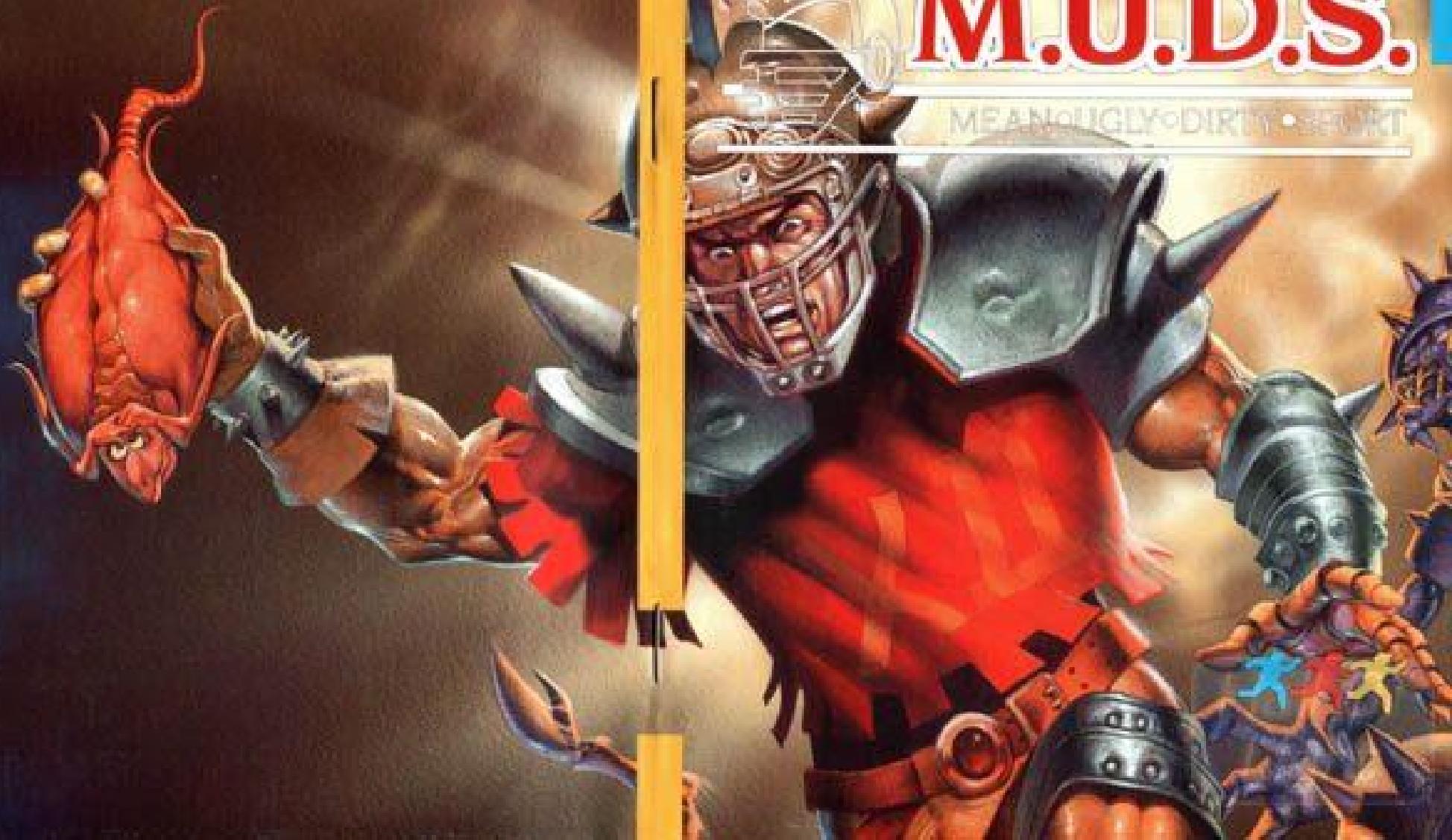


M.U.D.S.

MEAN • UGLY • DIRTY • SPORT



A Cordial Welcome to **Gorden!**

The entire city is happy to welcome the new coach of our M.U.D.S. team. It is a great honour for us that you have taken the trouble to travel the great distance to our continent in order to be able to assist the team of Gorden on the path to fame, honour and riches. The job of a M.U.D.S. coach is varied and interesting. It is not easy, but it is well paid since it's you, after all, who decide on the pay. Unfortunately, the unexpected demise of our last coach left us unable to find a fitting candidate from among our own ranks. Another reason for us to express our heart-felt thanks is the fact that neither the long journey nor the new challenges have deterred you from coming.

You have surely already heard something about this interesting sport. Perhaps, however, the great distances and second-hand accounts have given you a distorted picture and omitted important details. So, with the help of this booklet, we should like to familiarise you with the rules and customs of our world and of the M.U.D.S. game. Should other questions occur to you, please don't hesitate to ask the natives. They will do everything they can to help you accompany the team on its great victory tour across our continent.

This small booklet will familiarise you first with the game rules of M.U.D.S., then with the details of your journey across the continent and through our cities together with general information on the country and its people. In the last part, you will also find a description of currency, divisions of time and other details which will be of use to you.

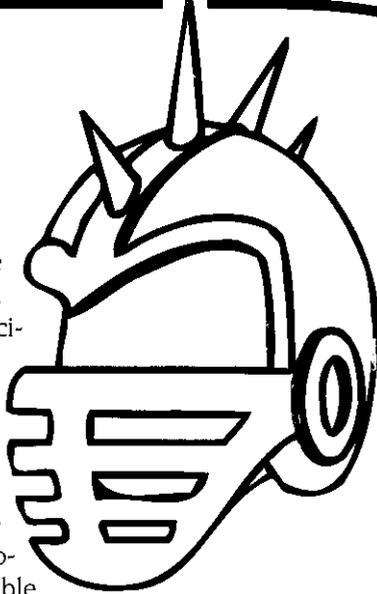
We wish you every success!

signed: Marco Ull
Sheriff of the City of Gorden

This is M.U.D.S. . . .

M.U.D.S. is not only a sporting pleasure - it also fulfils a significant social function. Those undesirable elements within our society who are apprehended red-handed in their criminal acts are usually sentenced to a term in prison. Our prisons are, however, overflowing and cost our tax payers a lot of money. For this reason, we release our convicts in order that they may prove their usefulness to society and carry out socially useful tasks. The prisoners are thus able to earn money with which they can buy their freedom after a period of probation.

Our region makes several careers available to these convicts: boulders and rubble expert (stone breaking), packaging engineer (gluing paper bags), medical assistant, (guinea pig) or sportsman (M.U.D.S.). The last area is especially popular and there is, therefore, seldom any lack of players. Anyone wishing to become a M.U.D.S. player must submit an application to the IMO (International M.U.D.S. Organisation) where he is examined for physical fitness. He is then offered for sale to team coaches on the licensed market for players. A handling fee (about 75 percent) is deducted from the player's purchase price on behalf of the IMO and the remainder credited to the player's account.



You have almost certainly already seen the game or at least hear of it: two opposing teams appear in an arena. The game is played with flonks, small pterodactyls with good aerodynamics and wieldy tails. At each end of the field, there is a pott into which the flonks must be thrown. This is aptly named a flonkpott or floptt for short. Each team may field up to 13 players. (The Public Safety Act stipulates that any assembly of more than 14 persons requires prior authorisation. In the case of M.U.D.S. teams, such authorisation is not granted as a matter of principle and for this reason a maximum of one trainer and thirteen players are allowed in a team). There are five field players per team and these must be positioned according to certain rules.

