WHY IS THE GAME MOSTLY ORANGE? The original screens of the PLATO-IV terminals that connected to the mainframe used plasma panels, which is why they glowed orange. But be sure to set your PTerm preferences to use color (see instructions earlier in this guide) – the game played better on the newer color terminals that showed-up in the mid-1980’s.

HOW MUCH TO PRAY? Don’t worry about P-raying too much... anti-abuse was built-in. The number of prays allowed per dungeon trip is limited (you’ll see colored icons to depict this next to your health that will start to make sense after playing for a while), and the system won’t just let you blindly pound on the “P” key — this will irritate your deity. Effective praying is actually quite necessary: The simple reason for this was to allow encounters to be more dangerous, creating a higher challenge and level of excitement, but without making it a complete pain in the butt to always have to run back up to the city to heal. It means that encounters can quite often be strong enough to kill you, so you have to pay attention on those tougher encounters, and pray and heal several times to avoid death... but it also extends the length of each dungeon run, so you can (potentially) stay down long enough to make level without the grind of going back up to the city constantly. As a design consideration, I really wanted to keep the level of excitement high, while reducing the “grindy”

aspects to a minimum. If you haven't used SHIFT-P to pray enough to run-out of prays often... my advice is to go deeper, for longer, kick more butt, and let your deity help you! One limitation: Your praying will be limited if you leave the game in the middle of a dungeon run – this was designed to limit cheating by just lingering outside an SR and entering and leaving the game waiting for a dungeon repop.

DEVELOPMENT OF CAMELOT: I can honestly say that this was truly a labor of love – I wanted to provide (and also personally play) a game that filled a gap I felt missing in the existing MORPG games of the late 1970's. The vast majority of players of Avatar and Oubliette played exclusively in multi-player parties or self-created parties using multiple terminals – but these were *not* available to everyone, so I wanted a satisfying CRPG experience to be more democratic and available to everyone irrespective of whether the player wanted-to or even could play in parties. I tried hard to create a hybrid where the game could be played with different-but-equal levels of skill and excitement whether solo or in a party with friends. And I wanted the speed of running to be limited by the skill and speed of the player, not by software delays or forced machine pauses. That was my intent, anyway.

Final Word from the Author

If you've come here to the end and want a summary of the most important points; OR you came here first and this is all you'll read and you just want the very least amount of help – here's what I would say:

1. Read the Help Section and learn all the key commands.
2. Run two terminals of PTerm – one for the character, one for auto-map.
3. Don't fight everything. S-teal and r-eason and RUN AWAY if you can!
4. Pray often to heal and go back to the city when you run out of P-rays.
5. S-earch for treasure everywhere – even otherwise empty rooms.
6. Use the first letter of each word of trap names on easy boxes – much faster than typing it all.
7. Don't die, but when you do, make sure no stat goes 3-under its base value.
8. A cold start can feel slow, but the pace will quickly pick-up as soon as you fill-out your equipment and make a few levels.

Even if you've read this guide from start to end, I promise you will still die many times in brave battles and from tricky traps while you learn, explore and discover on your own the surprising range and depth of possible strategies Camelot has to offer. The discovery is part of the fun, so I hope this overview has been a good start without giving-away all its secrets.

If it's frustrating or you get stuck, or if you just want to reach out and say "hello," I hope you will email me (octovium@me.com) or write a note in camnote on Cyber1, the Camelot notesfile (what we used to call a forum site more than 40 years ago — you get there by pressing "n" from the game Main Menu, or typing "camnote" at the Author Mode of Cyber1). But despite any challenging moments, don't forget that even though Camelot is an antique, the pleasure from uncovering and mastering its puzzles and secrets can be just as thrilling today as it was to play this graphical, multiuser, dungeon role-playing game way back in 1981.

```

...since 3/21/1985

  C A M E L O T   S T A T I S T I C S

List of highest level current characters:
( 1) 60 Dwarf: gorf                rusty/minna
( 1) 60 Dwarf: One Man Gang        gregl/cerl
( 2) 59 Dwarf: Blog                berger/uiuc
( 3) 54 Ogre: Knight of Ni         greg/cerl
( 4) 47 Elf: MLGesus               abudee/gmail
( 5) 45 Hobbit: Bilbo              bilbo/baggins
( 6) 42 Elf: elf                   monail/cerl
( 7) 40 Human: H                   zora/wildzora
( 8) 26 Human: Yucky               rodriguez/uofdel
( 9) 22 Human: Korn                simon/jpr

Total characters (max):             180(250)
Average level:                      6.27
Active characters:                   24
Total user entries:                 77799
Total user contact hours:          13207.03
Total days of records:              12791
Total winners:                      47
Your total hours:                   49.16

Races: Human   Dwarf   Elf     Hobbit  Ogre   Pixie
Number:  66    41     22     13     24    14
Percent: 37%   23%    12%    7%    13%   8%
MIN age:  18    54    162    27    17    14
MAX age:  80   240   720   120   72    60

```

Game Stats, March 2020

As of this writing in August 2022, 50 people have won Camelot, and some of them relatively recently... so there's certainly a good chance you too can win if you put your mind to it!!

GOOD LUCK, enjoy, and THANK YOU for taking the time to learn about this little bit of ancient computer gaming history!



—Joshua Z. Tabin

The following people also donated their services:

Programming Consultants:	Leland Ray Quentin Barnes James Shaw Robert Kolstad Alan Carroll Rick Prouty John Hegarty Mike Berger Steve Peltz
Graphic Design:	Richard Lebo John L Moss
Dungeon Maze:	Leland Ray

I would also like to further thank the creators of all other computer and paper dungeon role-playing games for their influence and inspiration.

Thanks & Acknowledgements

Appendix, Spoilers, & Maps












From here forward you will find lists of all the monsters of Camelot, including their levels, powers, special attacks, and best items; plus wall & door outlines of the maps of all ten levels of the dungeon, except for details such as the room-types, chutes, pits, rotators, teleporters, hidden doors, and other features (I can't give away ALL the secrets!) — but feel free to write them in by hand on these pages yourself as you discover them (they are in black & white here to make this easier).

