

Tome of Miscellany (READ.ME.FIRST)

**SILVERN CASTLE fantasy role-playing game
Program Author - Jeff Fink**

**Version 9.3 - June, 2008
Freeware - Copyright 1999**

Table of Contents:

- I: Notices
 - A: Freeware Announcement
 - B: MicroDot Announcement
 - C: Silvern Castle Chronicle
 - D: Version Release Dates
- II: Requirements
- III: Apple IIgs Features
- IV: Second Sight Card Anomalies
- V: Error Reporting
- VI: Update Procedure
 - A: New Installs
 - B: Update Silvern Castle to v9.3
 - B1: Update File List (v9.3)
 - B2: Obsolete File List (v9.3)
 - B3: User Datafiles List (v9.3)
 - C: Starting Silvern Castle
 - C1: Creating Silvern 3.5" Auto-Boot Disk
 - C2: Installing Diversi-Cache (Apple IIgs only)
- VII: Version History

Silvern Castle Tome of Miscellany

I: Notices

A: Freeware Announcement

You no longer need to request a >free< registration serial number to disable the old shareware checks; all features are now enabled.

B: MicroDot Announcement

Silvern Castle now runs under the MicroDot command shell interface replacement for BASIC.SYSTEM. MicroDot used with permission.

C: Silvern Castle Chronicle

Silvern Castle was developed after the authors of Wizardry bragged that it was "...a game that simply could not have been written in BASIC" (Wizardry: Proving Grounds Manual, pg 1.), since Wizardry was written in Pascal.

Silvern Castle was purchased by Softdisk in 1988, but was never published. After the demise of Softdisk, I requested and obtained written acknowledgment that the rights to Silvern Castle shall revert back to me, and to distribute it as I see fit.

Due to the aforementioned legal issues, Silvern Castle wasn't released to the greater Apple II community until 1999. A special thanks goes out to Howard Katz for initially distributing Silvern Castle online, and to Max Jones of Juiced.GS for showing Silvern Castle at Kfest '99.

D: Version Release Dates

v1.0: July 4, 1999
v2.0: August 30, 1999
v2.1: October 17, 1999
v3.0: December 2, 1999
v4.0: March 20, 2000
v4.1: May 1, 2000
v5.0: July 1, 2000
v5.1: September 25, 2000
v5.2: October 20, 2000
v6.0: November 20, 2000
v7.0: January 15, 2001
v7.1: February 26, 2001
v7.2: March 5, 2001
v7.3: November 5, 2001
v7.4: April 6, 2002
v7.5: April 25, 2003
v8.0: September 29, 2003
v8.1: August 11, 2004
v8.2: December 1, 2004
v8.3: June 1, 2005
v8.4: August 19, 2005
v9.0: November 25, 2005
v9.1: January 13, 2006
v9.2: March 1, 2006
v9.3: June 1, 2008

Silvern Castle Tome of Miscellany

II: Requirements

PRODOS 8 v1.8 (or later)
3.5" drive or hard drive

Silvern Castle is mostly written in AppleSoft BASIC. Because of this, an accelerator, or Apple IIgs is highly recommended.

III: Apple IIgs Features

The speed setting is automatically adjusted to FAST (original setting not restored after exit).

Silvern also takes advantage of the display mode setting in the control panel. Select COLOR for standard hires, or MONOCHROME for sharper hires text and automap displays.

IV: Second Sight Card Anomalies

Setting the display mode setting to MONOCHROME in the control panel has no effect.

V: Error Reporting

Should an unexpected bug pop up, Silvern Castle provides error recovery in most cases. Just note the two-line error message and contact me at the address listed above. If any errors should arise, they are reported in the format:

Module Name
Error #X-Y

Where X is the error and Y the line number. In almost all cases, the program provides automatic error recovery to a known state.

Error numbers from 0-255 are AppleSoft BASIC error codes. You should never see errors in this range! Please report these errors, including what was happening just prior to the error.

Error numbers above 1000 are ProDOS errors reported by MicroDOT and indicate problems with either Silvern files, or your disk media. The most common MicroDOT error codes are listed below:

1039 I/O error
1070 File could not be found
1072 Disk full

Silvern Castle Tome of Miscellany

VI: Update Procedure

This update package comprises a complete stand-alone version, which includes all the files needed for new installs, or to update an older version.