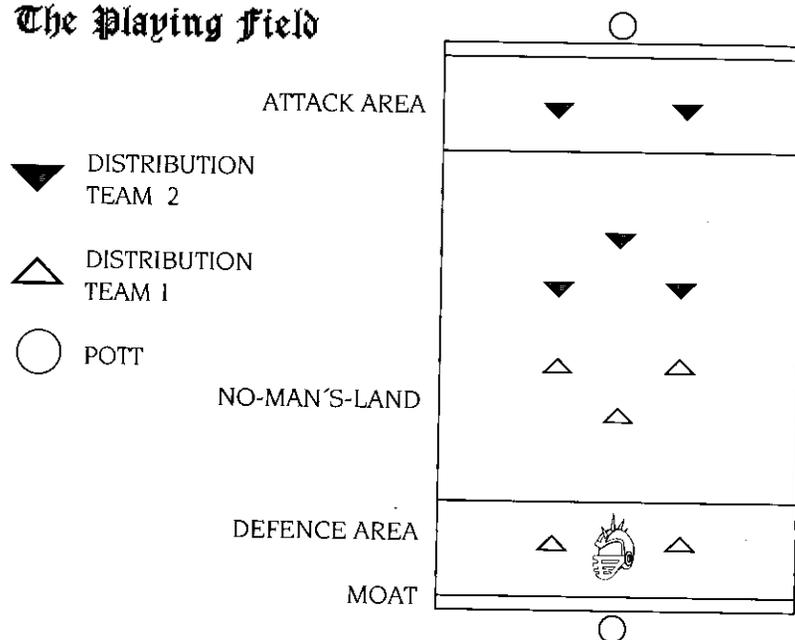
There are two different tactics by which the game can be won:

- a) Score more floptts than the opponent.
- b) Push the number of players in the opposing team below the required minimum.

The first tactic is of course the more sportsmanlike, while the second is considerably more interesting for the spectators.

Below we shall familiarise you with the official rules of the game. You will find further more detailed information on the pages following the description of the city.

The Playing Field



Below you will find an extract from the IMO's rule book which sets out all the rules you will need. Only the appendices for referees and stadium owners have been omitted.

The playing field is 576 gholdfoot long and 320 gholdfoot wide. At each of the long sides there is a 26 gholdfoot wide and 35 gholdfoot deep moat. Directly behind the moat, there is located exactly in the centre of the field a 12 gholdfoot wide pott (bucket). In the moat, there lurks a carnivorous creature, which is not to be fed for three days prior to the beginning of the game. The pitch is divided into three equal parts. The third nearest a team's pott is the defence area of this team. The third adjacent to the opponent's pott is the attack area. The third in the middle is no-man's-land. Ten triangles mark the start positions for the individual players.

Game Creature

The game creature is a flonk weighing at least 5 gholdunz and which must be at least 12 years old. Seven flonks are used in each game. The flonk is thrown into the centre of the pitch from either the right or the left. If a flonk lands in a pott, then another flonk is thrown onto the playing field. If a flonk lands outside the boundary of the playing field, he is thrown back into play from the point at which he lands outside the boundary. The referee constantly supervises the condition of the flonk in play. If the flonk is no longer fit to play, a new flonk is thrown onto the pitch at the same level at which the last flonk was withdrawn from the game. This substitute flonk does not count as an additional flonk - he keeps the same number as the flonk which was withdrawn from the game, so that seven flonks must still land in the pott.

Aim of the Game

The aim of the game is to score as many points as possible. A team is awarded one point when a player throws a flonk into the opposing team's pott. This is called a flonkpott or a floppt for short. If, instead of throwing, a player succeeds in placing the flonk directly in the pott by jumping into the moat, then this counts as a double floppt and scores two points.

End of the Game

The game is over:

- when all seven flonks have landed in the pott. In this case, the team with the highest number of points is the winner. If the points score is equal, then another flonk is thrown in. The team which potts him is the winner.
- when a team is unable to field the required number of players on the pitch. In this case, the other team is the winner even if it has less points.
- when war breaks out. In this case, the game is called to a halt and postponed. (Note: this last rule was introduced some 34 years ago after an occasion on which all knaracks were conscripted in order to take part in the Hemon war. This made one of the teams unfit for play and thus lost them the game.)



Field Players

Each team has five players on the pitch. The five players distribute themselves among three groups:

TWO DEFENSIVE PLAYERS (BLOCKERS)

TWO ATTACKERS (RUNNERS)

ONE CENTRE PLAYER (HERO)

Each of the three teams must be made up of players of the same race. Players of two different races may not be used in the same group. When the flonk is thrown into play, all players must be located at their starting positions.

Fouls

Fouls are penalised only when they occur within no-man's-land, in the attacking/defence areas, basically every action is allowed on the part of the players. If a player touches another player, who is not in flonk position, then this counts as a foul. Whether contact was harmless, accidental or intentional is left to the judgement of the referee. The players in flonk possession may charge and be fouled at will. In the case of a foul, a free throw is carried out.

When it is not just a case of contact, but of a fight lasting more than half a second, then the player who began the fight is frozen for about twenty seconds. This also applies when the instigator of the fight was in flonk possession. If the referee is not able to decide clearly who began the fight, then the game is interrupted. Both players can then continue to fight at will. The game is not interrupted when the fight takes place in one of the defensive areas. (Note: In other words, you can do anything as long as the referee does not see it). Fouls against the referee irrespective of when and where are penalised with the player's immediate elimination.

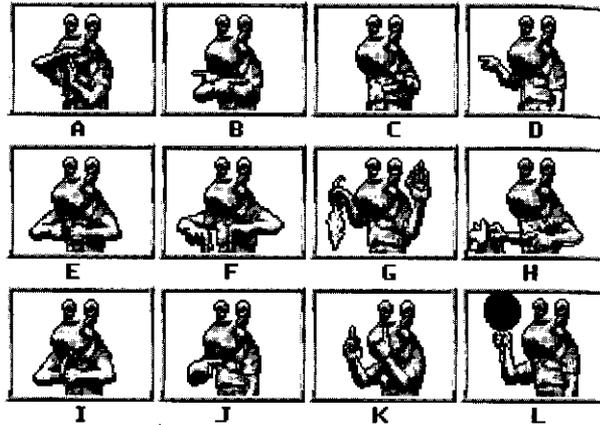


Change of players

The team coach can ask for a time out when the flonk is in no-man's-land and his team is in flonk possession. If the flonk is in an attack area, then no time out is possible. During this time, the coach is allowed to substitute players as he wishes. There is no limit whatsoever to the number of player substitutions. After the substitution, the game must be continued immediately. A player who is no longer able to take an active part in the game must be substituted immediately so as not to hinder the other players. If the team is unable to substitute the player in accordance with the rules then this team has lost the game. A player is considered no longer fit to participate when the referee notices that his life functions have ceased. This is at the latest the case when the player has lain motionless thirty seconds on the ground. Such a player is banned for all further games.



Referees



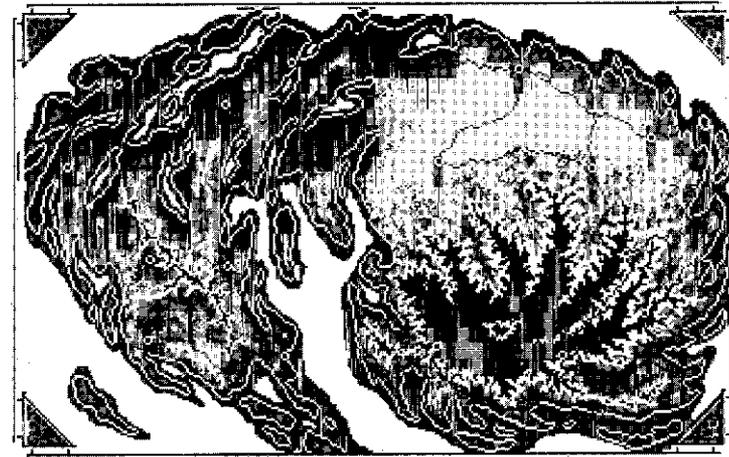
The referee indicates rule infringements by gesture. The gestures illustrated above have the following meaning.

