Realms of Quest

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Table of Contents

Introduction to Realms of Quest III....3
System Requirements....4
Loading the Game....4
Main Menu....4
The Castle....4
The Guild Menu....4
Create a character....4
Attributes (Rolling your character)....5
Male or Female?....5
The Races of Realms of Quest....5
- Class Restrictions by Race....7
- Attribute Adjustments by Race....7
- Weapons Restrictions by Race....7
- Armor Restrictions by Race....8

Eight Classes to Choose From....8
- Weapon Restrictions by Class....9
- Armor Restrictions by Class....10
- Magic Item Restrictions by Class....10
- Abilities Table by Class....10

Delete Character....10
Edit Name....11
Inventory....11
(Change) Position....11
Quit to Main Menu....11
Save Game....12
View Character....12
- Experience Requirements for Levels....13
- Constitution Bonus for Hit Points....13

Let's go Shoppe-ing....13
Bolzaim's Trading Post....13
- Cost and Ratings of Weapons and Armor....14

Cash in your Gold....14
Dockyard....14
Rest at an Inn....15
The Temple....15
The Party Menu....16
Cast Spell....16
- Minimum Requirements....16
- Wizard Spells....16
- Priest Spells....17

Drink Potion....17
Move About....17
The Land of Rivaria....18
Use Item....20
Encounter....20
Combat Menu....21
Monsters Strike Back....23
Special Attacks....23
Beastiary (List of Monsters)....23
The Spoils of Victory....28
Special Magic Items....28
The Quest....29
Realms of Quest III: Dunjon Crawler....29
A History of the Realms of Quest Trilogy....30
System IIII: The Complete Anthology....32
Acknowledgements....35
Copyright and Contact Information....35

Introduction to Realms of Quest III

It has been a thousand years since the great bards had written the epic poem telling the legend of a hero who had slain the demon wizard, Nikaedor.

The hero, though mortally wounded, shouted a final cry of victory: “Hark! The Evil Wizard and his Eternal Orb no longer hold dominion over this land”.

It has been a thousand years since…

And now, bandits, orcs, highwaymen and all sorts of vile creatures have gotten bolder. Where they roamed before as mere nuisance, they now dare more often, and even well armed escorts are no longer safe from their attacks. They wander from their wilderness and abandoned ruins of Rivaria to threaten cities within our borders. Sanctuary can no longer be guaranteed.

Then came a far worse day; a day that saw superstition pierce to reality. Dragons, as told in ancient tales from a time beyond memory, began terrorizing our lands. By these tales, it was believed that upon every new moon, the sacrifice of a young maiden, pure in heart and and virtue, would spare the fate of the dragon’s breath. And thus the villages renewed these rituals of terror in order to save themselves.

The dragons sounded a flood of orcs, kobolds, ogres and all sorts of deformed humanoids to rally and attack. Once believed our symbol of strength, peace and protection, the King’s castle was ransacked a year after the first of the dragons was seen. The great Land of Rivaria was now reduced to a vassal colony and would pay tribute to all things evil.

Sages and scribes scurried through the ancient texts, desperate to find answers. In the scant remains of the Lycaeum of the King's castle, only a fragment of the ancient poem was found:

“The daemon hath been defeated and a new day begun.
A day to last a thousand years ‘til the setting of the sun.”

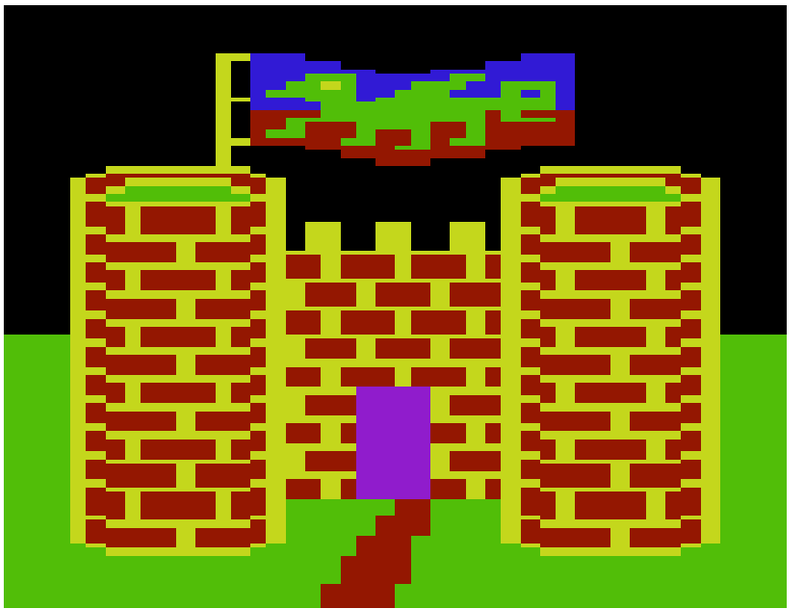
The scholars argued on its meaning. In the end, they settled to a one common fear: “Nikaedor”. The legends told his power was so great that he could reverse his own death by himself. All shuddered at the thought.

The King sent forth his finest on a scouting mission to the old ruins of Nikaedor's lair; warriors of unyielding strength, magic wielders of cunning sorcery. After the passing of several moons, their bodies floated in the moat of our once-beloved castle . Struck with shock and grief, a journal was retrieved from their watery grave. The final entry petrified those with ears to hear it:

“Nikaedor has returned. Death to those who fail to pay tribute on this day and forever. Hail Nikaedor!”

System Requirements

Commodore VIC-20 with 32K RAM expansion. (16K expansion can be used for *Dunjon Crawler*)
Disk Drive
Datassette (optional)
Joystick (optional)



Loading the Game

Just simply type LOAD”*”,8 (and press return) followed by RUN and return to boot to the main menu. Side 1 contains *Realms of Quest III* and *Dunjon Crawler* while side 2 will have a collection of other games (please refer to *System IIII: The Complete Anthology* in this manual).

Main Menu

When you start *Realms of Quest III*, you will be presented with the main menu from which you can start a new game or resume a saved one. Press the appropriate function key to activate the corresponding action. If you choose to resume a previously saved game, you will be asked which device you will be using (DISK or TAPE). Please refer to the *Save Game* section of this manual for more information.

The Castle

You begin at the castle. It is the base from where you can manage your party, make purchases, rest for the night, heal and resurrect fallen party members. You are presented with three menus which will be discussed later: THE GUILD, SHOPPES and PARTY menu. Press the SPACE bar when you're at the castle to select one of these 3 menus.

The Guild Menu

The Guild is where you make general party management. It is also where you start a new game. You can navigate the menu by using the cursor keys and activate the highlighted option by pressing the RETURN key. You can also press the first letter of a menu option (example: "C" for Create) as a shortcut instead of using the cursor keys. You can also use a joystick instead of the cursor keys (fire button = RETURN key).

Create a character

There is room in your party to have up to 6 characters and it is recommended that each slot is occupied. You can press the keys 1-6 to choose the slot that you which to perform a menu command. As well you can use the CRSR LEFT and CRSR RIGHT keys to select the active character slot. In this case, when you choose "CREATE" from the Guild menu, you will be creating a brand new character (provided that the slot that is activated is already empty).

Attributes (Rolling your character)

The *Realms of Quest* series uses the traditional six role playing attributes that define the characters that you will create. Each of these have practical uses even when they're not considered to be a primary attribute. When you roll a charcacter, the following attributes are presented. You can press F1 to keep the values that are generated, F7 to roll again or any other key to exit back to the previous menu.

- **STRENGTH** measures the overall physical power of the character and is primarily used to determine skill with melee weapons and to mete out double damage to your enemies
- **INTELLIGENCE** is measures mental aptitude and is used for casting WIZARD spells. It is also used to avoid gazing into the eyes of a monster that can turn you to stone (such as a Medusa or Basilisk).
- **WISDOM** represents strength of character, morality and willpower. Used primarily for casting PRIEST spells, it is also useful to resist attacks that cause paralyzation.
- **DEXTERITY** measures agility and hand-eye coordination. Primarily used for evading monster attacks along with attacking and scoring double damage with missile weapons. Is useful to determine combat initiative and for detecting and disarming traps.
- **CONSTITUTION** represents overall health and physical endurance (hit points). Also used as a check for resisting poisonous traps and attacks.
  CHARISMA measures the ability for interpersonal relationships. Useful for when you greet a party of monsters who have reasonable intelligence. It is also used as a check against charm attacks.

Male or Female?

You must choose the sex of your character. Males receive a +2 bonus to their STRENGTH. Females receive a +2 adjustment to their CHARISMA. It's a fairly common observation that males are usually stronger than the fairer sex while females should receive a bonus for well, being the "fairer sex".

The Races of Realms of Quest

You can choose from eight races for your character. Each will have adjustments to the 6 basic attributes and there are limits to what professions are open to them.

- **HUMANS** are the the most common form of humanoid in Rivaria, the "race of men". They can choose any class but they are best at being WIZARDS, RANGERS or PALADINS.
- **ELVES** are mythical creatures that usually live in forests, have pointed ears, and remain young forever. They make excellent WIZARDS, THIEVES or RANGERS.
- **DWARVES** are short but strong humanoid creatures who live in the mountains. They are quite limited for their choice of class, but they are quite good at being FIGHTERS.
- **HOBBITS** are small quiet people who usually shy away from adventure. They are quite good at the PRIEST profession and are excellent THIEVES.
- **GNOMES** are a subterranean people who are quite small and industrious. They are the finest PRIESTS and NECROMANCERS.

SPRITES are tiny creatures of folklore who are depicted with pointed ears, often wearing a green outfit and a pointed hat. Their personality and charm can win over just about anyone. Their diminutive build makes them quite weak, but their superior agility and intelligence make them to be the finest THIEVES and WIZARDS.

- **ORCS** are a warlike humanoid and ugly people shunned by most and thus they pursue a life of brigandry and are often serve as mercenaries for other powerful evil creatures. Those who choose to be on the side of good can become excellent FIGHTERS in your party.
- **OGRES** are usually large, cruel, clumsy, stupid and hideous but they make excellent FIGHTERS.