A: New Installs (new users only)

Before you can install Silvern Castle you need to create a folder on your hard drive, or on a blank formatted 3.5" disk. You may name this folder anything you like: I recommend SILVERN.CASTLE

To continue installing Silvern Castle, follow the "Update Silvern Castle to v9.3" section below, starting with step 4.

B: Update Silvern Castle to v9.3

Here's the cookbook instructions:

1. Make a BACKUP of your current SC folder in case of any problems arising. This is important!!! If any fatal errors occur (most likely error: #1072-disk full) during the update process, the only way to recover is to fix the error condition, restore your backup, then re-install the update again.
2. If your current version of Silvern Castle is prior to v6.0, you must disband your saved game (if one exists) before installing this version of Silvern Castle! The saved game format of this update is no longer compatible with versions earlier than v6.0.
3. If you have a hard drive skip to step 4.

However, if you are using a 3.5" floppy to run Silvern Castle and your current version is v8.4 or later, this update package includes features that may exceed the storage capacity of a single 3.5" disk. To avoid running out of disk space, at the Extra's Menu, go to the Delete Cached Images option and use it to delete all the files in each of the three scenarios. Note: This does not delete your automaps, only the cached hires screens.

4. Install ALL the files in the update package (see "Update File List" below), by simply copying them into your existing Silvern Castle folder, overwriting any existing files.
5. Startup Silvern Castle by running the SILVERN.SYSTEM file.
6. Press <RET> at the title page to start the game. If you end up at the market or your last saved game, jump to step 9. If you get the "Run Update Utility" or "Auto-disbanding party" message, proceed with step 7.
7. At the title page, press <SPC> to get into the Extra's menu. Choose the "Update Datafiles" option. This will apply all datafile changes needed to update your version. When it's finished you should get the message "Update Successful; Datafiles = V9.3". Be patient, if you have many characters or a store with a large stock of items, this can take a few minutes.
8. At the title page, press <RET> to start the game. You should now be at the market, where you can now re-assemble your old party at the tavern or create new characters at the guild.
9. The update procedure is now completely finished. Be sure to peruse the Tome of Knowledge (SC.DOC) Silvern Castle User's Manual. Enjoy!
10. If you are playing on 3.5" disks, at the Extra's Menu, go to the Set Preferences and set the Cached Automap Images preference to N to avoid running out of disk space during play. Also, run the Extra's Menu Delete Obsolete Files option to recover any additional disk space.
11. Remember to backup Silvern Castle often to guard against losing your party's hard-fought gains due to computer crashes or disk errors.

Silvern Castle Tome of Miscellany

B1: Update File List (v9.3)

The following files, listed alphabetically, are included in the update package:

File Name	Ver	Typ	Description
AMAP.OBJ	8.4	BIN	Automap ML plotter
CASTLE	1.0	BIN	Title page pic
FNT.BOLDJW	1.0	BIN	Hires font, by Softdisk
GARB	6.0	BIN	MicroDot module v1.3
GOODIES	9.1	TXT	Maze messages; encoded!
GRID	8.0	BIN	Automap ML grid drawer
GUILD	9.3	BAS	Adventurer's Guild
MARKET	9.3	BAS	Castle Market
MAZEB	8.4	BIN	Maze datafile
MICRODOT.SYSTEM	7.0	SYS	MicroDot v1.4
MONS	9.1	TXT	Monster datafile; encoded!
PACK	8.4	BIN	MicroDot module v1.2
QLIST	9.3	BIN	Item attributes; encoded!
QND.HRCG	1.0	BIN	HRCG, by Softdisk
RANDOM	6.0	BIN	MicroDot module v1.2
READ.ME.FIRST	9.3	AWP	Tome of Miscellany
SC.ACTION	9.3	BAS	Combat, part 2
SC.AUTON	9.3	BAS	Auto-Notes
SC.CAMP	9.3	BAS	Camp
SC.COMBAT	9.3	BAS	Combat, part 1
SC.LOOT	9.3	BAS	Spoils, loot, chests
SC.MAZE	9.3	BAS	Maze main loop
SC.MD	8.4	BAS	MicroDot hello (DO NOT RUN)
SC.MOD1	9.3	BAS	Overlays: Maze-AutoMap/Camp-misc
SC.OBJ	9.1	BIN	Silvern ML code
SC.SAVE	7.5	BAS	Save game routines
SHP/	9.1	DIR	Graphic shapes
SILVERN.CASTLE	9.3	BAS	Title Page (DO NOT RUN)
SILVERN.SYSTEM	8.3	SYS	Silvern Startup File (RUN THIS!!)
STUFF	9.3	TXT	Item/Spell names; encoded!
VAP/MAPPER	8.4	BAS	Extra's Menu AutoMap viewer
VAP/PREFS	9.1	BAS	Extra's Menu Preferences menu
VAP/RESIZE.ROSTER	9.3	BAS	Resize Roster/Update Datafiles
VAP/ROSTER.ULT	9.3	BAS	Roster transfer/utilities
VAP/SC.DOC	9.3	AWP	Tome of Knowledge
VAP/SC.HINTS	9.1	AWP	Tome of Arcana
VAP/TOME.LIB	9.2	BAS	Tome Viewer
WIN	9.3	BAS	Victor spoils; messages encoded!

