nullmira tutorial

24.02.2024

version 3.09 (OMIRA309.ST)

Nullmira is a round-based single-player rougelike hack&slay roleplay game for the ATARI ST. It is inspired by very old computergames like Moria, Larn, and Hack, pen&paper games like Dungeons&Dragons, and of course the book "Lord of the Rings".

In this tutorial I will try to explain some of the german gibberish :)

The game can be downloaded here:

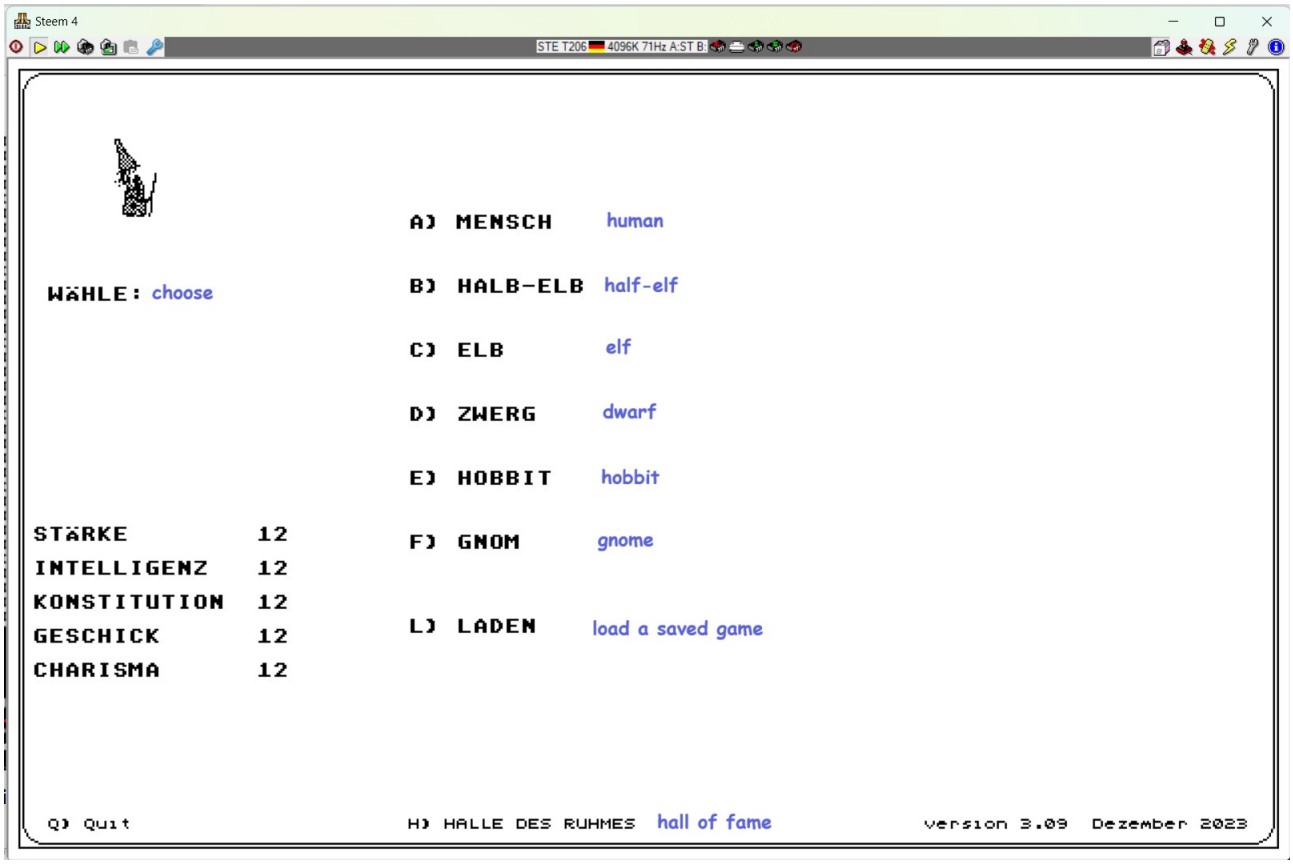
https:/forums.atariage.com/topic/360447-atari-stttfalcon-homebrew-games-releasedcompletedwip-in-2024/#comment-5405404

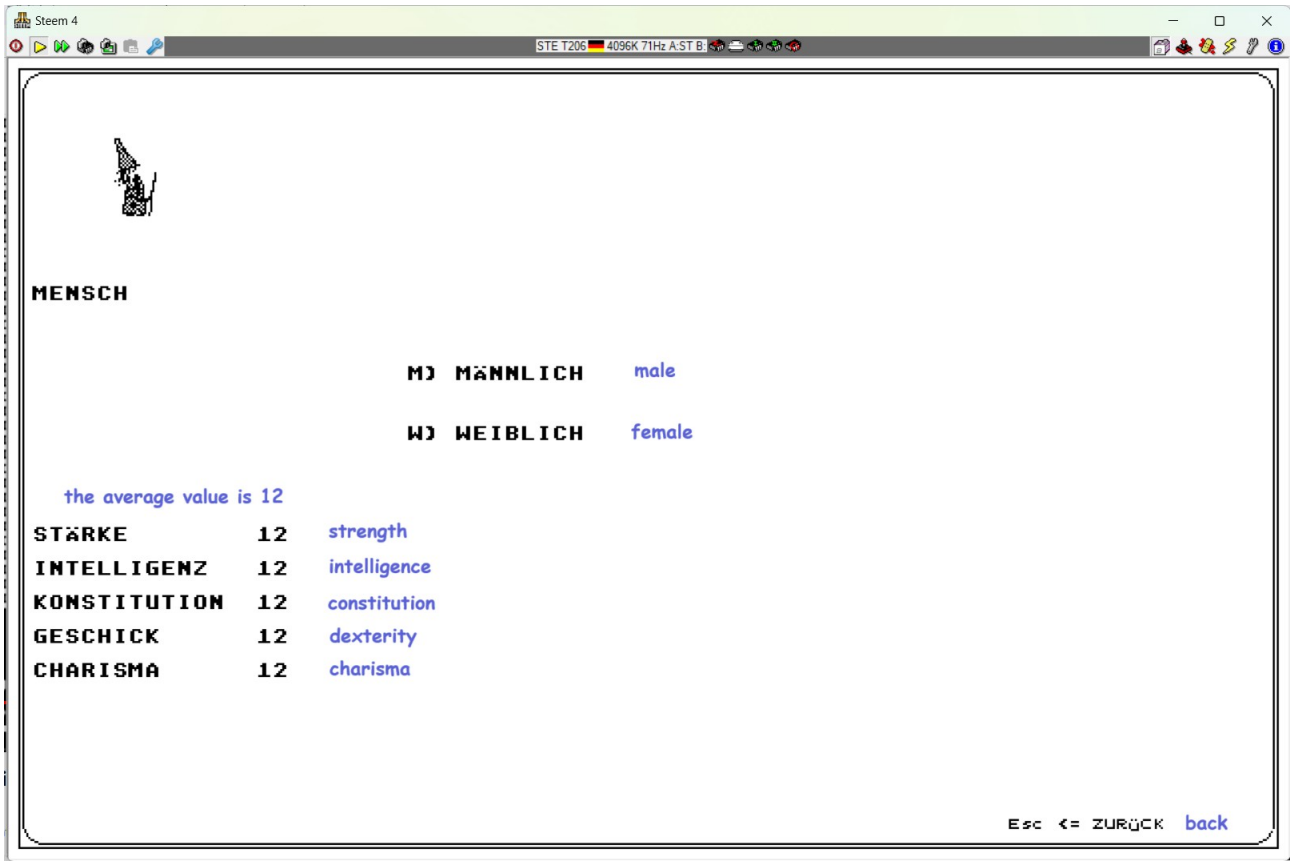
List of commands:

789
4 6 = move in that direction
123 attack: move to a field where an enemy stands

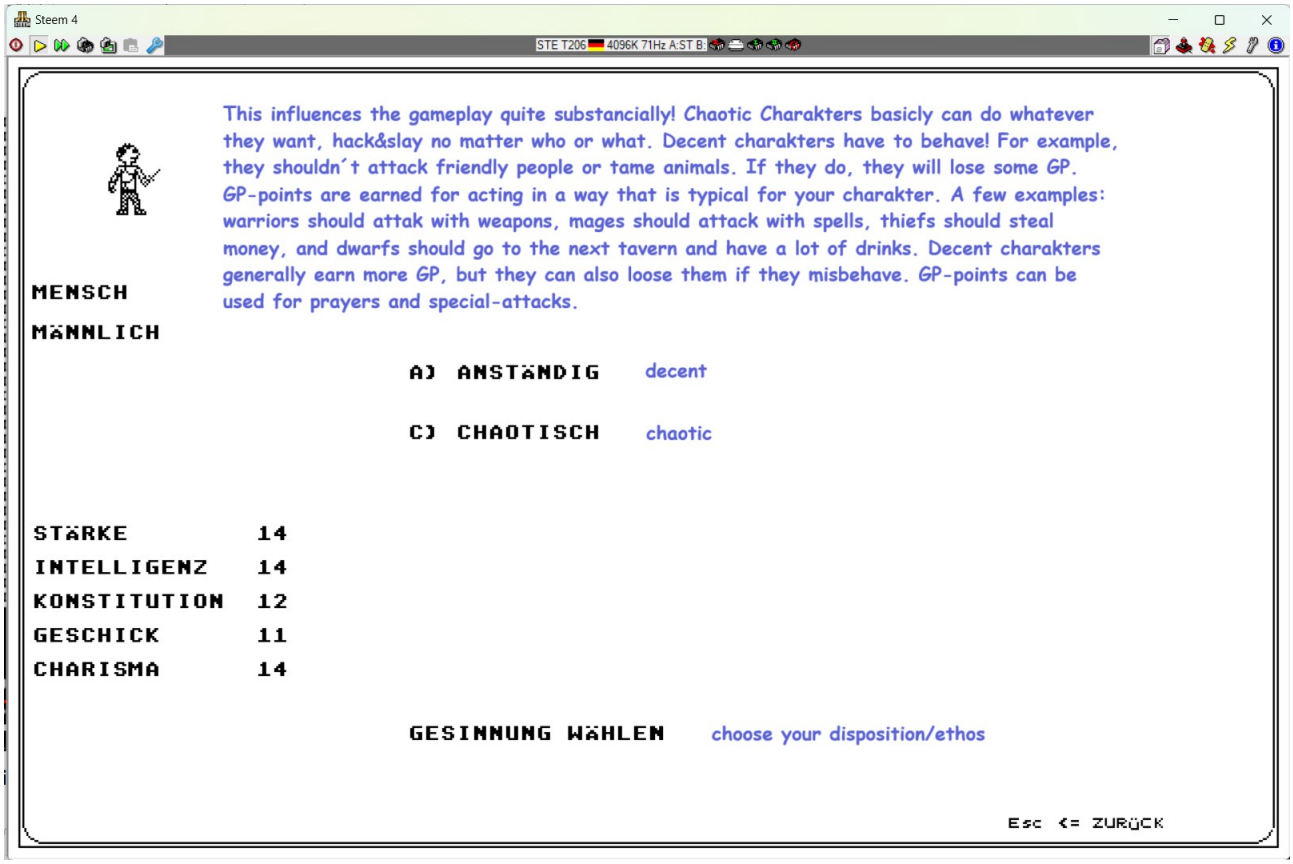
I = inventory (A – Z)
A = equip armor/weapon (A – Z to select)
Y = unequip armor/weapon
X = drop an item
W = throw an item (1-9 for direction)
E = eat (HUNGER=hunger)
T = drink (DURST=thirst)
L = read a book (=BUCH) or scroll (=SCHRIFTROLLE)
Z = cast a magic spell from a book or wand (=ZAUBERSTAB)
B = bow& arrow (=BOGEN&PFEILE) (1-9 for direction)
K = map (=KARTE)
R = rest (same as 5)
O = look (same as 0) (1-9 for direction)
S = special attack (depends on the equipped weapon/item in hand)
G = prayer (=GEBET)
D = theft („DIEB" and „SCHURKE" class only)
P = position of the player
U = swap positions of two items in the inventory
* = repeat last messages
! = quit game without saving (you can save the game in your home=ZUHAUSE)
? = list of commands (in German)

Lets start with the charakter creation:

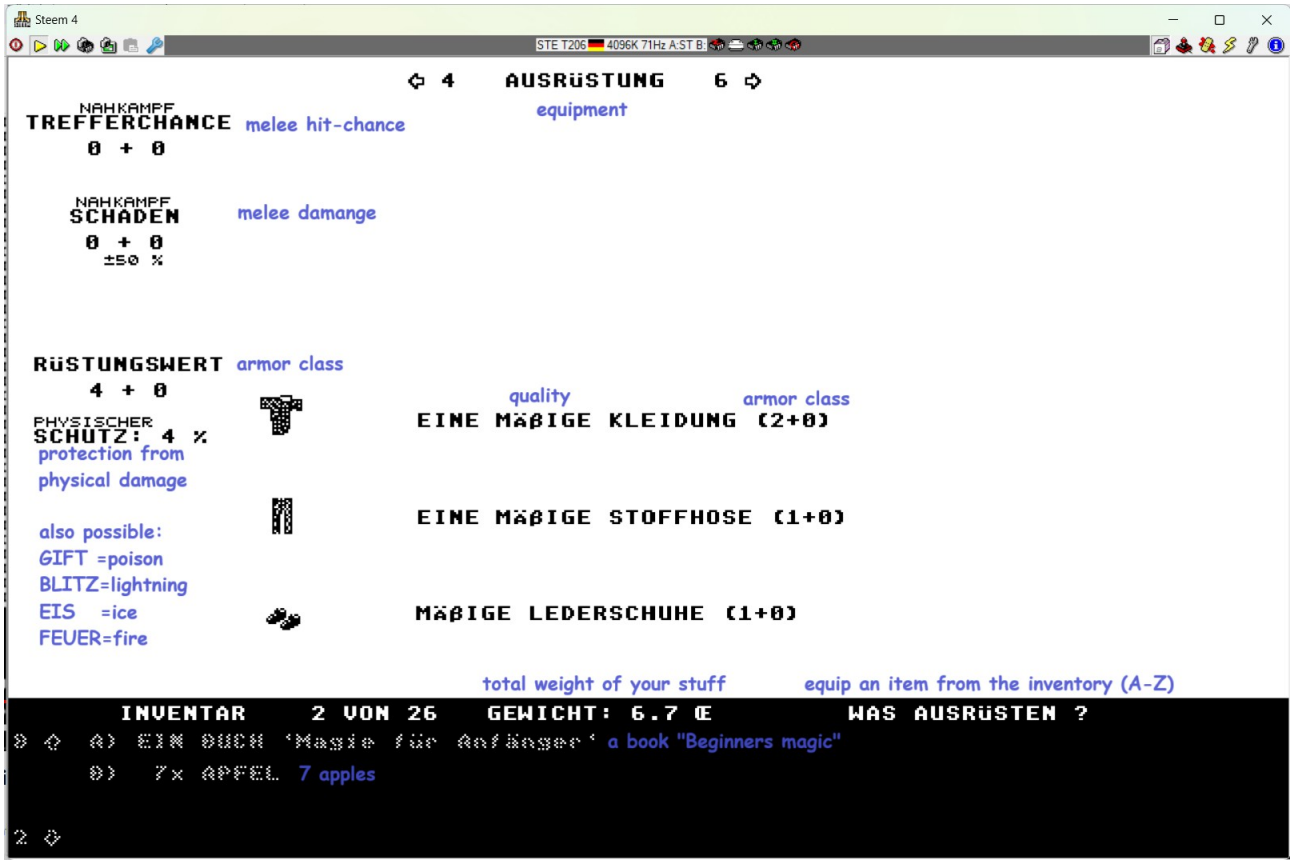




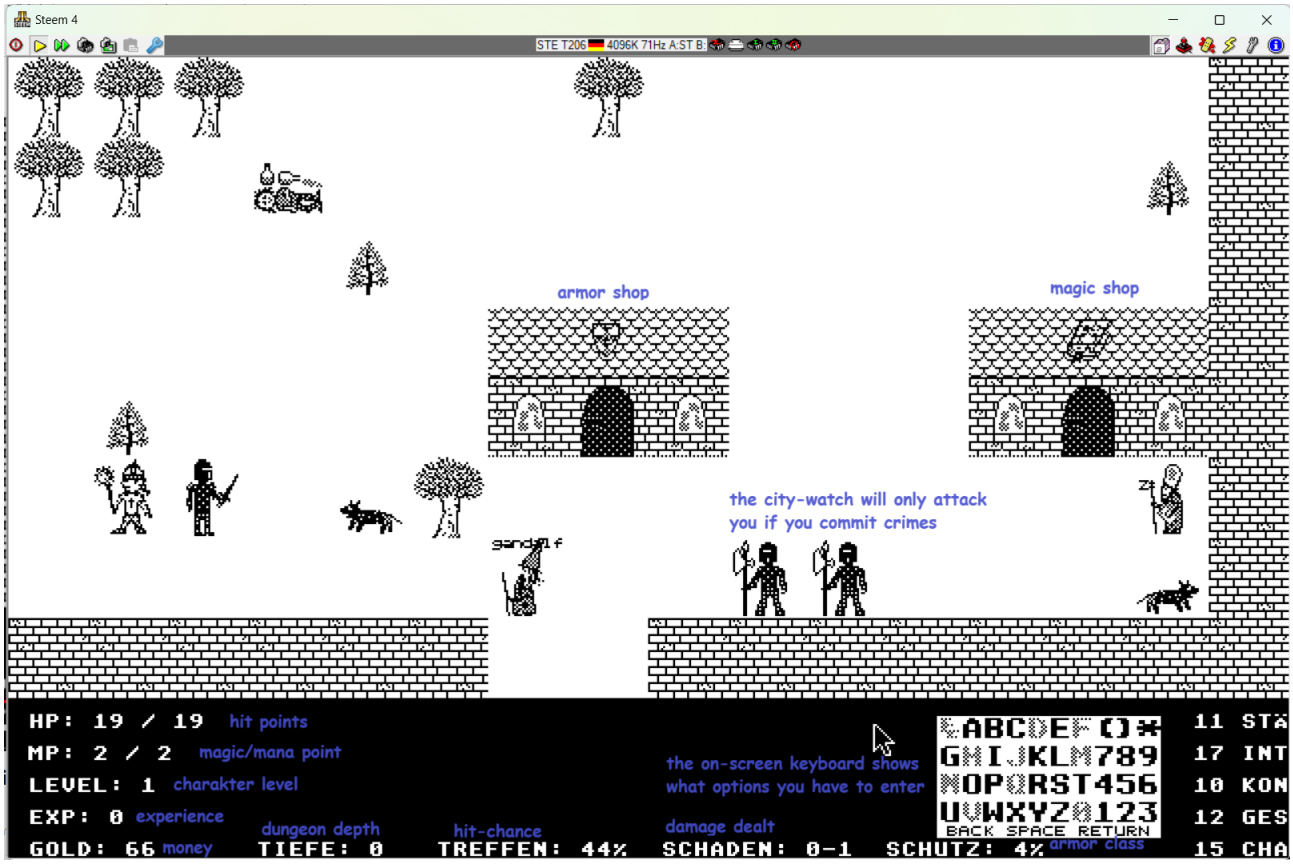
Steem 4
STE T206 4096K 71Hz A:ST B:
MENSCH
MÄNNLICH
some background info on your charakter.
DU STAMMST AUS EINER BAUERNFAMILIE.
DEINE ELTERN WAREN RECHT GESELLIGE LEUTE.
DU WARST ALS KIND SEHR FLEIßIG.
DU BIST 183 cm GROß UND EINE WAHRE AUGENWEIDE.
STÄRKE 14
INTELLIGENZ 14
KONSTITUTION 12
GESCHICK 11
CHARISMA 14
ENTER/RETURN => CHARAKTER ANNEHMEN
enter/return = accept
all other keys = reroll
Esc <= ZURÜCK
back

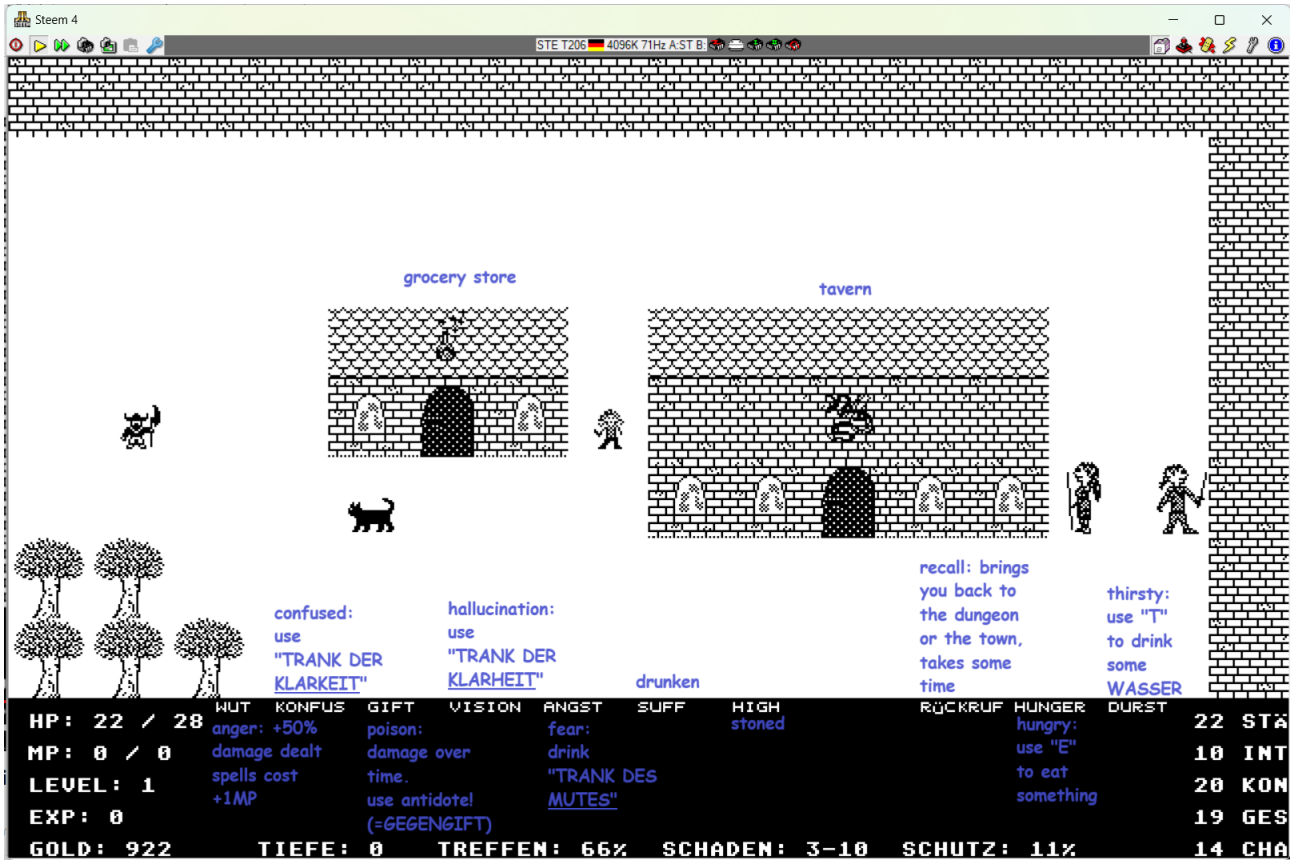

Steem 4
STE T206 4096K 71Hz A:ST B:
This influences the gameplay quite substancially! Chaotic Charakters basicly can do whatever they want, hack&slay no matter who or what. Decent charakters have to behave! For example, they shouldn´t attack friendly people or tame animals. If they do, they will lose some GP. GP-points are earned for acting in a way that is typical for your charakter. A few examples: warriors should attak with weapons, mages should attack with spells, thiefs should steal money, and dwarfs should go to the next tavern and have a lot of drinks. Decent charakters generally earn more GP, but they can also loose them if they misbehave. GP-points can be used for prayers and special-attacks.
MENSCH
MÄNNLICH
A) ANSTÄNDIG
decent
C) CHAOTISCH
chaotic
STÄRKE 14
INTELLIGENZ 14
KONSTITUTION 12
GESCHICK 11
CHARISMA 14
GESINNUNG WÄHLEN
choose your disposition/ethos
Esc <= ZURÜCK

what I meant was: rogue

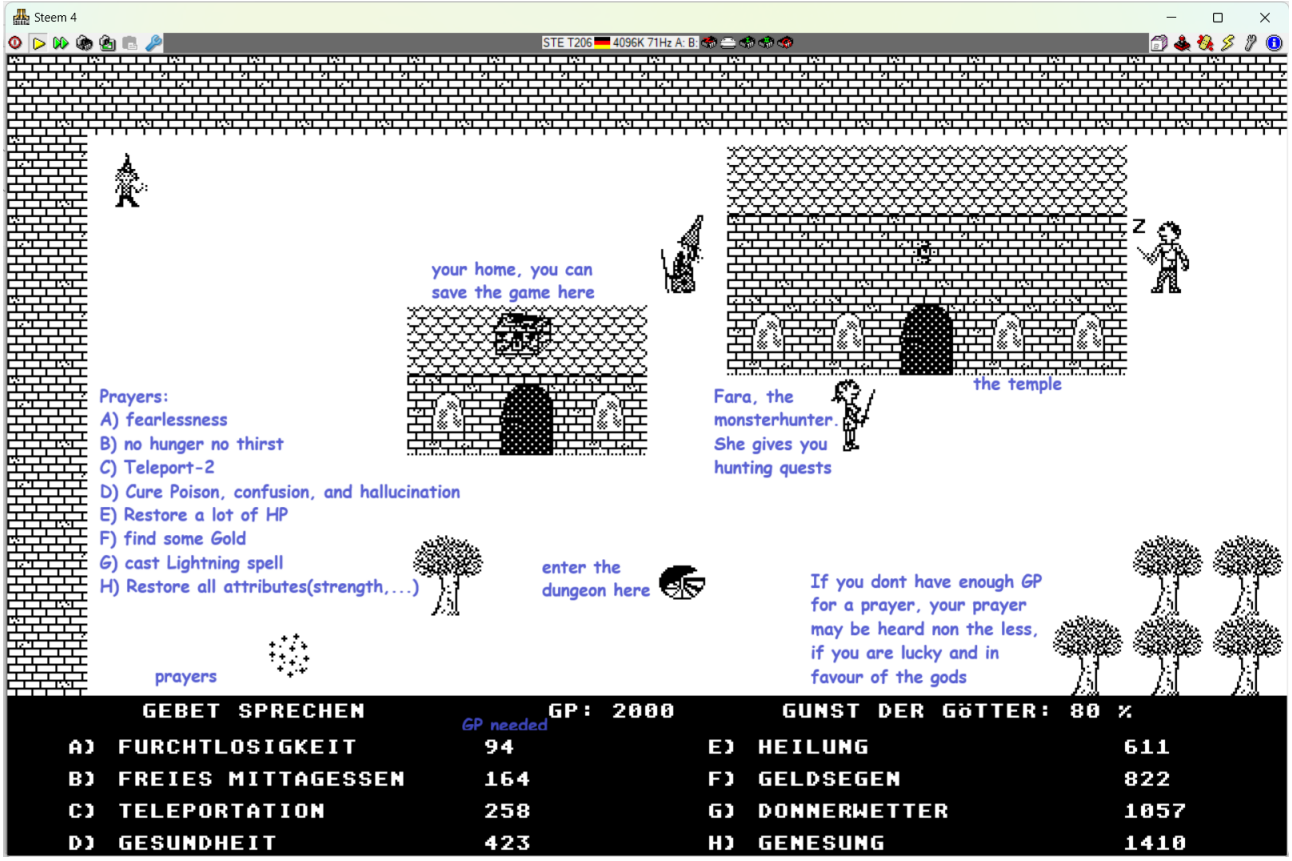


In this case there is no item in the inventory that can be equipped, thus all of them are grey

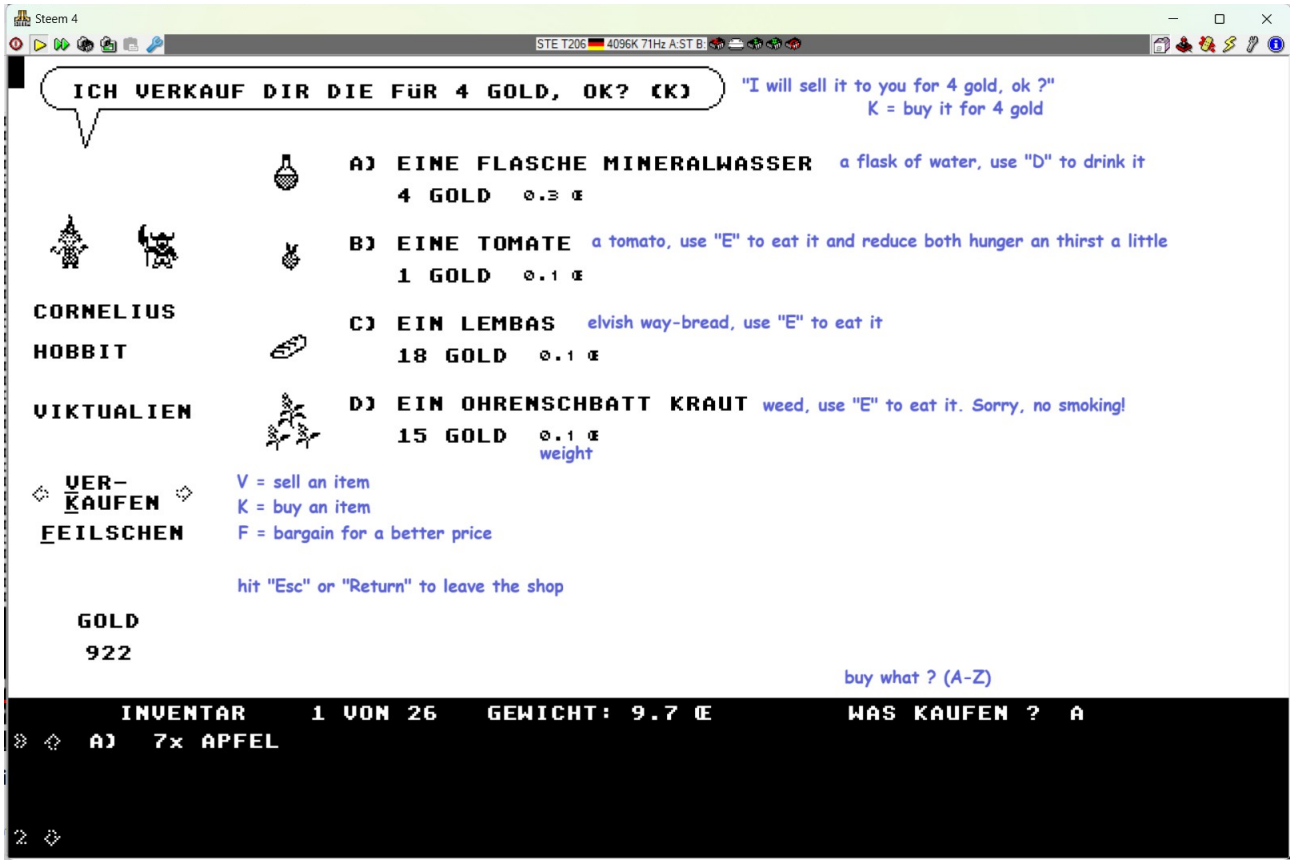


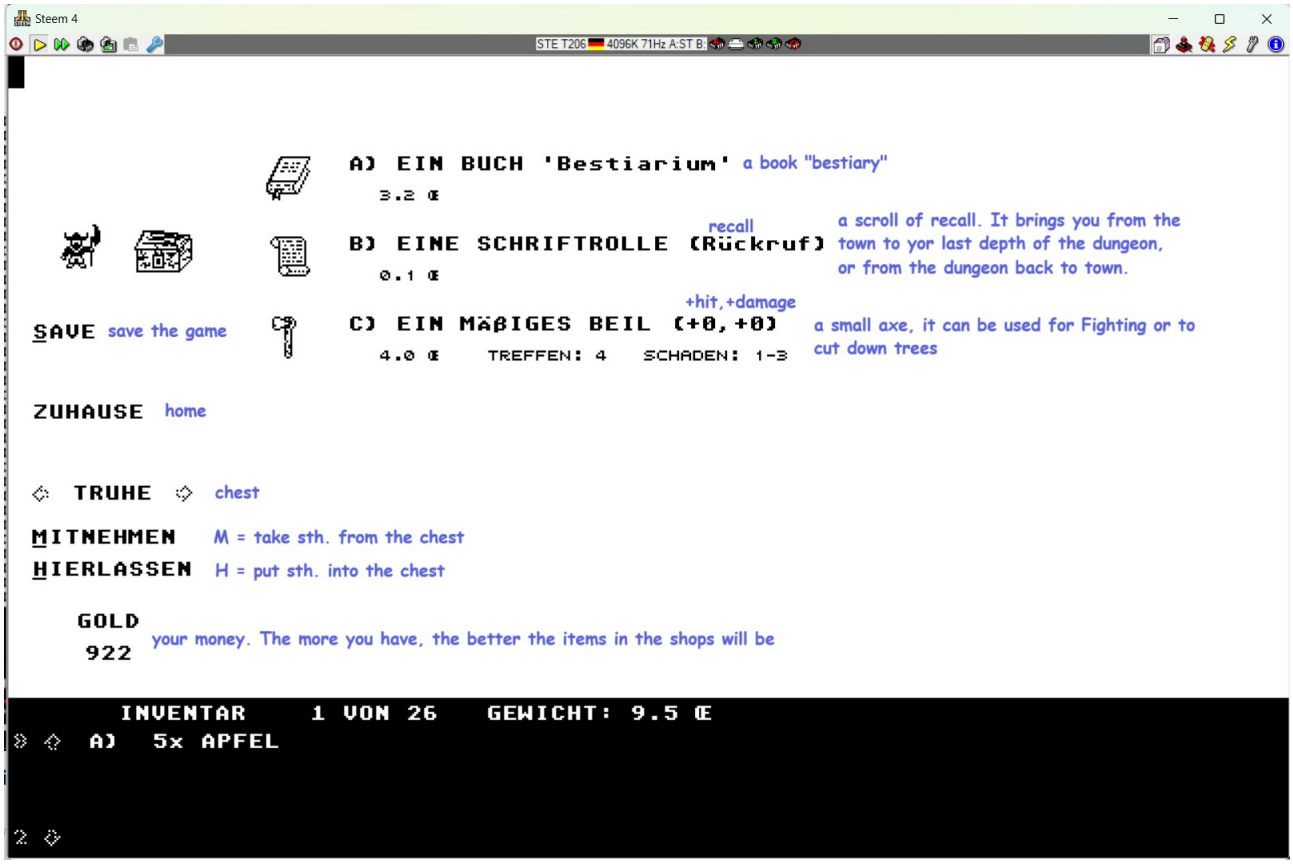


keep an eye on statal alterations !!


Steem 4
your home, you can save the game here
the temple
Fara, the monsterhunter. She gives you hunting quests
Prayers:
A) fearlessness
B) no hunger no thirst
C) Teleport-2
D) Cure Poison, confusion, and hallucination
E) Restore a lot of HP
F) find some Gold
G) cast Lightning spell
H) Restore all attributes(strength,...)
enter the dungeon here
If you dont have enough GP for a prayer, your prayer may be heard non the less, if you are lucky and in favour of the gods
prayers
GEBET SPRECHEN
GP: 2000
GUNST DER GÖTTER: 80 %
GP needed
A) FURCHTLOSIGKEIT 94
B) FREIES MITTAGESSEN 164
C) TELEPORTATION 258
D) GESUNDHEIT 423
E) HEILUNG 611
F) GELDSEGEN 822
G) DONNERWETTER 1057
H) GENESUNG 1410

Steem 4
This is one of the citywatch-missions:
The patrolman´s goblet has been stolen. Find it in dungeon depth 5 to get a reward. There is another mission, where you have to destroy the ork camp in the south.
WILSON
MENSCH
STADTWACHE city watch
STRAFE BEZAHLEN
If you commit a crime, you can atone for it by paying a fine ("S")