Class Restrictions by Race

CLASS	HUMAN	ELF	DWARF	HOBBIT	GNOME	SPRITE	ORC	OGRE
FIGHTER	X	X	X	X	X	X	X	X
WIZARD	X	X			X	X		
PRIEST	X	X	X	X	X			
THIEF	X	X	X	X	X	X	X	
RANGER	X	X						
PALADIN	X							
MONK	X						X	X
NECROMANCER	X	X			X			

Attribute Adjustments by Race

ATTRIBUTE	HUMAN	ELF	DWARF	HOBBIT	GNOME	SPRITE	ORC	OGRE
STRENGTH	+		++	-	-	--	+++	++++
INTELLIGENCE	+	+				++	-	--
WISDOM				+	++		-	--
DEXTERITY		+	-	++	+	+++	-	--
CONSTITUTION		-	++		+	--	+++	++++
CHARISMA		+	-		-	++	--	--

Weapons Restrictions by Race

WEAPON	HUMAN	ELF	DWARF	HOB.	GNOME	SPRITE	ORC	OGRE
DAGGER	X	X	X	X	X	X	X	X
STAFF	X	X	X		X		X	X
MACE	X	X	X	X	X		X	X
FLAIL	X	X	X				X	X
SHORT SWORD	X	X	X	X	X		X	X
LONG SWORD	X	X	X	X	X		X	X
BATTLE AXE	X		X				X	X
TWO HANDED SWORD	X	X					X	X
SLING	X	X	X	X	X		X	
BOW	X	X	X	X	X		X	
CROSSBOW	X	X	X				X	

Armor Restrictions by Race

ARMOR	HUMAN	ELF	DWARF	HOBBIT	GNOME	SPRITE	ORC	OGRE
ROBE	X	X	X	X	X	X	X	X
LEATHER	X	X	X	X	X	X	X	X
STUDDED LEATHER	X	X	X	X	X		X	X
RING MAIL	X	X	X	X	X		X	
CHAIN MAIL	X	X	X		X		X	
PLATE MAIL	X	X	X				X	
ELFIN CHAIN MAIL	X	X	X	X	X	X	X	X

Eight Classes to Choose From

The final choice when creating a character is their class. Be mindful of the attributes that were generated earlier in the process, a FIGHTER should have a reasonable amount of STRENGTH and CONSTITUTION while WIZARDS should have a higher INTELLIGENCE than most.

- **FIGHTER** is your basic infantry or fighting man. While they possess no special abilities that stand apart from the other classes, they receive the most hit points: 1-12 per level plus a bonus determined by their CONSTITUTION. They're not restricted by what weapons or armor they can use; and as they gain levels, their ability to mete out damage is increased.
- **WIZARDS** are able to cast magic spells that usually inflict damage to monsters. Because they are quite studious, they only receive 1-4 hit points per level (plus bonus). They have severe limits to what kind of weapons they can use while only being allowed to wear a robe for their armor.

- **PRIESTS** are holy warriors who can cast spells (or prayers) that usually can heal and protect party members. However, they can employ offensive spells that repel the undead and destroy demonic creatures. While they have no restrictions to what kind of armor they can wear, they can only wield weapons that do not cut or pierce. They get 1-8 hit points per level.
- **THIEVES** are professional rogues who are skilled in stealth combat (backstab) and possess knowledge on how to detect and disarm traps. They receive 1-6 hit points per level and have limited choices for weapons and armor.
- **RANGERS** are fighting men who are able to employ some thieving skills (detect/disarm) and will gain the ability to cast some WIZARD spells starting at level 4. They get 1-10 hit points per level and they have no weapon or armor restrictions and like FIGHTERS, their ability to cause damage will increase as they gain levels.
- **PALADINS** are knights of renown who will be able to cast some PRIEST spells starting at level 3. They receive up to 10 hit points per level and have no weapon or armor restrictions. They receive a damage bonus as they progress in the later levels.
- **MONKS** are a solitary people who usually live within the sanctuary of a temple. Some who venture out into the real world, roam the lands and try to make good by their sacred oath to help others. They receive 1-6 hit points per level and are limited to weapons that usually do not draw blood and are allowed to use modest armor protection. While they are not knowledgeable in the arcane arts of spellcasting, they have the ability to use those magical items restricted to WIZARDS, PRIESTS and the fighting classes (FIGHTERS, RANGERS and PALADINS). They are also very proficient in stealth/ backstab attacks and can deliver a great amount of damage with their bare hands at higher levels.
- **NECROMANCERS** are spellcasters who can employ magic from both schools (WIZARD and PRIEST). They have the same weapon and armor restrictions as WIZARDS and get 1-4 hit points per level. Because their studies involve twice as many spells, they cannot begin to cast them until they reach level 2. As well, they will not possess as many spell units that WIZARDS and PRIESTS have.

Weapon Restrictions by Class

WEAPON	FIGHTER	WIZARD	PRIEST	THIEF	RANGER	PAL.	MONK	NEC.
DAGGER	X	X		X	X	X		X
STAFF	X	X	X	X	X	X	X	X
MACE	X		X		X	X	X	
FLAIL	X		X		X	X	X	
SHORT SWORD	X			X	X	X		
LONG SWORD	X				X	X		
BATTLE AXE	X				X	X		
TWO HANDED SWORD	X				X	X		
SLING	X	X	X	X	X	X	X	X
BOW	X			X	X	X		
CROSSBOW	X				X	X		

Armor Restrictions by Class

ARMOR	FIGHTER	WIZARD	PRIEST	THIEF	RANGER	PALADIN	MONK	NEC.
ROBE	X	X	X	X	X	X	X	X
LEATHER	X		X	X	X	X	X	
STUDDED LEATHER	X		X	X	X	X	X	
RING MAIL	X		X		X	X		
CHAIN MAIL	X		X		X	X		
PLATE MAIL	X		X		X	X		
ELFIN CHAIN MAIL	X		X	X	X	X	X	
SHIELD	X		X		X	X	X	

Magic Item Restrictions by Class

MAGIC ITEM	FIGHTER	WIZARD	PRIEST	THIEF	RANGER	PAL.	MONK	NEC.
BOOTS OF ELVENKIND	X	X	X	X	X	X	X	X
CROWN OF MIGHT	X				X	X	X	
GIRDLE GIANT STR.	X				X	X	X	
GAUNTLET/THIEVING				X				
RING OF PROTECTION	X	X	X	X	X	X	X	X
RING/REGENERATION	X	X	X	X	X	X	X	X
RING OF WIZARDRY		X						X
ROD/RESURRECTION			X				X	
WAND OF FIRE		X					X	X
WAND OF LIGHTNING		X					X	X

Abilities Table by Class

ABILITY	FIGHTER	WIZARD	PRIEST	THIEF	RANGER	PAL.	MONK	NEC.
BASE HIT POINTS	12	4	8	6	10	10	6	4
DAMAGE BONUS	X				X	X		
BACKSTAB				X			X	
UNARMED COMBAT							X	
SPELL TYPE		W	P		W	P		W/P
LEVEL BEGIN SPELL		1	1		4	3		2
SPELL UNITS/LEVEL		3	3		1	1		2
MAX. SPELL LEVELS		5	5		2	3		5
DETECT/DISARM TRAP				++	+			

Delete Character

You can delete characters at THE GUILD in the castle. Once you confirm this command, you cannot recover (unless it's from a previously saved game).

Edit Name

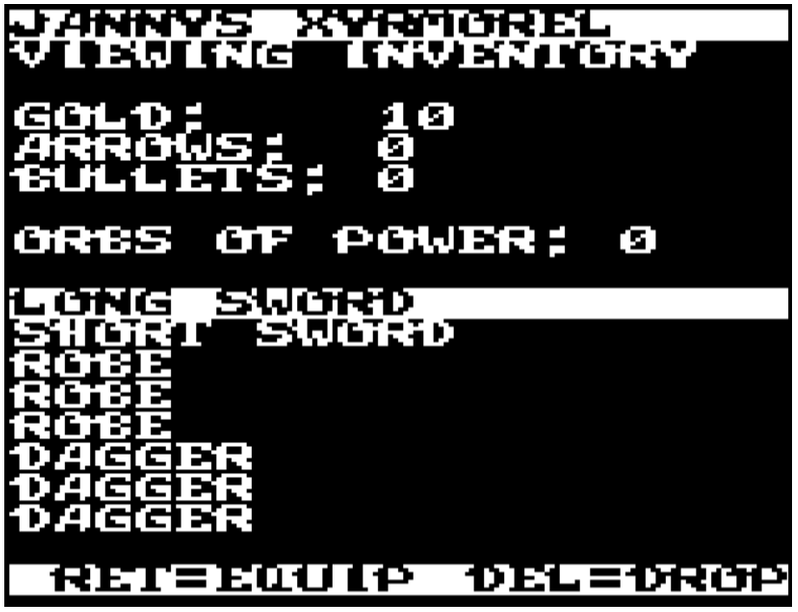
You can choose to change the name of your character at any time while in THE GUILD.

Inventory

This is the screen that allows you to see all of the items that are contained in the common inventory pool. Instead of requiring each character having their own gold and ammunition (sling bullets and arrows) as well as the Orbs of Power (please refer to the section regarding *The Quest* later in the manual), they are denoted at the top. The middle section contains common items where your characters can equip themselves.

To equip a character, you must select the "active character" at the previous screen (by pressing 1-6 or the CRSR LEFT/RIGHT keys) and then choose the INVENTORY menu option. Then you can use the CRSR UP/DOWN keys and press the RETURN key. The game program will let you know if you are allowed to equip the item or not. The reason why you cannot equip are most likely because the character is already equipped with a similar type of item or the item does not meet the RACE and CLASS restrictions.

There are 10 slots in which you can store items in common INVENTORY. If you would like to make room for other items (by buying them at *Bolzaim's Trading Post* or for when you find treasure), you can permanently drop an item by pressing the DELETE key or better yet, just sell the items.