Silvern Castle Tome of Miscellany

B2: Obsolete File List (v9.3)

The files listed below are no longer required by Silvern Castle, and are no longer included in the update package. These files may exist in your Silvern folder from an earlier update; if so, you can safely delete them.

File Name	Ver	Typ
CODE	8.1	BIN
CODEQ	8.1	BIN
QUIT	7.5	BIN
SC.ALERT	9.1	AWP
SC.READER	7.5	BAS
SC.REGISTER	9.1	AWP
SORT.OBJ	8.3	BIN
STARTUP	7.5	BAS
VAP/CODET	8.1	BIN
VAP/DOGPAW	7.5	BIN
VAP/DOGPAW.DOCS	7.5	AWP
VAP/MAZE.MAKER	5.2	BAS
VAP/MAZEB5.25	5.2	BIN

B3: User Datafiles List (v9.3)

The following files are not included in this update package, as they are created during the update process, or they already exist from a former update or install.

Except where noted, DO NOT delete any of these files or Silvern Castle will not run! However, if you delete EVERY file listed below, the program will interpret this as a new install and will recreate them to v1.0 defaults.

File Name	Typ	Description
STATUS	TXT	User preferences/flags
ROSTER	TXT	List of characters
STORE	TXT	Quillon's inventory
ROP	TXT	Hall of fame
MAP	BIN	Automap array
MAP.PIC	BIN	Standard hires image of current automap Note: This file may be deleted anytime.
GAME	TXT	\
GAME.PTRS	BIN	\
GAME.VAR	BIN	> If all exist = saved game
GAME.STR	BIN	/ Note: If GAME does not exist, or is
GAME.ARY	BIN	/ deleted, your saved game is expunged.
PICS/SCENARIO.1	DIR	\ These folders contain cached automap
PICS/SCENARIO.2	DIR	> packed images and saved automap notes.
PICS/SCENARIO.3	DIR	/ Note: Images and notes may be deleted.

Silvern Castle Tome of Miscellany

C: Starting Silvern Castle

To run Silvern Castle, execute the SILVERN.SYSTEM file.

NOTE: You must have at least 20 free blocks to start a new game.

For GS/OS users, drag the SILVERN.SYSTEM file to your desktop for easy launching. Note: BASIC.SYSTEM is NOT required!

C1: Creating Silvern 3.5" Auto-Boot Disk

To create a 3.5" disk that boots directly into Silvern Castle, without requiring BASIC.SYSTEM, follow these steps:

1. If you haven't already done so, follow the steps in the above section "VI: Update Procedure" to install a new Silvern Castle setup or update your current Silvern system.
2. Initialize a new 3.5" disk (you may name the disk anything you like).
3. Copy PRODOS to this disk (ProDOS 8 v1.8 or later required).
4. Copy SILVERN.SYSTEM to this disk (located inside your Silvern folder). Note: SILVERN.SYSTEM must be the first ".SYSTEM" file on the disk if you want to boot directly into Silvern Castle without needing BASIC.SYSTEM.
5. Copy your Silvern Castle folder to this disk and rename the folder SILVERN.CASTLE (if necessary).
6. Boot the disk to start, or run SILVERN.SYSTEM from any program launcher.