Some players will consider this information “spoilers” — but some, on the other hand, will appreciate the greater speed with which they will attain mastery of the dungeon and its denizens, as well as greater understanding of the game systems and dynamics as a whole.

As its creator, I am surprised (and even a bit embarrassed) to say that I still find enormous enjoyment in playing this ancient game, despite its awkwardness, and despite my intimate knowledge of the entirety of these facts and familiarity with its mazes. I don't think it's because of some kind of weird expression of selfish pride. Rather, like an orchestra, the pleasure I observe — and have also heard reiterated from others who have taken on the endeavor of acquainting themselves with such an antique — comes from observing the delicate interplay between so many interdependent components and structures, playing together in harmony, woven into a cohesive whole. To me and others who have expressed the same, the game feels remarkably “alive” in the way that sometimes features and systems that were not originally intended to be interrelated, interact and respond to the player *and to each other* in ways that surprise even me!

And so I do not hesitate to share this underlying data... the “wiring under the board,” if you will. Perhaps, at least, it will fuel your curiosity; or at most, will impart just a tiny bit more appreciation of what was possible with what today seems like an impossibly limited 10-TIPS (THOUSAND Instructions Per Second), 4-bit color (although the original version was only 1-bit plasma orange), and only 32k of RAM, that allowed us to search for monsters and treasure with our friends, in the dark caverns of CERL on the campus of the U of I, more than 40 years ago.

All Demons and Weapons:

Listing of all Demons and Weapons		
# 1,T: 1		Imps, Short Sword: Sword
Level: 5		A/D:8/-7, Br. Fire
# 2,T: 2		Manes, Steel Sword: Sword
Level: 11		A/D:45/30, Br. Fire
# 3,T: 3		Lemures, Mithril Sword: Sword
Level: 17		A/D:67/52, Br. Fire
# 4,T: 4		Bearded Devils, Adamantite Sword: Sword
Level: 23		A/D:90/75, Br. Fire
# 5,T: 5		Barbed Devils, Sword of Sharpness: Sword
Level: 29		A/D:112/97, Br. Fire
# 6,T: 6		Succubi, Vorpal Blade: Sword
Level: 35		A/D:134/119, Br. Fire
# 7,T: 7		Pit Fiends, Defender: Sword
Level: 41		A/D:156/141, Br. Fire
# 8,T: 8		Balrogs, Holy Avenger: Sword
Level: 47		A/D:178/163, Br. Fire
# 9,T: 9		Geryon , Crystal Death Blade: Sword
Level: 53		A/D:201/186, Br. Fire, Destroys
# 10,T:10		Orcus , Wand of Orcus: Stick
Level: 59		A/D:223/208, Br. Fire, Destroys
# 11,T:11		Demogorgon , Dragon's Tongue: Whip
Level: 65		A/D:245/230, Br. Fire, Destroys, Drains
# 12,T:12		Asmodeus , Ruby Rod of Asmodeus: Stick
Level: 71		A/D:267/252, Br. Fire, Destroys, Drains
# 13,T:13		The Lady of the Lake , Excalibur : Sword
Level: 81	+	A/D:304/289, Paralyzes, Drains

Press NEXT or BACK

Notes:

All Dragons and Armour:

Listing of all Dragons and Armours

# 14,T: 1		Faerie Dragons, Purple Leather Armour: Leather
Level: 6		A/D:12/12, Br. Fire
# 15,T: 2		Pseudo Dragons, Studded Leather Armour: Armour
Level: 12		A/D:49/49, Br. Fire
# 16,T: 3		Firedrakes, Mithril Mail: Armour
Level: 18		A/D:71/71, Br. Fire
# 17,T: 4		White Dragons, Frosty Plate Mail: Armour
Level: 24		A/D:93/93, Br. Fire
# 18,T: 5		Black Dragons, Dymgy Plate Mail: Armour
Level: 30		A/D:116/116, Br. Fire
# 19,T: 6		Green Dragons, Virescent Plate Mail: Armour
Level: 36		A/D:138/138, Br. Fire
# 20,T: 7		Blue Dragons, Azure Plate Mail: Armour
Level: 42		A/D:160/160, Br. Fire
# 21,T: 8		Red Dragons, Crimson Plate Mail: Armour
Level: 48		A/D:182/182, Br. Fire
# 22,T: 9		Diamond Dragons, Diamond Studded Armour: Armour
Level: 54		A/D:204/204, Br. Fire
# 23,T:10		Shadow Dragons, Dark Forge Armour: Armour
Level: 60		A/D:227/227, Br. Fire
# 24,T:11		Celestial Dragons, Ethereal Armour: Armour
Level: 66		A/D:249/249, Br. Fire
# 25,T:12		Tiamat , Dragon Hide: Leather
Level: 72		A/D:271/271, Br. Fire, Destroys

Press NEXT or BACK

Notes:













All Animals and Shields:

Listing of all Animals and Shields	
# 27,T: 1	Stirges, Wooden Shield: Shield
Level: 2	 A/D:-8/-11, Poisons
# 28,T: 2	Giant Rats, Bronze Buckler: Shield
Level: 8	 A/D:29/26, Poisons
# 29,T: 3	Unicorns, Spiked Shield: Shield
Level: 14	 A/D:51/48
# 30,T: 4	Iron Cobras, Heavy Iron Shield: Shield
Level: 20	 A/D:74/71, Poisons
# 31,T: 5	Bulettes, Plated Shield: Shield
Level: 26	 A/D:96/93
# 32,T: 6	Umber Hulks, Ebony Shield: Shield
Level: 32	 A/D:118/115
# 33,T: 7	Purple Worms, Royal Shield: Shield
Level: 38	 A/D:140/137, Poisons
# 34,T: 8	Remorhazes, Slithering Shield: Shield
Level: 44	 A/D:162/159, Poisons
# 35,T: 9	Rocs, Winged Shield: Shield
Level: 50	 A/D:185/182
# 36,T:10	Dragon Turtles, Dragon Shield: Shield
Level: 56	 A/D:207/204
# 37,T:11	Tarrasques, Kevlar Shield: Shield
Level: 62	 A/D:229/226, Poisons
# 38,T:12	Zeus, Aegis: Shield
Level: 68	 A/D:251/248, Destroys

