

Aldon's Crossing

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Docs v1.0

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Introduction

This is a role playing game. (RPG) Your journey through the world of Aldon's Crossing will allow you to:

- travel through more than 145 different maps.
- meet and talk with over 100 non-player characters (NPC's).
- engage in combat with more than 30 different types of foes in real time.
- customize your character's gender, portrait, and 6 vital statistics.
- choose from 3 different races, each with their own strengths and weaknesses.
- choose from 4 different classes: Fighter, Thief, Priest, and Mage.
- change your class in the middle of the game: (*i.e. from Mage to Thief, and back again.*)

- cast more than 50 spells, such as Heal, Summon Monster, and Fireball.
- wield deadly weapons(both melee and ranged), and wear powerful armor.
- find amazing potions, and magical items.
- hire henchmen, or find loyal pets to aid you in your quest.
- customize a unique and easy to use interface.

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Starting Game

Requirements

In order to play Aldon's Crossing, you need the following system requirements:

2–Bit Greyscale: Palm OS 3.0 or higher

8–Bit 256 Colors: Palm OS 3.5 or higher

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Install

To install the game you must unpack the compressed file on to your computer. The files installed should include:

- Aldon_30.prc (or Aldon_35.prc for OS 3.5 or higher)
- AldonQuest.pdb
- AldonMain.pdb

these are the only files you need to install on your palm.

Memory Card installation

Just install the above 3 items on your memory card. The game will automatically copy them to main memory temporarily while playing the game. *For better startup times, intall the (.pdb) files in the main memory. This will save the PalmOS from copying the databases on startup.*

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New Game

To start a new game:

- Tap the Aldon icon on your palm.
- Click the menu button to drop down the menu. (the menu button is the lower left button on the silk screen portion of your palm.
- Select 'New Game' or use Grafitti /N
- Select the module you wish to play. *The default shipped module is AldonsCrssng. You may play that module or ArenaMod when you are not yet registered. When registered you may play any module.*

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Character Creation

Name:

Tap the editable control that says 'No Name'. You may select all the text and then use the Graffiti silk screen to enter the name of your character.

Sex:

Click on the 'M' or 'F' button to change your sex from male to female. There are no advantages or disadvantages.

Race:

Choose your race by clicking the '>' button next to where it says "Human".

There are 3 primary races to chose from in Aldon's Crossing...

Human – The Human race is the most average of the races, possessing neither great strengths, nor alarming weaknesses. Their true strength comes from their ability to get along well with the other civilized races (and even most of the not so civilized) and their ability to adapt to almost any obstacle. Humans are well suited for any profession.

Elf – Ancient and mysterious, the elves are the protectors of the great forests. Possessing an unnatural grace, but frailer than a human, elves receives bonuses to dexterity, but minuses to strength and vitality. Elves possess a deep affinity for magic, and most elves take to magic rather easily. Unfortunately, elves do not possess a diety other than the various forest spirits, so the idea of a priest is foreign to them. Elves can be any profession but Priest.

Dwarf – As stout and strong as the mountains they call home, dwarves are a race born to combat. Due to their short compact stature, and years of working in the mines or at the forges, dwarves receive bonuses to strength and vitality. That same compactness also hinders the dwarves dexterity, causing a penalty. Dwarves also tend to spend most of thier time toiling, and rarely have the time (or the desire) for more intellectual pursuits, and thusly suffer a penalty to intelligence. Dwarves are inherently resistant to magic, and distrust it almost completely (except for the spells cast by their priests; worshippers of their mountain god: Gregos the Hammer). Dwarves can be any profession but Wizard.

Stats:

Stats are below race. They can be increased and decreased. You have 12 points to distribute among your stats. If you remove a point from somewhere you get it added to your pool. You may not leave this screen until all the points are used up. Your race dictates your minimum/maximum and starting stats. Also elves are slightly faster moving than humans while dwarves are slightly slower.

Human: Min,Max and Starting for all stats except luck are 3, 16 and 8 respectively (3/16/8). Human luck has a max cap of 18. For humans luck is (3/18/8).