GOLD
7096
MISSION 1:
DER POKAL DES WACHTMEISTERS
WURDE GESTOHLEN !!
dungeon depth 5
DER DIEB IST ZULETZT IN DER TIEFE 5 IM
LABYRINTH UNTER DER STADT GESEHEN WORDEN.
goblet
WER DEN POKAL ZURÜCKBRINGT BEKOMMT ALS
BELOHNUNG: 300 GOLD !
reward
INVENTAR 26 VON 26 GEWICHT: 72.5 E
A) EIN BUCH 'Magie der Elfen'
B) EIN BUCH 'Elementarmagie für Anfänger'
C) EIN BUCH 'Magie für Diebe'
2 D) 2x SCHRIFTROLLE (Teleport-2)
BACK SPACE RETURN


Steem 4
STE T206 4096K 71Hz A:ST B:
ICH VERKAUF DIR DIE FüR 4 GOLD, OK? (K)
"I will sell it to you for 4 gold, ok ?"
K = buy it for 4 gold
A) EINE FLASCHE MINERALWASSER
a flask of water, use "D" to drink it
4 GOLD 0.3 Œ
B) EINE TOMATE
a tomato, use "E" to eat it and reduce both hunger an thirst a little
1 GOLD 0.1 Œ
C) EIN LEMBAS
elvish way-bread, use "E" to eat it
18 GOLD 0.1 Œ
D) EIN OHRENSCHBATT KRAUT
weed, use "E" to eat it. Sorry, no smoking!
15 GOLD 0.1 Œ
weight
CORNELIUS
HOBBIT
VIKTUALIEN
VER-
KAUFEN
FEILSCHEN
V = sell an item
K = buy an item
F = bargain for a better price
hit "Esc" or "Return" to leave the shop
GOLD
922
buy what ? (A-Z)
INVENTAR 1 VON 26 GEWICHT: 9.7 Œ
WAS KAUFEN ? A
A) 7x APFEL
2


