

Tower of Myraglen



PBI  SOFTWARE, INC.

Level #1

- Goto Room with skeletons and scorched curtains.
- Listen to clock

Level #2

- ? code word (Fading Away)
- Mystic Command to get the platinum key (servo Devy Unum)

Level #3

- say (yes)
- 

Level #4

- Go along outer wall (white squares only)

Level #5

- Riddle answer: (Illusionist)
- Give gold to ~~servo~~ to get (H.P.)
- Don't open chest in the room with all the ~~gold~~ mice.

Level #6

- Give Gold to get more (H.P.)

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I. A Quick Start Guide

For those of you who just want a quick introduction this will help you get started. You are a Knight in the Tower of Myraglen and your mission is to find the Medallion of Soul Stealing to save your people. You must make it through all the different levels and collect the necessary tools which aid in your quest. There are a variety of monsters and traps within the Tower to make things difficult.

First you should start the game and select the continue quest option from the game menu, which will take you from the desktop to the game itself. You control the knight by using the mouse or the I, J, K, or M keys (you must select "Change Command Device" from the Tower of Myraglen menu to change to keyboard control). You fire arrows by pressing the mouse button or by using the W, A, S or Z keys. Here's a quick run down of the commands found under the "Tower of Myraglen" menu:

- Diagnose Self - shows your present status.
- Examine Inventory - shows what you possess, gold, armor, etc..
- Give Gold - this allows you to give gold to something.
- Look Toward - this provides a detailed search at adjacent squares.
- Open From - this selection opens an object you point at.
- Take From - this allows you to take from a square you point at.
- View Monsters - analyzes monsters in the same room you are in.
- Yell/Talk - let's you say something.
- Change Command Device - changes mouse or cursor control.
- Reset Myraglen Game Speed - changes game speed.

You can also select the above options by typing the first letter of each command. Refer to Page 13 for more information.

II. The Epic

In an age of darkness the remnants of a once great civilization are drawn together. The few remaining Knights of Justice have answered the King Of Myraglen's plea for help. They have come to save the world, knowing that its only hope lies with them. Each knows well the world of Myraglen, and of its devastation since the unholy wars. Myraglen is infected with a disease that cannot be cured without another confrontation. But this final battle is feared by all, for the armies of evil are vast and those of good are virtually non-existent. Only a handful of good knights live now, and they are gathered together at the ruins of Castle Myraglen.

There they hear the wise words of the King. He warns of an ancient device, a relic, created by the Arch Mage Mendalick. This artifact, entitled the Medallion Of Soul Stealing, is said to have power so great that no mortal can hope to escape it. It drains its victim's soul from its very being, leaving it unharmed, though lifeless. The King explains why this medallion must be considered during these last days of goodness.

If we, the good side, can get the medallion before evil does, victory may yet be ours. Without it, certain defeat is inevitable. The King furthers that the medallion could very well be the only chance goodness has for survival. Sadly, he says that the medallion is protected. Only the purest, most intelligent Knight of Justice is said to be

capable of retrieving the medallion from its storage place, The Tower Of Myraglen.

Even worse, he states, the Tower itself has many mystic spells placed upon it. No conventional weapon or armor can pass through its gates and only one person may be within its confines at any given time. Attempts to do otherwise will result in the destruction of the violators. As a result, he informs the knights, his wizard has created a magical ring. The ring will pass through the tower's gates, as it is not a conventional weapon; it is a Ring Of Unlimited Arrows. With it the knights may fight with a sword, or similar weapon, while firing arrows in any direction. One thing to be careful of, the ring's arrows will, because they are magically guided, strike the easiest to hit object. If a creature hides behind a chair, the chair will be hit rather than the beast. You must draw it away from the obstacle and shoot it, or enter normal combat with a weapon you might find in the Tower. The King concludes that each Knight must enter the Tower, trying to bring back the medallion. If one Knight fails, another must try. If all knights fail, he will enter. He says that he needs the medallion for Myraglen!

Each Knight is given a Ring Of Unlimited Arrows, and escorted to the base of a mammoth Tower. Legends foretold of the Tower and its many riddles, puzzles, and tests for goodness. Never before has there been any provocation to enter. Those who dared enter due to whim were never seen again. Other, more wise, people accepted the Tower as a monument of justice and purity.