- A Time out: When a player asks for time out, this gesture starts the time out.
- B Free kick: The execution of a free kick following a foul is indicated by this gesture.
- C Team 1: Indicates the team (in this case playing from bottom to top) to which the following gestures refer.
- D As C, but for the team playing from top to bottom.
- E Indicates fight in no-man's-land.
- F Penalty: Player is frozen for some time.
- H Gesture to indicate when a player must be taken out of the game.
- I Tackling of a player in no-man's-land who is not in possession of the ball.
- J Penalty: Player is removed from the game and team.
- K Floppt: After this gesture, the new score is displayed.
- L Flonk Number: Indicates which flonk is presently thrown in.



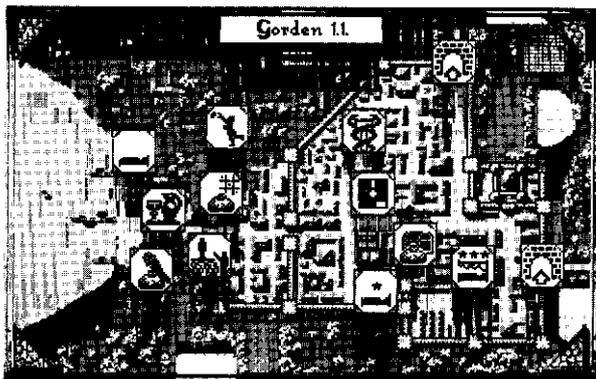
Your Aim

In the meantime you have probably been asking yourself the question: Why the devil am I doing all this? Quite easy! To bring fame and honour to our city and at the same time to become rich and famous yourself! When you win the Great Cup the world is at your feet! And how do you get hold of the great cup? Our continent Ghold is divided into four regions (more details below). Each region has four administrative districts, each with its own capital. Each capital city provides a M.U.D.S. - team. If you can beat all the teams of a region you win the cup for this region and can move into the next region. When you have beaten the last team there comes the Great Cup, the highest distinction which a M.U.D.S. - team can ever achieve.



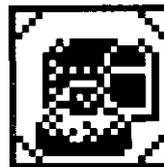
So that you can better get your bearings, we provide you with a map of Ghold. You also receive sixteen small flags which you can stick on the map when you have beaten a city's team.

Here you can see a schematic map of the town of Gorden. We have marked the important buildings for you with symbols. These symbols are international and are also used in other cities.



Hotels

In Gorden, there are three different hotels of varying quality classes. The quality of the hotel is measured in stars. Hotels without a star are particularly cheap. One star offers rooms in the upper middle range. Three stars hold out the promise of luxurious accommodation and fantastic service. All hotels are obliged to let your team have suitable rooms for an all-in price. Practically all hotels offer special rooms for touring M.U.D.S. - teams in order to ensure that your team can keep its distance from the normal clientele. You should accommodate your team in one of the three hotels because if the players hang around on the street it damages both the city's morale and that of your team. When you register in a hotel you will be told the price. The price is deducted from your account automatically at the beginning of a week. If you are insolvent, the management reserves the right to terminate your contract with the hotel. The contract is automatically terminated when you leave the region. The hotel which you select is your headquarters in the city. You can have discussions with the players here and inspect the team in detail.



Bank

You will immediately find a friend in every town: the manager of the local bank. He looks after your money, takes care that bills are paid punctually and also helps you in times of financial difficulties. Your banker keeps you constantly informed of the balance of your account. He is also willing to work out your weekly costs for you. If you have debts, he will point this out to you in a friendly manner. If you are free of debts, you may also take out a credit. In this case the manager will inform you of interest rates and repayment instalments. The maximum level of the loan depends on the value of your team (which serves as collateral). Your account is conveniently managed for you. The bank will give you enough cash to pay bills without your needing to ask as long as your account is in the plus. If you have any income, it will be partly used for the repayment of debts. All banks are in contact with each other. So you do not have to put up with the inconvenience (and the danger) of carrying cash around with you, but still have access to your financial resources in all cities. Your banker has complete trust in you. However, the journeys from one region to the next are dangerous. In order to safeguard your assets, you should only start this journey when you are free of debts. If your account is in the red, the authorities will prohibit your leaving the region.



Loan Sharks

Besides the state controlled banks with their prescribed business conditions, there are also in many cities independent money lenders of dubious reputation. According to their advertising you can get loans from them even if you are in debt. However, former customers talk of exaggerated interest rates and rough methods of debt collection. Nor are the services offered by the money lenders as convenient as those of a genuine bank. So you have to look after the repayment of a loan yourself. Automatic debiting is unheard of here. A tip from us: you use these institutions at your own peril.



Player market

Every city offers a player market organised by the IMO where players can be bought and sold. The supply of players is limited, other teams are quite likely to whisk good players away from under your nose. When you enter the market you are asked whether you want to buy or sell players. Accordingly, you either show your players or are shown the present supply of players by the IMO-licensed salesman. He charges a handling fee so that a player always costs more when he is bought than he is really worth and when he is sold brings less in.



Healers

A good manager takes care of the health of his team. As can sometimes happen in M.U.D.S., players are occasionally roughed up and in such a case you should visit the local healer from time to time. He examines your players (free of charge!) and cures little ailments within seconds (however, this costs a few gholdunz).



Inns

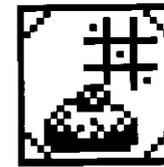
Our inn, "The Thirsty Dragon", makes no small contribution to the considerable attractiveness of Gorden's leisure facilities. Here you will often meet players of the opposing team which is currently staying in the town. It can be worth your while talking with these opponents and occasionally buying them a breu. A crafty trainer has often managed to get important information on the opposing team. Garrulous players can also sometimes be bribed to play worse than usual. Some players are even prepared to change teams. If you recruit such a player, you pay an amount corresponding to three times his purchase price. A third goes to compensate the other team

leader, just under two thirds go to the IMO. An ample 1.7% goes to the player himself. People who buy a round are always popular. It peeps up the mood of all those present particularly your team's morale. However, it does sometimes come to fisticuffs in the inn. The winner of such a fight usually goes into the arena with enhanced morale and the psychological damage to the loser is often considerable. Don't get involved in such fights if you can avoid it, unless you are sure that you will win and that you can pay for any potential damage.



City chronicler

Our city chronicler and his colleagues in other cities keep the records and the statistics of their successes for following generations. Moreover, the chronicler can also help you to go on holiday - he records how your team is looking and gives you this information in the course of a later visit so that you can continue playing where you left off.



Betting office

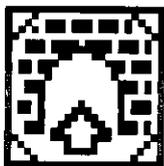
Gorden, like every other city, boasts an IMO betting office. Here you can enhance the fame of our team by combining a moral victory with financial advantage. But you can also bet on the other games taking place in the region. The odds are calculated according to team strength. The stronger a team the lower the win. Every betting office must display outside its premises a standardised scale which indicates the relative strengths of the opponents and thus the odds. The longer the bar, the stronger the team and the lower the odds. Oh yes, betting offices are not particularly keen for you to actually take your winnings with you. In other words, you have to pick up your winnings by the next day on which a game takes place, otherwise they lapse. And betting fraud is strictly forbidden. You are not allowed to bet on your

opponent and then go for a huge defeat. Infringement can result in withdrawal of your coaching licence and can be penalised with relegation to the status of a normal player (and you certainly don't want that to happen, do you?).



Stadium

The fulcrum for your team. In our home stadium, you can train at any time and so steel your team for later matches. However, you can also challenge the teams of other cities who are visiting us to an exciting match. Before a match can take place you have to register in the stadium. This costs a small fee which is needed for the cleaning of the stadium after the game and for other administrative purposes. The games basically only take place on the sixth day of a week. When you and your team can no longer wait and have arranged everything of importance in the city, then the stadium is a good place to kill superfluous time. You'll see that the day of the match comes more quickly than you think.



City Gate

You will soon be moving off into the big wide world. When you leave us, the crowds gathered at the city gates will cheer you and wish you every success for your tour. However, we are obliged to ask you at this point in time to pay the taxes which have accrued during your visit. Please have change ready. We deeply regret this, but the law is the law and the other cities do exactly the same anyway.

