

TASKMAKER





Dear TaskMaker User,

Congratulations on your purchase of TaskMaker!

TaskMaker is another fine product that we are proud to bring to you. The concept, design, and software development of TaskMaker was done by David Cook of Storm/Impact.

For your convenience we have chosen not to copy protect TaskMaker. Take time to read the legal agreement in this User's Guide. Notice that we encourage you to make backup copies of your TaskMaker disks.

On behalf of the staffs at XOR Corporation and Storm/Impact, thank you for your support in purchasing TaskMaker. We would also like to extend a special thanks to Tom Zehner for his magical artwork, and Dan Schwimmer for his invaluable contributions.

Please make sure you send in your Product Registration Card to receive information on special promotions and new product announcements. Also, make sure you check the XOR catalog that was enclosed in your product box for descriptions of other First Class Software products. These entertainment products are of the finest quality on the market.

Enjoy TaskMaker!

Sincerely,

A handwritten signature in black ink that reads 'Robert D. Krutz'. The signature is written in a cursive style with a large, stylized 'R' and 'K'.

Robert D. Krutz
President and CEO

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XOR Corporation

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**TaskMaker is dedicated to Martie Cook
...for her years of friendship and support.**

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PROLOGUE

Long ago, in a land far away, there lived a wise old King. A learned man, he ruled his Kingdom with great insight and compassion, and as such, was loved by all. Sadly, death comes even for Kings, and he died in the fiftieth year of his reign.

Having no successor to the throne, the Kingdom's leaders gathered at the castle to select a new King in whom to entrust their future. Following a melee that was unheard of during the King's rule, the governing body split into three confrontational factions.

The world plunged into depression and devastation, the once mighty Kingdom was no longer!

As a child, you experienced the richness and quality of the King's unified society, but as a teenager you felt the heavy hand of oppression. One day you set out upon what will become your lifelong pursuit – to restore order and prosperity to the Kingdom.

Having no experience, training, or money, you travel to Outer Terra in search of a man called the TaskMaker. Having once ruled beside your former King, he is one of the few true powers left in the world.

Surely, under his guidance and through his influence, you will prove yourself honorable and become the new Master of the Land!

INTRODUCTION

Welcome to the world of the TaskMaker. Whether you direct your attention to solving the ten tasks, or simply enjoy adventuring throughout the Kingdom, TaskMaker will provide you with hours and hours of entertainment.

TaskMaker was developed to stimulate your mind. There is much to discover, creatures to meet, and many decisions to be made.

If you have not played adventure games before, take heed – investigate and explore everything! There are items, clues and creatures spread throughout the Kingdom. Take nearly everything you find. You never know when an item will be useful.

INSTALLATION

TaskMaker comes on two floppy diskettes, the Program Disk and the World Disk, neither of which is copy protected. We authorize you to make a copy of both diskettes for backup purposes. We also authorize you to copy the contents of both diskettes to your hard disk. Playing on a hard disk is not necessary; however, it will slightly reduce the time required to load and run TaskMaker.

The World Disk includes a System Folder, and is a self-booting diskette. If you will be playing on a hard disk:

- do not copy the System Folder to your hard disk during the backup procedure.
- insure that the contents of both diskettes are copied to the same folder on your hard disk.

INVOKING TASKMAKER

Turn on your machine.

Insert the World Disk in the internal drive, and the Program Disk in the external drive, or Open the hard disk folder that TaskMaker has been copied to.

Double-click on the TaskMaker application icon to begin your adventure!