C2: Installing Diversi-Cache (ROM1 Apple IIgs only)

If you are using an Apple IIgs system without a hard drive, Diversi-Cache can immensely increase the speed of the Apple 3.5" drive. Diversi-Cache is NOT included with the Silvern Castle update package; it is available as freeware from many Apple II websites.

Diversi-Cache requires a ROM1 Apple IIgs and an Apple 3.5" drive (neither the Unidisk 3.5" or an Apple 3.5" connected to a SuperDrive controller are supported, and Diversi-Cache will not work on a ROM3 Apple IIgs).

To manually install Diversi-Cache, run the binary program CACHE, using the BASIC.SYSTEM smart "dash" run command, or BRUN it, before launching Silvern Castle.

Silvern Castle has the ability to automatically load and install Diversi-Cache on startup. Just copy the CACHE file into your Silvern Castle folder, or if you have created a Silvern boot disk, copy the CACHE file into the root volume instead.

If Silvern Castle recognizes Diversi-Cache successfully, the message "Installing Diversi-Cache" is displayed. If for some reason Silvern cannot auto-install Diversi-Cache, you can still use Diversi-Cache, but you will have to install it manually via BASIC.SYSTEM as described above.

Silvern Castle Tome of Miscellany

VII: Version History

Version 9.3

Bugs Fixed:

- Corrected possible error #53-3801 and others when encountering a maze "divine help" special.
- Fixed error #107-786 when using magical items that affect character attributes/skills. Thanks to MacDog for reporting.
- Fixed errors #107-2356 and #53-2356 when dropping coins.

Stuff Changed:

- Potential to find items up to +12 or higher at statues and other specials.
- New lower prices for temple services and products (mostly potions).
- When starting Silvern, the automap folders are checked to make sure they exist, and to recreate them if necessary.
- The market main menu has been revamped.
- Regardless of strength, a character can only carry 1500 coins without incurring an encumbrance penalty. This penalty is in addition to the normal encumbrance penalty due to total weight carried - whichever is higher.
- Divvy exchanges coins for pp, with any remainder in gp. No fee.

New Stuff :

- New Extra's Menu option: Delete Obsolete Files.
- Multicast: In camp only, you may choose to cast any spell up to 6 times by pressing <TAB> before selecting the spell. If casting a heal hit points spell, you can also choose to automatically cast the spell until the character or party is fully healed.
- New Spell: Enchant. Gives a special spectral enchantment to normal or lesser enchanted weapons to strike monsters with weapon immunities. Has no effect on normal corporeal entities. If cast by multiple characters, the effects are cumulative, although the duration/power is limited. Note: This spell replaces Dpockets.
- New camp command: B)urden. This command displays the current character's carrying capacity, total weight carried, and any encumbrance penalties.
- Platinum pieces added: Exchange 1pp = 10gp.

Silvern Castle Tome of Miscellany

Version 9.2

Bugs Fixed:

- In the future, whenever an Update Datafiles is required, after it finishes you will be returned to the Title Page instead of the Extra's Menu; this will make sure the correct code image is always loaded.
- Fixed error #53-89 when activating a maze teleport trap. Thanks to Jean-Luc Heusdain for reporting.

Stuff Changed:

- Entering the Adventurer's Guild no longer disbands the party. Characters on expedition now have the suffix EXP attached and are locked from changes at the Guild until they are removed from the party at the Tavern. Thanks to Mike for suggesting this feature.
- If the no-frills maze plotter preference is on, the status window is now cleared after moving.
- The chance for monsters awakening after being put to sleep has been lowered slightly, adjusted by level.

Version 9.1

Bugs Fixed:

- AC is now correctly reset if equipped armour is destroyed in combat.
- Fixed bug that would assign any gold remaining after donating at fountains to a random character slot instead of the first OK character. Normally, this was not a problem-unless you had less than 6 characters in your party, in which case the remaining gold might be lost.
- When casting a reversed spell, sometimes the wrong spell was highlighted.
- Fixed more combat weapon equip bugs.
- The possibility of low-level characters being attacked by zero monsters and combat hanging has been fixed (this started happening since v8.4). Thanks to Mike for reporting.

