Tactical Screen

① Fireball	⑥ Virulence	⑪ Paralysis	⑯ Teleportation
② Weakness	⑦ Contagion	⑫ Detection	⑰ Incantation
③ Clumsiness	⑧ Invisibility	⑬ Divine ire	⑱ Transformation
④ Inexperience	⑨ Cure	⑭ Lightning	
⑤ Amnesia	⑩ Vampirisation	⑮ Deadly fire	

DEXTERITY
(chances of hitting target)

STRENGTH
(maximum damage you can do in one turn)
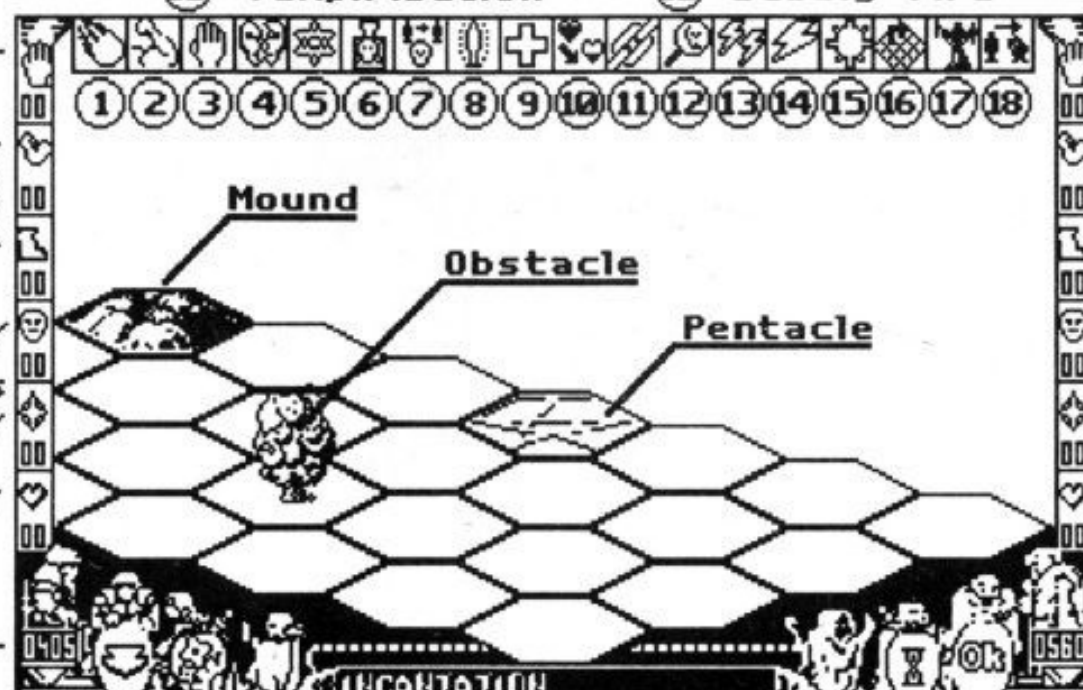
ACTION POINTS
(number of possible action in one turn)

EXPERIENCE
(number of opponents killed in fighting)

MAGIC LEVEL
(number of spells known)

HIT POINTS

MAGIC POINTS AVAILABLE

Mound

Obstacle

Pentacle

INCANTATION

Remember

−When you attack a castle, you can't use magic.

−In one turn, a unit that is still has no action points left.

−Some spells are blocked by natural obstacles.

−On a mound, you strike first.

−Incantation is possible only near a pentacle.

Ⓐ Back to the strategic screen (only if there are no enemies)

Ⓑ Computer control

Ⓒ Message's window

Ⓓ Game speed

Ⓔ End turn

F1 Game speed

F5 Animation on/off

F7 Ambiance on/off

P : Pause

SPACE : Repeat last spell

Ctrl+Del : Abandon