CREATING A CHARACTER

File

New Character...	⌘N
Open...	⌘O
Save	⌘S
Close	⌘W
.....	
Quit	⌘Q

Your travels throughout the Kingdom are made under the guise of a character created by you. The first time you begin TaskMaker, you must create a new character. Select New Character... from the File menu, and you will be presented with the following dialog box:

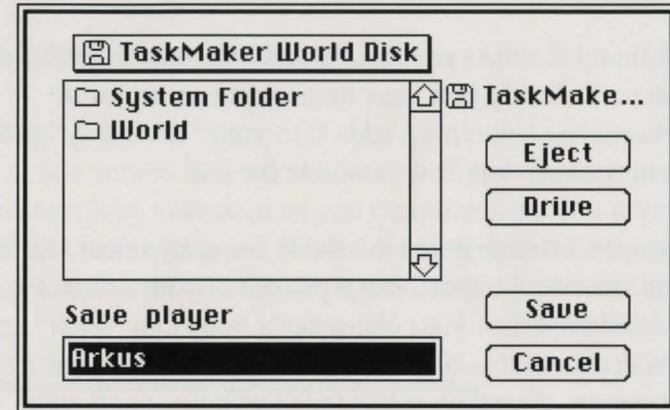
Character's name

You may choose up to five personal attributes for your character:

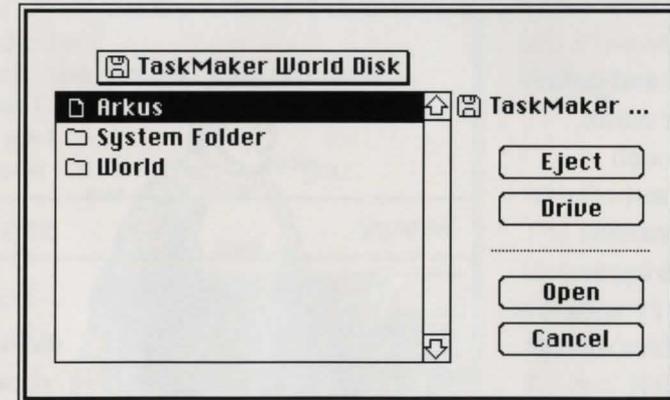
<input type="checkbox"/> Athletic	<input type="checkbox"/> Kind/Compassionate
<input type="checkbox"/> Deft/Dexterous	<input type="checkbox"/> Moral/Virtuous
<input type="checkbox"/> Adventurous/Bold	<input type="checkbox"/> Intelligent
<input type="checkbox"/> Aggressive	<input type="checkbox"/> Intimate
<input type="checkbox"/> Outgoing	<input type="checkbox"/> Selective
<input type="checkbox"/> Talkative	<input type="checkbox"/> Practical
<input type="checkbox"/> Irresistible	<input type="checkbox"/> Unpredictable
<input type="checkbox"/> Independent	<input type="checkbox"/> Responsible
<input type="checkbox"/> Persistent/Determined	<input type="checkbox"/> Imaginative/Creative
<input type="checkbox"/> Immovable	<input type="checkbox"/> Loyal/Trustworthy

Enter the character name under which you will campaign. Select up to five personal attributes by clicking in the appropriate check boxes. Click on the Okay button when you are satisfied with your character's makeup.

Before the adventure begins, you must save your character. Characters must be saved on the World Disk. If you are playing on two floppy drives, click on the Drive button to change from the Program Disk to the World Disk. Click on the Save button to save your character.



On subsequent TaskMaker invocations, you will usually want to resume play with a character created earlier. Select Open... from the File menu, and you will be presented with the following dialog box:



If you are playing on two floppy drives, click on the Drive button to change from the Program Disk to the World Disk. Double-click on the character name you wish you use, or click once on the character name, then click on the Open button.

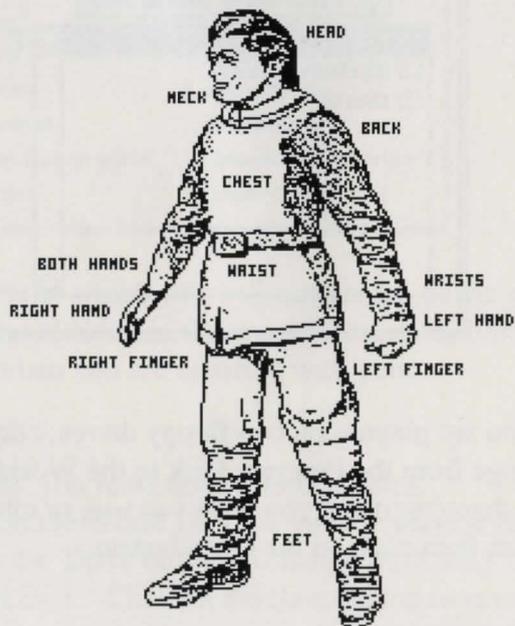
OUTFITTING YOUR CHARACTER

As a “rule of thumb”, when you find something, you should take it. You will also periodically purchase items (such as armor or weapons.) Acquiring something adds it to your “inventory” pouch, but does not necessarily make it available for use.

