

The Standing Stones

And What Lies Beneath



By PETER SCHMUCKAL And DAN SOMMERS


ELECTRONIC ARTS

How Dungeons Really Work.

DAY 1.

I am chased from the entryway by a baboon-sized rat. Shook him, but am now lost. Retracing my steps, I spy a small pile of gold. Then, off in the distance, another.



DAY 341.

Met a wonderful elf. Had great dwarf jokes, soft green eyes. Afraid he misconstrued my enthusiasm for some kind of advance. Now he's gone.



DAY 17.

Filthy things here. Vile toads and slimes. Feel corrupted by all this evil. Never thought I'd miss TV dinners. Want bath.

DAY 777.

Having glimpsed the sword, I also glimpse the grandeur of a nation. The power and nobility it confers fill me with desire. I would have it. I would have it.

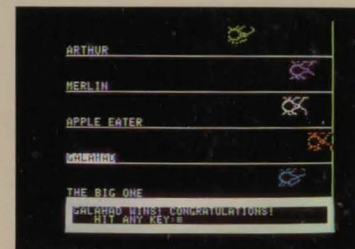
DAY 941.

More death. But death is part of life, isn't it? And without death, how would we measure life's value? Thus each time I kill, I create life, in a sense. And so I kill with joy, with creativity, and with a profound...



DAY 712.

An oasis! The chance to see a real roach race again! Am cured of boils by a weird doctor. Left message for elf: "Sorry about the other night..."



DAY 940.

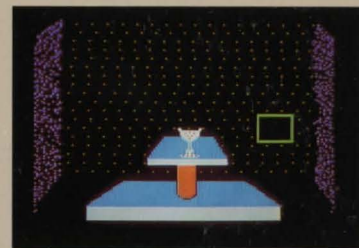
Beset by scurvy and depression. Am sick of eating reptiles and small eggs. Am sick of monsters saying, "No way, Jose. Hit any key and fight." Most of all, am sick of death.

DAY 1050.

They take "flying saucers" literally down here.

DAY 1633.

It is The Grail, this I know now. It always compelled me. And with that understanding comes another so immense I can barely contain it. I know now that the problems of people don't amount to a hill of beans in this mixed-up world. And when I get back home, I'll use this knowledge. Maybe open a little jewelry store, publish these memoirs, get an agent, sell the movie rights, buy a farm, raise horses, and look up that elf.



The fiendish brains behind all this.

These men are wearing dark glasses so they can look at The Grail, which is the source of light for this photograph. They are the inventors of The Grail. And now, at long last, they've found it. Fortunately, our photographer was right there with them.

That's Peter Schmuckal closest to The Grail and Dan Sommers sort of hiding behind him. If they're not smiling, perhaps it's because they've spent a bit too much time in their own dungeon. Writing this game was a lot of work—six years of work, as a matter of fact. Just ask the hapless friends they dragged down with them in the effort.

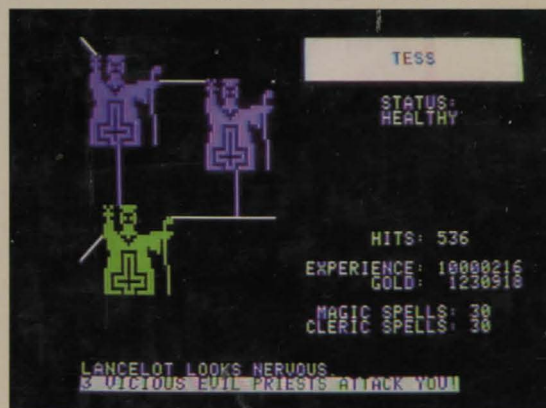
Before all this started, Peter and Dan were just a couple of really nice high school kids. Today, Dan is a technical support engineer for a computer store in Oak Park, Illinois. Peter is a computer engineering student at the University of Illinois. But don't let that fool you. They're both quite mad and, if left unchecked, sure to do something like this again.

The **Standing Stones** was designed, developed and programmed by **Peter Schmuckal** and **Dan Sommers** members of A Bit Better Associates. They'd like to thank Robin, Mike, Jeff, Liz, Jim and Bill and everyone else who helped to create this game. The package design and creative direction was by **Goodby, Berlin and Silverstein**. Typographic design by **Al Fessler**. Liner notes by **Steve Emerson**. Cover photo by **Pete Turner**. Illustration by **Will Nelson**.
Author photo by **Dennis Gray**.

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THEY WERE MORE CLEVER THAN WE, THE ANCIENTS WHO RAISED THESE MONOLITHS. THEY WERE UNFETTERED BY THE MENTAL GRAMMAR WE CALL LOGIC, AND POSSESSED OF MAGIC, THE ORIGINAL TECHNOLOGY. AGAINST THE SKY THEY SET THE STANDING STONES TO CHALLENGE US AND FOR CENTURIES WE PUZZLED OVER THEIR MEANING, ALL THE WHILE IGNORANT OF THEIR TRUE DESIGN. FOR THE WONDERS LAY BENEATH THESE SLABS OF ADAMANT, HIDDEN IN A DUNGEON FIFTEEN LEVELS DEEP, GUARDED BY HORRORS BEYOND THE DREAMS OF THE INSANE. AND HERE YOU HAVE COME, GENTLE ADVENTURER, FILLED WITH FERVOR, ARDENT FOR SOME DESPERATE GLORY, INNOCENT OF THE POWERS AND TREASURES OF THAT EARLIER TIME. FINE. IT'S YOUR LIFE. JUST DON'T COME WHINING TO US ABOUT HOW TERRIBLE IT WAS DOWN THERE.



About our company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at: 2755 Campus Drive, San Mateo, California 94403.