Stuff Changed:

- Dispelling now shows results per group, and dispelled monsters are now destroyed with no XP gained.
- When casting sleep, the display now shows the total number affected per group.
- The following spells have been revised: Shield (increases AC of caster by 4, instead of 2), Confuse (raises AC of the monster cast on by 4, instead of 2), Coldray (now does up to 36hp of damage, instead of 24hp), and Reveal (was called ID previously).
- Due to the new spells the roster file format has changed, so now the Roster Transfer Utility will not work with earlier rosters.
- The resource window no longer displays infravision if it's in effect.
- The maze status command will now refresh maze specials.
- When using the automap in the maze, the position indicator will now flash at a more consistent rate depending on your time delay setting.
- For each monster slept, morale is now affected.
- Chance for asleep monsters to wake-up now depends on there level.
- Temple cure services are now much lower, especially the cost to raise low-level characters. Requested by Mike.
- The Inn rates are now also more affordable.

New Stuff :

- New Spells: Frost(bite), Coma, Haste, Identify, and Dispel. The last 3 were previously item-only affects, and now match the spell affect.
- New Preference: No-frills maze plotter.
- More monster shape graphics!

Silvern Castle Tome of Miscellany

Version 9.0

Bugs Fixed:

- Fixed error 53-5495 with certain maze teleporters, causing the automap to crash. Thanks to Bruce Baker.
- If very powerful parties engage very weak monsters, the variable holding the monsters flee rate could overflow, causing error 53-1145 and possibly others. Thanks to Bruce Baker.

Stuff Changed:

- In Camp, if you have more than 8 items, the last item's index number is inversed.

New Stuff:

- Graphics! By default, a picture of the monster type in the first group is displayed during combat.
- New preference: Show graphics.

Version 8.4

Bugs Fixed:

- V8.3 introduced a bug that could hang combat in certain circumstances. Thanks to Jon Rose for reporting.
- Fixed combat weapon equip bug that sometimes would forget to re-equip your original weapon after combat.

Stuff Changed:

- Initiative formula changed. Agility is now the major determining factor, adjusted slightly by class, level, marching order, and a bit of luck.
- Most potions have been reduced in price, due to the fact they are now in unlimited supply.
- At the Extra's menu Preference option, you can now press the option (or closed-apple) key to reverse the direction of numeric values.
- Enhanced feature: Instant Automap! As long as you don't leave the current level or explore new territory, the automap is now instantly displayed.
- Enhanced feature: Interactive Auto-Notes!
- Ladders are now shown in the automap display with up/down arrows like stairs.
- The message time delay can now be adjusted up to 65500 for emulator users who want to run Silvern Castle at faster speeds. Press open-apple while changing the time delay to increase or decrease the step size by 1000 instead of 50.
- When the preference to restrict loot to gold pieces is on, only gp will be shown. Requested by Bruce Baker.
- If a monster gulps one of your characters and is killed, your character will now emerge at the end of the round. Requested by Bruce Baker. But if the monster flees, your character is lost forever!
- Rewrote the title page text scroller to be viewable on most emulators.

New Stuff :

- New preference: Encounter Frequency.
- New preference setting: Message time delay.
- New preference setting: Disable shareware checks.
- New display preferences! Hires or text per module.
- New preference: Mundane loot frequency.
- New maze info command: @ (misc info).
- NPC lairs!
- New preference: Substitute initiative for race.
- New preference! Auto-save automap images.
- New Extra's Menu option: Erase & Zero Automaps.
- New Extra's Menu option: Delete Instant AutoMap Images.
- New preference: Lair Frequency. Requested by Bruce Baker.

Silvern Castle Tome of Miscellany

Version 8.3

Bugs Fixed:

- Fixed bug that caused monsters to strike first or second character in marching order much more frequently for parties with less than 6 characters.
- Fixed error #22-798 if you tried to dispel without a holy symbol.

Stuff Changed:

- Loot gold no longer given in exact multiples of the number of party members, now the remainder is shown and given to the first person in the marching order.
- Items that affect age are now more powerful.
- Loot formula changed; animal and other low-intelligent monster types no longer carry treasure, except maybe for lair stashes, and no longer have lair chests. Other monster types only have treasure in their lairs.
- Silence spell now also stops monsters from calling for help!
- Higher chance for random encounters to be "organized".
- Chance for enchanted weapons and armour in chests changed to allow minimum +1 for most items on deeper levels, up to +5.
- The Red Dragon Inn has been renovated! New accommodations and rates!

New Stuff:

- Chance to meet Castle Guards in maze. Pay tribute demanded or else!
- Chance some NPC parties will offer to withdraw upon payment of bribe.
- Pressing <SPC> while viewing a character in Camp will show a second page of commands.
- The combat command Go B)ack is now displayed.
- If the real-time combat status update preference is on, it now also updates the monster count status box immediately when any monster status changes.
- The number of monsters that wake-up after each round of combat is now displayed.
- New feature: Proving Grounds!

Version 8.2

Bugs Fixed:

- The random number seed is now randomized after decoding special goodies messages.

Stuff Changed:

- The Tome Reader is now much faster!!!
- The Quick Plot function has been changed to Full Plot.
- LOCATE spell now gives you the teleport coordinates needed to get to your current location from the stairs to the market.
- Your level now has more weight in determining whether skills are gained-although age and vitality are still the main factors, the greater your level the higher chance to gain skills.

New Stuff:

- The Tome Reader now has an option to view the tomes as one continuous document to allow you to browse/search all the tomes at once.
- To more easily ascertain which group of 8 items are being displayed, the second page of items have their index numbers shown in inversed type.

Silvern Castle Tome of Miscellany

Version 8.1

Bugs Fixed:

- Picking-up cached cursed items dropped in camp now properly sets the identified flag.

Stuff Changed:

- SILVERN.SYSTEM now has the ability to automatically install Diversi-Cache.
- The following items are now in unlimited supply at the Trading Post: torches, holy symbols, lockpicks, and spellbooks.
- Some special-ability weapons have been "enhanced". Previously, weapons that affected the UNDEAD did not affect SPIRITS (incorporeal UNDEAD), and vice-versa. Now, these weapons are either unchanged, affect both UNDEAD and SPIRITS, or affect UNDEAD, SPIRITS, and FIENDS equally. Use the cleric I)ngo command to determine exact type: UNDEAD only; SPIRIT only; UNDEAD(+) = both types; or EVIL(+) = both types, plus FIENDS (demons and devils).

New Stuff:

- New preference: Preload files into /RAM
- New preference: Level of difficulty
- New preference: Auto-unlock doors

Version 8.0

Bugs Fixed:

- The Adventurer's Guild no longer accepts "illegal" symbols (quotes, commas, colons, semi-colons, or leading/trailing spaces) in character names since they could cause your roster to crash or not work right. Also, names may now begin with non-letter symbols (except spaces).

Stuff Changed:

- To prevent "panic" double-keypresses when invoking CTRL-S to suspend a message delay, you now must press a non CTRL-S key to continue.
- Password & riddle prompts now search the entire input string for the "secret word".
- Raising the dead at the Temple no longer subtracts up to 3 points per attribute category. Now a total point amount, heavily dependent on age, is subtracted from among all potential attribute categories. In addition, you will now age 1-5 years per raise dead attempt.

New Stuff:

- New improved startup program: SILVERN.SYSTEM!
- A fast MicroDot-compatible Tome viewer and search function is now included in the Extra's Menu.
- Roster Transfer & Undelete Utility!

Silvern Castle Tome of Miscellany

Version 7.5

Bugs Fixed:

- The v7.4 update inadvertently left out the maximum spell level restriction for monsters.
- If you cached any items after combat and subsequently set-off an alarm chest trap, your cached items now remain.
- A missing NEXT statement that had been present since v1.0, had caused the flee rate and gold amount to be based only on the first monster group, has finally been discovered and fixed!

Stuff Changed:

- You now get to keep all spells known when changing class!!!
- The camp read spells command is now always available whether or not you have a spellbook or holy symbol. If you cannot cast spells this command will now show the level @ which you will be able to (if you can't cast spells for some other reason, such as below minimum age, the level shows zero).
- The camp read spells command now also accepts entering a level number (1-7) to quickly view any level without having to scroll through all spell levels.
- If you try to cast a spell or add a scroll that is too powerful, the level at which you can use it is now displayed.
- Fighters can cast mage spell scrolls beginning at level 25 (adjusted for intelligence).

New Stuff:

- New combat command: Go B)ack.
- New camp command: M)inimum Weapon Damage.
- New camp command: Equivalent H)uman Age.
- New preferences: Changeable sound parameters.