Dwarf: Strength (5/17/10), Dexterity (2/15/7), Vitality (5/17/9), Intelligence(2/15/7), Wisdom (3/16/8), Luck (3/16/8)

Elf: Strength (2/15/7), Dexterity (5/18/10), Vitality (2/15/7), Intelligence(3/16/8), Wisdom (3/16/8), Luck (3/16/8)

Wisdom will affect your mana pool and also affect the rate of mana recuperation. Vitality will affect your hitpoints and the rate you regain them. Luck affects just about everything. Intelligence affects your spell casting success. (if you are a thief your sneak ability is also affected by the difference between your intelligence and the enemy thats searching for you.)

See also appendix for table details.

Importing Character

Some modules let you import a character from a save game. To do this, click the import button on the character creation screen. Then choose the save game to take the player from. If your character fits into the level restrictions of the

module, it will start the module you selected with the imported character. *Note: Any items of '0' value will not be imported as they are considered module quest items not to be transferred .*

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Tutorial

The tutorial will try to walk you through a taste of the user interface of the game. At any point you can quit the tutorial and start with the game. The tutorial will probably take about 5 minutes. It will take you through doors and show you how to open a chest. Even if you skip the tutorial go open the chest to get the contents inside.

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User Interface

Moving

To move around simply tap where you wish to go. Your character does not know how to go "around" corners on their own. You may also hold down the pen to drag where you wish to go. (*if the game starts to slow down release the pen then start again.*) Things that may block your progress:

Doors (may be locked)

NPCs

Walls

Trees (Bushes do NOT)

Signs

Furniture

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Vision

The fully black squares are "unmapped" squares. As you move around and explore they become mapped and they are always visible. Creatures inside rooms that have been mapped may NOT be visible. They are only visible if they are in "Line Of Sight". Windows will allow you to see through a wall.

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Status

The status icon looks like a heart. Tap it so that it looks "pressed" then tap on your character. The status window will appear that looks similar to the character creation screen. This will show your name, experience and stats. You can use this icon to also get the status of your pet or summoned monster. (*see pets*) Tap on the icon then tap on your pet or henchman.

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Inventory

This icon looks like a backpack. Tap it so that it looks "pressed" then tap on your character. The inventory window will appear. This window will have a similar look as when you buy or sell to anyone. That is why its titled "Transaction". Use the arrows to scroll (if necessary) through your inventory. Tap on an item and you may be able to perform an action on it.

Drop: Drop the item on the ground. (quest items or items of 0 value may not be dropped)

Use: This item is usable. Be carefull it may have charges. If the charges run out the item is gone.

Equip: Attempt to equip this item. If it is a piece of armor or a weapon you may not be able to equip it. ([see armor and weapons](#)) You can also use this to check the inventory of your henchmen or underlings. Instead of tapping on your character after you tap on the inventory button, tap on your henchman. This will not work for henchmen that cannot carry things (i.e. dog or cat)

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Picking Up

This icon looks like a hand. Tap it so that it looks "pressed" then tap on your character. You will then attempt to pickup items that are on the same square as your character. If there are items that you may pickup there it will show you a list. Tap each one and choose "pickup" to pick the item up. Once all items are picked up the dialog will automatically close. You can use this to make your henchmen or other underlings pick up items. Simply tap on the icon then tap on the henchman you want to pick something up. If there are no items under them or they cannot carry things, they will not pick anything up.

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Combat Toggle

This icon looks like either a bow or a sword. When it looks like a bow, you tap it to switch to melee combat. When it looks like a sword, tap it to change it to ranged attack. This icon means nothing in itself. It simply will tell the combat engine which weapon takes precedence. You may have it set to ranged combat and not actually have a ranged weapon. If that is the case the combat engine will seek to use your melee weapon instead (if you have on equipped). The opposite is also true. You do not need to be more than one square away to attack someone with a ranged weapon.

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MiniMap

The MinMmap can be accessed from the menu or from customizing a button to MiniMap. MiniMap looks like a smaller version of the map you are on. The yellow dot is your player. Black areas havent been explored yet. By default the "find" button on your Palm's silkscreen brings up the MiniMap.

Message Log

The message log will show you the last 20 messages that were displayed at the bottom of the screen during play. This is accessed from the menu.

Quest Log

The quest log is updated from time to time as you talk to people and accomplish tasks. This is a useful tool if you forget what task you were supposed to do next. By default the "calculator" button on your Palm's silkscreen brings up the Quest Log.