Press NEXT or BACK

Notes:

All Elementals and Helmets:

Listing of all Elementals and Helmets		
# 40,T: 1		Tweens, Leather Cap: Leather
Level: 2		A/D:-5/-8
# 41,T: 2		Wind Walkers, Steel Helmet: Helmet
Level: 8		A/D:32/29
# 42,T: 3		Salamanders, Mithril Helmet: Helmet
Level: 14		A/D:54/51, Br. Fire
# 43,T: 4		Air Elementals, Adamantite Helmet: Helmet
Level: 20		A/D:77/74
# 44,T: 5		Water Elementals, Amorphous Helm: Helmet
Level: 26		A/D:99/96
# 45,T: 6		Fire Elementals, Flaming Helm: Helmet
Level: 32		A/D:121/118, Br. Fire
# 46,T: 7		Earth Elementals, Helm of Harmony: Helmet
Level: 38		A/D:143/140
# 47,T: 8		Efreeti, Helm of Brynston: Helmet
Level: 44		A/D:165/162, Br. Fire
# 48,T: 9		Will-o'-the-Wisps, Helm of Vision: Helmet
Level: 50		A/D:188/185, Sleeps
# 49,T:10		Djinni, Crown of Knowledge: Crown
Level: 56		A/D:210/207
# 50,T:11		Ogrémoch , Heaume of Agamemnon: Helmet
Level: 62		A/D:232/229, Stones
# 51,T:12		Poseidon , Crown of Divine Might: Crown
Level: 68		A/D:254/251, Confuses

Press NEXT or BACK

Notes

All Golems and Amulets:

Listing of all Golems and Amulets		
# 53,T: 1		Flesh Golems, Rabbit's Foot: Feet
Level: 1		A/D:-12/-15
# 54,T: 2		Wood Golems, Wooden Cross: Cross
Level: 7		A/D:25/22
# 55,T: 3		Plant Golems, 4 Leaf Clover: Leaves
Level: 13		A/D:48/45
# 56,T: 4		Clay Golems, China Statuette: Stone
Level: 19		A/D:70/67
# 57,T: 5		Air Golems, Breathing Amulet: Crystal
Level: 25		A/D:92/89
# 58,T: 6		Iron Golems, Horse-Shoe: Shoes
Level: 31		A/D:114/111
# 59,T: 7		Mithril Golems, Amulet of Defending: Crystal
Level: 37		A/D:136/133
# 60,T: 8		Adamantite Golems, Brooch of Shielding: Brooch
Level: 43		A/D:159/156
# 61,T: 9		Emerald Golems, Emerald Amulet: Crystal
Level: 49		A/D:181/178
# 62,T:10		Diamond Golems, Blue Diamond Amulet: Crystal
Level: 55		A/D:203/200
# 63,T:11		Obsidian Golems, Crystal of The Ebon Flame: Crysta
level: 61		A/D:225/222
# 64,T:12		The Evil One , Amulet of The Demons: Crystal
Level: 67		A/D:247/244

Press NEXT or BACK

Notes:

All Mythicals and Gloves:













Listing of all Mythicals and Gloves

# 66,T: 1		Gas Spores, Smelly Gloves: Gloves
Level: 2		A/D:-8/-8, Poisons
# 67,T: 2		Gargoyles, Studded Leather Gloves: Gloves
Level: 8		A/D:29/29
# 68,T: 3		Cockatrices, Stone Bracers: Stone
Level: 14		A/D:51/51, Stones
# 69,T: 4		Basilisks, Adamantite Bracers: Bracers
Level: 20		A/D:74/74, Stones
# 70,T: 5		Coutls, Snakeskin Gloves: Gloves
Level: 26		A/D:96/96, Br. Fire
# 71,T: 6		Spectators, Gloves of Strength: Gloves
Level: 32		A/D:118/118
# 72,T: 7		Gorgons, Bracers of Defence: Bracers
Level: 38		A/D:140/140, Stones
# 73,T: 8		Catoblepones, Gauntlets of Power: Gauntlets
Level: 44		A/D:162/162, Destroys
# 74,T: 9		Chimeras, Stygian Gauntlets: Gauntlets
Level: 50		A/D:185/185, Br. Fire
# 75,T:10		Medusa , Gloves of Perseus: Gloves
Level: 56		A/D:207/207, Stones
# 76,T:11		Cerberus , Gloves of Olympus: Gloves
Level: 62		A/D:229/229, Br. Fire
# 77,T:12		Beholders, Gauntlets of The Stars: Gauntlets
Level: 68		A/D:251/251, Stones, Confuses

Press NEXT or BACK

Notes:

All Large Humanoids and Girdles:

Listing of all Large Humanoids and Girdles		
# 79,T: 1		Orcs, Leather Belt: Leather
Level: 4		A/D:-1/-1
# 80,T: 2		Hobgoblins, Jock Strap: Belt
Level: 10		A/D:37/37
# 81,T: 3		Great Orcs, Playtex Girdle: Belt
Level: 16		A/D:59/59
# 82,T: 4		Ogres, Belt of Stupidity: Belt
Level: 22		A/D:81/81
# 83,T: 5		Trolls, Belt of Sinewity: Belt
Level: 28		A/D:103/103
# 84,T: 6		Ettins, Belt of Strength: Belt
Level: 34		A/D:125/125
# 85,T: 7		Jolly Green Giants, Green Belt: Belt
Level: 40		A/D:148/148
# 86,T: 8		Hill Giants, Girdle of Power: Belt
Level: 46		A/D:170/170
# 87,T: 9		Storm Giants, Girdle of Giant Strength: Belt
Level: 52		A/D:192/192
# 88,T:10		Titans, Girdle of The Titans: Belt
Level: 58		A/D:214/214, Destroys
# 89,T:11		Mage Lords, Arcane Platinum Girdle: Belt
Level: 64		A/D:236/236, Sleeps
# 90,T:12		Thor, Meginjänder: Belt
Level: 70		A/D:259/259