Version 7.4

Stuff Changed:

- After combat, any advancing monsters now have their group name displayed only once.
- Automap plotting is now over 5 times as fast! Using Nibble's MacroSoft & MindCraft Assembler package, most of the automap routine has been converted into machine language.

New Stuff:

- New Extra's Menu preferences/options, including: Fluctuating store prices, Show spells cast by monsters, Easier XP advancement, Fast combat monster equip, and Show monster HP remaining.
- Cool scroller routine at title page lists names of everyone who paid their shareware fees or helped bring Silvern Castle to the A2 community. Thanks! Note: Time/speed depends on your current delay setting.
- New Maze command: Quick P)lot!

Version 7.3

Bugs Fixed:

- Fixed SC.MOD1 #53-5438 error during automapping while inside the moat or from any maze level with teleporter traps. Thanks to Roger Schnorenberg for reporting this bug.
- Fixed AC problem with cursed armour. Now such items are correctly set during equip.

Stuff Changed:

- During combat when you dispel, cast spells, or use any item that displays results per monster, after the first monster is affected, subsequent message time delays are now reduced by half to speedup the loop.
- While healing at the Red Dragon Inn, message time delays are now reduced similar to the loop speedup in combat above.

Silvern Castle Tome of Miscellany

Version 7.2

Bugs Fixed:

- The correct character index is now used when monsters cast flames or use a torch. Usually this bug would simply affect the wrong character, or in some cases cause a SC.ACTION #53-5410 error with party's containing less than 6 characters.

Stuff Changed:

- Starting with this version, all updates from now on will comprise complete stand-alone packages.

New Stuff:

- New feature: Automap-Notes! Suggested by Mark Percival.

Version 7.1

Bugs Fixed:

- Fixed endless-loop bug with special goodies "get kicked-out" attributes (such as infinitum room on level one) when in text mode.
- Fixed error routine so multiple errors no longer cause a lockup/crash.
- Fixed bug during fleeing/chasing monsters which would always interpret taking up stairs as if they were stairs down.
- "Rouges" are now correctly spelled "rogues" (thanks Michael Hoxie, Eric Shepherd).
- You can no longer accidentally camp from the tavern without a party. Thanks to Michael Hoxie for reporting this.
- Large encumbrance penalties no longer cause an error.

Stuff Changed:

- Pressing the option (a.k.a. closed-apple) key while selecting an item to drop now discards (permanently removes) any item without placing it in the cache. When used to remove non-spare spellbook and holy symbols, it asks you to first confirm.
- Extra symbols are now shown in the automap display to show specials. Requested by Kelvin Sherlock.
- The item cache has been increased to 45 slots.
- You can now access the quit/save menu from the market via the L)leave command. This allows you to save the party at the market too. Requested by Eric Shepherd.

New Stuff:

- New preference selection in Extra's menu: Combat real-time status update! Requested by Eric Shepherd.
- Quillon's Trading Post can now enchant items!

Silvern Castle Tome of Miscellany

Version 7.0

Bugs Fixed:

- Thanks to Bruce Baker for pointing out that a second scenario guardian on level 10 was missing!
- Fixed error #107-5116 when using Dnfo.
- Two-handed weapons, equipped or not, are now handled correctly when using the combat equip option.
- Fixed problems with monster equip that could cause an endless loop. Thanks to Bruce Baker for initially reporting this.
- Fixed error #107 caused by an overwritten variable when using the uncurse spell. Thanks to Bruce Baker for reporting this one!

New Stuff:

- !!! AUTOMAP FEATURE !!!
- 4 new spells: Coldray, Curmore, Acidfog, and Deathray.
- New monster feature: IMMUNITY/RESISTANCE!
- New Extra's menu option: Clear Enchanted Store Stock.

Stuff Changed:

- Called monsters will now appear in the next combat round, with a message indicating how many monsters have joined the fight.
- All spirits are now incorporeal undead entities.
- Added fiend-subtype for corporeal demons (non-undead).
- Only NPCs and humanoid monsters are now equipped with weapons and armour, except giants which carry weapons.
- Instead of having each group outfitted with the same equipment and devices, each individual monster now is equipped with its own stuff. Item spoils after combat are now listed by individual monster.
- Undead lair lords can now also summon (call) other undead.
- Minimum weapon damage inflicted is now adjusted by your character's strength bonus, but will never exceed the maximum rated weapon damage. Monsters too!