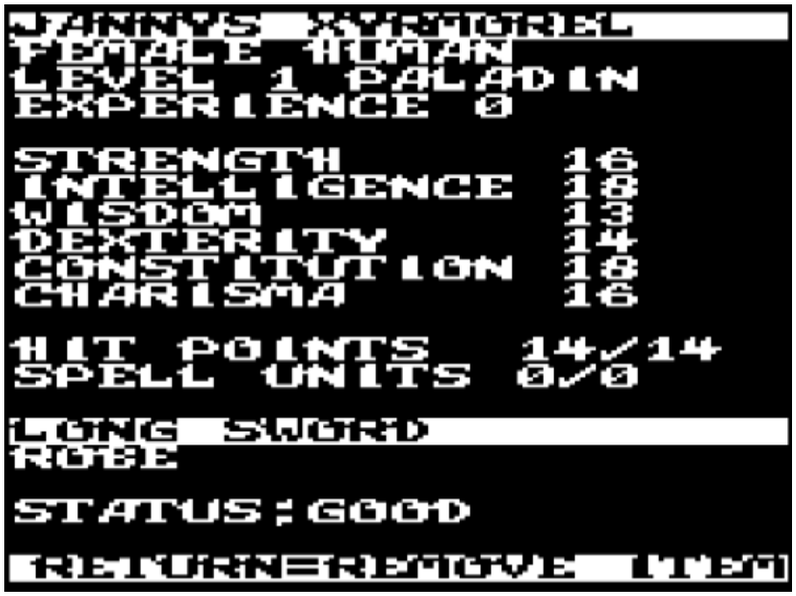


(Change) Position

You can change the position of your party members by selecting the POSITION option from THE GUILD or PARTY MENU. It is advised that you place your strongest fighters in the front and your weaker characters (such as thieves and wizard spellcasters) in the back. The closer to the front a character is located, the more likely he or she is to be attacked by monsters during a battle.

Quit to Main Menu

You can return to the main menu in order to restore a previously saved game.



Save Game

You can save a game in progress to TAPE or to DISK. If you save to TAPE, make sure to insert a cassette into the Datassette that does not contain important data. If you choose to save to DISK, you can choose from slots 1-9. By having multiple slots available to you will make it more convenient to create multiple parties if you want to.

View Character

This option is quite useful to view the current status of your character as well as removing items that are already equipped and place them in the INVENTORY pool.

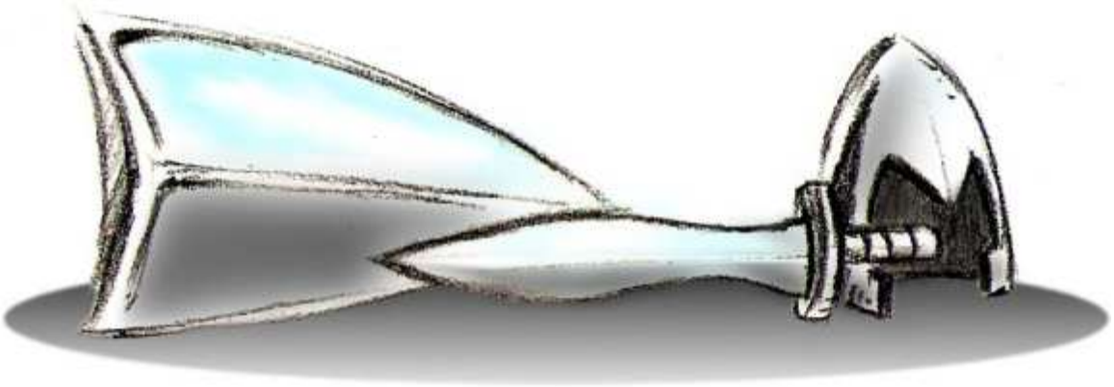
Every new character begins at LEVEL 1 with 0 EXPERIENCE points. You gain experience points through killing monsters and cashing in your gold (more on that later). As the threshold to advance to is met (by gaining enough experience), your character will advance to the next level.

- HIT POINTS represent the overall life force and ability to absorb wounds in battle. If these get reduced to 0, the character's STATUS will change from GOOD to DEAD.
- SPELL UNITS measure the character's ability to cast spells. For those classes that can cast PRIEST or WIZARD spells, these will increase in number.

Every character can be equipped with one type of each of the following:

- Weapon
- Armor
- Shield (provided that the weapon is not a two-handed one)
- Magic Item
- Potion

When viewing a character (while not in combat mode), you can use the CRSR UP/DOWN keys to select an item and then press RETURN to remove it from the character and place it in the common INVENTORY pool. To exit this screen, just press any other key.



Experience Requirements for Levels

Level 1	0 xp
2	200
3	400
4	800
5	1600
6	3200
7	6400
8	12800
9	25600
10	51200
12	102400
13	204800
14	409600
15	819200, etc.

Constitution Bonus for Hit Points

In addition to base hit points, characters also receive bonus HP on a "per level" basis for having a high constitution.

Constitution of 9-12	1 bonus hit point
13-15	2 bonus hit points
16-17	3
18	4
19	5
20	6
21	7
22	8
23	9
24	10, etc.

Let's go Shoppe-ing

The Castle contains many shoppes and amenities that your party can use for their benefit. A new party of adventurers will start with 500 gold pieces at the beginning of the game.

Bolzaim's Trading Post

You can buy and sell your wares (weapons, armor, shields, ammunition and even magic items) here. If you choose to sell an item from INVENTORY, you will usually be offered a portion of it's selling price in return. The following tables show the cost and the ratings for weapons and armor.

Cost and Ratings of Weapons and Armor

WEAPON	BASE DAMAGE	COST
NONE (BARE HANDS)	1-2 ***	n/a
DAGGER	1-4	10 G.P.
STAFF *	1-6	30
MACE	1-6	20
FLAIL *	1-8	40
SHORT SWORD	1-8	60
LONG SWORD	1-10	100
BATTLE AXE *	1-12	150
TWO-HANDED SWORD *	1-15	200
SLING **	1-4	50
BOW **	1-6	150
CROSSBOW **	1-8	250

* = two-handed weapon (cannot be used with a shield)
** = missile weapon (attacks back row first, needs ammunition, two-handed weapon)
*** = monks can inflict up to 2 points of damage per level with their bare hands.

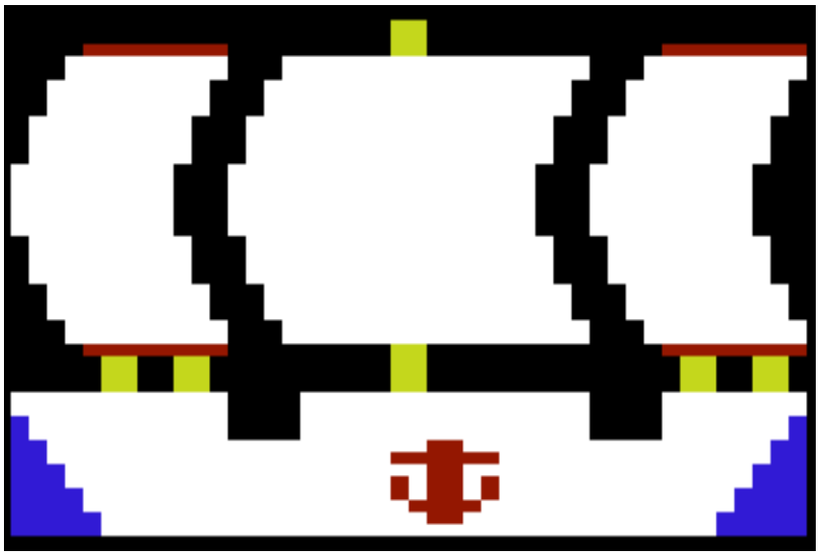
ARMOR	DEFEND FACTOR	COST
SHIELD	1	250 G.P.
ROBE	1	50
LEATHER	2	100
STUDDED LEATHER	3	150
RING MAIL	4	200
CHAIN MAIL	5	400
PLATE MAIL	6	1000
ELFIN CHAIN MAIL	7	4000

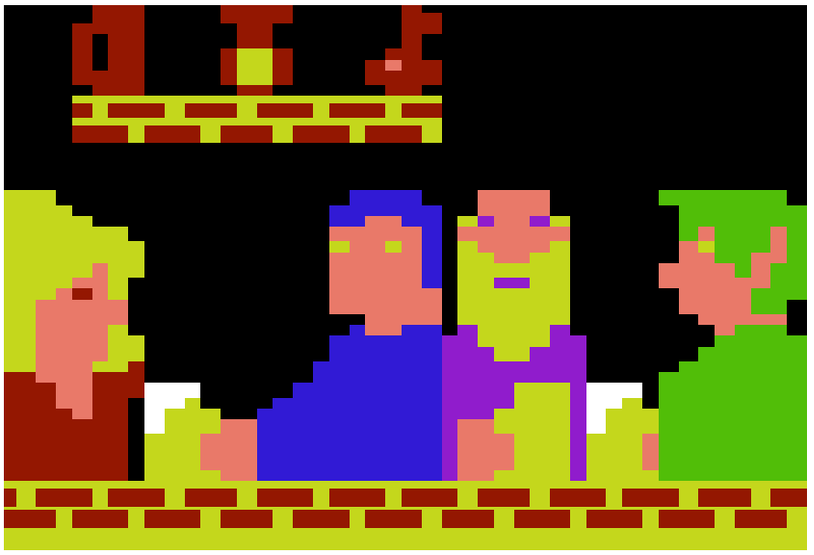
Cash in your Gold

With this option, you can choose to buy experience points (1 xp per gold piece) for the active chosen character. This is a great way to bring up a lower level character on par with the rest of your party or to build up your favorite character.

Dockyard

There are many areas in the Land of Rivaria that can only be accessed by water. For only 8000 gold pieces, you can buy yourself a ship and sail the high seas for greater riches, fame and glory.



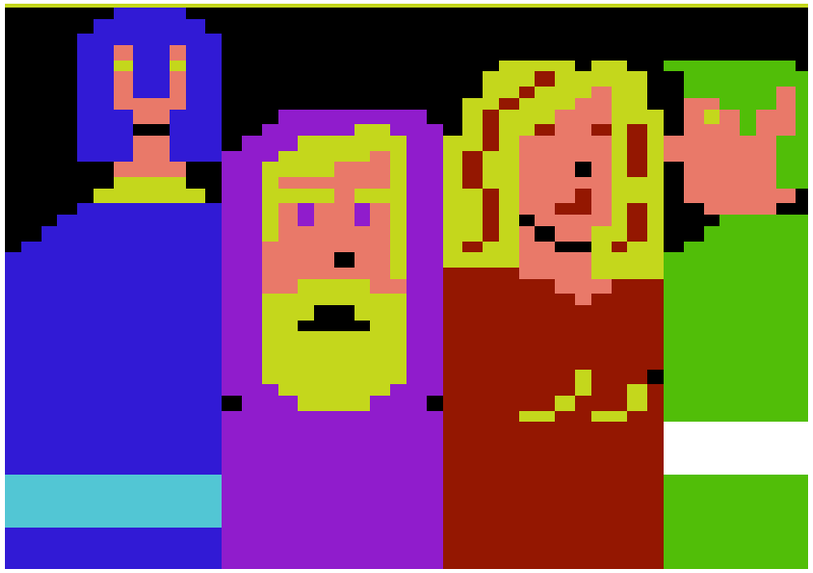


Rest at an Inn

After a long hard day of slaying orcs and other nefarious creatures, it is good to find a place for your party's fill of bread, wine, a night's rest to heal their wounds and replenish their spell units. All of this for only 5 measly gold pieces!