Now, no matter what it is or represents, each Knight will enter and measure his skills against those of the Tower.

As one of the last knights of valor, the King wishes you luck and success! As a fare well he says, "Serve The One! Servo Devy Unum!"

Chambers Of The Tower

Each chamber within the Tower is constructed of a rock believed to exist only in Myraglen; this belief led to its name, Myraglen Rock. In its most basic form (common stones and pebbles) it is no different than any other rock, but when imbued with certain magical properties, known only to the greatest of sorcerers, it becomes impervious to all physical and magical assaults. This defense of the Tower has rendered all attempts to force entry futile. The magicked rock, though invulnerable, has been known to collect moss in damp areas. The moistened rock is still indestructible, however.

Mendalick, so legends say, was able to imbue more than just the rock with such defenses. He placed similar spells upon the portals of the mighty Tower. This he had done to hold the beasts of evil nature in specific rooms. It is fortunate he had prepared such protections, for some of the creatures were said to be the most hideous evil creations ever conceived.

The carpenters hired by Mendalick to build furnishings for the Tower have long since passed away. Their descendants know the tales quite well, however; they may even know the tales better than the original workers themselves. A frequent Myraglen saying, "Stories are remembered long after the fact is forgotten", is applicable here because the facts have been lost to the past; the remembered tales tell of the construction of the Tower.

All the men who worked on the Tower were strangely aware of the momentous event taking place. Through another mystic sense they could feel that the fate of the world rest in their work. Such beliefs resulted in phenomenal care in the job. Not a single stone was laid without careful planning and personal pride. The wood workers built with the best accuracy ever recorded, making certain each door, table, and chair was identical to the next. The metal workers did the same, fashioning troughs for beasts, sturdy iron doors, and steel portcullises. Everything was supposed to be easily replaced, needing little extra work in the future. Those who begged Mendalick, The Arch Mage, to give them immortality were given it - they were converted to Repair Zombies, human-like creatures that exist only to maintain and guard the Tower. Legends say that the Repair Zombies still exist within the Tower, that they cannot be killed...merely banished temporarily when apparently slain. Those who did not wish to be changed were left to live a life of contentment. The people were worried for Mendalick, when he hobbled up the huge

steps toward the Tower. I recall the wonder, the incredible shock of the people when he said he planned to convert the entire Tower into Myraglen Rock. He cast spells on the outside for many moons. One day he was no longer around. The tower's gates were closed. We knew, somehow, that he was gone, and that we shouldn't go in the Tower until we needed his Medallion Of Soul Stealing for something very important - when the world's survival, its fate, was contingent upon Mendalick's creation.

The contents of each chamber isn't remembered, but the knowledge that creatures exist in the Tower and that the Tower was well constructed is known. You can solve the unknown mazes of the Tower many ways; one such technique is to map the maze.

Weapons Of The Knights

Knights' weaponry was once no more than a simple sword, lance, and dagger. Knights of Justice diversified, realizing that such a limited selection of weapons could be detrimental to the preservation of goodness and purity. Hence, more weapons were taught, and different kinds of armor were used in practice. In these final days it has been observed that such ideas may result in success with the Tower.

There is no guarantee that the traditional knightly weapons will exist in the Tower, eventhough it is a test for

Knights of Justice. Below is a list you may consult, so you can make certain you are familiar with the weapons and armor taught. As a well-trained Knight, you will always use the most effective weapon and armor available (you need not Equip the item - it's done automatically). More powerful weapons allow you to inflict heavier damage on your opponents, at the same time better armor protects you from damage.

Battle Axe: The axe developed as a weapon because knights were often faced with locked portals. The axe was a useful weapon, for the Knight could chop a door down quickly with the huge blade. It is usually considered much more deadly than the long sword, though more bulky.

Chain Mail: A suit of mail, thousands of metal rings linked together, such as this was a break through when it was created. Its predecessor, simply referred to as Ring Mail, was tremendous in its own right. Technology outdated it quickly though, with the superior chain. This armor is considered the least respectable battle armor befitting a Knight.

Halberd: This weapon evolved as a lance-axe. It served the purpose of a long polearm, while also acting as a battle axe. Most versions of the halberd have an axe-like blade with a lance-like (large spear) tip as the head of the weapon. This weapon is the preferred weapon of a Knight when confronted with powerful opponents.