Press NEXT or BACK

Notes:





All Slimes and Cloaks:

Listing of all Slimes and Cloaks	
# 92,T: 1	Foot Fungi, Dirty Cloak: Cloak
Level: 3	A/D:-7/-7
# 93,T: 2	Green Slimes, Green Cloak: Cloak
Level: 9	A/D:30/30, Steals
# 94,T: 3	Yellow Molds, Yellow Cloak: Cloak
Level: 15	A/D:52/52, Paralyzes, Steals
# 95,T: 4	Gray Oozes, Gray Cloak: Cloak
Level: 21	A/D:74/74, Paralyzes, Steals
# 96,T: 5	Brown Molds, Brown Cloak: Cloak
Level: 27	A/D:96/96, Paralyzes, Steals
# 97,T: 6	Ochre Jellys, Cloak of Protection: Cloak
Level: 33	A/D:119/119, Paralyzes, Steals
# 98,T: 7	Gelatinous Cubes, Elven Cloak: Cloak
Level: 39	A/D:141/141, Paralyzes, Steals
# 99,T: 8	Violet Fungi, Robe of Hiding: Cloak
Level: 45	A/D:163/163, Paralyzes, Steals
#100,T: 9	Black Puddings, Cloak of Darkness: Cloak
Level: 51	A/D:185/185, Paralyzes, Steals
#101,T:10	Iridescent Mosses, Chromatic Cloak: Cloak
Level: 57	A/D:207/207, Paralyzes, Steals
#102,T:11	Golden Oozes, Cloak of Freedom: Cloak
Level: 63	A/D:230/230, Paralyzes, Steals
#103,T:12	Jubilex , Robe of Godliness: Cloak
Level: 69	A/D:252/252, Poisons, Paralyzes, Confuses, Steals

Press NEXT or BACK

Notes:

All Small Humanoids and Boots:

Listing of all Small Humanoids and Boots		
#105,T: 1		Kobolds, Worn Sandals: Shoes
Level: 1		A/D:-12/-12
#106,T: 2		Goblins, Celtic Boots: Boots
Level: 7		A/D:25/25
#107,T: 3		Bugbears, Furry Feet: Feet
Level: 13		A/D:48/48
#108,T: 4		Gnolls, Boots of Swiftnes: Boots
Level: 19		A/D:70/70
#109,T: 5		Lizard Men, Lizardskin Boots: Boots
Level: 25		A/D:92/92
#110,T: 6		Nymphs, Boots of The Satyr: Boots
Level: 31		A/D:114/114
#111,T: 7		Drow Elves, Elven Boots: Boots
Level: 37		A/D:136/136
#112,T: 8		Lizard Kings, Royal Reptilian Boots: Boots
Level: 43		A/D:159/159
#113,T: 9		Skeleton Warriors, Black Carbon Boots: Boots
Level: 49		A/D:181/181
#114,T:10		Elven Lords, Boots of The Elven Lords: Boots
Level: 55		A/D:203/203
#115,T:11		Yeenoghu , Rotted Leather Boots: Leather
Level: 61		A/D:225/225, Destroys
#116,T:12		Lolth , Boots from The Void: Boots
Level: 67		A/D:247/247, Poisons

Press NEXT or BACK

Notes:

All Undeads and Rings:













Listing of all Undeads and Rings

#118,T: 1		Skeletons, Bone Ring: Ring
Level: 1		A/D:-15/-15
#119,T: 2		Zombies, Silvery Ring: Ring
Level: 7		A/D:22/22, Poisons
#120,T: 3		Ghouls, Shiny Ring: Ring
Level: 13		A/D:45/45, Drains
#121,T: 4		Ghasts, Obsidian Ring: Ring
Level: 19		A/D:67/67, Drains
#122,T: 5		Wights, Ring of Warding: Ring
Level: 25		A/D:89/89, Drains
#123,T: 6		Wraiths, Ring of Protection: Ring
Level: 31		A/D:111/111, Drains
#124,T: 7		Shadows, Ring of Shadow: Ring
Level: 37		A/D:133/133, Drains
#125,T: 8		Ghosts, Ring of Mist: Ring
Level: 43		A/D:156/156, Drains
#126,T: 9		Vampires, Ring of Invisibility: Ring
Level: 49		A/D:178/178, Drains
#127,T:10		Liches, Imperial Ring: Ring
Level: 55		A/D:200/200, Drains
#128,T:11		Nazgûls, A Ring of Power: Ring
Level: 61		A/D:222/222, Drains
#129,T:12		Sauron , The One Ring: Ring
Level: 67		A/D:244/244, Destroys, Drains

Press NEXT or BACK

Notes:













All Thieves and Bags:

Listing of all Thieves and Bags		
#131,T: 1		Apprentices, Leather Wallet: Leather
Level: 3		A/D:-1/-7, Steals
#132,T: 2		Rogues, Pockets: Bag
Level: 9		A/D:36/30, Steals
#133,T: 3		Footpads, Belt Pouch: Bag
Level: 15		A/D:58/52, Steals
#134,T: 4		Cutpurses, Fanny Pack: Bag
Level: 21		A/D:80/74, Steals
#135,T: 5		Robbers, Small Furry Sack: Bag
Level: 27		A/D:102/96, Steals
#136,T: 6		Burglars, Large Hairy Sack: Bag
Level: 33		A/D:125/119, Steals
#137,T: 7		Brigands, Hide Backpack: Bag
Level: 39		A/D:147/141, Steals
#138,T: 8		Filchers, Hefty Rucksack: Bag
Level: 45		A/D:169/163, Steals
#139,T: 9		Sharps, Rolling Suitcase: Bag
Level: 51		A/D:191/185, Steals
#140,T:10		Magsmen, Bag of Holding: Bag
Level: 57		A/D:213/207, Steals
#141,T:11		Master Thieves, Portable Hole: Bag
Level: 63		A/D:236/230, Poisons, Steals
#142,T:12		The Master of Shadows , Misty Cavern: Bag
Level: 69		A/D:258/252, Poisons, Steals