The Temple

If you lack the high-level characters necessary to change the status of a dead or "statue" character back to the living, you can give 500 GP to the temple to recover from this condition.



The Party Menu

While this menu is accessible when you're at The Castle, it is the only one that will be available to you when you're out adventuring. You can access this menu when you're in "movement mode" by simply pressing the SPACE bar.

Cast Spell

For those classes that can cast spells: wizards, priests, necromancers (starting at level 2), paladins (level 3) and rangers (level 4), refer to this section to find out everything about the spells made available to you.

Minimum Requirements

Aside from spell units (3 spell units to cast a level 3 spell for example), your character needs to meet the minimum level and attribute requirements (INTELLIGENCE for wizard spells, WISDOM for priest spells).

SPELL LEVEL	WIZARD/PRIEST	NEC.	PALADIN	RANGER	MIN. INT or WIS
1	level 1	2	3	4	-
2	3	4	5	6	9
3	5	6	7	-	12
4	7	8	-	-	15
5	9	10	-	-	18

Wizard Spells

LEVEL	WIZARD SPELL	WHEN	WHAT	AREA OF EFFECT	FACTOR
1	CHARM MONSTER	combat	stun living	single monster	1
	DISPEL MAGIC	both	'cure' paralysis	one character	-
	ENCHANTED WEAPON	combat	attack bonus	one character	+12
	MAGIC MISSILE	combat	damage	single monster	1
2	CLOUD KILL	combat	kill living	single monster	1
	HASTE	combat	extra attack	one character	+1
	LIGHTNING BOLT	combat	damage	single monster	2
	SLEEP	combat	stun living	first row of monsters	1
3	DEATH SPELL	combat	kill living	first row of monsters	1
	DISPEL ALL MAGIC	both	'cure' paralysis	entire party	-
	FIREBALL	combat	damage	first row of monsters	1
	PHANTASMAL FORCE	combat	stun living	single monster	2
4	ENCHANTED ARMY	combat	attack bonus	entire party	+12
	FINGER OF DEATH	combat	kill living	single monster	2
	POWER WORD STUN	combat	stun living	first row of monsters	2
	STONE TO FLESH	both	'cure' statue	one character	-
5	DIMENSION DOOR	non-combat	teleport	entire party	1 lev down
	METEOR SWARM	combat	damage	first row of monsters	2
	POWER WORD KILL	combat	kill living	first row of monsters	2
	TIME DELAY	combat	extra attack	entire party	+1

The wizard's school of magic consists generally of offensive combat spells, however a few of these can be used to cure certain conditions. The difference between a stun and a kill spell is that the latter will give the caster experience points for taking a monster out of combat while the former will not--but both have the same effect. Wizard stun/kill spells have no effect against undead or demonic monsters.

Priest Spells

LEVEL	PRIEST SPELL	WHEN	WHAT	AREA OF EFFECT	FACTOR
1	BLESS	combat	save bonus	one character	+2
	CURE LIGHT WOUNDS	both	heal damage	one character	1
	PROTECTION/EVIL	combat	bonus armor	one character	+12
	TURN THE UNDEAD	combat	stun undead	single monster	1
2	CURE POISON	both	'cure' poison	one character	-
	CURE SERIOUS WOUNDS	both	heal damage	one character	2
	INVOCATION	combat	kill demon	single monster	1
	REPULSE THE UNDEAD	combat	stun undead	first row of monsters	1
3	EXORCISM	combat	kill demon	single monster	2
	PRAYER	combat	save bonus	entire party	+2
	REBUKE THE UNDEAD	combat	stun undead	single monster	2
	SPIRITUAL SHIELD	combat	bonus armor	entire party	+12
4	CURE ALL POISONS	both	'cure' poison	entire party	-
	EXCOMMUNICATION	combat	kill demon	first row of monsters	1
	EXILE THE UNDEAD	combat	stun undead	first row of monsters	2
	RESTORATION	both	heal damage	one character	all
5	CURE ALL WOUNDS	both	heal damage	entire party	all
	HOLY SYMBOL	combat	kill demon	first row of monsters	2
	RESURRECTION	both	'cure' death	one character	-
	WORD OF RECALL	non-combat	teleport	entire party	ret/castle

The priest school consists mainly of defensive magic with a few spells that can be used offensively to stun the undead and to kill demonic monsters. Spells that are categorized as 'save bonus' are used for defending against monsters' special attacks.

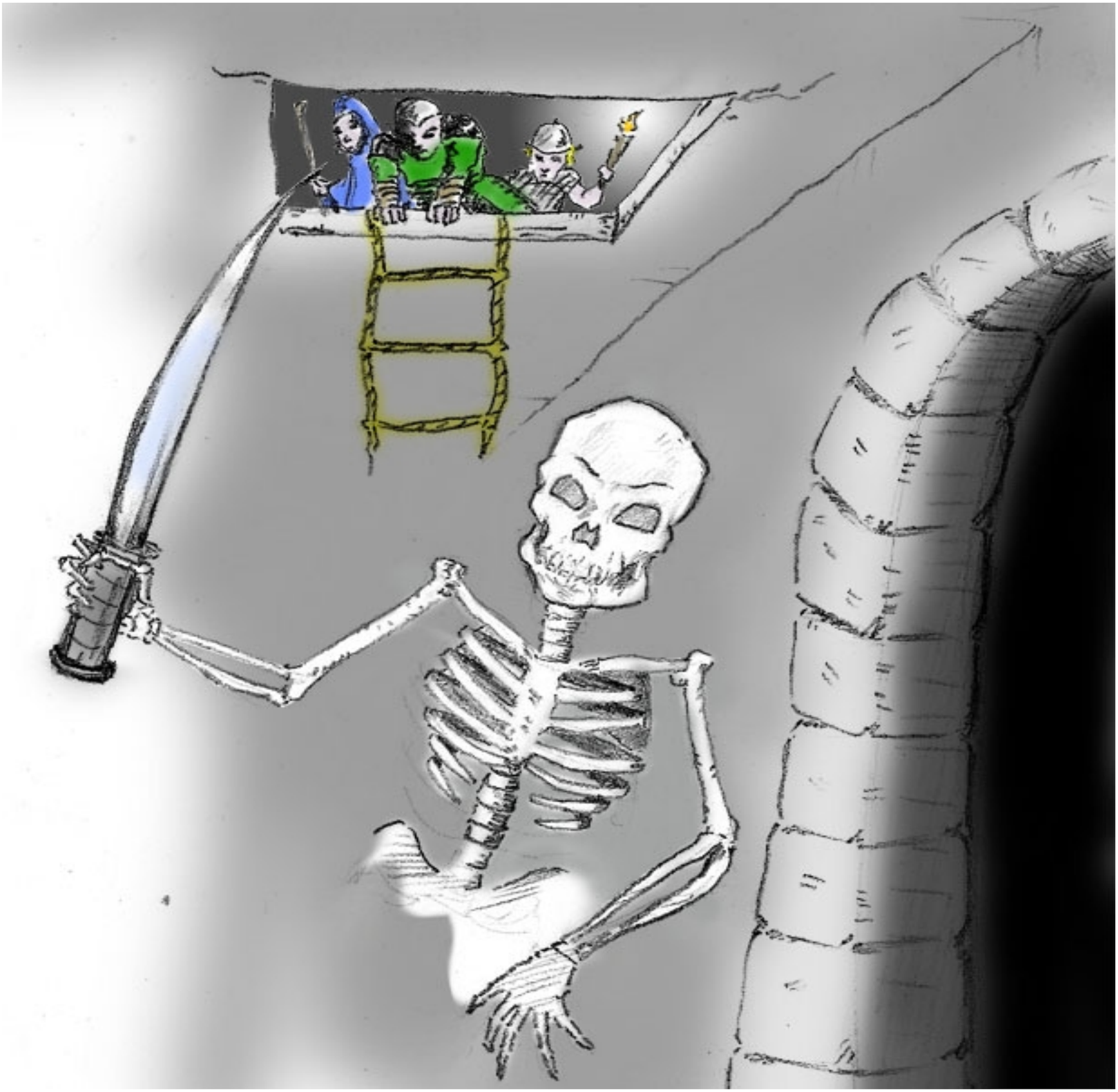
Drink Potion

There are three types of potions available: GIANT STRENGTH, which increases your chances to hit and mete out damage. HEALING cures hit point damage. And finally, SPEED provides your character an extra attack during combat. It is advised that the only potion you should imbibe while in non-combat mode is the potion of healing.

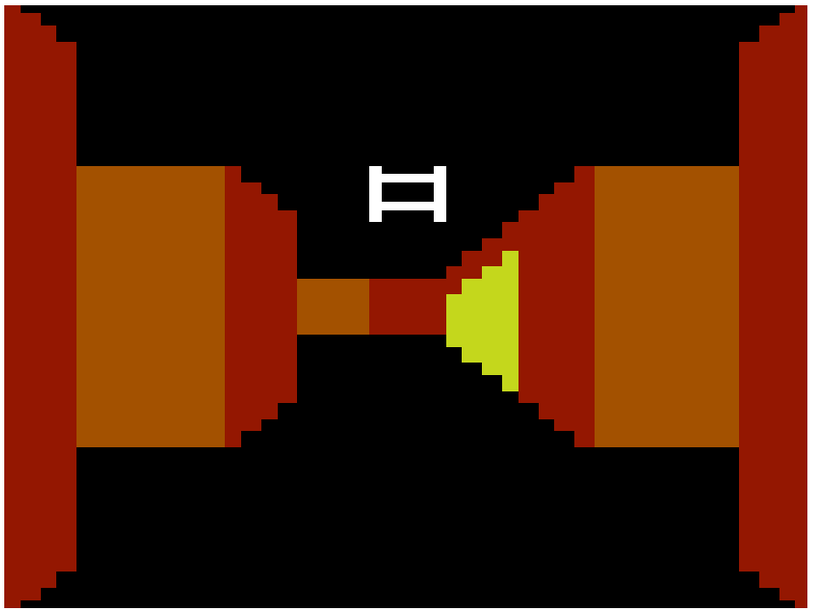
Move About

This option will take your party out of "menu mode" right into "travel mode". Make sure that the active character that you select is able to move (as in not dead, paralyzed or a statue) before selecting this command. In the case where you're at the castle, your party will be placed just outside of it. In other cases, you will be taken back to the position where you pressed the SPACE bar to go into menu mode.

