

# INSTRUCTIONS ~

## Escape From MORBIUS

Escape From MORBIUS is a fantasy game in which luck, skill, and thinking are all involved. When starting the game, the player receives a character which is placed in the middle of the dungeon MORBIUS. Facing a wall having five doors, the player must move his/her character to a desired door and proceed in opening it.

Behind each door there lies a room, which may be empty or may contain anything from a piece of food to a large MONSTER. Each room will also contain another set of five doors and the player must choose, and open, another door until he/she has escaped or has died. When escaping, and winning the game, the player will receive a score and be asked whether he/she would like to enter the same dungeon again. If so, the player will enter the same dungeon, with a new character, and if remembering his/her previous moves, the player may try to avoid certain rooms and explore others.

If they do not want to enter the same dungeon again, another will be created.

**TO PLAY:** After the game has been loaded into the computer and has been run, press the **SPACE** bar to begin play. The computer will ask you to enter your sex (male/female). Please type 'M' for male and 'F' for female instead of the whole word. After doing so, you will see your character in a kind of room facing a group of five doors. Below your character your energy will be displayed along with a few commands.

The 'R' command allows you to see how well you are doing by displaying your Status Report, (see STATUS REPORT). You must leave the 'R' key pressed when reading your status. The other keys will move your character while facing the five doors. Move your character around until you are facing a door that you wish to open, and then open it. Open it by pressing the **SPACE** bar. Once opened, the doorway will enlarge and show you what is inside, (see ROOMS).

**STATUS REPORT:** Your status while playing the game is remembered and you may look at it at any time. While in your STATUS REPORT, you may see how many weapons you have, or how many meals you have left, or what weapon will fire if you press B, etc. To get to your STATUS REPORT press the R key and leave it pressed. Release it when you are ready to leave.

You may go into your STATUS REPORT at any time, except while in the monster room.

**ENERGY:** When starting the game, you begin with 500 energy points which decrease by one, (or more, see WEAPON ROOM), every second. Once your energy is gone, you will die.

**WEAPONS:** When starting the game you receive various kinds of weapons and spells. These weapons and spells can be used at any time during the game, except the gold room. Though you may use these weapons or spells at any time, it is best to use them only when necessary, for it will raise your score at the end of the game.

The following is a table of all the weapons.

WEAPON	AMOUNT	ABBREVIATION	RANGE	ENERGY USED
ARROW	25	A	SHORT	5
SPEAR	5	S	SHORT+1	15
BULLET	3	B	MEDIUM	20
LIGHTNING BOLT	3	L	MEDIUM+1	20
FIRE BALL	3	F	LONG	20

In the table above, the weapon name is followed by the amount of the weapon you start the game with. The amount is then followed by the abbreviation of the weapon which is also the key used to fire that weapon. The range explains how far the weapon will travel compared to others, and the energy used describes how much energy it will take to use that weapon.

The following is a table of all the spells.

INVISIBILITY	TRANSPORT
AMOUNT=1 ENERGY USED=20 ABBREVIATION=I USE- To turn invisible in order to not be hit by a monster.	AMOUNT=1 ENERGY USED=20 ABBREVIATION=T USE- To open a door or to jump over a monster when he is one space above you.

Use these weapons and spells wisely, for if you press the A key, or any other key, a number of times, a weapon will be shot each time and you will have to wait until all the weapons are fired before you may eat, move, etc.

EAT: You start the game out with three meals which you may eat at any time. These meals are not eaten when you press E in the food room, instead the food there is eaten. Each meal will raise your energy 75 points. Press the E key to eat a meal.



## ROOMS

The following is a list of all the different kinds of rooms you will explore, along with what you can or cannot do in each one. When playing the game, a picture of the top view of the room is shown, along with an eyesight view from the doorway.

**EMPTY-** This is merely an empty room in which you progress through. In order to progress through the room, press the **SPACE** bar the number of times needed to reach the white square toward the end of the room.

**FOOD-** In this room you will find some kind of food which you may eat or pass by. If you eat the food and it happens to be good, you will receive 20 energy points. But if it happens to be bad, you will lose 20 energy points. If however, you don't want to eat it, you may pass it by. E=Eat P=Pass

**\*GOLD-** This room contains anything from 5 to 50 pieces of GOLD. To get the gold, simply press the G key.

**\*WEAPON-** The weapon room may either contain weapons or spells which you may take or pass.

Use care when taking weapons, because if you are carrying more than 25 arrows, 5 spears, 5 bullets, 5 fire balls, or 5 lightning bolts, you tend to get weighted down with that weapon. When this happens, you move slower and you lose 3 energy points every second instead of just 1. When you are weighted down, a **WC** will appear in the bottom left hand corner of the screen when facing the five doors. Your STATUS REPORT will tell you at the top of the screen, what weapon is weighing you down.

To get rid of the extra weight, you must keep firing the weapon giving you problems until the **WC** has disappeared.

**OBSTACLE (or MAZE room)-** An obstacle room is mainly for making the player lose some of his/her energy. The player has to take his/her time to progress through the maze so as to not hit the walls. However, when taking their time, they lose energy points. If a player hits a wall, he/she will lose 5 energy points. To move through the maze, use 4 to move left, 6 to move right, and 8 to move up towards the five doors at the end of the room.

**MONSTER-** A monster room is where most of the action occurs, as you, (a round circle), and a **MONSTER**, (a reverse M), will battle each other. When you press M, the battle starts and the monster starts weaving his way through the room coming down at you. If he gets you, you will lose 75 energy points. If you get him, by hitting him with a weapon, you will receive any gold that the monster may have, (shown at the bottom of the screen).

There are three different kinds of monster rooms. The first room is a lower class of monster which goes slower, the second is a faster monster, and the third is a non-threatening monster which you do not fight because he does not harm you so you don't harm him.

## IMPORTANT NOTES TO REMEMBER

The following are a few notes you should remember when playing Escape From MORBIUS.

1. Only keys M and F should be pressed when choosing sex. M=Male F=Female
2. Your STATUS REPORT will be displayed only when the R key is being pressed.  
Releasing the key will return you to your current position.
3. When opening a door, leave the **SPACE** bar pressed until the door starts to open.

Using the SEMI-CONDUCTOR, a musical soundboard for the PET COMPUTER, Escape From MORBIUS has been fully programed with dozens of musical effects and sounds. These sounds and effects produce extra life to the game and give weapons, like Fire Balls, the crashing sounds they need, or give Lightning Bolts the sounds of sharp buzzes, as they go speeding through the air at incredible speeds.

The SEMI-CONDUCTOR is a product of Renaissance Technology. For more information, contact us or Renaissance Technology.

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# GOOD LUCK!