

The Demon's Forge

By Brian Fargo



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Brawling with the king's guards is a crime punishable by death. But in considering your prior service as a mercenary in his pay, the king has decided to be lenient. In lieu of death sentence, you have been banished to the dungeon network infamously titled the **Demon's Forge**.

You reason that you may as well have been executed. The dungeon has an exit as well as an entrance, but none of the many prisoners sent into it in the past century have left the labyrinth alive. It is little wonder, for they were required to embark without weapons or armor, or even the clothes on their back.

It has been rumored that the **Demon's Forge** is an ancient test of wisdom and battle-skill. It is governed by Anarakull, a demon of horrible prowess and deadly cunning.

MOVING INSTRUCTIONS

The majority of the commands you will give to the computer during your adventure will be concerning the direction you will travel. While the computer has a large vocabulary of words, it can only understand sentences of one or two words. Two word sentences are comprised of a verb and a noun, such as "go door" or "go stairs." But most of the time a simple one word command, such as "north," "left," or "down," will suffice. When moving in a particular direction, even the first letter of the direction is allowable, such as "N" for north.

YOUR POSSESSIONS

While you must begin your journey without weapons or attire, it is more than likely that you will acquire many objects which could possibly be beneficial to your journey. You may direct the computer to get these items, as well as dropping them whenever you like. If you like to see what you're carrying, just type in "I" (short for inventory).

HI-RES PICTURES

Every room you enter along the adventure will be displayed for you in bright color. Beneath the picture will be a space for four lines of text, in which a description of the room will be printed, along with some room for you to type in your commands. At any time you wish to review some of the recent lines you typed in and the computer's responses, hit return. To get back the color picture you just erased, hit return again.

HELPFUL ADVICE

The **Demon's Forge** is not an adventure easily solved. You may reach an impasse that will require great deliberation before an answer is apparent. In any case, if the obvious fails, reach for the obscure. Try to go every direction, through every door, hole, and crevice. Do not assume anything is ordinary or any object useless, and by the same token do not assume every object or room is crucial to the adventure's solution. And keep a detailed map of your progress, lest you become lost and disoriented, and fall unknowingly into Anarakull's clutches.

SAVING THE GAME

If during the game you should ever wish to save your exact position and status just enter "save" for a command choice. You will then be prompted for a number to save it under. You can save up to 10 different games on one disk. All saved games will be written directly to the game disk, so there is no need for another disk. When you want to continue an old game, merely type in "restore" for a choice, and then the number of the game that was saved. After doing this, you will resume the game exactly where you left off.

DISK CARE

The enclosed diskette should be protected from extreme levels of heat and cold, and from moisture of any type. Do not bring near magnetic fields, as this will erase the recording.

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“Death to him, your majesty! He killed four of your guards in a tavern brawl!”

The king stands, peering down at your bruised and battered form. You meet his eyes, snarling in defiance and trying to break free from the grip of heavy chains and manacles. The monarch laughs at your efforts.

“You are a renowned gladiator,” he says, “and have fought often in my pay. For these past services I give you your life—but to prove your worthiness for freedom, you need find an exit from the Demon’s Forge. Guards, remove him!”

You reason that you may as well have been executed. The Demon’s Forge, an infamous dungeon network, has an exit as well as an entrance, but no one in past centuries has escaped alive.

You laugh bitterly, planning revenge as they cast you within, with nothing to aid you save a package of rations. Perhaps you will surprise them yet. . .

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