The Land of Rivaria



While in travel mode, you can use the cursor keys, the IJKL keys or a joystick to move your party. If you want to perform an action such as entering a city, dunjon or to climb stairs (as well to drink from a water fountain or sit on a throne while you're in a dunjon), you can press the RETURN key or press the fire button. When your party is in “travel mode”, think of the RETURN key as the primary action key.



When traveling on the map, you're given a top-down view of your surroundings. When you're inside a dunjon, you see the maze from a first-person perspective. In the case of the latter, instead of pressing 'up' to go north, you press 'up' to move in whatever direction that you're facing. Pressing 'left', 'right' and 'down' will make your party turn to the appropriate direction. You can exit from 'travel' mode at any time to the menu by pressing the SPACE bar.

Use Item

There are three magic items that can be activated by this command: the ROD OF RESURRECTION (in combat and non-combat), WAND OF FIRE (in combat) and WAND OF LIGHTNING (in combat).

Encounter

While your party is traveling, there is always a chance that it will encounter a group of seemingly-hostile creatures, usually in one or two rows. Before every round of combat, you can decide to (F)IGHT, (R)UN or (G)REET the monsters (just press the appropriate key). In the case of the fight option, the game will simply then proceed to ask you for the appropriate actions of each character. If try to run away, the game will have to determine if the attempt is successful. If not, then you will have to continue to fight.

The greet option can only be used if no actual fighting has taken place. Whoever is the active (highlighted) character prior to the encounter will be the one to determine if the monsters' reaction to your friendly overtures is successful—a check is made against that character's CHARISMA. This option will not work on all creatures, just those who are considered to be reasonably intelligent.

It is also possible that when you first encounter a group of monsters that they will attack you right away (surprise ambush). The best way to protect yourself against these surprises is to have a selected active character who has a high DEXTERITY.

At the bottom of the screen, you're able to see how many HIT POINTS (under HITS) each character has and his or her status (G=good, P=poisoned, Z=paralyzed, S=statue or D=dead).

Combat Menu

After the pre-combat menu, you will be asked to perform an action for each one of your characters who are able to perform an action. Characters who are dead, paralyzed or turned into a statue are considered immobile and cannot do anything during a battle. The combat menu options are the following...

- **ATTACK** – to use the weapon that your character has been equipped with. If you're equipped with a melee weapon, your character will attack the front row. If you're using a ranged weapon (such as a sling, bow or crossbow), you will attack the back row first by default. Of course, you will need to have ammunition in the INVENTORY (arrows or sling bullets) in order to use a ranged weapon.
- **BACKSTAB** – This type of attack that can be used by thieves or monks allows you to score more damage but is considered risky. If used, the monsters will have an easier time to hit you when they counter-attack. As well, a backstab can only be performed by a melee (non-missile) weapon.
- **CAST** – Use this option to cast a spell (refer to the *Cast Spell* section).
- **DRINK** – Take a drink from your potion (refer to the *Drink Potion* section).
- **PARRY** – This is a purely defensive option to protect a character. A useful option especially when if he or she is low on hit points.

- **USE** – An option to use an equipped magic item. Most magic items provide benefits passively (such as a RING OF PROTECTION) but for items like rods and wands, they need to be activated with this command. Refer to the *Use Item* section for more information.
- **VIEW** – You can view your character during a battle in order to see the other statistics that are not shown on the main screen.

Monsters Strike Back

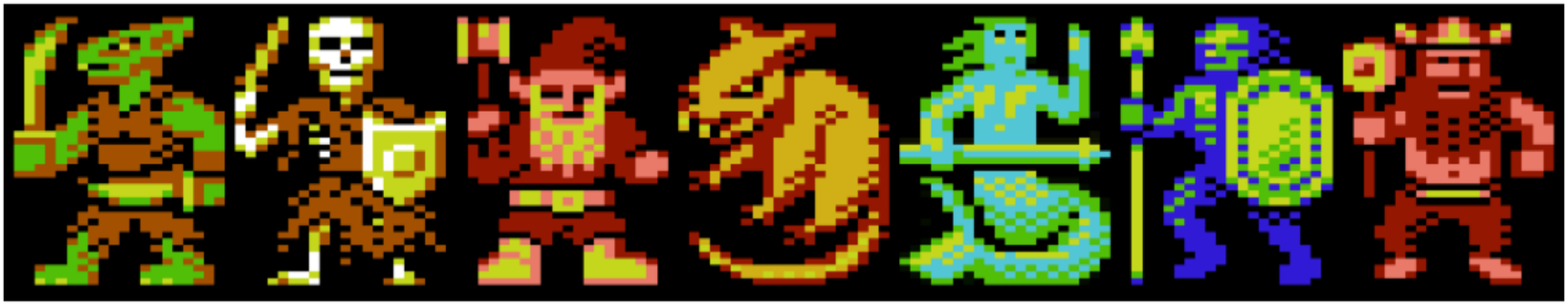
After every party member has performed their actions, it is the monsters turn to attack. Most monsters are able to attack once, but some monsters can attempt a special bonus attack as well. The Priest BLESS and PRAYER spells are useful for protecting your party against special attacks.

Special Attacks

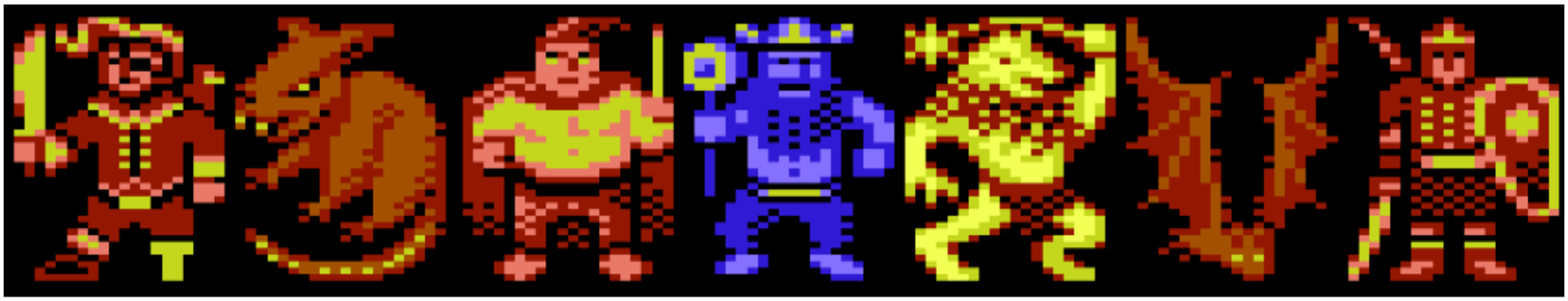
- **POISON** – When the monster hits you, a check is made against the character's CONSTITUTION to see whether or not he or she is poisoned. A poisoned character does not die right away; instead, it will see it's hit points reduced by 1 per non-combat movement until they are cured by a Priest CURE POISON spell or by having a good night's sleep at the inn.
- **STEAL** – If a character fails their DEXTERITY check, the monster will be able to take away an equipped magic item or a potion.
- **DESTROY ARMOR** – A check is made against DEXTERITY to determine if the monster has successfully destroyed the character's armor.
- **CHARM** – Failing a CHARISMA check will mean that the character is paralyzed. This can be either cured by a Wizard DISPEL MAGIC spell or by sleeping at the inn.
- **PARALYZE** – A check against WISDOM is made to determine if the character is able to resist being paralyzed. The Wizard's DISPEL MAGIC spell will cure this condition.
- **PETRIFY** – A character's INTELLIGENCE will determine if he or she is able to avoid looking into the eyes of a monster who can turn you into a statue. Can be cured by the Wizard STONE TO FLESH spell or at THE TEMPLE in the castle.
- **BREATH WEAPON** – You can suffer from 1-120 hit points of damage if you fail to dodge (use DEXTERITY) against this awesome special attack.
- **ENERGY DRAIN** – A character can have their hit points reduced to 1 or in some extreme cases, lose a level (which represents the character's life force) if they fail a CONSTITUTION check.

Beastiary (List of Monsters)

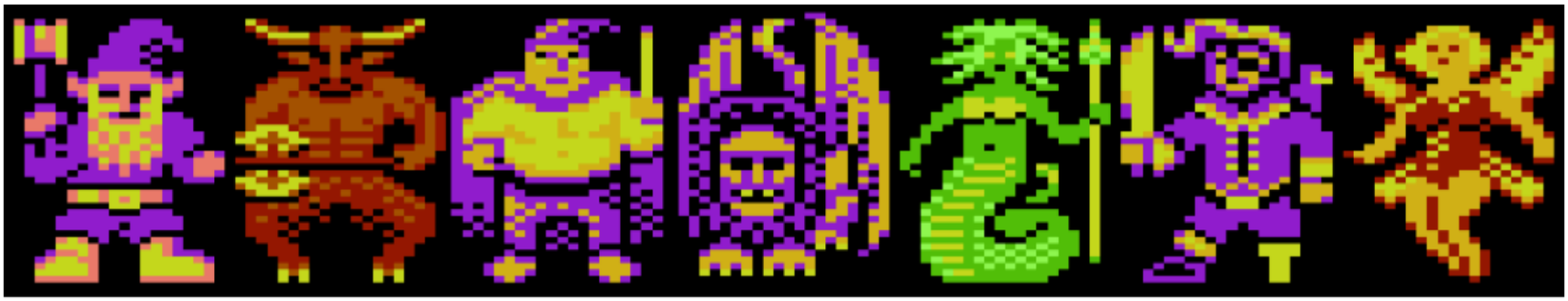
The following tables denote all of the monsters that appear in *Realms of Quest III.* They are listed here in their order of strength—from weakest to strongest. The number of hit points for each monster is determined randomly before a battle begins. The more dangerous a monster, the more experience points that the character will receive once it has been killed.