Customizing

You may customize the interface buttons. To do this tap on the button on the lower right. Once it is pressed, tap any button you wish to modify. An ability list will show up. This list is the total list of abilities for your character/class. The ones that begin with "Visual" are like the preset ones that you start with. If it starts with "Item" then it is one of your items that happens to be "usable". This will put its icon where the button is. Each time you tap the button 1 charge will

be used from that item. "Spell" denotes that your character has a spell ability that can be set. (*see Spells*) Thieves also have some innate abilities like "Hide" and "Sneak". (*see Thief*)

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Combat

Armor and Weapons

You have 8 total slots for armor. They are:

- Chest
- Hands
- Head
- Arms
- Legs
- Feet
- Shield
- Back

Only one piece of armor can occupy a slot at any given time. There are also class limitations on armor pieces you can wear.

- Journeyman: leather armor, some metal armor, some shields.
- Mages: bracers and boots only, no metal armor.
- Thieves: no shields, no metal armor.
- Fighters : no armor restrictions.
- Priests: no armor restrictions.

Note: there are rumored to be magic armors that can be worn, that normally could not be worn by a specific class.

The weapons you can use are also limited by number of hands necessary and by your class. A shield takes up one hand slot. You may have a ranged and a melee weapon equipped but both must be able to cope with the shield you may have.

The following combinations work:

- 1-handed melee weapon, shield, 1-handed range weapon.
- 1-handed melee weapon, no shield, 1-handed or 2-handed range weapon.
- 2-handed melee weapon, no shield, 1-handed or 2-handed range weapon.

The rules roughly are as follows for the classes.

- Journeyman: simple melee weapons, slings, no bows.
- Mages: daggers, staves, slings.
- Thieves: one handed edged weapons, staves, slings, bows.
- Priest: blunt weapons only, slings, no bows.
- Fighters: no weapon restrictions.

Note: there are rumored to be magic weapons that can be equipped, that normally could not be used by a specific class.

Equip both your melee and ranged weapons at the same time, use the "Combat Toggle" to choose which to use in combat. ([see User Interface->Combat Toggle](#))

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Melee

You are using melee combat when the [Combat Toggle](#) looks like a sword. If you do not have a weapon equipped, tapping on an enemy will have little effect. If you do have a weapon you will then run at the enemy and start hitting it with your weapon.. Note: *Only 1 tap to begin combat is necessary! Tapping more than once will simply reinitiate combat and may actually slow you down.*

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Ranged

You are using ranged combat when the [Combat Toggle](#) looks like a bow. If you do not have a melee weapon equipped, tapping on an enemy will have little effect. If you have a ranged weapon and you tap on an enemy you will then move towards them until you are in range. Once in range you will then shoot projectiles at him. Even if the enemy is right next to you, you may still attack, but you loose the dexterity bonus for your weapon. There is no ammunition in the game.

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Classes

You can be one of 5 classes. The default class is Journeyman. You collect experience in each class indepentantly. That is if you are a level 4 fighter and become a thief, you now have zero experience as a thief. If you change back to a fighter you will then have the experience as you left it at level 4.

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Journeyman

Base HP: 6

Weapons: *simple melee weapons, slings, no bows.*

Armor: *leather armor, some metal armors, some shields*

Special Abilities: *None*

You begin your adventuring career as a journeyman. Journeymen have average hitpoints and have no special abilities. The suggestion is that you quickly pick a different class.

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Fighter

Base HP: 10

Weapons: *no restrictions.*

Armor: *no restrictions.*

Special Abilities: *None*

Fighters are not pretty. They hack and slash. There are several combinations of statistics to make a good fighter. High strength and vitality obvious combination. High dexterity and luck with some in strength and vitality also work with the luck helping to offset the lack of a to-hit bonus and to give more critical hits. Try things out. Fighters have the best rolls per level on the combat table for offense and defense.