To “outfit” yourself (make items available for use,) select Outfit from the Commands menu. You will see a picture of your character’s body. Each labeled part of your character’s body can “wear” one item. The exception to this rule is the hand, which can wear a ring and carry a weapon. Some weapons (such as bows or shovels) will require both hands.

To “outfit” a body part, click on the part, and a list of available items will be displayed (along with a list of items currently in use.) Click on an item to assign it to the body part. Selecting a new item for a body part will replace an old item if there is one already there.

If you “die” and go to “Hell,” your entire inventory pouch is left where you were slain, but the items you are wearing or using will stay with you. Therefore, outfit yourself wisely.



SCREEN DISPLAY

The TaskMaker screen is divided into four sections:

Text Box:

The text box serves as a written record of your adventures. Bold (darker) text lists your actions and commands as you give them. Normal (lighter) text gives the results of your actions, general messages, and comments made by the people and creatures you meet along the way.

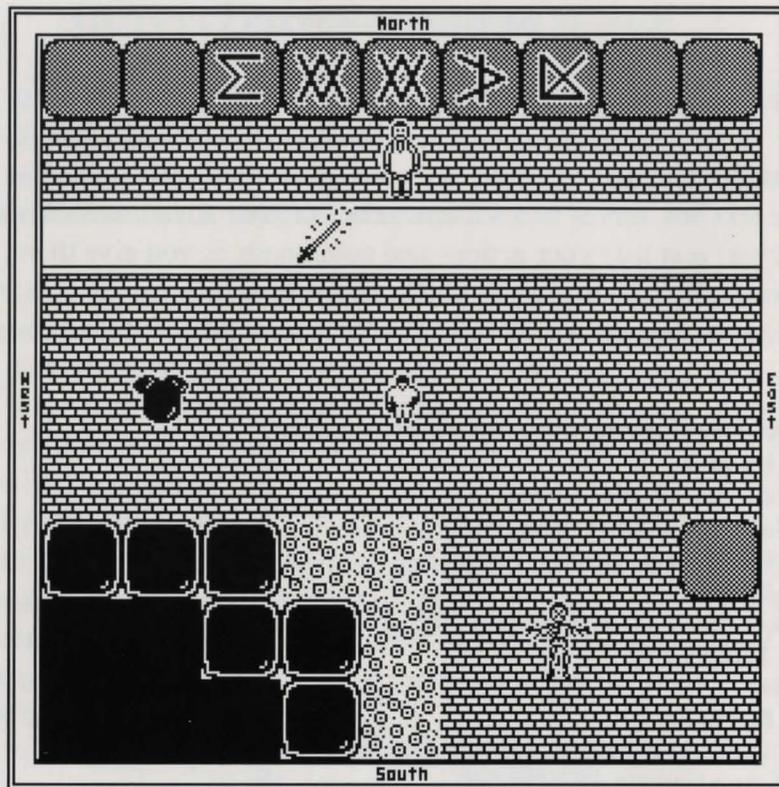
<p>▶ Light Let there be light. Can't go that way.</p> <p>▶ Walking down</p> <p>▶ Fight No one is in front of you.</p> <p>▶ Identify Wall</p> <p>▶ Behold Click the mouse to continue. Normal view restored.</p> <p>▶ Fight No one is in front of you.</p>														
<p>Score 128416</p>														
<table><tr><td>Food</td><td><div style="width: 75%; background-color: black;"></div></td></tr><tr><td>Health</td><td><div style="width: 90%; background-color: black;"></div></td></tr><tr><td>Spirit</td><td><div style="width: 60%; background-color: black;"></div></td></tr><tr><td>Strength</td><td><div style="width: 80%; background-color: black;"></div></td></tr><tr><td>Agility</td><td><div style="width: 70%; background-color: black;"></div></td></tr><tr><td>Intellect</td><td><div style="width: 50%; background-color: black;"></div></td></tr><tr><td>Stamina</td><td><div style="width: 85%; background-color: black;"></div></td></tr></table>	Food	<div style="width: 75%; background-color: black;"></div>	Health	<div style="width: 90%; background-color: black;"></div>	Spirit	<div style="width: 60%; background-color: black;"></div>	Strength	<div style="width: 80%; background-color: black;"></div>	Agility	<div style="width: 70%; background-color: black;"></div>	Intellect	<div style="width: 50%; background-color: black;"></div>	Stamina	<div style="width: 85%; background-color: black;"></div>
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Intellect	<div style="width: 50%; background-color: black;"></div>													
Stamina	<div style="width: 85%; background-color: black;"></div>													