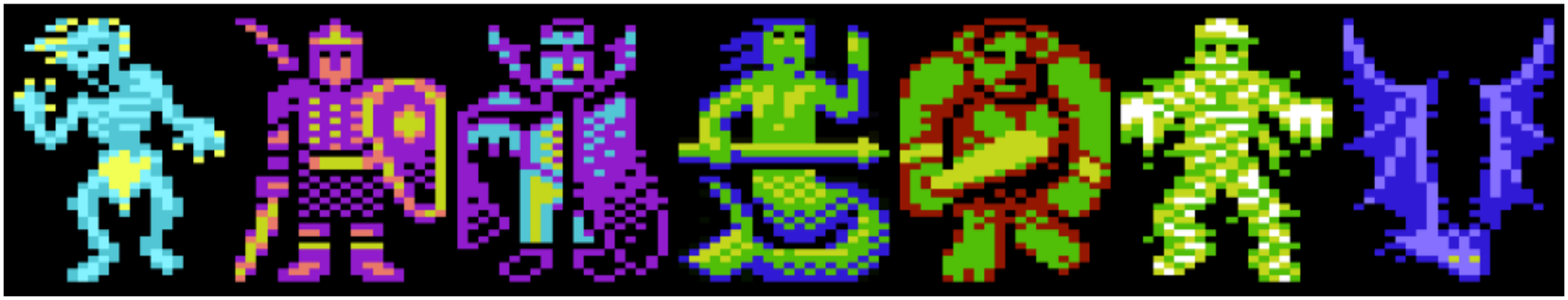
MONSTER	HIT POINTS	DAMAGE	SPECIAL	TYPE
KOBOLD	1-8	1-4		
SKELETON	1-8	1-4		undead
GNOME	1-8	1-5		
GIANT MOUSE	2-16	1-4		
MERMAN	2-16	1-4		
ORC	2-16	1-5		
DWARF	2-16	1-6		
PIRATE	2-16	1-7		
GIANT RAT	2-16	1-4	poison	
HOBBIT	1-8	1-4	steal	
FROST DWARF	3-18	1-6		
GNOLL	3-18	1-7		
GIANT BAT	3-18	1-4	poison	
FIGHTER	3-18	1-10		

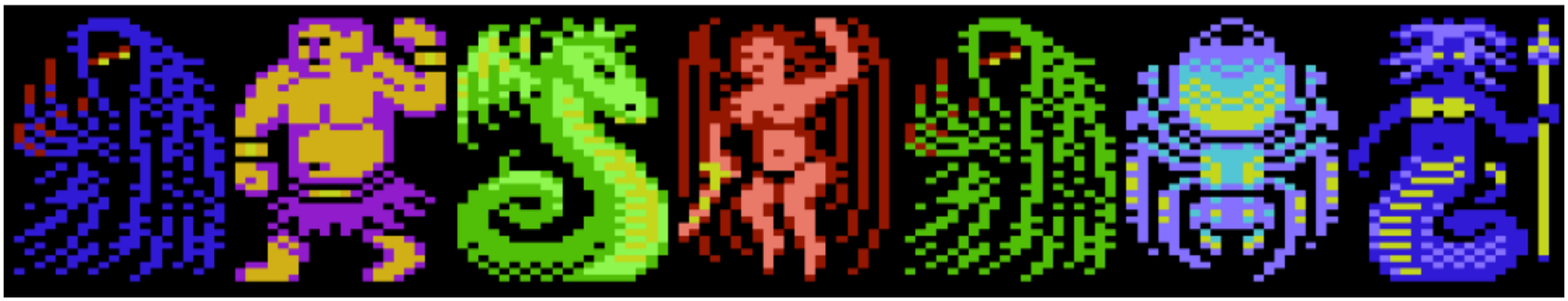


MONSTER	HIT POINTS	DAMAGE	SPECIAL	TYPE
GREEN SLIME	2-16	1-4	destroy armor	
SPRITE	1-8	1-4	charm	
ORC CHIEF	4-32	1-7		
ELF	2-16	1-8	steal	
OGRE	4-32	1-8		
DROW ELF	3-18	1-8	steal	
GIANT SPIDER	4-32	1-8	poison	
GNOME CHIEF	5-40	1-8		
MINOTAUR	6-48	1-8		
MUNCHKIN	4-32	1-8	steal	
MANTICORE	6-48	1-10		
MEDUSA	4-32	1-4	petrify	
BUCCANEER	6-48	1-12		
HARPY	3-18	1-10	charm	

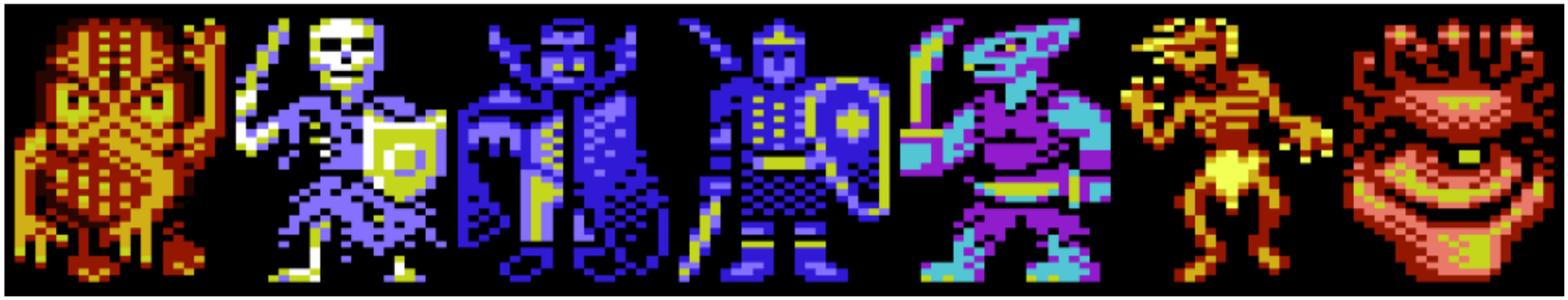


MONSTER	HIT POINTS	DAMAGE	SPECIAL	TYPE
GHOUL	3-24	1-8	paralyze	undead
ELITE GUARD	6-48	1-15		
PHANTOM	6-48	1-6	charm	
TRITON	3-24	1-10	paralyze	
TROLL	6-48	1-20		
MUMMY	5-40	1-8	paralyze	undead
VAMPIRE BAT	4-32	1-6	energy drain	undead
WRAITH	5-40	1-6	energy drain	undead
HILL GIANT	8-64	1-16		
BASILISK	6-48	1-8	petrify	
SUCCUBUS	6-48	1-8	energy drain	demonic
SPECTRE	7-56	1-8	energy drain	
QUEEN SPIDER	10-80	1-16	poison	demonic
NIGHT HAG	8-64	1-12	paralyze	

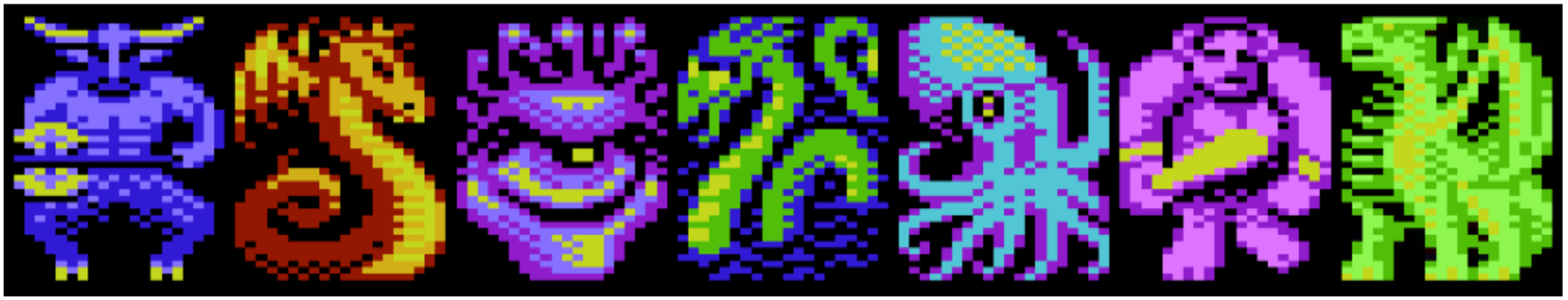


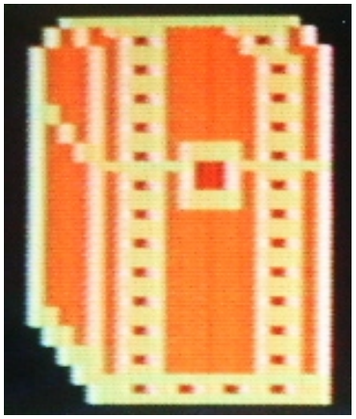


MONSTER	HIT POINTS	DAMAGE	SPECIAL	TYPE
XORN	7-56	1-24	destroy armor	
LICH	11-88	1-10	paralyze	undead
VAMPIRE	8-64	1-10	energy drain	undead
GHOST KNIGHT	10-80	1-12	paralyze	demonic
DEMON KOBOLD	10-80	1-24	poison	undead
BLOOD GHOUL	6-48	1-15	energy drain	undead
BEHOLDER	9-72	1-18	petrify	
DARK PUDDING	10-80	1-24	destroy armor	
SQUID	12-96	1-24	poison	
CHIMERA	9-72	1-18	breath weapon	
MUMMY LORD	9-72	1-16	eneregy drain	undead
ROPER	12-96	1-30	poison	
DEMON GNOLL	12-96	1-18	paralyze	demonic
QUEEN XORN	13-104	1-24	destroy armor	



MONSTER	HIT POINTS	DAMAGE	SPECIAL	TYPE
DEMONAUR	12-96	1-18	breath weapon	demonic
FIRE LIZARD	10-80	1-24	breath weapon	
EVIL EYE	12-96	1-24	petrify	
NESS	14-112	1-40		
KRAKEN	16-128	1-50	poison	
STORM GIANT	15-120	1-40	paralyze	
GREEN DRAGON	14-112	1-40	breath weapon	
DEMON	17-136	1-32	energy drain	demonic
BLUE DRAGON	16-128	1-50	breath weapon	
ICE DEMON	19-152	1-50	petrify	demonic
RED DRAGON	18-144	1-60	breath weapon	
DEMON BRIDE	20-160	1-70	energy drain	demonic
NIKAEDOR	25-200	1-80	charm	demonic
SON OF NIKAEDOR	30-240	1-90	paralyze	demonic





The Spoils of Victory

After resolving an encounter in your favor, some monsters will leave treasure behind. However, said treasure can be guarded by a dangerous trap which can only be detected and disarmed by THIEVES or RANGERS. Open the treasure chest at your own risk!