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Priest

Base HP: 8

Weapons: *blunt weapons, slings, no bows.*

Armor: *no restrictions.*

Special Abilities: *Priest Spells*

Priests can be played as a fighter with some spellcasting, or as a spellcaster that can fight and wear more armor. Intelligence helps with this class since a good success rate is nice, but with not as many combat spells as the mage, its ok to miscast a few. You can play a priest that stays in the back and heals your pet and shoot stones from a sling at the enemy or you can get down and dirty since you fight almost as well as a fighter. *Note: You can heal and buff (give armor spells ect) to your pet before combat and you will have another advantage.*

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Mage

Base HP: 4

Weapons: *daggers, staves, slings.*

Armor: *bracers and boots only, no metal armor.*

Special Abilities: *Mage Spells*

Mages are the hardest characters to play at lower levels. They do not have many hit points, they can wear little armor and they have the lowest rolls on the combat table. If you can stay behind your pets and summoned monsters however, you can hurl many offensive spells over their heads and do a great deal of damage to your enemies. High intelligence is recommended since a misfire of a spell in combat can be very bad. Luck of course doesnt hurt. Dont even try to engage hand to hand with these guys or you will die.

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Thief

Base HP: 6

Weapons: *one handed edged weapons, staves, slings, bows.*

Armor: *no shields, no metal armor.*

Special Abilities: *Hide, Sneak, Pick Locks, Sneak Attacks.*

Thieves on the surface seem a poor choice. They have only average base hit points, they cant wear metal armor. They cant use two-handed weapons or shields. If played properly however they can be equal or more powerful than all the other classes. Hide allows a thief to dissappear and hide from wandering monsters. It is almost impossible for an enemy to spot you. Once you move however, you will be visible. Sneak allows a thief to be hidden from the eyes of enemies. Thier chance is greater than hidden of course, but you can move. Sneaking also gives you the ability of a "Sneak Attack". If you are hidden from an enemy and you attack them, you get a bonus to hit. If a hit is successfull the damage is calculated based on weapon and strength as normal. Critical hits are also calculated. (critical hit means double damage) Then the "Sneak Attack" bonus is applied. That value is based upon your level, but it starts at 2x the damage and ends at 5x the damage! This is a very powerful attack. Thieves are also the only class that can open some doors and chests. If you are the correct level chests and doors will be picked with 100% success. If you try to open a door/chest and it fails, then you are not a high enough level thief yet. Thieves also move slightly faster that the other classes. (*i.e. an elven thief is the fastest combination.*)

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Spells

The art of casting spells belong totally to the mages and priests of Aldon's Crossing. The only difference between the two, is the source of thier power; the mage gains his ability from training and concentration, whilst the priest draws upon his

faith and purity. '
–Sivada the Mystic

Spells are accessed by customizing your buttons. ([see Customizing](#)) You choose a spell from your list of abilities and it will then become an icon on your button list. You invoke a spell by tapping its icon. If you have enough mana and you pass your skill check the spell will be invoked. Most spells will require a target. If this is the case, you tap the spell then tap a target on the play area. The targets for each spell will fall into one or more categories.

- Ground (Tap on any square)
- Self (it can be cast on your self)
- Enemy (it can be cast on an enemy)
- Ally (it may be cast on an ally (pet/henchmen/summoned))
- Empty Square (it requires an empty square with no creatures on it)

As the mage, or priest gain in experience, new and more powerful Circles of spells become available to them:

- First Circle:

All mages and priests begin with the knowledge of this, the most basic of circles.

- Second Circle:

For those who are strong, upon reaching the 4rd level of experience, this circle is opened.

- Third Circle:

Strength leads to tribulations, this circle after becomes available after reaching the 8th level of experience.

- Fourth Circle:

Tribulation gives way to temperance, upon reaching 12th level, this circle has been reached.

- Fifth Circle:

Temperance gives way to patience, the final circle is revealed at the 16th level. [top](#)

The following spell lists may not be complete.

Mage Circles

First Circle:

Energy Bolt – The Energy Bolt spell creates a bolt of pure energy that unerringly strikes the enemy target of the mage. While the bolt does little damage, it uses little mana, and it gains more power with every level of the mage.

Life Drain – The Life Drain spell creates an 'life vacumm' around the mage's enemy which then drains the target of life, and returning some of that life to the mage.

Summon Monster I – The Summon Monster I spell summons and binds a creature to the will of the mage. The creature will serve the mage until it is killed, or until the mage leaves the current map.

Damage Shield I – The target of this spell (caster or ally) will have a protective armor around them that also will return damage back to and enemy that attacks the target with a melee weapon.

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Second Circle:

Ice Bolt– Ice Bolt is a sister spell to Fire Bolt. It will also gain strength as the level of the caster increases. Ice bolt is good against enemies that are resistant to fire.