Score:

The score gives a constant rating of your success. For example, kill a monster and the score increases, but kill a friend and watch it plunge.

Attributes:

The size and shade of these bars determine your “raw” attributes. As attributes are used, the bars will slowly turn gray. As attributes are replenished, the bars will return turn black.



Graphic Display:

The graphic display is your personal view of the world around you. Dark space indicates there is something blocking your view to that area.

CHARACTER MOVEMENT

There are a number of ways to move your character through the land of Outer Terra. It is important to remember that your character must be "facing" in the desired direction before he actually moves.

Therefore, if your character is facing South, and you wish you go North, the first "movement" North will turn him. The second and all subsequent movements will move your character to the North.

Movement

North
Northwest
West
Southwest
South
Southeast
East
Northeast

Lowercase Letters

<input type="checkbox"/> N	<input type="checkbox"/> S	<input type="checkbox"/> E	<input type="checkbox"/> W
North	South	East	West
<input type="checkbox"/> K	<input type="checkbox"/> L		
Northwest	Northeast		
<input type="checkbox"/> Z	<input type="checkbox"/> X		
Southwest	Southeast		

Arrow Keys

	<input type="checkbox"/>	
	↑	
	North	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
←	↓	→
West	South	East

Numeric Keypad

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	8	9
↖	↑	↗
<input type="checkbox"/>		<input type="checkbox"/>
4		6
←		→
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3
↙	↓	↘

COMMANDS

Commands

Action
Bestow...
Fight
Get...
Identify
Outfit...
Put...
Rest
Transact
Use...

Commands allow you to interact with the object/person/creature you are currently facing.

Commands may be given using the menu, or by pressing the lowercase first letter of the command.

Action is an extremely versatile command. It is used in place of commands that are not common enough to warrant placement in the Commands menu. Action can both cause and reverse an effect. For example, you can use it to open and close doors, bend and straighten bars, dig and cover graves, and find and cover secret compartments. Some actions may require additional tools. One of Action's most important functions is to turn switches on and off. Switches control doors, traps, secret passages, drawbridges, other switches, and most importantly – force fields. The action of turning a switch does not necessarily appear directly in front of you, it usually controls items that are “far away.”

Bestow... is used to give one of your inventory possessions to someone. Hopefully something good comes from this.

Fight initiates a fight with the person or creature in front of you. If you are winning a fight, your opponent will usually run away. Be careful of who and where you fight. If you are fighting a non-evil creature, anyone watching the fight may join in against you. If you kill someone, the guards will be alerted. Your score will diminish if you kill a non-evil creature, and the deaths of a few important people can ruin your chances of successfully completing your tasks.

Get... is used to pick up an object that appears in front of you. If there are several items in front of you, a list will appear in the Text Box allowing you to select the item you wish to “get.” “Getting” an item adds it to your inventory pouch.

Identify allows you to discover people's and creature's names.

