

HALL OF THE KING



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

Requires 64K & 1 Disk Drive

HALL OF THE KING

Years ago in an age long past, a dwarven race lived in their mountain home Firrhest (pronounced FEAR-HEST). There they lived in peace and harmony until the threat of Firrhest's destruction. They fled for their lives leaving their most powerful possession behind, the Earthstone. You are a powerful adventurer called to the dwarves' aid by Borodin, grandson of Sodar the ancient High Priest, King of that time. He has asked you to undertake a perilous quest, the recovery of the Earthstone! This is your first adventure in the search for what is deemed to have been the cornerstone of the legendary power of the dwarves.

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 SAVE AND LOAD ONTO DISK ONE. IF YOU HAVE A DOUBLE SIDED DRIVE, YOU CAN BACKUP DISK ONE AND TWO ON THE SAME DISK.

First initiate a cold start (turn the computer off then on again) and insert disk one in drive 0. 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 border is blue and then press any key. After the introduction and credit screen 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 introduction is read (or not), the game will load and run. You will be set in front of the mountain looking north toward the open bronze doors, ready to begin your quest.

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.

GAME INSTRUCTIONS

HALL OF THE KING responds to two word commands, given at the command prompt. These two words must consist of a verb preceding a noun such as "EXAMINE PIT". Only the first three letters of each word need be given, though. "EXAMINE PIT" could be shortened to "EXA PIT" if you wish. When nouns have more than one word, input the object as if you were typing the whole word such as "EXAMINE BRONZE DOORS". That would be shortened to "EXA BRO", not "EXA DOO".

A sampling of the commands would include examine, look, go, get, inventory, quit, time and push. 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 HALL OF THE KING, type GO NORTH, NORTH, NOR, or just N. This can also be done with 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, 420 Ferguson Ave., N. Hamilton, Ontario, Canada, L8L 4Y9.

HALL OF THE KING is copyrighted 1985 by Glen R. Dahlgren and Prickly-Pear Software. All rights reserved.

- ➔ **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.

PUBLISHED BY:

Prickly-Pear Software
2640 N. Conestoga Ave.
Tucson, AZ 85749
(602)749-2864