Leather Armor: This armor, made entirely of thick animal skin, serves as valuable protection when it is the only thing available. It is still, no matter what its praises, the least desirable armor for a Knight.

Long Sword: This bladed weapon is the standard sword used by knights. Its mass delivers blows with great momentum, destroying its target readily. It's effective against armor as well, breaking through most.

Magic: Magical weapons and armor have been said to exist, though they are very rare. Fortunately for knights, most magical weapons and armor are those used by them. The most elite Knight will have at least one magical weapon or suit of armor.

Plate Mail: This full suit of metal plates is the highest point of armor technology currently available. The best knights expect this sort of armor, for it offers the greatest overall protection against all forms of attack. Its only disadvantage is its weight, but that is overcome with the rigorous knightly training.

Ring Of Unlimited Arrows: This unique device, created solely for the purpose of retrieving the Medallion Of Soul Stealing from The Tower Of Myraglen, is the newest addition to the arsenal of the Knights of Justice. It allows normal melee while simultaneously firing arrows in any direction.

Short Sword: This small bladed weapon is typically taught to beginning squires and pages. It is light and easy to wield, but is substantially less effective than its greater form, the long sword.

The Bestiary

Many beasts have been known to exist in the lands of Myraglen. Prophets have claimed certain creatures have been placed in the Tower, saving the most deadly for tests of courage and valor. The recorded beasts believed to exist in the Tower are listed below with commentary.

Axebeak: This terrible bird-like creature seems to have been a throw-back from the prehistoric era. It is a lizard with a huge beak, a beak it happily uses to puncture its intended victim's skull.

Cat: These cats appear as friendly creatures, but once in combat they can be as ferocious as any beast. Be wary, for they have very sharp claws and teeth!

Centipede, Giant: Through magic the ordinary centipede was expanded to a huge size, making it capable of vanquishing human opponents.

Demon: These creatures are among the most deadly known to man. They wield huge axes and throw balls of

fire at their opponents. Their accuracy in combat is unmatched by any mortal.

Dragon: No myth is more solid than that of a dragon. It is a powerful fire-breathing lizard with talons that cut through steel as if it were nothing! Only magic, say the legends, can withstand the power of this beast!

Fire Beetle: These creatures are unusually hard to kill due to their hard shells. They are also unusually dangerous because they breathe bursts of fire. It has been noted that they cannot continuously breathe these fiery balls for any length of time. You could use this to your advantage by waiting until they cannot breathe such fire for a while.

Flat-Headed Humanoid: These creatures seem to be closely related to humans, for they are civilized and well-tempered. Their only drawback is their uncontrollable anger when interrupted by strangers. They are typically specialists with the saber!

Flying Manta Ray: These creatures, frequently dwelling beneath sand, have been known to sneak up on opponents with the least warning - they cast an illusion of sand around them wherever they go. Use this to your advantage.

Fuzzy Humanoid: These creatures are very primitive, acting much like our early tribes. They practice simple customs, one of which is the belief that all other races are

evil and must be killed. This is surprising because they are relatively weak creatures.

Gargoyle: These huge monsters, created by necromancers, should be avoided at all costs. Their magical existence makes them exceptionally strong and difficult to kill. They can fly into their opponents, while flailing their mighty fists down upon their hapless victims.

Ghost: The undead exist in many forms, but the most dangerous known in Myraglen is the ghost. They were once evil creatures (normally humans) that died violently. In their anger, they didn't heed the calls to go to what lies beyond life; they now stay to haunt the living, moaning out of misery and frustration. Jealous of others with life, they try to take it from them!

Guiser: This creature must be considered one of the most adaptable beasts of Myraglen, for it assumes the appearance of its surrounding, surprising its intended victims. Most often, the creature appears as a chest.

Hades' Hound: These creatures belong to Hades, serving as bringers of death and destruction. They breathe fire, just as the demons throw it, at their intended victims. Their sole purpose is to destroy!

Indescribable Beast: Such creatures are beyond words. They roar, squeak, and scream unknown noises. Their appearance is hideous, though comical in a tragic

way. They adhere to no logic, and serve nothing. Their powers have never been understood or seen in their fullest form. One thing that has been said. They are the embodiment of everything imaginable, totalling one indescribable beast. Note: Never in recorded history has one been killed - they may be protected by some godly force!