General

Ghold is, in short, both the continent and the country in which you find yourself at the moment. But this is certainly no news to you. Ghold is the melting pot of many races and peoples as it offers unique living conditions. From the flat grasslands in the southwest over the swamps of the northwest to the woods of the northeast and the biting cold of the icebergs in the southeast, every conceivable climate can be found. Only these extraordinary conditions make it possible for so many different peoples to gather together on one continent.

Thanks to successful efforts on the part of our politicians, nearly all inhabitants speak the same language, follow the same calendar and pay with the same currency. If you have read this handbook so far then you can already cope with the language well. Our calendar is quite easy to understand. Time is measured in weeks. Each week has six days. Only on the sixth day, which is a day of rest for all workers, do the M.U.D.S. games take place. Days and weeks have no names of their own, but are counted only as dates. 6.7. means for example the sixth day of the seventh week. As a new M.U.D.S. season is just beginning, the calendar starts again from the beginning and thus today's date is the 1.1.

The currency which is recognised everywhere is called the gholdmunz. The gholdmunz is based on breu, the most favoured drink throughout the land. Breu is brewed in special breueries. Breu is an alcoholic, amber-coloured liquid which froths when it is poured. A glass of breu costs basically five gholdmunz - wherever you are. If breu becomes more expen-

sive then it still costs five gholdmunz, but all other goods become correspondingly cheaper. This regulation was introduced more than 400 years ago because breu is more or less the only non-perishable tradeable commodity which is of equal interest to all regions and peoples.

A Survey of Races It is the host of different peoples that makes Ghold so unique. Admittedly, even long-standing inhabitants of our continent can become confused about the individual races. For this reason we shall give you a short introduction to all known creatures so that you can avoid embarrassing mistakes.

Flonks

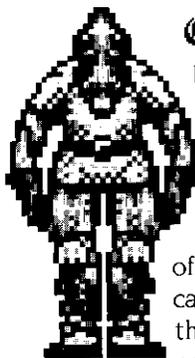
Flonks are small pterodactyls incapable of flight and with a pronounced tail and boundless enthusiasm for sport. Why else should they be so interested in making themselves available as game creatures for this sport? Flonks are called flonks because this is what it sounds like when a flonk lands in the pott: FLONK! Numerous certificates confirm that all this is in no way painful for the flonks and that they enjoy the game. One of the reasons why flonks are such enthusiastic M.U.D.S. supporters: teams which want to ensure their victory slip the flonks a few gholdmunz before the game begins. In return the flonks run to the players of one team rather than the other. This is, however, more or less the only possibility for a flonk to get his hands on any money. Or can you think of any other use to which you can put a moderately intelligent pterodactyl, which cannot fly, has no hands and also tastes disgusting when roasted?

Shiris

The shiris belong to the most honest, friendliest and most incorruptible creatures to be found on this continent (although this isn't saying very much). They see themselves as the protectors of the flonks and make sure that during a match the little pterodactyls suffer no damage, at least not of a permanent nature. As sheris seldom come into conflict with the law (perhaps they just never



get caught), they usually never play. But in practically every city, the position of referee is occupied by a sheri. Despite all their good qualities, sheris bear a grudge for a long time. He who attacks a sheri or insults him with lousy bribes can be sure to be the victim of eternal wrath.

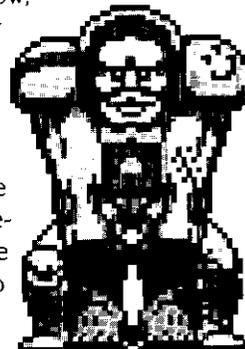


Etants

Large creatures with grey, leathery skin who can run faster than their appearance would lead you to expect. The initial impression of coarseness which they arouse at first sight is deceptive. Etants are very sociable creatures with a highly developed feeling for family life. Some of them are M.U.D.S. players simply because they wanted to help their families out of financial difficulties in a rather irregular fashion and were caught red-handed doing it. Its easy to get on well with etants though they are quick to take offence if treated badly. These good-natured players make very good blockers or runners though it is wiser to entrust the captaincy of the team to a creature with more brains.

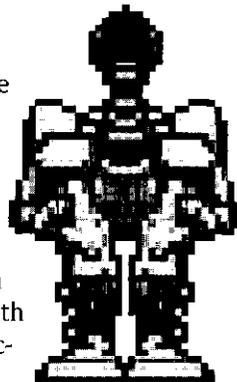
Bulles

This creature's build says everything: strong and slow, strong and stupid, strong and tenacious. The only reason that the head of a bulle is so large is because it has such a thick skull to protect its relatively small brain. Bulles are often hired as accomplices in armed robberies and are more than happy to get arrested so that they can play M.U.D.S. at last. It's obvious where they should be positioned. Bulles are at home in the defence, but are the wrong choice for the attack. Bulles are easy to take care of, are easy to con and are a danger to the coach only when they are playing for the other team.

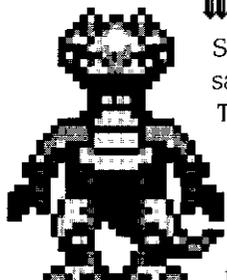


Warlonks

These saurian-like creatures with their smooth blue skin are exceptionally streamlined. This makes fast runners of them and they are often used as messengers. Some warlonks try their hand at smuggling, but are easily overpowered as they are physically rather weak despite their speed. Warlonks always make good runners, but dislike being used in the defence. Though otherwise harmless, you should never trust them with weapons. The playful warlonks have caused many an "accidental" injury.



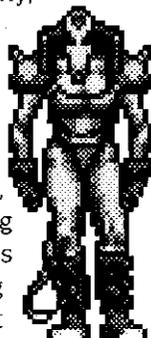
Whizzles



Small, brown, fast. Whizzles belong to the family of runner saurians and are also the smallest species in this sector. Their small body size enables them to wriggle out of the tightest situations. Their great speed makes good attackers out of them especially when facing a slow defence. Whizzles are distinguished by their preference for fresh meat. If there is no butcher's shop in the neighbourhood, this can lead to problems which can ban a whizzle to a lifetime's service in a M.U.D.S. - team. Feed well and regularly, otherwise keep at arm's length!

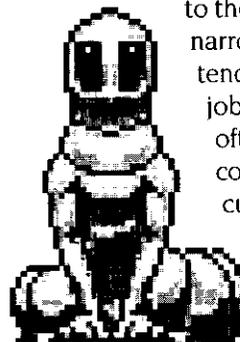
Shemons

A mysterious race from the swamps. For one thing, they are the only female M.U.D.S. players. Their physical build also gives the impression that they should really come from a hot, dry region. When shemons are arrested, it is usually for causing a public nuisance (for climatic reasons, they prefer to wear as few clothes as possible) or because they are caught daubing militant feminist slogans on walls. Shemons are intelligent



and love to undermine the authority of the team coach. Attention should be paid to their demands for better food and accommodation etc.. Their strength is not to be underestimated. It is a pure waste to use shemons in the defence.

Hartwinder



Hartwinder are one of the wonders of evolution. They are large caterpillarlike creatures with delicately formed prehensile organs. Thanks to their physical build, which enables them to slither into the narrowest of gaps, and their delicately articulated hands they tend to concentrate their professional activities on repair jobs. Hartwinder on the wrong side of the law, however, are often engaged in sabotage. As far as sport is concerned, they concentrate on technical finesse in the defence and on accurate passing to other players. A hartwinder is also useful to have in the team because they like doing repair jobs and so save a lot of money. Otherwise they are pretty reclusive creatures and leave the other players alone and do not bother the team coach.

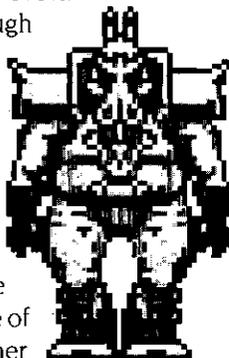
Pustuoks



An octopus-like creature which is essentially aquatic though it can also live and play on land. Thanks to its symmetrical physical structure, a pustuok can see in all directions simultaneously and rapidly swap "arms" and "legs" (upward and downward pointing tentacles) and so change direction as quick as a flash. They have an extremely well-developed motor system and their flonk handling is quite exemplary. Pustuoks often employ their tentacle skills in the service of pick-pocketing. Take care how you handle him - a pustuok can see everything that's going on around him. There's no way you can take him unawares - more likely the other way round. His skills are not used to the full in defence.