Press NEXT or BACK

Notes:













All Mages and Spells:

Listing of all Mages and Spells		
#144,T: 1		Prestidigitators, Pouch of Stones: Stone
Level: 2		A/D:-8/-13, Sleeps
#145,T: 2		Evokers, Wand of Magic Missiles: Stick
Level: 8		A/D:29/24, Sleeps
#146,T: 3		Conjurers, Wand of Frost: Stick
Level: 14		A/D:51/46, Sleeps
#147,T: 4		Theurgists, Wand of Fire: Stick
Level: 20		A/D:74/69, Sleeps
#148,T: 5		Thaumaturgists, Gem of Fireballs: Crystal
Level: 26		A/D:96/91, Sleeps
#149,T: 6		Magicians, Wand of Lightning: Stick
Level: 32		A/D:118/113, Sleeps
#150,T: 7		Enchanters, Ring of Shooting Stars: Ring
Level: 38		A/D:140/135, Sleeps
#151,T: 8		Warlocks, Sphere of Annihilation: Stone
Level: 44		A/D:162/157, Sleeps, Destroys
#152,T: 9		Necromancers, Ring of Wizardry: Ring
Level: 50		A/D:185/180, Sleeps, Destroys
#153,T:10		Sorcerers, Shard of Doom: Crystal
Level: 56		A/D:207/202, Sleeps, Destroys
#154,T:11		Wizards, Staff of The Magi: Stick
Level: 62		A/D:229/224, Sleeps, Destroys
#155,T:12		Saruman The White , Nuclear Warhead: Bomb
Level: 68		A/D:251/246, Sleeps, Destroys

Press NEXT or BACK

Notes:

All Bad Clerics and Other-Items:

Listing of all Bad Clerics and Others		
#157,T: 1		Initiates, Antidote: Vial
Level: 2		A/D:-13/-8
#158,T: 2		Acolytes, Chicken Soup: Vial
Level: 8		A/D:24/29
#159,T: 3		Adepts, Aloe Vera Juice: Vial
Level: 14		A/D:46/51
#160,T: 4		Priests, Decanter of Endurance: Vial
Level: 20		A/D:69/74
#161,T: 5		Curates, Elixir of Life: Vial
Level: 26		A/D:91/96
#162,T: 6		Prefects, Scroll of Identify: Book
Level: 32		A/D:113/118
#163,T: 7		Canons, Potion of Levitation: Vial
Level: 38		A/D:135/140
#164,T: 8		Lamas, Potion of Cēpacol: Vial
Level: 44		A/D:157/162
#165,T: 9		Patriarchs, Scroll of Protection: Book
Level: 50		A/D:180/185
#166,T:10		Evil High Priests, Scroll of Taming: Book
Level: 56		A/D:202/207, Destroys
#167,T:11		Fallen Angels, Scroll of Charming: Book
Level: 62		A/D:224/229, Destroys
#168,T:12		Jerry Falwell , Orb of Entrapment: Stone
Level: 68		A/D:246/251, Poisons, Confuses, Steals
#169,T:13		Scroll of Recall: Book

Press NEXT or BACK

Notes:

Stats, Boosts, and Powerful Magical Items:

Listing of all Additional

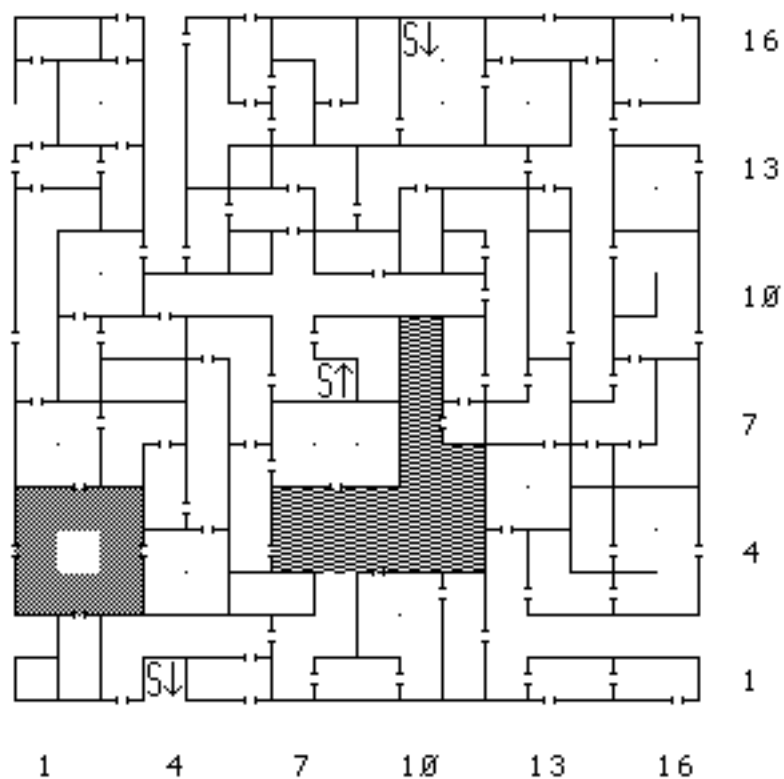
#170,T: 1	Tome of Gainful Exercise: Book
#171,T: 2	Tome of Clear Thought: Book
#172,T: 3	Manual of Bodily Health: Book
#173,T: 4	Manual of Quickness: Book
#174,T: 5	Oil of Olay: Vial
#175,T: 6	Potion of Youth: Vial
#176,T: 7	Cordial of Might: Vial
#177,T: 8	Cordial of Quickness: Vial
#178,T: 9	Cordial of Brilliance: Vial
#179,T:10	Tardis: Bomb
#180,T:11	Palantír: Stone
#181,T:12	Wand of Teleportation: Stick
#182,T:13	Lucifer, The Holy Grail: Cup

Press NEXT or BACK

Notes:

Dungeon Level 1

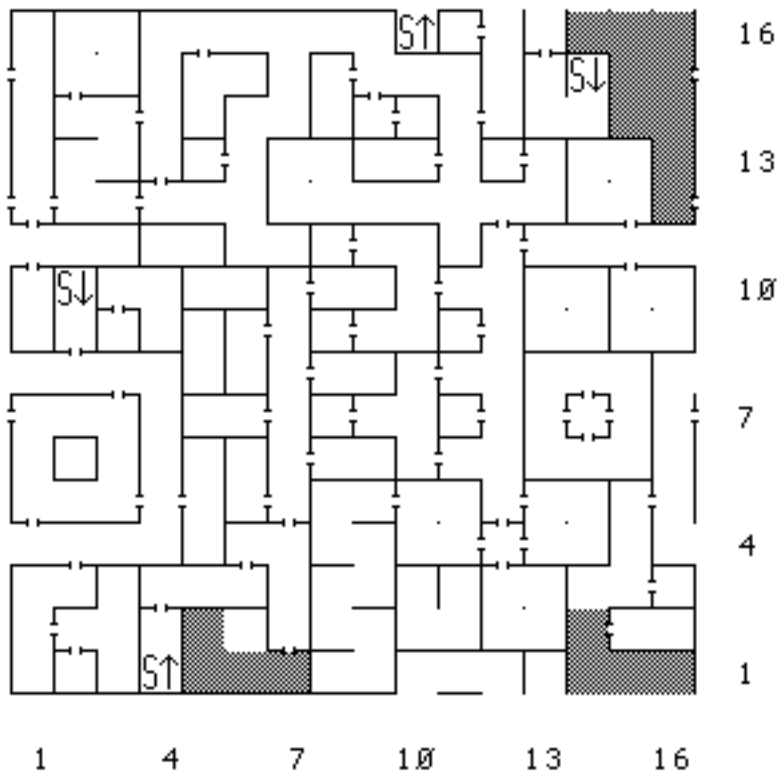
Level 1



Notes:

Dungeon Level 2

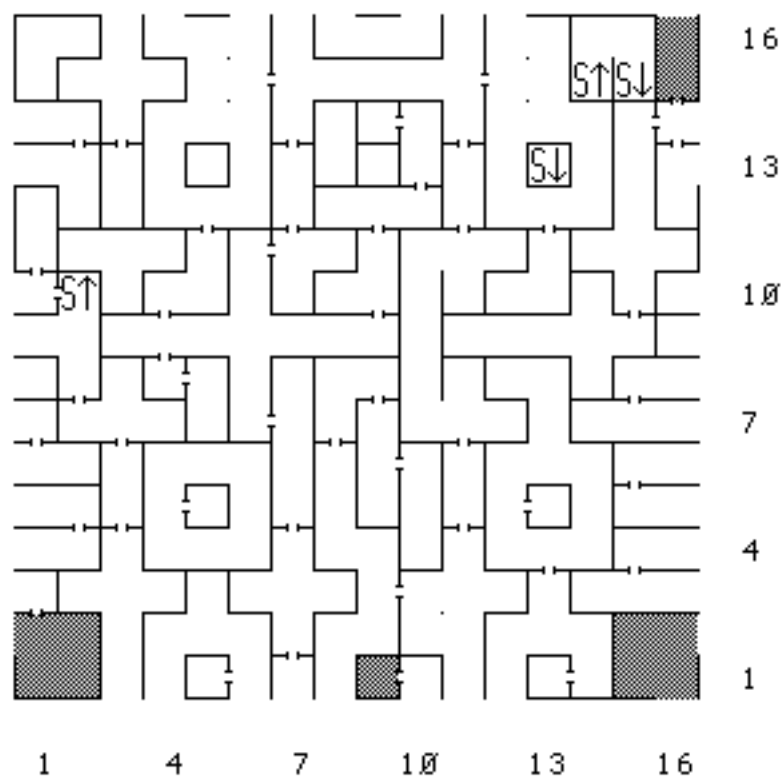
Level 2



Notes:

Dungeon Level 3

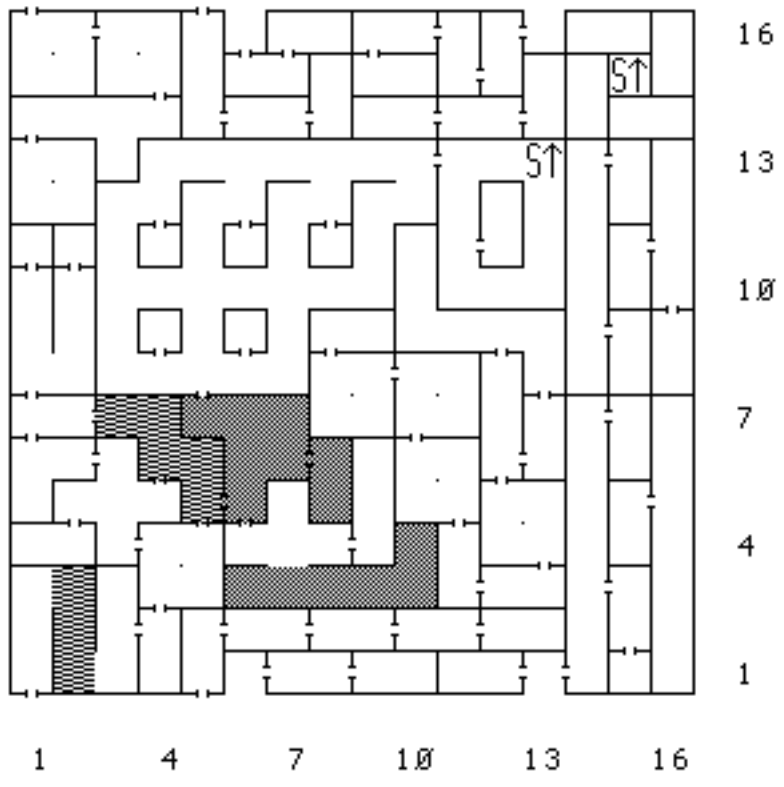
Level 3



Notes:

Dungeon Level 4

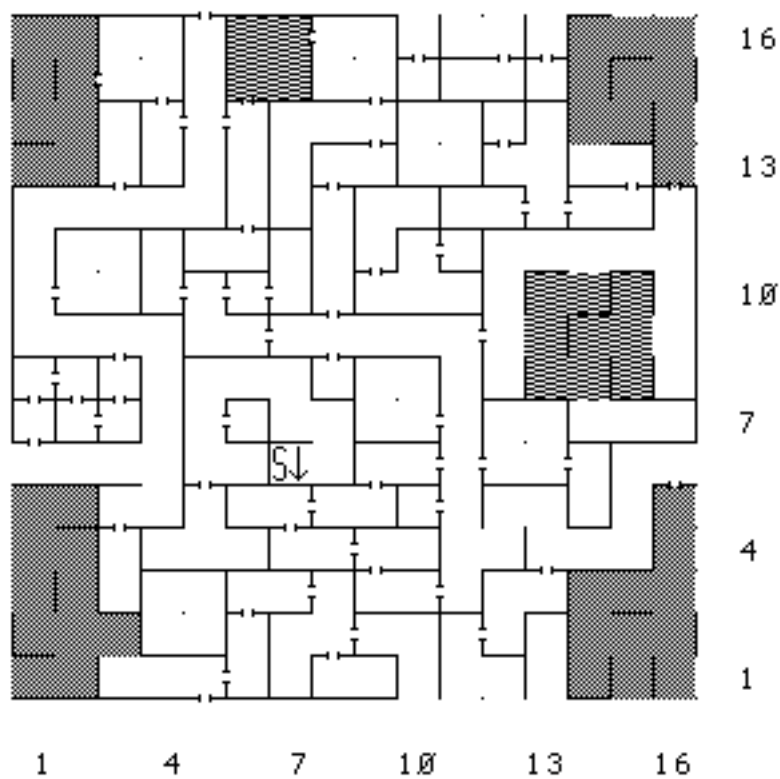
Level 4



Notes:

Dungeon Level 5

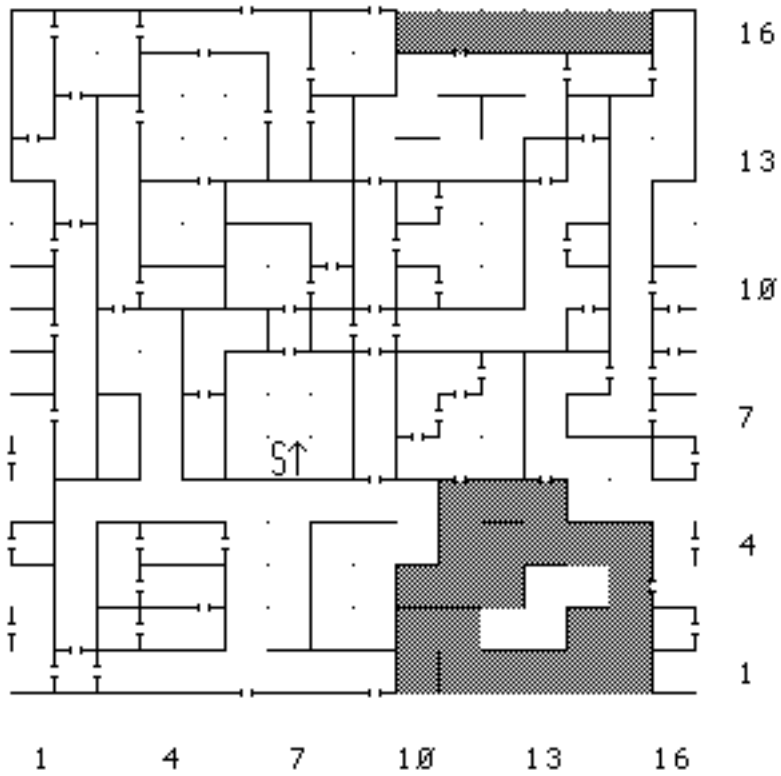
Level 5



Notes:

Dungeon Level 6

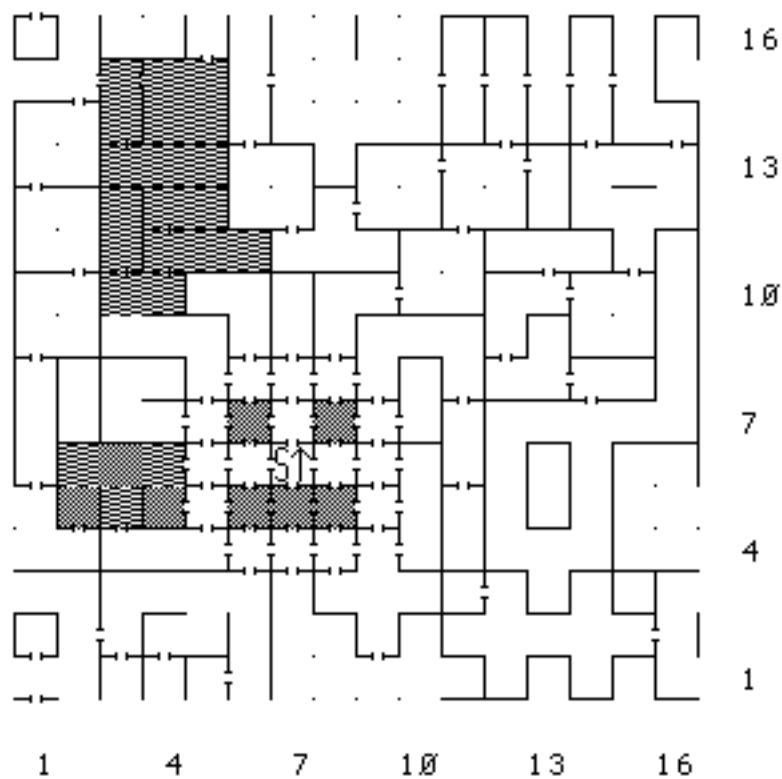
Level 6



Notes:

Dungeon Level 7

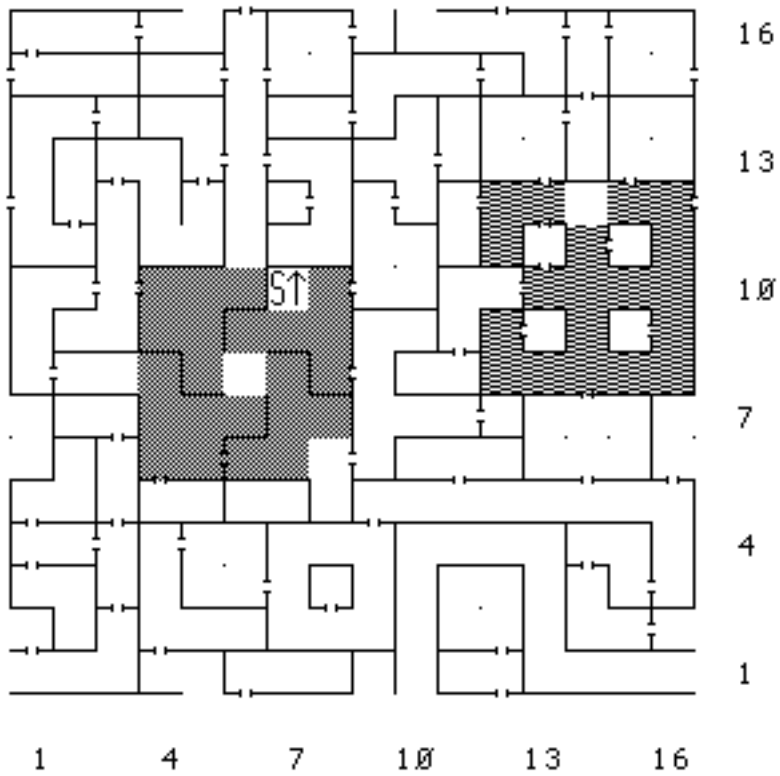
Level 7



Notes:

Dungeon Level 8

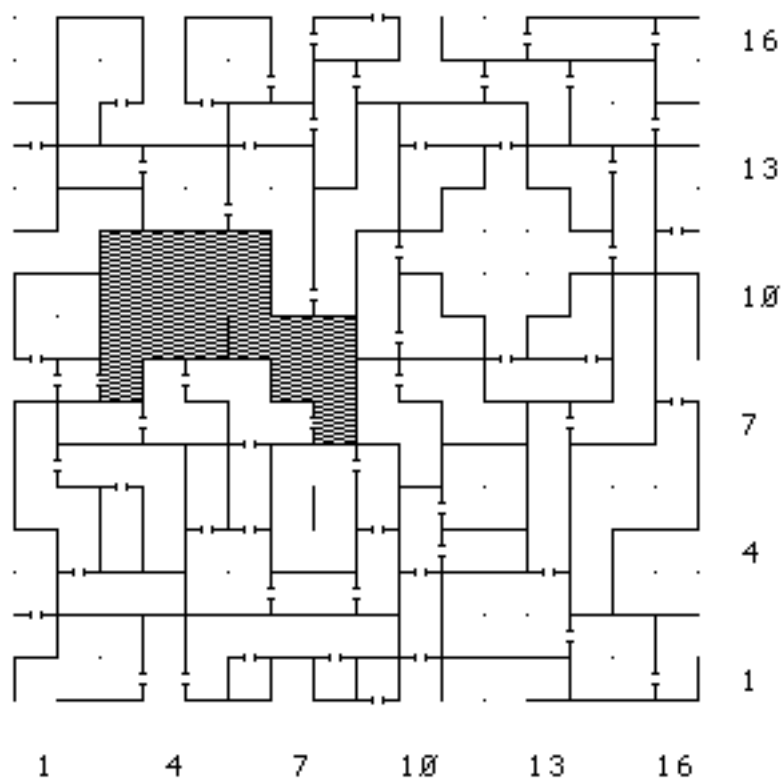
Level 8



Notes:

Dungeon Level 9

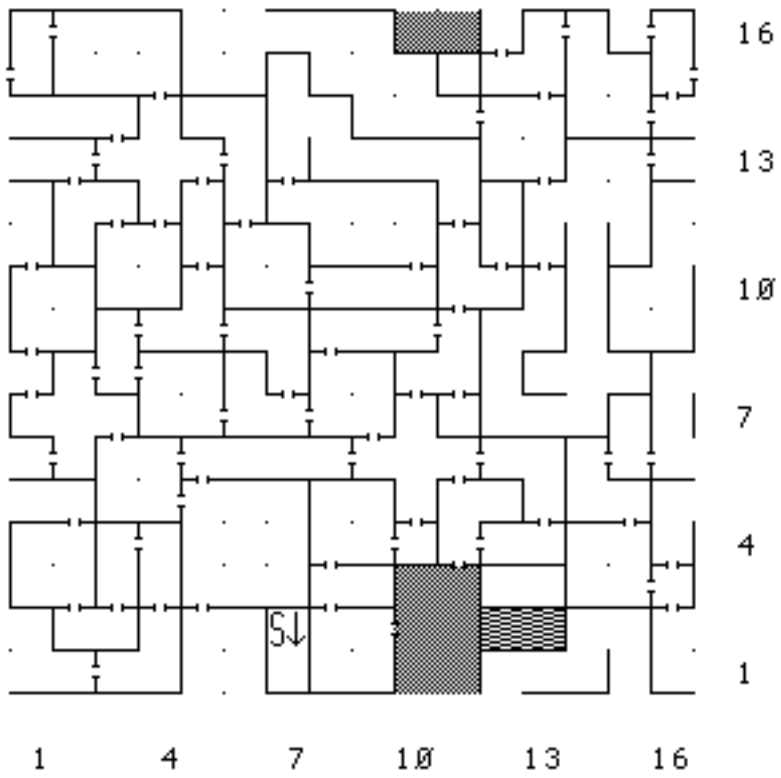
Level 9



Notes:

Dungeon Level 10

Level 10



Notes: