

In the first installment of Loricels' Citadelle series, which I ported from source code ported to the Sanyo PHC-25 you will come up against a range of monsters. There are Lich's, Bugbears, Orcs, Assassins, Warriors, Shades and Gnolls. In the version I ported they are randomly generated in terms of the hit points, armour class and strength at the beginning of each combat, so retreating might not be a good idea. Retreating takes you back to the previous room you were in. When you re-enter the room all the conditions for the monster will be reset. This might be a good thing if the monster is really strong and you're getting pasted. Going and coming back in might make for a weaker monster. However, it might be worse! Choosing Defence rather than attack just reduces your chances of being hit while also decreasing your chances of hitting the monster. Spells are powerful but fickle. The monsters are deployed in a fixed location as indicated above in the map. However, if they don't "disappear" at the end of combat random monsters will be spawned at random in one of the rooms. If you have the word and the armour, the monsters are pretty easy to defeat. You won't be let through the portcullis if you get pasted by the Gnoll and you don't have at least one of them.

**** SPOILER ALERT ****

		Exit		
N W + E S		Tomb SAY AROG GIVE EYE warrior		Arms of Oran (must have Lighted lamp) EXAMINE OBJECT TAKE SHIELD EXAMINE SHIELD harpy
Well Room SEARCH WELL TAKE KEY EXAMINE STONES OPEN STONE (requires hammer and chisel) SEARCH NOOK TAKE EYE Assassin	Armoury EXAMINE MOSAICS EXAMINE STARS OPEN STAR (requires hammer and chisel) TAKE ROD Lich	Tiled Entry Hall TAKE LAMP LIGHT LAMP OPRN DOOR (requires key)	Dark Hall EXAMINE FLOOR SEARCH DUST EXAMINE WALLS SEARCH WALLS USE MECHANISM	Store Room OPEN CRATES EMPTY CRATES (will find name AROG) OPEN BARREL EMPTY BARRELS SEARCH SACKS TAKE CUBE INSERT CUBE (requires mech from dark hall to have been touched)
	Stables CLIMB LADDER SEARCH ROOM MOVE BOARDS	Inside Cave SEARCH SKELETON TAKE CHISEL	Guard Room USE MECHANISM Bugbear	
	Hay Loft	In front of Cave		

	SEARCH SACKS TAKE HAMMER SEARCH HAY DESCEND LADDER Shadow	EXAMINE GROUND TAKE FLINT TOUCH PORTCULLIS Gnoll		
		Forest MOVE ROCK TAKE SWORD SEARCH TREE TAKE ARMOUR		