Forayes

Closely related to the bulles though at a higher stage of evolution. They have four eyes and a relatively large brain. Though they boast great strength, their staying power is limited; despite a high level of intelligence, their dexterity is rather poor. Forayes are often self-employed and solve the problems of other creatures thanks to their strength and brains. These two abilities are sometimes hired by criminals. Some forayes are not clever enough to see through such offers. The forayes playing in M.U.D.S. teams have already returned to the path of virtue and are therefore a genuine relief for the team coach. They can be of great help as go-between or middle-man for the other members of the team.



Knaracks



Intelligent, over-sized insects whose limbs often emit cracking noises (thus the name). Their strength matches that of the smaller members of their species and they can easily carry many times their own weight. They are also pretty hard to tackle on account of their chitin armour. The removals business in Ghold is firmly in knarack claws; these removals usually go off without problems. But some black sheep do divert the worldly possessions of other creatures into their own residences. Knaracks of this ilk often meet up again in the Arena. But don't be misled by this; if well treated, knaracks are very peace-loving.

Fuzzools

This people is completely obsessed with M.U.D.S.. Though really nocturnal creatures, they have completed changed their biorhythms so as never to miss a game. When a fuzzool



is accepted into a M.U.D.S. team it is considered a great honour to be celebrated by the entire people. In fact these otherwise peace-loving creatures will commit minor crimes just so that they can be arrested and then get to play M.U.D.S.. You'll never have any problems with these creatures, they'll do anything to be allowed to stay in the team. Caution! In some areas, fuzzools are known as delicacies and therefore considered fair game!

Tales

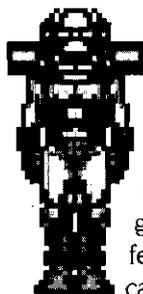
Droll little fellows who claim not to be descended from the beloms. They are distinguished by their exceptionally large tale which they also use for communication by articulating words and sentences. Otherwise they use this limb for swinging from branch to branch. Tales are pretty strong considering their size and can be used in practically all parts of the playing field. Tales really only wander from the straight and narrow when they underestimate their own strength in a moment of boisterousness and embrace someone too hard or slap them too vigorously on the shoulder. Tales do not eat a great deal and are quite easy to please in other matters, too.



Leeeens



This people provides the majority of scientists, writers and healers. Their four arms enable them to do several things at the same time and this makes them pretty hyperactive. Sometimes, however, their thirst for knowledge runs away with them and it is not unknown for them to take the belongings of other creatures apart (or sometimes the creatures themselves!) for illegal experiments. Leeeens are very fast though their flexible arms are usually weak. At the advanced age at which leeeens enter a team, it is too late for much to be done in the way of muscle building. Leeeens fit into a team pretty well as long as you keep them busy and in a good mood. What is dangerous is a bored leeeen who can get no further in his thought experiments and wants to do something practical.

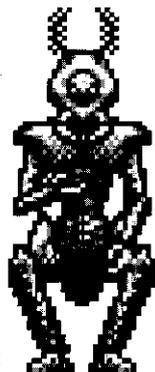
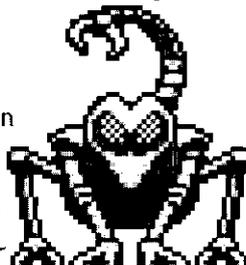


Goblins

So as to put aside all prejudices for once and all and so that there can be no doubt in anyone's mind: goblins are mean, crafty, smart, clever, tricky, cunning and sly. Anyone who makes a deal with a goblin only has himself to blame. Fortunately, there are only very few of these beasts. In many cities, goblins are arrested on sight because even if they haven't already done something they are surely planning it. Goblins can cause real problems in a team. They love arguing with you, twist your words around and love psychological warfare best of all. If they weren't such damn good players, there wouldn't be the slightest reason for having them in the team at all.

Scirons

These large creatures with their spiked tails most often appear in the role of assassin. You would have to look extremely long and hard before you find a sciron who makes an honest living. As scirons are hard to catch, there are relatively few of them to be found on the player market. But before they are allowed to play in the IMO, the poison gland is removed from their spike (mainly to protect the team coach). Scirons like to play an aggressive game, so its best to use them in the defence. Their physical build makes them less suitable for the attack. Scirons are very sensitive to any sudden or rapid movements, so be sparing in your use of gestures when talking to a sciron.



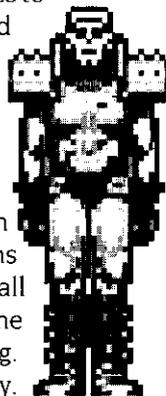
Antaras

This green insect progeny is often attributed with telepathic powers though most leeeens will tell you that this is nonsense and that the antennae on their heads has no function whatsoever. Antaras are usually swindlers as their high speed allows them to make a quick getaway if any- one tumbles

them. Antaras only use violence if it is absolutely necessary as their limited physical strength gives them little chance of winning if it comes to a fight. Antaras are highly motivated attackers capable of good tactical play. Never trust an antaras who makes you any kind of offer or who wants to do you a favour. There could turn out to be an unpleasant trap behind it.

Humans

This people emigrated to Ghold from a distant continent in order to seek their fortune here. So you will also find humans very widespread on the player market. Humans have no overall strengths or weaknesses, but are very highly specialised. Some are good fighters, some very fast and some in-credibly cunning. Before buying a human you should examine him thoroughly. The majority of humans are failed M.U.D.S. coaches who wanted to pay off their debts with illegal activities. They know the game and can be useful as assistant coach. But caution: humans are unpredictable and can change from friend to foe at any minute. You are advised to trust a human only if you can find no other support in the team.



Conclusion

So now we have told you everything you need to know to help our team win a place on the list of the best M.U.D.S. - teams of all time. We can hardly wait until you set off across our country with our M.U.D.S. - team and so spread the honour of Gorden across the entire continent of Ghold. If you should win the Great Cup, then settle down somewhere in our country and enjoy the honour and glory of your victory. But if you don't succeed, don't be sad. Not everyone is born to become the trainer of our team. Each and every one of our citizens will give you credit for at least having tried it. All the creatures of Gorden are keeping their fingers crossed for you and hope you will soon meet with success in the big wide world!



MS-DOS

Start up your system as usual. If you wish to use a mouse, load a Microsoft compatible mouse driver (please refer to your mouse manual). Now insert DISK 1 in the disk drive and type A: (or B:, depending on the disk drive where the M.U.D.S. disk was inserted) and Return/Enter (depending on keyboard designation). MUDS and Return/Enter Follow the instructions on the screen. If you are not using a hard disk for the game then you must first make a copy of the original so as to be able to keep a record of game states of play!

To install the game on a hard disk, insert DISK 1 into a disk drive and type A: (or B:, depending on the disk drive) and Return/Enter INSTALL and Return/Enter Follow the instructions on the screen.

AMIGA

Switch the computer off for ten seconds then switch it on again. Owners of AMIGA 1000 should now insert the kickstart disk. When the computer asks for the Workbench disk, place DISK 1 in the disk drive. DFO: The game now loads automatically. In order to be able to save game states of play, have ready a formatted disk with the name MUDSSAVE. Refer to your Amiga manual for instructions on how to prepare the disk.

ATARI ST

Switch the computer off for ten seconds then switch it on again. Insert DISK 1 into disk drive A immediately after switching on. The game now loads automatically. In order to be able to save game states of play, have ready a formatted disk. Refer to your Atari ST manual for instructions on how to prepare the disk.



Menu Control

When menus are displayed on the screen you can move the glove either with the mouse or select menu items directly with the cursor - keys/joystick. The space bar or the left mouse button/fire button confirms your selection (described below as "clicking on"). In order to interrupt a menu without carrying out an action, press either the right-hand mouse button/second joystick button or ESC on the keyboard or click on to the square field in the top left-hand corner of a menu window. If you are in a particular hurry you can even directly select individual locations within the cities. To do this, press the keys displayed in brackets.

Select Game Mode

FULL CAMPAIGNS The game begins in Gorden, as described in the manual.

ACTION GAME ONLY Play a single action game without having to enter a city. Here there are the following five options:

LOAD You can load a team saved in the manager section and play with it. This has no effect on the saved states of play. You can choose whether you want to load team 1 or team 2. Team 1 is usually your team and team 2 is the computer's team. This makes it possible for two players to have their manager teams play against each other. After clicking on to one of the two fields there appears a FILE SELECTION BOX. If you are playing from the hard disk, you will now see a display of all saved states of play listed (a maximum of five teams). If you are playing from a floppy disk you must now insert the disk containing your saved states of play and then click onto the "DRIVE" field. Then type A: or B: (depending on the disk drive in use), followed by Return/Enter. After a short delay, the list of all saved states of play appears. Click onto that state of play from which you wish to draw the team for this action game.

1 PLAYER You play alone against the computer.
 2 PLAYER Two players against the computer.
 1 AGAINST 1 Player 1 plays with team 1 against player 2 with team 2.

COMPUTER VS. COMPUTER THE GUILTY ONES

The computer plays against itself. Designers programmers, graphic artists and other sinister characters involved in the creation of this game are presented.

Action Game

Below you will find a detailed description of control functions in the action section. Please read these lines with special attention otherwise you may find yourself cursing your joystick or mouse.

Control of the Players There are two teams on the playing field. The team in light blue plays from bottom to top (this means that it is trying to throw the flonk into the upper pott). Team 2 is in dark blue and plays from top to bottom. As a rule, you control team 1 and the computer controls team 2. Some players are specially marked:

Player in ball possession	two small yellow triangles (team 1) two small red triangles (team 2)
Player warned by referee	one yellow triangle (team 1) one red triangle (team 2)
Player controlled by player 1 (team irrelevant)	white arrow
Player controlled by player 2 (team irrelevant)	black arrow

The following details refer to player number 1 with joystick. In the case of two players or other input devices (mouse, keyboard) special arrangements apply which are described further below. You must distinguish between control of the play and that of the cross-wires. **The cross-wires appear when you hold down the fire button.** You use it to indicate where you want to throw the flonk or which player you wish to control next (only "Select Player" mode). While you are manoeuvring the cross-wires the player remains stationary.

Joystick Control

MOVE PLAYER	Move joystick in appropriate direction.
THROW FLONK	Press fire button, aim cross-wires, release fire button. In addition, the player is selected who is closest to the cross-wires.
TACKLE OPPONENT (FOUL)	Press fire button briefly. Nearest player in line of sight will be tackled. When no player is near: request for pass.
THRASH OPPONENT (SEVERE FOUL)	Press fire button twice in rapid succession. Nearest player in line of sight will be thrashed.
HIT OPPONENT (during fight) REQUEST PASS (only in "Select Player" mode)	Press fire button in rapid succession in order to hit. Press fire button briefly. Player in possession of ball passes to controlled player. If opposing player near and in line of sight: jostle.
CHANGE PLAYER (only in "Select Player" mode)	Press fire button, aim cross-wires, release fire button. If you were in possession of the ball then the flonk is also thrown to the cross-wires. Jump across moat. Run player towards the moat. When he reaches the moat, he jumps automatically. Do NOT press the fire button. If the player manages to reach the pott, the flonk is automatically potted.
SWIM OUT OF MOAT	Move joystick quickly left/right.
CALL UP TACTICS MENU (PAUSE)	Press T- key.
INTERRUPT GAME PRESS (your team loses automatically)	ESC- key.

Mouse Control

Before you can play with the mouse it must be activated for a player in the menu "Mouse Options". Mouse control depends on the mode of team control (see below under tactics menu). In the "Select Player" mode there appears on the playing field a small arrow which you can steer with the mouse. The active player runs towards this arrow. In the "Auto Player" mode, the player runs in the direction in which you move the mouse. You have to move the mouse continuously, otherwise the player will remain stationary. In each case, the left-hand mouse button replaces the fire button. The cross-wires also function in the way described above.



Keyboard control

Keyboard control functions in the same way as joystick control. Either the cursor keys are used or the numbers pad, depending on how you control the cursor in other programs. The Insert key serves as fire button. You can also rearrange these key assignments (see options/keyboard).

Control with Two Players

Two joysticks can be used on all computers. You also have the possibility of using a mouse and a joystick. With MS-DOS computers you can also combine mice and/or joysticks with the keyboard. Player 2 then always uses the numbers pad/cursor keys. Player 1 uses the keys, which can be set in the Options/Keyboard menu.

Tactics Editor

The tactics menu is called up when you press the T key (but only when the flonk is in no-man's-land at the same time and your team is in Flonk possession). It is also displayed automatically before a game starts and when a player must be substituted. You can see all the players on your team schematically displayed on the left together with their character values. Yellow bars show the current condition. The white bar represents health. If this is critically low, it is displayed in red. On the right, you can see a schematic representation of the playing field and the starting positions of your field players. To remove a player from the pitch, click onto him and deposit him on the left-hand side of the field by pressing the button. In order to bring a player onto the pitch, click onto him and place him at the desired position on the field. The program will monitor whether you have positioned the player in accordance with the rules. If you infringe one of the rules, a warning signal is sounded. You position your two runners in the upper third, your hero in the central third and the two blockers in the lower third. In the "Expert" mode you can place your players at any point of your choice within the third which applies to them. The players then spend more of their time in this area though they can still go to other parts of the field. In the two other modes ("Novice", "Normal") you indicate only the third in which the players are to operate. The players are then placed at standard, fixed positions. If you wish to examine a player's statistics more closely click onto the bar chart next to the player.



Tactics

On the left of the playing field you can set your team's tactics. Depending on the game mode, either one or three fields are click-onable (see below). There are the following tactical variations:

- OFFENSIVE** The players attempt to pott the flonk and to score as quickly as possible.
- DEFENSIVE** The players try to prevent the opponent scoring, but take opportunities offered for scoring points themselves.
- AGGRESSIVE** The players take every opportunity to either foul or fight with their opponents.
- TACTICAL** The players pass the ball around a lot, try to trick their opponents and to avoid attacks.

The Options Menu

You can change some important game parameters in the Options Menu. When you click onto "Options" the following three-point menu is displayed:

- SPEED** There are three playing speeds: "Fast", "Slow" and "Medium", the latter being pre-set at the beginning. Set the speed to suit you.
- CONTROL** This choice leads into a sub-menu with the following selections:
 - TEAM CONTROL** There are three different settings for your team: While you press the fire button, select with the cross-wires the player whom you wish to control next.
 - SELECT PLAYER** You play automatically with the player who is in flonk possession or who is nearest to the flonk. You CANNOT select a player manually. ComputerControl The computer plays for you.
 - AUTO PLAYER**
- KEYBOARD** When you click onto this menu choice the computer asks you for a new keyboard assignment (only for games with 1 to 2 players). Please press the keys you wish to select for the corresponding functions. But please note that the "T" key should not be selected as you will then not be able to get into the tactics menu!



- MOUSE** In this menu, you can set whether one (and if so which) player is to play with the mouse.
- TACTICS LEVEL** There are three different tactics levels. In the "Novice" setting you select one tactic for all five players. In the "Normal" setting, you select a different tactic each for the runners, the blockers and the hero. In the "Expert" setting, in addition to the "Normal" mode settings, you can also assign players positions in which they are to operate with greater frequency (see above).

Campaign Below is a description of all additional menus which occur in a campaign.

- SELECT BADGE** Select one of the 16 badges as a symbol for your team by clicking onto it.
- ENTER NAME** Click into the field with the pre-set names and enter via the key-board the desired new team name. Confirm with Return/Enter.
- SET MONEY** In all the menus in which you have to stipulate a sum of money, there appears a golden abacus on whose six rods the goldmunz are lined up. The hundredthousands are on the far left, then follow the tenthousands, the thousands, the hundreds, the tens and finally the ones. In order to place coins on a rod (thus increasing the total), move the cursor over the rod and press the fire button / the mouse button. To remove coins, move the cursor below the rod and press the fire button / the mouse button. A small arrow on the rod indicates whether the cursor is in the correct position. When the correct sum has been selected, click on OK. If you wish to get out of this without selecting a total, simply press ESC or the right-hand mouse button.
- HOTELS** (Keys 1, 2 or 3, depending on quality)
When you click onto a hotel the corresponding all-in price per week is displayed for you. Click onto the "Rent-a-Room" field and confirm your rental agreement by clicking onto OK.



- BANK** (B - Key)
This shows how much (or how little) money you still have. The banker works out for you what you are currently spending per week.
- BALANCE OF ACCOUNT EXPENSES** Here you can see whether you have any debts with the bank. Clicking onto this leads you into the debts menu.
- DEBTS** Only when you are free of debts are you allowed to enter how much money the bank is to give you. Otherwise you are informed of your repayment instalments.
- ASKFOR CREDIT** Repay your weekly instalment (or more). Careful! The money lender does not collect money automatically!
- PAY BACK**
- PLAYERS MARKET** (M - key)
You buy and sell players on the players market. In the bottom right-hand corner you can see in a money bag how much money you still have.
- BUY** Those players up for sale are displayed. When a player has already been displayed: player is bought.
- SELL** Your team is displayed. When a player has already been displayed: player is sold.
- ARROW SYMBOLS** (only when Buying/Selling)
You can select the player you wish to buy or sell with the arrow symbol. This is always the player in the middle. The salesman shows you the name and the selling/purchase price for the player.
- QUESTION MARK** (only when Buying/Selling)
You receive a detailed listing of all characteristics describing this player. Grey bars indicate the maximum values which these players could have. White bars in contrast what these values actually are for the player concerned.
- HEALER** (H - key)
This also shows you in the bottom right-hand corner how much money you still have.
- ARROW SYMBOLS** With the arrow symbols, you can select the player whom you wish to examine. This is always the player in the



	middle. The healer shows you the players name and his state of health.
QUESTION MARK	You get a detailed listing of all characteristics which describe this player (see Players Market).
HEAL	The healer goes about his work and restores the players health as best he can.
CITY CHRONICLER	(L - key)
DISK	This takes you to the disk menu in which you can load and save game states of play.
STATISTICS	Here you can view some statistics on your team. OK takes you back to the Chronicler menu. In order to be able to compare teams' performances, you should play with different team names as the performance of teams with identical names cannot be displayed at the same time.
SAVE & QUIT (Disk Menu)	The current state of play, together with players, statistics etc. is saved. In total you can save 5 states of play per disk or on the hard disk.

When playing from floppy disk, you should have a previously prepared formatted empty disk on hand. Please refer to your computer manual for details on how to format a disk. When the disk menu is displayed with the 5 states of play, place the disk in one of your disk drives. Now click onto the box next to "Drive" and type A: or B: (depending on which disk drive your formatted disk is in) followed by Enter/Return. If there are any states of play saved on the disk these will be displayed after a short delay.

When playing from a hard disk, your states of play will normally be saved in the same directory as M.U.D.S.. If you still want to save the states of play on floppy disk, then follow the instructions given in the section above.

Now click onto one of the five small boxes in order to save the current state of play there. If the box is empty, you must enter a name for this state of play via the keyboard (up to eight letters). If you click onto a box which is already occupied (i.e. one with text), you will be asked whether the same name is to be kept OK) or whether it is to be altered (ALTER). In both cases, the old state of play will be deleted and written over. If you do not wish this to happen, press ESC or the right-hand mouse button in order to escape from the menu.



After saving, the program is automatically quit. If you wish to continue playing M.U.D.S., you will have to reload the program! If you have defeated a region, you can save the state of play and still continue to play. On award of a cup, the program will automatically ask you whether you wish to save the state of play. **Take care not to save states of play on the original disk!**

LOAD (Disk Menu) Load a previous game's state of play.

When playing from floppy disk, place the disk with the states of play in one of the disk drives and click onto the box next to the "Drive" field. Now type A: or B: (depending on the drive in which your states of play disk is) and then Return/Enter. After a delay of a few seconds, the states of play saved on this disk will be displayed. If you are playing from the hard disk, the saved states of play will be displayed automatically. If, however, you wish to load a state of play from a floppy disk, then please refer to the section above.

Now select the desired state of play from the displayed list by clicking onto it. It will then be loaded automatically.

BETTING OFFICE (V - key)
TEAM NAME By clicking onto a team name you can bet on the corresponding team. Set the sum that you wish to bet and click on OK. The bars below the team name display how much you can win on the corresponding team. The LONGER the bright bar below a team, the stronger the team is and the LESS you win when this team wins.

CITY GATE (G - key)
This will give you information about how much tax is due. If you cannot pay the taxes you will not be allowed to leave the city. Otherwise, after clicking onto "Leave City", you land on the map.

STADIUM TRAINING (S - key)
(only in Gorden) Your team can train with an unlimited number of flonks and without opponent. This is very useful for getting used to the controls.



<p>PLAY (only on the day of the game)</p> <p>REGISTRATION</p> <p>PASS TIME</p> <p>INN</p> <p>BALANCE OF ACCOUNT</p> <p>SMALL TALK</p> <p>PICK A FIGHT</p> <p>BUY A ROUND</p> <p>ARROW SYMBOL (in Small Talk Menu)</p> <p>QUESTION MARK</p> <p>DRINKS (in Small Talk Menu)</p> <p>HIRE (in Small Talk Menu)</p> <p>BRIBE (in Small Talk Menu)</p>	<p>Leads you into the game in the stadium. Sometimes you can also bribe flonks here.</p> <p>Before you can meet an opponent you must register. Clicking on and confirmation of the registration fee is sufficient.</p> <p>Advances the calendar to the sixth day. Useful when there is nothing more to be done in the city. If you are already on day six, then the calendar simply advances to the first day of the next week.</p> <p>(T - key)</p> <p>This shows you how much money you still have.</p> <p>Talk to the players of the other teams who happen to be in the same inn. Whatever the player says, swears, curses or slurs is displayed in a window.</p> <p>You start a punch-up. The winner boosts his morale. The loser must pay for the damage not only with money, but also with loss of morale. The loser is weakened more, the winner less.</p> <p>Buy everybody in the inn a drink. The money is debited as long as possible.</p> <p>With the arrow symbol, select the opponent you wish to talk to.</p> <p>Displays the player's name and team.</p> <p>Fill up the player's glass. You will be debited 5 gholdmunz per glass. If the glass is emptied, then the player does not want to drink anymore (nor does he wish to speak to you any longer). At this point, all menu points for this player disappear.</p> <p>Take the player into your own team. If the player does not wish to change teams, then this menu point is not displayed.</p> <p>Offer the player money. If an attempt at bribery fails (offered too little), all menu points for this player disappear.</p>
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Cordial Greetings ...

... from the programmers, graphic artists, sound-men and all the other nice people who created this game. We hope you will have as much fun as we have had in the last 14 months of programming. First of all a request: please do not make any copies of this game, be it for friends, family or acquaintances. Of course, we are pleased that you like the **M.U.D.S.** game so much that you want others to enjoy it too. But when you spread copies of the game around, you are depriving us of our hard earned living. An awful lot of work has gone into this project and so it would be a great shame if we couldn't pay the rent anymore with what we earn as programmers and if we had to retrain as bookkeepers or gardeners. Many thanks for your understanding and we promise to produce many more great games as long as we can afford to pay the rent! And perhaps the more stubborn will be dissuaded by the thought that, in Ghold, makers of pirate copies are immediately dispatched to the second-best **M.U.D.S.** - team (and NOT as coach!)

When you have played this game for a while, you'll probably get the urge to have a look behind the scenes to find out what makes **M.U.D.S.** tick. Well, we aren't about to betray ALL the tricks of the game, but we will lift the lid off a few secrets so that you'll get even more fun out of playing **M.U.D.S.**. Of course, if you're the type of person who has more fun trying to work things out themselves then the following pages won't be of much interest to you. But if this is the case, you probably don't read manuals anyway. But we've hidden more than enough surprises in the game for you still to have a lot to discover even after reading this chapter.

Practice Makes Perfect

A cliché, of course, but important. **M.U.D.S.** is not like other sports games that you've got the hang of after five minutes. Especially player control and passing have to be learnt before you can put together proper moves. If you just kick around haphazardly you'll be easy prey for your computer opponents. We (i.e. the programmers) nearly always play with the option "Select Player". The "Auto Player" option is very helpful at the beginning but it's very difficult to create genuine tactical moves in this mode. It's a good idea for beginners to set the slowest speed. You should only select the fastest speed when two of you want to kick around



together or if you've got reflexes that make the speed of light look slow. The computer-versus-computer games are played even faster as this presents no problem for the little man of metal.

The Meaning of Character

Values Seven values describe a M.U.D.S. player. What does each of these values mean?

INTELLIGENCE - The more intelligent a player, the better his game tactics and his decisions as to when and to whom he should pass, when to attack etc.

STRENGTH - the stronger a player, the harder he hits. Really only of interest when its case of fouls or fights. Fair players don't need to be strong. One more thing: strong players can pass further and faster. The opponent finds it considerably more difficult to catch a fast flonk.

MORALE - This is a broad issue. So see below for more details.

STAMINA - The more staying-power a player has, the longer he can give his best performance. Affects mainly speed, which declines continuously during the game (it's a tiring business, after all).

SPEED - Where are you off to then? The faster, the better. Not much else to say really.

TECHNIQUE - Quality of flonk handling, i.e. accuracy of passes, throwing, catching etc. Players with good technique are also better at fouling and at dodging the fouls of the opponent.

HEALTH - The more injured a player is, the less he is worth. This has an indirect effect on his way of playing. Speed suffers most. A player with zero health is dead (and is thus eliminated by the rules from all subsequent games). You can directly influence this characteristic - with the help of the healer, who will restore a player's health for a small fee.

A Question of Morale

One character value is of particular significance and for this reason we dedicate a whole section to it: morale. Not to be confused with the player's moral standing and whether he leads a dissipated life or not, but purely a question of how motivated he is. A character with higher morale is inclined to run more risks, to sprint more often or is prepared to jump voluntarily into the moat. The lower moral is, the more



sluggish the players. But morale has other effects, too. When team morale (i.e. the average of all players) falls below a certain minimum level then your team will fire (to be understood quite literally in this case!) you on the spot. If your team morale is high, then it is easy to recruit other players as they naturally want to belong to the team with the best "working climate". Victories lift morale, defeats in contrast make it slump. A generous coach, be it when choosing hotels or in the inn, lifts morale too. Winning a fight is also good for morale, though the loser will be rather crest-fallen. Practically everything has an effect on morale be it positive or negative. Do everything you can to keep your men in a good mood, except when you're too low on money.

Tactical Considerations

Offensive play? Or is aggressive better? Tactical play wouldn't be a bad idea either... The agony of decision! When does it make the best sense to use the four different modes? This of course depends largely on how your opponent plays. Here are a few theoretical considerations which you should round out with a lot of practice.

OFFENSIVE PLAY - Always good against a weak player. Medium risk level for own players, games are finished relatively quickly. Very risky against aggressive players and also when you're losing.

DEFENSIVE PLAY - If the opponent has good runners this tactic has much to recommend it. You can still make a pretty respectable score when playing defensively though blockers and heroes do more work in the defence and the runners have to look after the attack. If you're ahead on points, it can be worth while sparing your team by going on the defensive.

AGGRESSIVE PLAY - Only when you physically outclass your opponent. Otherwise your team is wiped off the field quicker than you would imagine. Those of a spiteful disposition always adopt this tactic against weaker opponents. If the referee is keeping an eye on you, this tactic can do more harm than good.

TACTICAL PLAY - The all-round solution. The team is exposed to few risks and avoids dangerous situations. The players make more passes and even back passes now and then if it reduces the risk of losing possession of the flonk. This is the best tactic for getting the better of aggressive opponents. There is the danger, however, that moves take longer making your own team more vulnerable.



Bank or Loan Shark

Where's the best place to borrow money? Obviously the bank offers better interest rates and is rather more patient about repayments. The loan shark, however, tends to get rather edgy when a repayment instalment is due. He's not squeamish about kidnapping and selling players and using the proceeds (minus handling fee) to pay off your debts with him. All the same, you should be cautious about borrowing in general. Don't lose sight of the fact that you have to repay very quickly. If you live on credit and spend money as if there's no tomorrow, you'll soon need another loan just to be able to stay in the game. After a few days this ends up in a state of indebtedness which leaves the player in a practically hopeless situation. So, a good tip: Weigh up exactly how much money you need. Don't exhaust your credit lines immediately, but plan in advance. If you're faced with a mountain of debts, then the only possibility is to try to play repeatedly against the same team. It's quite easy to forget that you can play against a team which you have already beaten. The risk in this is that it increases the wear and tear on your own players. But sometimes this is the only way to raise the money you need to soothe your creditors. The other possibility is to sell players - and we don't need to list the disadvantages of this solution.

How to Stop Cheating

A great problem encountered in many sport manager games is the saving of states of play. Let us clarify this with an example: on the day of the game you bet all your money on your own team and then save the state of play. If you lose, then you load the game again and try again and again... until you finally win and cash in the winnings on the bet. So how to prevent a player multiplying his capital in this way? We thought about this for a long time and finally came up with a compromise which allows you to save at any time (when visitors come or when there's something you need to do urgently) but which also makes life a bit more difficult for cheaters. When you save a state of play, the game is ended. In order to load the state of play again, you have to reload the whole program. This takes time, but if you only saved in order to take a break, then this will never bother you. The exception is when you have beaten an entire region. Then you can save the state of play without ending the game. This is such an important stage in the game that it is always worth saving at this point.



please don't be annoyed if this solution restricts your freedom in saving. If you know of a better method then please write to us and we'll be only too pleased to incorporate it into all our new programs. There are a few other methods with which the program can be tricked. We have blocked most of these in one way or another. But we can't think of everything. So if you find a sure way of outsmarting the program then please write to us about it!

The rest we leave to you.. We promised not to give everything away. For example, we haven't said a word about bribery. But here's one little tip: this could be of interest because a drunken player is not only open to bribery, but has probably also been around and about a lot in Ghold and perhaps, but really only perhaps, he might tell you something in his inebriated state about his experiences while travelling around. Other questions which are still left open: what is the "optimum" team? Do some races perhaps have characteristics not mentioned in the manual? Are all the hotels, inns and betting offices really the same in every city? And what happens when you have beaten all 16 cities?

At any rate, we wish you a pleasant, exciting, entertaining, amusing, baffling and quite unsportsmanlike time in Ghold!



Credits

- Concept: Holger Ahrens, Volker Marohn, Hartwig Niedergassel,
Teut Weidemann
- Program: Holger Ahrens (Manager-Part)
Volker Marohn (Action-Part)
Gisbert Siegmund (ST and Amiga conversion)
- Graphics: Hartwig Niedergassel
- Sound: Chris Hülsbeck (Amiga)
Jochen Hippe (Atari ST)
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- Support: Jörg Prenzing (Master of VGA)
Borland (Turbo-C, Turbo-Assembler, Turbo
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Morell, Jürgen Goeldner, Hans Rabe and the illustrious
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- Special Thanks to: AJ (the one and only), El Heini, Stallion

All In-Game names, characters and locations are fictional, but some might be interpreted as a joke based on real life persons - take it easy!

Produced, programmed and professionally playtested from August 1989 to October 1990 at Rainbow Arts Headquarters, Düsseldorf, Germany.