Special Magic Items

During your adventures, you will find magical items that will aid you greatly during the quest. These items are the following:

Potion – refer to the *Drink Potion* section to know what types of potions that can be found. Each potion can have between 1 and 99 uses before it has been fully consumed.
Magic Weapon – a magic weapon will be given a rating from +1 to +10 that is used to increase your chances to hit and to score double damage.
Magic Armor – has a rating from +1 to +5 which reduces the chance of getting hit.
Magic Shield – has a rating of +1 to +5 which also reduces the chances of getting hit.
Boots of Elvenkind – gives the effect of the Wizard HASTE spell to whoever wears these.
Crown of Might - gives a +8 attack and defend bonus and +2 bonus for saving throws.
Girdle of Giant Strength – the one who wears this receives a +10 to their attack bonus.
Gauntlet of Thieving – gives the wearer the ablity to detect and disarm traps with a 100% success rate.
Ring of Protection – the wearer receives a +10 defend bonus against the monsters' attacks.
Ring of Regeneration – cures 1 hit point per round of non-combat movement.
Ring of Wizardry – reduces the cost of casting WIZARD spells by one spell unit (per spell).
Rod of Resurrection – casts the Priest RESURRECTION spell for 1-99 uses.
Wand of Fire – casts the Wizard FIREBALL spell and can be used 1-99 times.
Wand of Lightning – casts the Wizard LIGHTNING BOLT spell for 1-99 uses.

The Quest

There are 8 dunjons (which are red) out of which you must travel to the 15th floor to kill a DEMON BRIDE and recover an Orb of Power. Once you've gathered all of the eight Orbs, you will go to Nikaedor's Lair (which is purple), descend to the 15th level in a final battle to defeat NIKAEDOR once and for all.

Once you've solved the quest, you can still continue to explore, fight evil monsters, search for treasure and powerful magic items. As well, the game will reset the Dunjons randomly and allow you to replay the adventure where the level of difficulty will be increased progressively. And thus, it is a never-ending quest as you battle the descendants of Nikaedor who come to avenge their progenitors' death.

Realms of Quest III: Dunjon Crawler

Included on the game disk is a 16K version of *Realms of Quest III* called *Dunjon Crawler*. The following features have been removed from the full 32K version so that a version of *Realms III* could run on a more commonly-available form of memory expansion for the VIC-20:

- No music and no joystick control.
- No map (just a single 3-D dunjon).
- No thrones in the dunjons (only water fountains).
- No save game to tape (only to disk with a single save game slot).

The goal of *Dunjon Crawler* is to recover the King's sceptre from the CHROME DRAGON who resides on the 15th floor of the dunjon in the catacombs underneath the Castle. A reward of untold riches will be bestowed to you if you're successful. Once the sceptre is recovered, the dunjon will be reset into a new one so you can replay this “on the side” adventure all over again—with increasingly greater difficulty each time you complete the quest. 32K users can transfer their saved game to *Dunjon Crawler* with the “Transfer Party” application in order to build their characters and acquire additional treasure.

A History of the Realms of Quest Trilogy

The earliest RPG I remember playing on a computer was *Ultima IV* for the Commodore 64. I confess that I never solved this game, I was 13 years old at the time and I was merely content in immersing myself into the vast world that it featured. On top of that, I only had a VIC-20 at home (until 1988 or so) and I had to go to a friend's house in order to play it.

While I did make some very simple RPG games for the VIC-20 like the *Video Quest Series (1986-1990)*, I went to a friend's house and we programmed *Ultimate Quest (1989)* for the Commodore 64. It was slow (100% BASIC), but it had most of the essential elements that I believe should be featured in a “retro” style RPG: character creation, the 6 “classic” attributes and an unforgiving combat system. My pen-and-paper RPG indoctrination involved recreating many new characters during a single playing session because it was not uncommon for my strict “Game Master” to kill them off, often with a smile on his face. Some have asked why do I make my computer RPGs so difficult, it is because I view them as simulations of those pen-and-paper RPG sessions that I now remember with fondness.

Perhaps at a subconscious level, I am trying to inflict the same kind of frustrating “fun” at the players of my computer RPGs that the GM of my youth used to inflict on me all of those years ago.

At the same time that *Ultimate* was being worked on, I also attempted to create *Quest Realms (1989)* for the C64 as well. Unfortunately, the multi-character party system was far too ambitious for me at the time and I was never able to complete it. It only exists as a very rudimentary demo.

Although I was discouraged somewhat, I looked at games like *Telengard* and *Sword of Fargoal* which were “stripped-down” RPG games that were much easier to program. Although I had finally gotten a Commodore 64 computer in 1989, by 1990 I was already nostalgic for the 22-column VIC-20 screen and I set out to work on the first *Realms of Quest (1991)*.

A sequel that was “bigger and better” had been attempted soon after, but like *Quest Realms* before it, it never got past the stage of a working demo. But still, it would have featured many elements that you now see in *Realms of Quest III* : a scrolling map and monster portraits for combat.

It was not until 2003 or so that I had renewed my interest in making computer RPG games again. *Dunjon I & II (2003)* were simple PETSCII graphic dungeon crawlers that used an algorithm to create the mazes that you would explore. The latter of the two was entered in the 2003 8-bit mini-game programming contest which had finished in 43rd place (as voted by by the public). While this was not the showing I had hoped for, the consolation was that the winner of the same contest (Robin Harbron, *Minima Reloaded*) proclaimed:

*"I was put off by the difficulty at first, but then figured out a few things, got into it and spent *hours* playing this! Mapped out the whole first level, got about half of the 2nd, and a wee bit of the 3rd done. Still too tough to do much proper exploring deeper down, but I enjoyed those hours of playing.”*

The following year, I had released the long-awaited sequel, *Realms of Quest II (2004-2007)*. It finished in 11th place for the mini-game contest in 2004 and an improved “Special Edition” had finished in 2nd place in 2006. Another version was created for the *VIC-20 Mega-Cart* in 2007 (and officially released in 2009).

While *Realms II* was impressive for a single file game that worked on the unexpanded VIC-20 (with scrolling map, a vast world to explore along with music), I had taken the “ *Telengard* for the unexpanded VIC-20” concept as far as I could. In February of 2009, I had posted a message to the VIC-20 Denial internet forum that I would be working on *Dunjon III* . Originally, this would have been a cartridge game, but as I continued to write the program in 100% assembly language, I set to go “all out” and write *Realms of Quest III* for the VIC-20 that required 32K memory expansion.

Realms III is the game that I've always wanted to create for over 20+ years. My previous aborted attempts at a grand RPG on the scale of *Ultima IV* and *Pool of Radiance* had finally been realized. By announcing this project on an open internet forum, I had committed myself to fulfill a childhood dream. With well over 600+ responses on the forum, the VIC-20 internet community gave me the encouragement, inspiration and the motivation to keep working. 12,000+ lines of assembly language source code and several hours of testing are the fruits of my efforts. I hardly used any hand-written notes during the making of this game—everything that I've wanted to put into an RPG had been thought and mulled over the years inside of my head.

Also included in this package are several VIC-20 games that I've created, including a few of those written about in the aforementioned text.

Ghislain de Blois
Calgary, Alberta, Canada
October 18, 2009.

System IIII: The Complete Anthology

Included on side two of the *Realms of Quest Trilogy* disk are games that I've programmed for the VIC-20 over the past 25+ years or so. SYSTEM IIII was a group mainly consisting of me and my friends where I would create games for the VIC-20 and they would get to play them. While it had more or less disbanded by 1990, out of a sense of nostalgia I continued to use the club's name whenever I would create a new game afterwards. The following games will all work without any memory expansion. If using an emulator, you may have to adjust the keyboard settings for the @ / : ; key combination.

Realms of Quest (1991)

Where it all began! It's world is a dungeon consisting of 20 levels with 8x8 locations all designed by hand by my youngest brother who I paid $0.25 for each floor. To play, refer to the in-game instructions.

Realms of Quest II (Unfinished Demo) (1993)

An ambitious failure. However, the nearly completed (though disjointed) work has been preserved as a demo where you can view the 20 hi-res monster portraits and explore the world map and even a few cities. The portraits, scrolling map and 3D maze perspective will become fully realized in *Realms of Quest III*. Please refer to the in-game instructions on how to explore this demo.

Dunjon I & II (2003)

The goal of this game is that you must toil and wander the dangerous dungeon levels, hacking and slashing your way to great fortune and glory. It is a very unforgiving game, with many starting characters getting killed right off the bat by an insignificant GNOLL. In order to simulate the joys and sorrows of real-life D&D, there is no SAVE GAME feature—which is for wimps, anyways.