Lizard, Giant: These creatures seem to be comprised of tremendous jaws and a body to carry them. One bite can remove the side of a man. Be careful of these creatures, they are extremely deadly.

Mud Man: These creatures smell of excrement, and look like humanoids covered with mud. They serve no known purpose, but are simply creatures. You should be wary of their force, however. They have been known to pull victims down beneath mud, releasing them only after they are dead.

Mind Warper: These are creatures of extreme mental ability. They are known for their ability to "out think" their opponents. They use sceptres, which look like sticks, to channel their mental energy into their opponents. They actually harm other creatures through their thoughts!

Repair Zombie: These are not ordinary zombies, for they are believed to be immortal. They are never killed, though they are temporarily dispelled (banished). They clean up and maintain the Tower, and protect it against

invaders.

Skeleton: These are simple beasts conjured by wizardry to serve their masters. Their purpose is usually simple, such as to kill all who enter a specified area. They offer no other ability.

Slime: Creatures without form are very difficult to kill. You must actually pulp the thing so much that it can no longer ooze in one piece. They aren't very dangerous, as even leather armor completely negates any danger they pose. They're still obstacles in any case, and they can be a nuisance to get rid of.

Snake, Giant: These large serpents are highly poisonous, and as such should be viewed with extreme caution.

Unseen Force: These creatures are not invisible, as their name suggests. They are rather like a blanket; when they move over other objects, such as chests, they make them invisible. They can usually be found by the displacement of things around them.

Wasp, Giant: These creatures, once a dangerous insect with their poison, were enlarged by sorcery to a size more deadly than an entire wasp nest could be. The poison one giant wasp injects could kill any man instantly!

III. How to Play the Game

The Tower Of Myraglen is an action-adventure game, utilizing the quality of detailed adventures and real time fast action arcade events. It does this through digitized sound (supports MDIdeas' SuperSonic stereo card for full stereo effect), excellent graphics, and a detailed adventure plot combining both atmosphere and story.

How To Boot

To play the game you must have a 512K Apple IIGS and at least one Apple 3.5 inch disk drive. Before playing the game you **should** copy your "Myraglen Program" disk; the system utilities you received when you bought your Apple IIGS will work fine.

To begin the game, simply insert the "Myraglen Start-up" disk in your drive. If you have two Apple 3.5 inch disk drives, you may now insert the copy of the "Myraglen Game" disk in the second disk drive. Now turn your computer on. Once the system and necessary files have been loaded, the title screen will begin playing. When you desire to begin the game, press any key or click the mouse. The program will scan for the copy of the "Myraglen Game" disk. If it cannot find it, it will prompt you to insert it into a drive. Insert your copy of the "Myraglen Game" disk and then press a key or click the mouse.

NOTE: YOUR PROGRAM DISK MUST NOT BE WRITE-PROTECTED!!

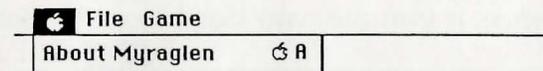
Helpful Hint: If you're having trouble with ANY part of the game, try going to the control panel and checking all of the settings.

The program supports mouse control and keyboard control. The program uses standard pull-down menus with keyboard equivalents. The program also requires 512K, though 768K or above is suggested for full effect. 512K machines will lose some sound (specifically, they will lose part of the Title Music and the Death Scream for the player).

Menu Commands

The Desktop menus and what they do are outlined below. The title on the menu bar is centered and in bold text. Below the menu title are the names of the possible selections (also bold text). The keyboard equivalent is to the right of each selection name. Note: The Open-Apple key should be depressed while you press the specified key.

The Apple Menu

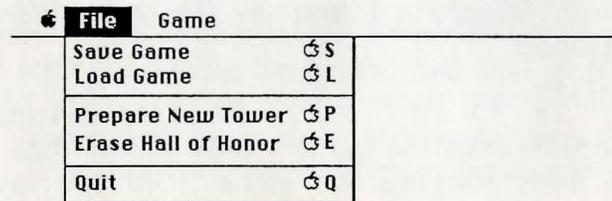


About Myraglen

This selection shows the credits for people involved with the game's creation, as well as PBI Software, Inc. information.

Open-Apple "A"

The File Menu



Save Game

This selection will save the game currently in progress. This saved game will automatically be loaded when the game is booted again. Note: The game is also automatically saved after each level is completed.

