

A Fantastic Challenging-



by Peter Schmuckal and Dan Sommers

TO START

Turn on the disk drive, turn on the computer and insert the program disk. Type LOAD "EA", 8 and press Return. Then type RUN and press Return again. (Note: Pressing the space bar repeatedly when the program first starts loading can speed up the loading process.) When the program finishes loading, press the space bar to leave the title page sequence so you can begin playing.

IMPORTANT ADDITIONAL INFORMATION

1. Wherever the manual calls for using the Esc key, use the back arrow key located at the top lefthand corner of the keyboard instead.

2. Be sure your SHIFT LOCK key is not depressed whenever you play. Do not write-protect your disk. Do not open the drive door when the red light is on.

PLAYING HINTS (IN ADDITION TO THOSE IN THE MANUAL)

To find the path out of the dungeon so you can restore your character's hits and spells, follow the yellow arrows. Do not depend too much on Lancelot to save you; if your hits are close to 0, get out of dungeon as quickly as possible. Be careful when opening chests, especially with a character you have not built up through repeated trips out of the dungeon. Open only small chests at first (carefully) and then only when you have all your hits.

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 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...

How DUNGEONS REALLY WORK



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 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.



hey 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 fervour, 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.



SPECIAL FEATURES

- Fifteen Dungeon Levels
- Create Your Own Knight
- Cast Combat and Peace Spells
- Make Maps or Die!
- Magic Objects and Excorcism
- Enter the Hall of Fame

This pack contains an Operating Manual. Screen shots are taken from Apple version.



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Joystick required