Steem 4
STE T206 4096K 71Hz A:ST B:
A) EIN BUCH 'Bestiarium'
a book "bestiary"
3.2 Œ
B) EINE SCHRIFTROLLE (Rückruf)
recall
a scroll of recall. It brings you from the town to yor last depth of the dungeon, or from the dungeon back to town.
0.1 Œ
C) EIN MäßIGES BEIL (+0,+0)
+hit,+damage
a small axe, it can be used for Fighting or to cut down trees
4.0 Œ TREFFEN: 4 SCHADEN: 1-3
SAVE
save the game
ZUHAUSE
home
TRUHE
chest
MITNEHMEN
M = take sth. from the chest
HIERLASSEN
H = put sth. into the chest
GOLD
922
your money. The more you have, the better the items in the shops will be
INVENTAR 1 VON 26 GEWICHT: 9.5 Œ
A) 5x APFEL
2

some usefull items explained

B) EINE FLASCHE MINERALWASSER
4 GOLD 0.3 ℓ
a flask of water. if you become thirsty (=DURST) you have to drink ("T") sth., otherwise you will loose HP over time

E) EINE FLASCHE WASSER
1 GOLD 0.3 ℓ

F) EINE SCHRIFTROLLE (Teleport-1)
35 GOLD 0.1 ℓ
this scroll teleports you to another location on the screen. A teleport-2 scroll will teleport you to a different screen

E) EIN GEGENGIFT
28 GOLD 0.2 ℓ
antidote. drink ("T") it when you are poisoned (=GIFT)

H) EINEN TRANK DER GENESUNG (Stärke)
restore attribute
350 GOLD 0.2 ℓ
this will restore your strengh (=Stärke) when it got reduced (some monsters can reduce your attributes)

D) EINE SCHRIFTROLLE (Rückruf)
recall
146 GOLD 0.1 ℓ
a scroll of recall. Brings you from a dungeon back to town, or from the town back to your last dungeon depth, Needs some time

H) EIN BUCH 'Eismagie'
4717 GOLD 3.1 ℓ
a book "icemagic". A books has up to 4 spells in it, use "Z" or "L" to cast a spell from a book. You need MP to cast a spell. MP regenerate over time (like HP)

I) EINEN PILZ DER KLARHEIT
clarity
35 GOLD 0.1 ℓ
a mushroom of clarity. Eat ("E") it to cure confusion (=KONFUS) or hallucination (=VISION)

J) EIN WEIßBROT
4 GOLD 0.2 ℓ
some cheap bread. Eat ("E") it if you are hungry (=HUNGER). If you eat to much you cant eat any more (=SATT)

C) EINEN FABELHAFTEN GIFT-TALISMAN (0+12) (+10) DER WAHREN MAGIEHÄRTE (stä+6,int+9,kon+4,HP+110,MP+10)
fabulous, best quality; poison; poison protection +10%
266689 GOLD 0.1 ℓ
items like this one can be found deep in the dungeons.The deeper you go, the better the item that can be found. Shops may offer them to you, but only if you are really really rich. Isnt the world an unjust place...

E) EINEN PILZ DER GERINGEN HEILUNG
mushroom; minor; cure
3 GOLD 0.1 ℓ
Eat ("E") it to restore a few HP

K) EINEN HEILTRANK (klein)
healing potion; small
15 GOLD 0.2 ℓ
Drink ("T") it to restore some ...

G) EINEN HEILTRANK (groß)
big
161 GOLD 0.4 ℓ
...a lot

E) EINEN HEILTRANK (extragroß)
extra large
304 GOLD 0.5 ℓ
...quite a lot HP

I) EINEN ZAUBERSTAB DES FEUERS (+12)
wand; of; fire; 12 charges
1072 GOLD 0.2 ℓ

I) EINEN MÄCHTIGEN HEILIGEN GIFT-KNüPPEL (+0,+1) (+5) DER HÄRTE (stä+2,kon+1) (Drachentöter)
mighty, 2nd best; holy, +100% damage vs undead; poison; club; +hit,+dam; poison damage +5 (not over time); dragonslayer, +100% damage vs dragons
16963 GOLD 2.0 ℓ TREFFEN: 9 (hit value) SCHADEN: 3-9 + 14-28 (physical damage, poison damage)

System requirements:

atari ST/STE/falcon with at least 1 MB RAM, a blitter-chip is recommended

ST-high-resolution (black&white 640x400) f.e. with the SM124 monitor

keyboard controlled (mouse optional), runs from floppy as well as harddisk

VERY IMPORTANT: run "foldr10.PRG" before playing!!! (it is in the auto-folder)

This is my personal hiscore (no cheating)

HALLE DES RUHMES

hall of fame

	score	name	charakter-level	dwarven-warrior	day month year
1.	14758761	GOLDBART	47	ZWERGEN-KRIEGER	05.01.2024

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Ok, thats it. I hope this (a little bit messy) tutorial helped you to get a better understanding of the game and I hope you have some fun with nullmira !!! Cheers, Klaas