Non-combat commands are: @ (go north), / (south), : (west), ; (east), U (climb up), D (down), S (status). Combat & non-combat commands are: P (drink healing potion), 1 (cast cure light wounds), 2 (magic massile), 3 (fireball), 4 (restoration), 5 (finger of death). *Dunjon II* is an improvement over the first because it can calculate the entire maze of the dungeon in a single line of code:

```
202 DEFFND(X)=INT(RND(-A(17)-A(18)*10000+X))+INT(RND(1)*63+1):...
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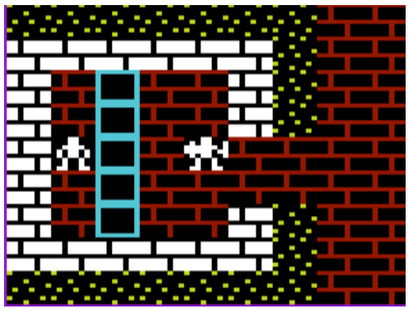
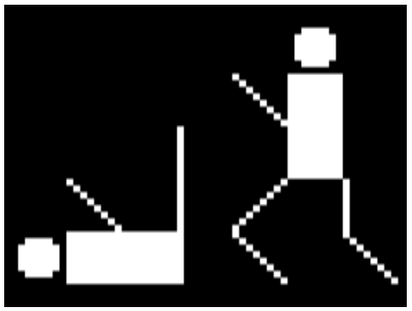


Realms of Quest II (2004)

The long-awaited sequel—at last! The quest is thus: recover all of the orbs of power from the dunjons and then slay the Evil Wizard who lives in the castle.

@ (go north), / (south), : (west), ; (east), U (up), D (down)
E - Enter city, castle or dunjon
P - Drink healing potion
1 - Cast CURE (to heal a few hit points)
2 - Cast FIRE (causes some of damage to your opponent)
3 - Cast HEAL (heals several hit points)
4 - Cast KILL (causes a lot of damage to your opponent)
5 – Cast GATE* (to teleport yourself outside of a dunjon)
6 - Cast WORD (teleports you to your home sanctuary at the starting point of the map)
A - Attack with your sword during battle
R - Run away from battle
L - Load game , S (or F7) - Save game*
F1 - Quit or restart a game (useful for re-rolling a character at the start of the game)

* there are 3 versions of Realms of Quest II—so some of these commands may work differently.



Ringside Boxing (1996)

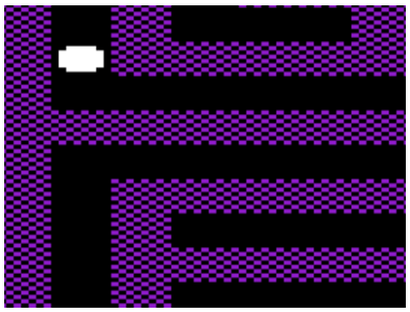
A menu-driven simulation game to create “dream” fights. Features 64 fighters rated on the following abilities: power, speed, chin, stamina, offense, defense, control factor, aggressiveness and heart.

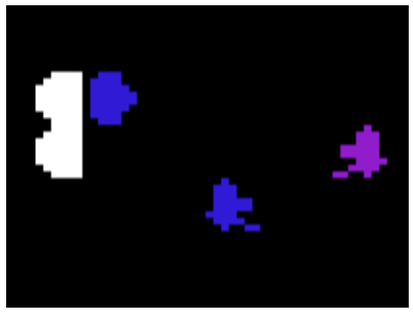
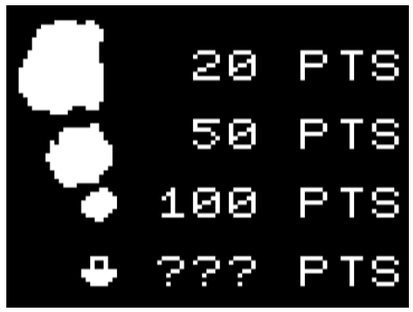
Ringside Wrestling (1990)

A PETSCII-graphics version of a strategy-based game about professional wrestling. To play, just press the corresponding key (1 thru 8) to execute a wrestling hold. You can only perform a "pin" when the opponent is down, so you'll have to be quick and press “8” (to cover-up) before he recovers.

Break-Fast (1988)

The VIC-20 version of my very first published type-in program (originally for the C64) that was printed in Louis F. Sander's “Tips & Tricks” column inside the pages of *Commodore Magazine*. It placed in 9th out of 200 entries in a programming contest. Use the < > keys and the SPACE bar to control the paddle.



Dunjon Master (1990)

Use the @ / : ; keys to explore the dunjons to find treasure and encounter dangerous monsters.

Haunted House (1990)

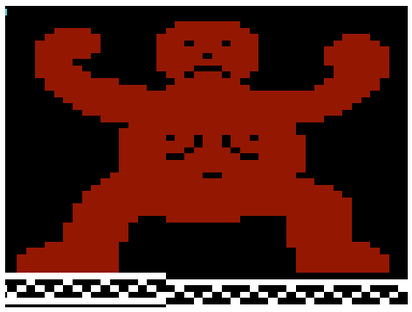
A 36-room text adventure where the goal is to collect 17 treasures inside a haunted house, return to the starting location and SCORE. For a list of commands and instructions, use HELP.

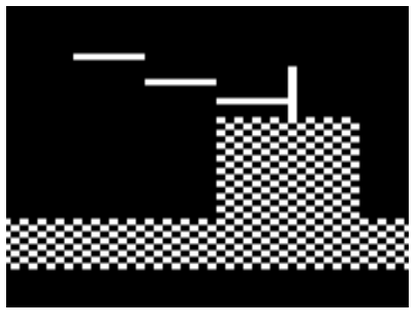
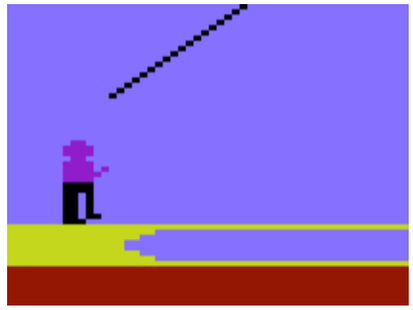
Ice Hockey (1996)

I lost the PETSCII hockey game I had made for SYSTEM IIII in the 1980s where we spent countless hours playing computer tournaments. I created this years later as a tribute. A joystick is required.

Meteor Zone (1996)

A part-ML, mostly BASIC clone of a classic arcade game. Keyboard controls with in-game instructions.



Monkey Kong (1993)

Another arcade classic. Guide the jump-man with a joystick to save the girl from the giant monkey.

Napoleon Simulator (2006)

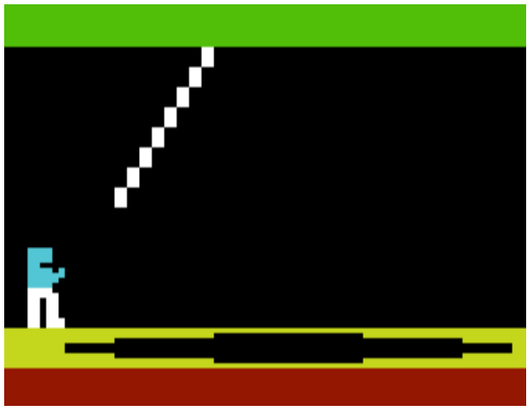
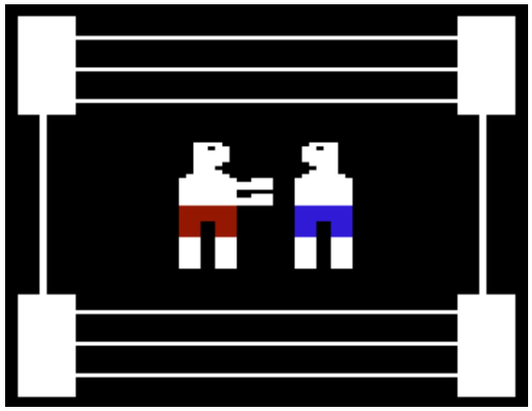
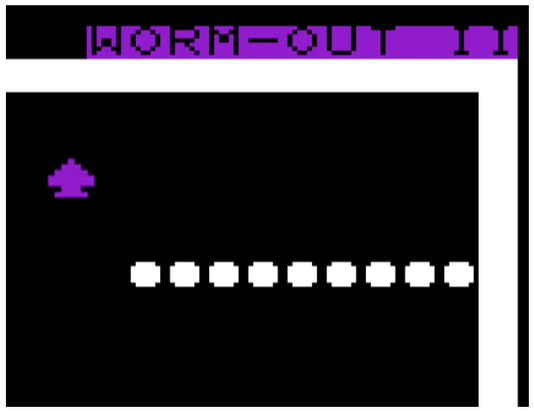
A turn-based strategy war game which allows you to fight several different battles as you command the French Forces against the Allied Armies in early 19th-century Europe. Features in-game instructions on how to control infantry, cavalry and artillery. Finished 11th place in the Minigame Competition.

Paratrooper (1990)

A 180 degree shooter with PETSCII graphics. Use the L ; P keys to play. Inspired by Duane Later.

Vicfall! (1993)

The jungle adventure game and home console classic is brought to life for the VIC-20. Joystick required.

Vicfall II (1996)

An improved version of the home console classic, revised and updated for this release. Joystick required.

Vicside Boxing (2004)

Another menu-driven boxing simulation. While it only has 7 fighters, you can create your own. Boxers are rated as follows: style, control vs boxer, control vs slugger, killer instinct, power, punch accuracy, foul rating, defense, endurance, chin and cut rating. Finished 34th place in the Minigame Competition.

Worm-Out II (1990)

Gobble food that sprouts in the garden. Can you worm your way out of this hole? Joystick required.

Acknowledgements

First I would like to dedicate this game to my lovely evil wife, my family, and my friends.

I would also like to sincerely thank the following people for their contributions, without whom this project could not have been possible:

Yvan Deslauriers (for providing much-needed constructive criticism, chief game tester and editor), Jason "Kenz" Mackenzie (publisher), Bry Henry (for his magnificent illustrations that adorn this manual), Shane Fell (enhanced graphics that made this a first class production), Michael Kircher (additional graphics), Rene Guertin (who taught me everything about RPGs and for creating the font—which first appeared in *Ultimate Quest*), Vincent de Blois (created the mazes and puzzles for *Realms of Quest I*), Robert Hurst (for helping me set up the cc6502 compiler), Jeff Daniels and the following members of the VIC-20 Denial internet community for their support: orion70, ral-clan, Kweepa, carlsson, Royas, Pedro Lambrini, d0c, vic user, Mayhem, MacbthPSW, gklinger, Ivanhoe76, adamantyr, Schlowski, 6502dude, yakumo9275, amramsey, MRaider, matsondawson, formater, Centallica, English Invader, nbla000, Moloch, Athlor, DanSolo, Gabriel Angelos, hjustin, Disc Master I, ravenxau, fsporsche, Mermaid and Archmage.

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Realms of Quest

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