Outfit... lets you take an item from your inventory and assign it to a body part of your character. See *Outfitting Your Character* for more information.

Put... is used to drop an item to the place you are looking at. If there are several items to chose from, a list will appear in the Text

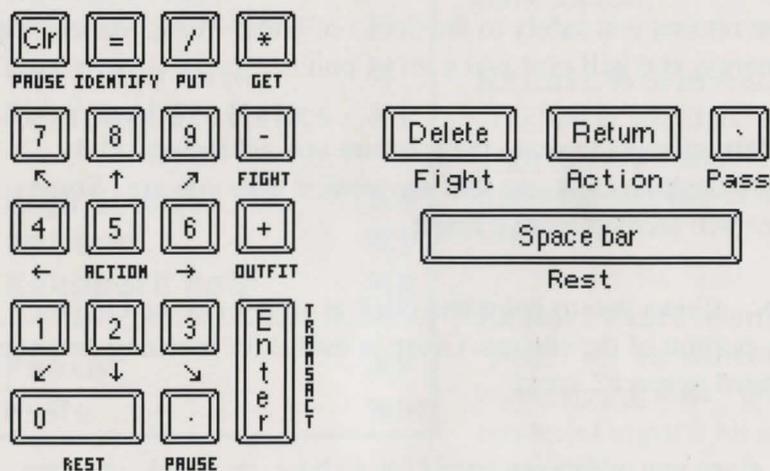
Box allowing you to select the item you wish to “put.” “Putting” an item removes it from your inventory pouch.

Rest gives your character's attributes a chance to rejuvenate. Resting causes all attributes to increase (except Food which will decrease.) You can rest while fighting, but if you are receiving blows at the time, your attributes will probably not increase.

Transact allows you to communicate with the person or creature in front of you. Some people have important knowledge, but most just say something silly.

Use... allows you to “act” on items that have special properties. The Use command allows you to drink potions, read scrolls, zap wands, eat food, and drink liquids that you have in your inventory. The effect of these items is immediate, and many of the items can be used multiple times. Not all items work to your advantage.

Several commands have additional key definitions:



SPELLS

Spells

Assault
Behold
Cure
Escape
Frighten
Grasp...
Haste
Invoke...
Light
Strike
Teleport

Spells allow you to control your environment in a non-physical way. Some spells will not work until you reach certain levels, or have attributes of a certain strength.

Assault causes you to spin around and attack (fight) all surrounding creatures at the same time.

Behold gives you a much larger view of the surrounding area. Close inspection of the view might reveal secret passages and traps.

Cure reduces the time of an affliction (such as blindness, deafness, or drunkenness.) Cure has no effect on problems caused by magic items you are wearing.

Escape returns you safely to the docks of Outer Terra. An escape takes energy, and will cost you a lot of points.

Frighten attempts to scare the creature you are facing. Only attempt to frighten creatures that are weaker than you are. Some creatures will recover from a fright.

Grasp... allows you to point and click at an item in the Graphic Display portion of the screen. Grasp is useful for reaching items in those "hard to reach" spots.

Haste gives you additional speed for a chase, an attack, or when running away.

Invoke... While transacting with people, you may receive special commands or spells that are not listed in the menus. Enter the command or spell in the dialog box that is provided.

Light Many caves and dungeons are dark. Use this spell if you don't have a free hand to hold a torch.

Strike causes a burst of energy to fly from your fingertips and strike the creature you are facing. Very powerful, very costly.

Teleport deposits you in a random location. The higher your level, the greater your chances of landing in a "suitable" spot.

SPECIAL

Special

Restart World	
Restart Place	
.....	
Get Place Info	⌘I
Personal Statistics	⌘T
.....	
High Scores	⌘H
Options...	⌘1
Keyboard Help	⌘K
.....	
Pause	⌘P
Mute	⌘M

Special gives you control over a number of TaskMaker game aspects.

Restart World returns the TaskMaker world to its original game state. This command impacts all saved characters.

Restart Place returns the "place" you are currently in to its original state. This command impacts all saved characters.