Open-Apple "S"

Load Game

This selection loads a previously saved game. Hint: this is useful when you want to restart a game from a certain point. Hence, if you die, you don't have to restart a new game.

Open-Apple "L"

Prepare New Tower

This selection creates an entirely new Tower Of Myraglen. This should be done when a person intends to start completely over, as the levels will not be reset without it. It is unnecessary to prepare a new Tower the first time you play the game, though it will not harm anything.

Open-Apple "P"

Erase Hall Of Honor

This selection replaces all entries in the Hall Of Honor with "Destiny Knight"s. Effectively, this option blanks the Hall Of Honor.

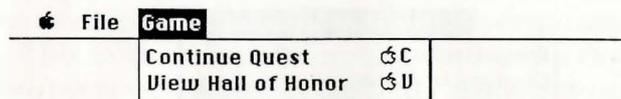
Open-Apple "E"

Quit

This selection exits the game - **only select this when you are done playing the game.** Did you save the game?

Open-Apple "Q"

The Game Menu



Continue Quest

This selection takes you from the DeskTop into the game itself. After loading a game, this will bring you to where you left off. This is where all the action happens: the maze, character, monsters, treasure, messages, etc.

Open-Apple "C"

View Hall Of Honor

This selection allows you to view the Hall Of Honor at any given moment during the game. You will be shown the Hall Of Honor automatically when you obtain a high score (computed by highest level attained and gold). Note: Titles may be bestowed upon certain scores during the game.

Open-Apple "V"

The Tower of Myraglen Menu

Tower of Myraglen	
Diagnose Self	⌘D
Examine Inventory	⌘E
Give Gold	⌘G
Look Toward (Direction)	⌘L
Open From (Direction)	⌘O
Take From (Direction)	⌘T
View Monster/s	⌘U
Yell/Talk	⌘Y
Change Command Device	⌘C
Reset Myraglen Game Speed	⌘R
Quit to Desktop	⌘Q

While playing the game, additional menu selections may be selected on the game screen by clicking the mouse on "The Tower Of Myraglen."

The Game Screen menus and what they do are outlined below. Note: Game Screen options do not require the Open-Apple key, as other menu keys do. This does not, however, apply to the quit command; you wouldn't want to select it by accident! You may, nonetheless, use it if you wish.

Diagnose Self "D"
This selection will show your character's statistics. It also provides location information for the player; it shows level and room numbers for ease of mapping.

Hit Points: This number reflects how many points of damage you can sustain before dying. Note: if you have more armor, the less the enemy will damage you.

Damage: This number represents the maximum amount of damage you can inflict on an opponent in one blow. This is done by attempting to occupy the square the monster is currently on (beware: monsters can attack you in the same way.)

Examine Inventory "E"
This selection will show the player what he is carrying. Fortunately, each Knight has been equipped with a Ring Of Unlimited Arrows, so as to not be fully disarmed upon entering the Tower.

Give Gold "G"
This selection allows you to give gold to something. You are advised to only give gold when you have a clear purpose, such as a donation to the needy.

Look Toward (Direction) "L"
This selection allows you to look with a detailed search at a specified square that is next to you. If you are using the keyboard as a command device, you should enter a movement direction key when asked for a direction. Otherwise, simply point in the direction of the square with the mouse and then click the mouse button. This option can be very useful in locating traps.

Open From (Direction)

"O"

This selection opens an object that you point to (use the same method described in "Look Toward (Direction)."
Note: You do not need to open doors. You should simply walk through them; they are automatically opened for you.

Take From (Direction)

"T"

This selection takes something from a square you point to (use the same method described in "Look Toward (Direction)."
Note: This option is necessary when searching in things you would have to move something to look at. Searching in a trough is an example of this.

View Monsters

"V"

This selection gives you the name of each monster in the current room and an estimation the monsters' power (hit points and maximum damage). You should use this option when confronted with new monsters.

Yell/Talk

"Y"

This selection can be used to say something which might answer a riddle or a question. It can also be selected to merely speak what the character may be thinking.

Change Command Device

"C"

This selection can be used to toggle the command device between Keyboard and Mouse.

Reset Myraglen Game Speed

"R"

This selection can be used to set the speed of the game.