Version 6.0

Bugs Fixed:

- Fixed centuries-old bug in the monster CALL other groups ability.

Stuff Changed:

- The saved game file format is no longer compatible with earlier versions because MicroDot doesn't support the STORE/RESTORE commands (I now use binary memory images instead).
- Using torch or lanterns in combat now are interpreted as thrown flaming missile weapons (such items are not recoverable). Be aware that monsters can use these devices against your party as well! In camp, using these devices now causes them to be automatically discarded when they are exhausted.
- After using the combat weapon equip option, your original weapon is now automatically equipped when combat is over.

New Stuff:

- !!! MICRODOT ADDED !!!
- Some monsters, like high-level undead and spirits, now have normal weapon immunity. These monsters can now only be hit by special or enchanted weapons, devices, or spells.
- New Camp Inspect option: Equip W)eapon only.

Silvern Castle Tome of Miscellany

Version 5.2

New Stuff:

- New extra's menu option: Tome of Arcana!

Version 5.1

Bugs Fixed:

- FATAL ERROR FIXED: Since v4.0, if no characters exist in the Roster, entering the Guild would loop forever.

New Stuff:

- You can now scroll through the store item list much faster with the new Open-Apple-Jump command. Thanks to Bruce Baker for suggesting this idea.

Version 5.0

Bugs Fixed:

- Saving or disbanding the game after retiring an "immortal" (R.O.P.) now works correctly.

Stuff Changed:

- Identifying any known key will now display the scenario that key belongs to. Keys only fit into locked doors belonging to the same scenario.
- The current SScenario number is now displayed in the maze above the version number.
- Elevators now also display which level (i.e. landing) you are on.

New Stuff:

- !!! NEW ADDITIONAL SCENARIO INCLUDED: TIMEMASTER !!!
- New Extra Menu item: Set Preferences.

Version 4.1

Bugs Fixed:

- Various AC bugs fixed.

Stuff Changed:

- !!! CHARACTER CARRYING CAPACITY INCREASED TO 16 SLOTS !!!

New Stuff:

- New CAMP inspect command: CTRL-D)iscard.

Silvern Castle Tome of Miscellany

Version 4.0

Bugs Fixed:

- Previously, having the entire party run would always fail if you had any ENC penalties. Now, running away depends on how over-burdened the party is.
- Fatal error involving falling down multiple chutes without an ensuing combat or camp has been fixed.

Stuff Changed:

- While moving in the maze, if a character's condition changes the status box is now updated automatically.

New Stuff:

- !!!!NEW ADDITIONAL MULTI-LEVEL SCENARIO INCLUDED: SHADES OF THE PAST!!!!
- The ROSTER can now store up to 36 characters!
- Encumbrance now also applies to items carried. Also, incapacitated characters are now treated as dead weight, increasing the ENC penalty depending on how many conscious characters are left to drag them along.

Version 3.0

Bugs Fixed:

- Fixed a problem with FEAR spells/devices; it wasn't always affecting the correct monster group, or it was causing error #53.
- Some item/maze spelling mistakes corrected (e.g. orge gloves --> ogre gloves; altairs --> altars). Thanks Tony Ward, David Pierce.
- Wishing wells no longer will "bless" characters below age 15. Thanks to David Pierce for catching this.

New Stuff:

- !!!!NEW EXPANDED SCENARIO!!!!
- The down-arrow key now works in the maze! I've added this in response to Ken Gagne's review of Silvern.

Version 2.1

Bugs Fixed:

- Attempting to use the combat equip option when a character is already equipped with a cursed weapon now works correctly.

Stuff Changed:

- The Protect spell can now be cast at camp. Thanks to Tony Ward for suggesting this idea!
- The Id item camp function now turns into an Dnfo function when used on an already identified item.

Silvern Castle Tome of Miscellany

Version 2.0

Bugs Fixed:

- Monster spoils cached will no longer be erased if you later cache lair spoils at the same place.

New Stuff:

- Copper and silver coins added.
- Encumbrance (ENC) added.
- New spell: Deep Pockets!

Stuff Changed:

- You can no longer surprise the opposition unless there is normal or magical light.
- The Trading Post now shows all the character's items with prices when the sell, identify, or uncurse option is selected.