Get Place Info reveals information about the “place” you are in.

Personal Statistics displays your personal information.

High Scores displays your standing in history.

Options... lets you set a number of game play options.

Keyboard Help displays the keyboard layout.

Pause puts the the game on “hold.”

Mute silences TaskMaker for nighttime play.

MASTER OF THE LAND

Master

Add Person
Change Floor
Place Object

Enhanced Identify

Ethereal Movement
Stop Time
X-Ray Vision

When you have completed all ten tasks, and are truly Master of the Land, you will gain access to a special Master menu. The Master menu allows you to customize Outer Terra to meet your own needs, and increases your command list with a few useful commands.

Add Person allows you to select any person or creature to place in front of you.

Change Floor allows you to modify the floor’s “type.”

Place Object allows you to place any object or item in front of you.

Enhanced Identify causes additional information to be displayed (including creatures’ moods) when using the Identify command.

Ethereal Movement allows your character to walk through solid objects. The solid black walls surrounding the TaskMaker’s rooms can never be walked through. The Action, Get, and Fight commands are disabled while you are ethereal.

Stop Time causes all action and movement to halt (except your own.)

X-Ray Vision allows you to see through solid objects to view the entire display.

When using Add Person, Change Floor, and Place Object:

1. Your character must face the area that will be affected by the change. When adding a person, the “area” cannot already be occupied by another person/creature.
2. A list will be provided in the Text Box detailing available selections.
3. Double-click on an item in the list. Except for the Place Object command, the game will then resume.

Note: Once an object or person has been placed, it cannot be removed.

4. Since you may place more than one object with the Place Object command, you must click on the Done button to resume the game.

COPY PROTECTION

For your convenience, we have not copy protected TaskMaker. Unfortunately, entertainment software needs protection to make it a worthwhile venture.

When you approach the TaskMaker to receive tasks one, five, and ten, you will be prompted with a random question about the TaskMaker manual contents. Enter the answer in the dialog box that is provided.

We hope you understand our position, and apologize for any inconvenience this may cause you.

HINTS & HELP

The Behold spell can help you get out of a maze. It also shows secret passages and hidden compartments.

If you throw a spear or other similar object, picking it up will NOT put it back in your hands. You must use the Outfit command and assign it to a hand in order to throw it again.

Monsters of the same "type" may look the same, but there are many different levels for Monsters.

Shopkeepers offer only those items you can afford. They also pay substantially less for the items they purchase from you.

All traps have reset switches – where are they hidden?

If you are losing a fight, but need to stay around, try to bribe your opponent by Bestowing an object to him. Don't be cheap! Offering a butter knife to the Grim Reaper is probably not a good idea. Friendly people might tell you a secret if you give them a good item.

Remember to deposit gold and "goodies" in an automatic teller machine, otherwise, scavengers will steal them when you die. Shopkeepers only accept cash!

Always be yourself. Just because a creature tells you to do something doesn't mean you have to do it.

You can use multiple characters to solve your tasks. Create a "mean" character who kills all evil creatures in a village, then close the character. Open a "nice" character who then walks into the village to complete the task. Characters can also hide their "goodies," leaving them for another character to pick up and use later.

"Hell" can be very difficult for beginning players. You can pass a Demon by having him follow you into a remote area of the maze, letting him kill you, and then proceeding directly to the exit. Another method is to use the Haste spell and run past the Demon in a diagonal part of the maze.

Here are two spells you can use in the Invoke spell: **Gamble** – which causes your cash to either increase or decrease, and **Refresh** – which will redraw the screen if it somehow gets "garbaged."

In addition to the movement methods detailed in the Character Movement section, you can click on a square with your mouse, and your character will attempt to move in that direction.

If you are strapped for cash, try digging in a graveyard. A few graves contain possessions. You'll need a shovel that has been Outfitted in your hand. Aim toward a grave and issue the Action command.

You can't cross water without a boat (unless you find a magic sandbar.)

When dealing with shopkeepers, click on the Pouch and Shop buttons to switch between selling and buying.

