

Swords Of Glass

Game Mechanics

When you enter the dungeon, you'll see this menu below the pic of the dungeon view.

w - moves you forward.

a - turns left.

d - turns right

If you've got two characters, use the arrow keys on the keyboard for the second character. When selecting options, use lower-case letters for the first character, upper-case letters for the second. If you can bear having two people at the keyboard, you could actually have two players.

Stn - your strength, it's usually displayed so prominently for a reason. Be warned, in lower parts of the dungeon, there are areas which will temporarily drain your strength. If you see a message saying you feel weak, your strength will drop to 1, and slowly start building back up. Fuerza spells (strength spells) bring it back up. The same spells also take your strength up, past it's norm, but it'll slowly start dropping back to normal.

Your other stats, such as Dex and Iq, are generally not affected by anything in the dungeon. I have found Dex to not have a great impact on melee combat, but more of an impact where shooting bows or crossbows is concerned. Iq generally affects how many spell points or spells you gain, when you gain a level. I think the damage that combat spells do, is set to certain minimums and maximums each.

Berserk is an option that'll raise your strength by a great degree, but it has disasterous effects afterward, when your strength drops to one.

Shoot is the option to fire a bow or crossbow, provided you have such a weapon, arrows for it, and the dex to use it.

Utility

Utilities are important and are basically your options. When you select Utilities, it brings up this menu:



```

W(ait (at 1500 now)  N(othing (mons move)
Q(quick plot on      A(bandon player
F(ormation on        H(unt for people
  
```

Wait (at xxxx now)

This is message speeds. If the messages are coming too slowly or quickly, change the wait time.

Nothing (mons move)

This is basically an option to do nothing for a turn. This is the only option available if you're paralyzed or asleep. If in such a state, do nothing until you recover and hope no monsters are around.

Abandon player

The option to abandon the player is only if you want to kill the character, for any reason, and return to the town menu.

Quick plot on/off

Quick plot is the small, overhead map you see next to the main view, which you can turn off or back on.

Formation on/off

Both characters must be in the same place and facing the same direction. Formation is an option if you have two characters with you. Set formation to zero to have the second character follow the first, when you move the first. Very helpful if you've revived someone, and want to return both characters to town. I wouldn't recommend using a 'party' of two characters, since experience gets divided between them.

Hunt for people

If a character died in the dungeon, it's not the end of the line. He/she is recoverable for a certain amount of time. You'll have to go to the temple, get a potion for the character, and go to the place where they died in the dungeon. Upon arrival, you'll see a huge tombstone, marking where they died. Get in the same place as their tombstone, use the Hunt option and upon finding them, use the potion to revive them. The process has a very slim chance of failure. After reviving them, you'll need something to heal them, as they'll have only 1 hit point. A good portion of their equipment may be gone, as well.

Inventory Screen



```

Mondain EYE
A knife      +1
B toga       +1
C shield
D bow
  
```

By the way; The "EYE" next to your character's name means you've used a magic item called an eye of truth. It allows you to actually see the doors to the elevators (which you can't otherwise) and allows you to understand riddles on lower levels (which are in various languages otherwise).

Items colored red, are either weapons or unusable items. Items colored brown are armor items in effect (defense total at the bottom of inventory). Green items are usable items. The number to the far right of each item is the amount of uses it has. Mondain has three bundles of 9 arrows, and one bundle of 11 arrows +1. As with many RPG games, the higher the plus, the greater the quality of the item. Money and experience are self-explanatory.

You'll see a menu at the bottom of the inventory screen.

Give - Only works if you have two characters. Level 1 characters can't give money. I'm pretty sure the writers made it that way as a safeguard against players making up a quick character, giving the money to another character, deleting the character and repeating the process. Doesn't matter, actually. If you look at the map of level one on this site, you'll see a nice way to make money.

Use - Pretty self explanatory. Allows you to use those usable items.

Readspls - The option to read the names of the spells you know. Since they're in Spanish, it's a helpful option if you don't know Spanish.

Xchange - allows you to exchange the places of items in your inventory, such as switching the items in slots D and I. When you find things in the dungeon, they're always placed at the bottom of your inventory. If you find better armor than you've got, this option becomes useful. Otherwise you can also use it to organize your inventory.

Drop - Drop an item. Once it's dropped, it's gone forever. Such was the case with many of these oldies.

Side note; There's a common argument about many of these older games. That many of them didn't have a vault to place extra items in. While Swords Of Glass has a vault, I've always wondered why people didn't just make up an extra character or two, just for the purpose of holding on to those extra items? You could do that in nearly all of those older games; Wizardry, Might & Magic, the ad&d games, the Bard's Tale games. Just a side comment.

L)eave - Takes you back to the main game screen.