The speed can be set within the range zero to thirty-two (0-32) with sixteen (16) being the standard speed. The speed is slowest at zero (0) and quickest at thirty-two (32). The actual speed can be judged by the time it takes for the ying-yang shown on the game screen to rotate ninety (90) degrees. Each rotation indicates the time between each player action.

Quit To DeskTop

Open-Apple "Q"

This selection brings you back to the DeskTop. Once there, you may select menus from that screen, which include "Save Game" and "Load Game." (frequently used menus).

Moving and Firing

The game can be used with either mouse or keyboard. Mouse control is the default, to change to keyboard control select "Change Command Device" from the Myraglen menu. Below are the keyboard commands and mouse commands. The keys outlined below are **non-menu** keys. They are keys which control firing and movement. The movement keys will move you one step at a time if you press them with the Control key also pressed. If you do not hold the Control key down, the character will move continuously in the specified direction. Pressing the "space" bar or the "5" key will stop the character from moving. The "space" key, however, does more. It also will move a character up/down a staircase, activate a teleporter, and redo a special event

(message, riddle, etc.). The other commands available should be selected through the keyboard equivalents listed on the preceding pages, or by selecting the commands from the actual menus.

Keyboard Control

<u>Movement:</u>	<u>Meaning:</u>	<u>Arrow Firing:</u>
I	Up	W
J + K	--> Left + Right <--	A + S
M	Down	Z

or alternate keypad movement:

8
4 + 6
2

Mouse Control

Mouse movement also supports the arrow keys shown above. Using the Arrow Firing keys while moving with the mouse enables shooting in all directions with smooth easy mouse movement. When you choose to disable the mouse temporarily, you may press the Escape key (esc) to toggle mouse movement on and off. This might be done to select a menu option without moving the player, or to stop moving when you first enter a new room. The character will follow the mouse cursor

(the pointing arrow), trying to occupy the area the cursor occupies. Clicking the mouse button fires an arrow in the last direction moved.

Combat

When you first enter a room, it is likely that most beasts will attack you. Be prepared to use thy Ring Of Unlimited Arrows to shoot them as they approach. Once engaged in combat make sure to move to a better position while fighting, constantly using the Ring Of Unlimited Arrows. The ring has no limitations and should be used as such. Make certain you are trying to take the square of a monster (moving toward the monster) so you will use your melee weapon. You're a Knight, and as such should use your knightly might!

When engaged in combat within the Tower, you may feel free to slay the beasts. Any beast that attacks you should be destroyed. If it doesn't know any better, then it should be taught. You are a **Knight** of Justice, a fighter for right. You should not feel limited by any code that defends the unjust. Such are the ethics of combat. You should also be aware that escaping certain defeat is wiser than sacrificing the entire realm of Myraglen for a foolish sense of honor. Honor in this case must be loyalty to the realm. Besides, you can always return to fight when you have gained more skill and power.

On Death And Dying

Death is perhaps the most dependable thing available to the living, for at virtually any time death can come to steal the life force from any mortal creature. As a Knight Of Justice you are mortal, and are therefore subject to death. Of course, you will endeavor to survive the perils of the Tower Of Myraglen. But fate sometimes will prevail, no matter how great and swift you may be.

Do not be discouraged, for persistence in Myraglen marks a great man. No hero worth mention quit the moment bad times and difficulty arose. True heroes rise against their opposition, and defeat it! That is what you must do when (as you most certainly will) die within the Tower.

When you die your honor and skill is measured against previous heroes and heroines. If you are judged to be superior, you will be allowed to choose a title (normally your name); your title will be placed in the Hall Of Honor. It will not be removed until either someone chooses to build an entirely new hall of honor or someone else has been judged to be superior to even you (unlikely, to be sure). Ten people may hold title in the Hall at any given time. It is of high prestige to hold any one of the titles, though the best will hold the highest title on the screen.

After you have been judged, Death himself will come to take you away. He will offer you the opportunity to try

again at the Tower's entrance. He does this through a question, "Does Thou Desire Another Quest?" Saying "No" will hurl you out of Myraglen forever, as your soul will be lost forever to Death. Saying "Yes", however, will put you at the entrance to the tower. You will be permitted to keep all of your possessions you already collected.

At this time, you may choose to continue your quest or resume a previously saved game via the "Load Game" command. Restarting can be a symbol of rebirth.