Summon Monster II – The Summon Monster II spell is exactly like the First Circle spell, except that a more powerful monster is summoned.

Lupo's Poison Dart – Named after a particular user's fascination with poison, this spell shoots an envenomed bolt into an enemy and does damage over time. Immediate damage is not impressive, but the longer term affects are.

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Third Circle:

Invisibility – The Invisibility spell turns the target invisible, allowing them to walk past enemies unseen.

Summon Monster III – The Summon Monster III spell is exactly like the Second Circle spell, except that a more powerful monster is summoned.

Fireball – The Fireball spell creates a devastating orb of searing flame. The mage then hurls the orb at his target, causing the orb to explode, and severely damage all enemies in the explosion radius.

Damage Shield II – Just like Damage Shield I except there is more armor and more return damage.

Ice Spear – Ice spear is an improved ice bolt. It packs more of a punch and will gain in strength as the mage gains levels.

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Fourth Circle:

Lupo's Poison Strike – The Poison Strike spell creates a powerful envenomed bolt which unerringly hits and injects its poison directly into the mage's target. This spell inflicts massive amounts of poison damage overall in increments every few seconds to the target until it wears off.

Summon Monster IV – The Summon Monster IV spell is exactly like the Third Circle spell, except that a more powerful monster is summoned.

Ice Storm – With this spell the mage can call down an unnatural hail storm at a directed area. This area then explodes with chunks of ice and snow to cause great damage. This spell is an improved version of fireball and does well against creatures resistant to fire. (and poor against creatures resistant to cold)

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Fifth Circle:

Summon Monster V – The Summon Monster V spell is exactly like the Fourth Circle spell, except that a more powerful monster is summoned.

Meteor – *Fireball was just a matchstick compared to this spell. The area affect is larger and the maximum damage has been increased.*

Damage Shield III – *This is the same as Damage Shield II but with more armor class and more return damage.*

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Priest Circles

First Circle:

Animate Dead – *The Animate Dead spell temporarily returns the gift of life to a corpse, returning half of its original health to it. The newly raised creature will serve and fight for the priest until it is either killed, or the priest leaves the map. Each time a creature is raised, it's maximum health is cut in half again. For example; a creature raised for the second time, will have 1/4 of it's maximum health, the third time it will have 1/8 of it's maximum health, etc.*

Bless – *The Bless spell bestows a gift of luck to the target of the spell, allowing for all the bonuses of increased luck, until the spell expires.*

Curse – *The Curse spell deprives a target of it's luck, allowing for all the penalties that lowered luck incur, until the spell expires.*

Minor Heal – *The Minor Heal spell bestows a gift of health to the target of the spell.*

Holy Armor – *The Holy Armor spell bestows a gift of defense to the target of the spell, raising the Armor Class of the target. This bonus to Armor Class lasts until the spell expires.*

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Second Circle:

Normal Heal – *The Normal Heal spell is exactly like the First Circle spell, except that more health is restored.*

Dexterity – *The Dexterity spell bestows a gift of dexterity to the target of the spell, allowing for all of the bonuses of increased dexterity, until the spell expires.*

Clumsy – *The Clumsy spell removes dexterity from the target of the spell, allowing for all of the detrimental affects of decreased dexterity, until the spell expires.*

Cure Poison – *This will reduce the duration of any poison spell, perhaps even removing it alltogether.*

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Third Circle:

Major Heal – *The Major Heal spell is exactly like the Second Circle spell, except that more health is restored.*

Spirit Armor – *The Spirit Armor spell is exactly like the First Circle spell, Holy Armor, except the amount of Armor Class gained is greater.*

Strength – The Strength spell bestows a gift of strength to the target of the spell, allowing for all of the bonuses of increased strength, until the spell expires.

Weaken – The Weaken spell removes strength from the target of the spell, allowing for all of the detrimental affects of decreased strength, until the spell expires.

Slow – The Slow spell removes movement speed from the target of the spell making it easier for the caster to run away from it.

Stupify – The Stupify spell removes intelligence from the target of the spell, allowing for all of the detrimental affects of decreased intelligence, until the spell expires.

Detonate Corpse – This spell is not looked kindly upon by most priests. It is still effective however. Cast this spell on a freshly dead creature and its body will explode with the rage of its final moments.

