

HALL OF THE KING II *THE INNER CHAMBER*



*TWO DISK GRAPHIC
ADVENTURE FOR THE
TRS-80 COLOR COMPUTER*

Requires 64K & 1 Disk Drive
Does not require Hall of the King I

HALL OF THE KING II: THE INNER CHAMBERS

Years ago a dwarven race lived in their mountain home, Firrhert (pronounced FEAR-HEST). When the mountain threatened to erupt, they fled leaving behind the all-powerful earthstone, the basis of the dwarves' legendary power. Borodin, grandson of the High-Priest King of that era sent for you, the most prominent adventurer of the land. He asked you to recover the stone from Firrhert. You agreed and left on the quest for the Earthstone.

When you reached Firrhert you discovered that this quest was not going to be an easy one. Searching through the upper level you found a strange poem and an even stranger parchment, (if you didn't, go back and play it again!). You also found the first of three key pieces. With these in your possession, you bent the bars of the gate barring your progress into THE INNER CHAMBERS. This is your second quest in the search for the limitless power of the Earthstone.

LOADING

IMPORTANT!! MAKE BACKUP COPIES OF BOTH DISKS AND USE THE BACKUPS. STORE THE ORIGINALS IN A SAFE PLACE. WRITE PROTECT DISK TWO, BUT NOT DISK ONE IF YOU WISH TO LOAD AND SAVE ONTO DISK ONE.

First initiate a cold start (turn off the computer then on again) and insert disk one in drive zero. Type LOADM "HBOOT" and press (ENTER). The game will auto start and a title page will appear on the high-res screen. Press the reset button until the background is blue and then press any key. A credit screen will appear after loading. Press any key and you will be prompted for the drive number for disk number two. If you have a single disk drive enter 0. Then you will be asked if you wish to read the background. If you do not, press "N", otherwise press any key. After the background is read (or not), the game will load and run. You will be set at the bottom of the stairs of THE INNER CHAMBERS, ready to begin your quest.

GAME INSTRUCTIONS

HALL OF THE KING II: THE INNER CHAMBERS responds to two word commands, given at the command prompt. These two words must consist of a verb preceding a noun such as "EXAMINE STOOL".

Only the first three letters of each word need be given, though. "EXAMINE STOOL" could be shortened to "EXA STO" if you wish. When nouns have more than one word, input the object as if you were typing the whole word such as "GET RING OF KEYS". That would be shortened to "GET RIN", not "GET KEY".

A sample of commands would include examine, inventory, shoot, look, go quit, time, and put. There are many others, but we leave it to you to finish the list.

EXAMINE: Items that are not hand held can be examined normally, but you must be holding any items that can be held and examined. Otherwise you will get the "NOTHING SPECIAL" response.

SAVE and LOAD: The game can be saved and loaded at any time in any of the three programs. To save, simply enter "SAVE" and it will prompt you to put disk one in drive zero (unless it is already there or you are using more than one drive). It will save all information to disk one. You can only keep one save at a time. To load this, simply enter "LOAD". After inserting disk one, it will load in the information and transfer to the correct disk.

DIRECTIONS: To travel through THE INNER CHAMBERS, type GO NORTH, NORTH, NOR, or just N. This can also be done the directions UP, DOWN, SOUTH, EAST, and WEST. When within a room, you are not always facing north. Make a map when playing showing the exits to the particular room. One might get confused relying upon the picture showing all exits.

TRANSFERRING: When the program realizes that you have gone through a passage that travels from one program to another, it will pause for a second and then access the other disk (or prompt for the other disk to be inserted). It will then transfer to another program and play will continue as if there were no interruption.

This adventure contains "TEXT MASTER", a program written by Steve Norton and copyrighted 1984 by Dataman International, 20 Ferguson Ave., N. Hamilton, Ontario, Canada, L8L 4Y9.

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NOTE: Each disk contains a serial identifier code which contains the name and address of the individual customer. These measures are taken to protect our software from unauthorized distribution.

- ➔ **INCREDIBLE TWO DISK
GRAPHIC ADVENTURE**
- ➔ **100% HI-RES GRAPHICS
IN DETAILED COLOR**
- ➔ **INVENTORY & TIME OPTIONS**
- ➔ **SAVE & LOAD ANY TIME**
- ➔ **IMMEDIATE COMMAND
RESPONSE**



WARRANTY

This program is guaranteed to load for as long as you own it. If it ever fails to load for any reason (even if your dog chewed it), simply return it to us for a prompt, free replacement. There is no time limit, and there is no other warranty, expressed or implied.

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