IV. Glossary

Apparition: An apparition is a phantasmal image of something. Being illusionary, it has no substance; this immaterial existence makes it impervious to attack. This invulnerability is commonly used as a warning or threat to people who enter a specified area. It takes powerful sorcery to conjure such apparitions.

Arch Mage: This title is held by the most powerful of wizards. Usually only one mage in a realm holds the title. Since Mendalick's demise, no other wizard has held the title.

Medallion Of Soul-Stealing: The Medallion is said to have the power to drain its victim's soul in an instant. Its power has never been matched by any sorcery.

Mendalick: Mendalick is a famous wizard of Myraglen. His wizardly might brought him the title of Arch mage. But his claim to fame was his construction of the Medallion Of Soul-Stealing and The Tower of Myraglen.

Myraglen: Myraglen is the name of a dying world, a world soon to be lost to evil. Once it was a thriving world wherein justice could prevail, but now it has lost much of its strength. This world is your world.

Myraglen Rock: This rock, fashioned by magic, has proven itself to be completely impervious physical assaults and most spells.

Ring Of Fire Resistance: These rings have been said to make their wearers unharmed by fire!

Ring Of Unlimited Arrows: These rings were created by the King Of Myraglen's wizard for the Knights Of Justice. They can fire an unlimited amount of arrows.

Roses of Ambivalence: These are the roses that surround the play area. They can be helpful or harmful. Be adventurous, they can be rewarding.

Servo Devy Unum: This has been known as the phrase of command. Ever since the beginning of the Knights Of Justice it has been the fare well statement. It is believed that it means "Serve The One."

Teleporter: These a magical devices that transport all things that step on them to another place. They teleport things from one place to another.

Tower Of Myraglen: The Tower was built by the Arch Mage Mendalick to harbor the Medallion Of Soul-Stealing. Many mysteries exist within it.

Ying-Yang: The ying-yang is a symbol of equilibrium and balance. It represents the constant presence of opposites (good and evil, right and wrong, etc.) and of their battle for supremacy.

V. Credits

Programing, Storyline, and Manual: Richard L. Seaborne

Graphics and Sound: Jeff A. Lefferts

Technical Support: Todd Rudin, Edward So, and Sam & Nancy Schulenburg

Digitized Sound and Stereo: Created using MDIdeas SuperSonic stereo card and SuperSonic Digitizer

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Cover Art: Alan Burton and Kathy Riethmeier Kamel

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Level #7

- GET ONLY THE 2 CHEST, AVOID all THE CREATURES THAT LOOK LIKE YOU!

Level #8

you must have all fi
-wel keys.

Level #9

id for Thought ()

Tower of Myraglen

An Action Adventure Fantasy Game

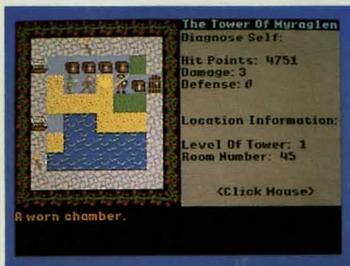
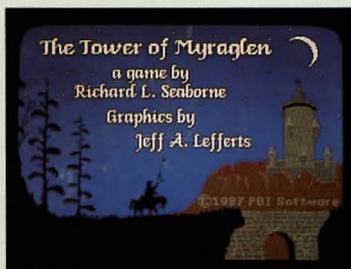
The Tower of Myraglen combines great graphics and digitized sound in an exciting arcade adventure fantasy game. It will challenge even the best gamer.

Imagine being in an age of darkness where the remnants of a once great civilization are drawn together. You are the last remaining Knight of Justice and the King of Myraglen has summoned your help to save the Kingdom by retrieving the all powerful Medallion of Soul Stealing to save your people from certain death.

You must survive the maze of traps and evil that impede your journey through the Tower of Myraglen and secure the Medallion. Only the purest, most intelligent Knight will have a

chance. You must possess savvy, smarts, fast reflexes, and just plain luck to figure out the clues and find the secret passages, doors and portals that lead you to each level. Say the wrong thing to Mendalick, the Arch Mage, and you're dust!! Scores of monsters and warriors oppose your quest. You must judge the good from the bad as wizards and wise men guide you to the Medallion or lure you to instant death. Treasures, weapons, spells, armor, and potions aid in your quest.

Most important of all, Knights must be true to the King and demonstrate their good intentions and altruistic nature in order to successfully conquer the puzzles of the Tower of Myraglen.



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