Holy Smite – This is the only direct attack spell the priest has in his list. This spell will gain strength as the priest gains levels. This spell is not fire or ice but pure magic/holy power.

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Fourth Circle:

Greater Heal – The Greater Heal spell is exactly like the Third Circle spell, except that more health is restored.

Purify – Enhanced version of cure poison. This will almost assuredly get rid of any poison affecting the target.

Regeneration – Much as the name suggests, the regeneration ability of the target is increased dramatically.

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Fifth Circle:

Divine Heal – The Divine Heal spell is exactly like the Fourth Circle spell, except that almost all health is restored.

Divine Armor – The Divine Armor spell is exactly like the Third Circle spell, Spirit Armor, except the amount of Armor Class gained is greater.

Corpse Bomb – This is a more potent version of Detonate Corpse. It uses half of the previous life force of the dead creature as harmful flaming projectiles.

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Pets and Henchmen

(Assume by "ally" we mean both pets and henchmen unless specified)

Allies are very powerful. They gain experience and levels at the same rate that you do. The drawback to them is that they will take half the experience from combat. If you already have an ally you cannot gain another one without releasing the first. If you release your ally you can get it back by "talking to it" (aka tapping on it). If you have not taken another pet before taking back this one, its experience will not be lost. If you have since changed pets, its

experience will be cut off at the minimum required for its level. Your ally will have some hit point gain and fight much better in combat as it gains levels. You can check the experience and health and other statistics on your pet much as you do yourself. Just tap the stat button then tap on your pet. ([see User Interface](#)) You can cast buffing and heal spells on your ally.

Allies that are animals cannot pick things up. They cannot use potions ect. They will however tend to eat corpses to regain some health.

Allies that are users can pick up items on the ground. Lead them on top of what you want them to pick up. Then tap the pickup icon then tap on the ally. You can also check their inventory and equip them. ([see User Interface](#))
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Magic Items

None listed right now.

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Registration

To register (and we hope you do) follow these steps.

- Start the game.
- From the splash screen pull down the menu bar and under the options menu click "About Aldon's Crossing"
- Along with the version number, this shows your User ID. next to where it says "User:" is your Palm's User ID.
- Go to <http://www.aldonscrossing.com/register.php3> .
- Accept the license agreement and click the PayPal button. (if you cant use paypal you can use mail. at <http://www.aldonscrossing.com/register-mail.php3> but we do not recommend it.)

Registration is currently listed at \$19.95 though the website will have updated information.

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Hints and Tips

- Leave no stone unturned, no pile of refuse unsearched.
- A Dog (or a Cat) can be an Adventurer's best friend.
- Secret Doors look exactly like walls.
- Add strength, dexterity and armor to your pet before combat to improve results.
- Sneak as a thief before attacking for the sneak-attack.
- If one approach to a situation doesnt work, try another.

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Appendix Tables

Combat Tables:

For example:

A level 1 fighter, swings at a level 1 goblin with 6 armor class.

The fighters base chance to the goblin is 49%.

$$(5\% + (50 - 6)\%) = 49\%$$

By the same argument:

A level 1 fighter, swings at a level 1 goblin with 56 (wow!) armor class.

The fighters base chance to the goblin is 11%.

$$(5\% + (50 - 56)\%) = -1\%$$

The minimum to hit though is 1%, so anything less than 1% becomes 1%.

A one (1) is ALWAYS a hit (and also a critical hit) while a 100 is ALWAYS a miss.

Table shows the chance to hit (without stat adjustments) an opponent of the same level with an armor class of 50.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Thief	5	5	5	15	15	15	25	25	25	35	35	35	45	45	45	55	55	55	65	65	65
Priest	5	5	10	10	15	15	20	20	25	25	30	30	35	35	40	40	45	45	50	50	55
Warrior	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	99	99
Wizard	5	5	5	10	10	10	15	15	15	20	20	20	25	25	25	30	30	30	35	35	35

Experience Table:

The formula for level gain is:

$$\text{Next Level Experience} = \text{Previous Level Experience} + (\text{Previous Level} * 1000)$$

In other words:

Level 1 -> 0

Level 2 -> 1000

Level 3 -> 3000

Level 4 -> 6000

Level 5 -> 10000

Level 6 -> 15000

Level 7 -> 21000

Level 8 -> 28000

Level 9 -> 36000

Level 10 -> 45000

etc...

[Map](#)

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