

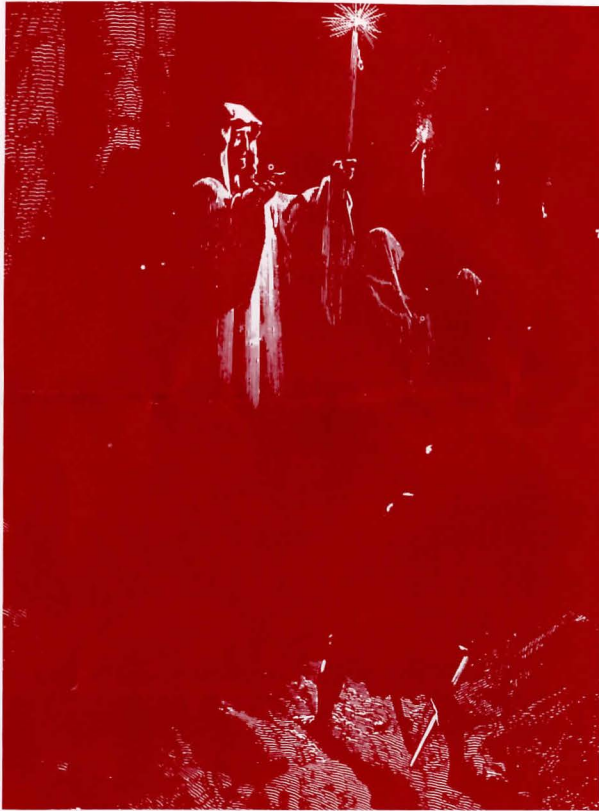
# EPYX

COMPUTER GAMES  
THINKERS PLAY



# KING ARTHUR'S HEIR

by Marc Russell Benioff



## CREDITS

### Game System:

Design: Marc Russell Benioff and Joel Harris

Program: Marc Russell Benioff

Music: Jerry White and Frederick Lowe

### Rule Book: Ray Croker

### Cover Illustration: Byron Coons

**Playtesters:** Ray Croker, Michael Frankenfield, Joel Harris, Victoria Lee-Merrow, Frederick Lowe, Justin Merrow, Rik Wilson

**Typesetting:** CBM Type, Sunnyvale, CA

**Printing:** W.H. Barth, Inc., Sunnyvale, CA

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# TABLE OF CONTENTS

<b>FIND AND RETURN THE SCROLL</b> .....	<b>5</b>
<b>HOW TO PLAY</b> .....	<b>9</b>
Getting Started .....	9
Your Objective .....	10
What to Avoid .....	10
Keeping Track of Your Status .....	11
Additional Hints .....	11





## FIND AND RETURN THE SCROLL . . .

*“Each evening from December to December  
Before you drift to sleep upon your cot,  
Think back on all the tales that your remember  
Of Camelot.”*

*Ask ev’ry person if he’s heard the story;  
And tell it strong and clear if he has not:  
That once there was a fleeting wisp of glory  
Called Camelot.*

—From CAMELOT, Book & Lyrics  
by Alan Jay Lerner,  
Music by Fredrick Loewe

I stood in the stirrups, turning to look back over my shoulder. My, how it sparkles in the early morning light . . . the golden rays of the rising sun reflecting off its lofty turrets and stout walls, a majestic realm of beauty . . . CAMELOT!

After one last look, I spurred my stallion’s flanks and galloped toward the exciting quest lying before me, remembering that day, less than a fortnight before, when I had been summoned to that great hall. How I had shyly walked past those mighty knights, seated at the Round Table and knelt before King Arthur.

A silence fell upon the gathering. He looked down at me, smiled kindly, and said, “Ah-hh, young Galahad, seed of Lancelot’s loins, good of you to come so quickly.”

The great man stood up—straight in stature in spite of his age—and continued, “As you know, for a long, long time your father was one of my most trusted and loyal knights, who performed many, many tasks of daring bravery at my request. But alas . . . now all of us have grown older, still willing and stout of heart, but no longer able to ride and fight like we did in years gone by.”

The King spread his arms out wide and said “The time has come for young men—strong, brave, young men, like yourself, Galahad—to take up the banner . . . to champion the dream of Camelot.”

A murmur swept through the great hall. A tingle stirred in my belly; something important was coming.

*“The old King felt refreshed, clear-headed, almost  
ready to begin again.*

*There would be a day—there must be a day  
—when he would come back to Gramarye with a*

*new Round Table which had no corners, just as the world had none—a table without boundaries between the nations who would sit to feast there. The hope of making it would lie in culture. If people could be persuaded to read and write, not just eat and make love, there was still a chance that they might come to reason.*

—THE ONCE AND FUTURE KING by T.H. White  
G.P. Putnam's Sons, 1965

“Young Galahad, I long have had the dream that some day the forces of evil will be driven from this land . . . yeah, driven from all lands until all that is wicked and unholy in men and women is caged and locked up forever in the dark recesses of the earth.”

A halo of light appeared around his head. It glowed brighter and brighter, silhouetting his crown, white hair and beard . . . casting his face in shadow. Yet, somehow, I could plainly see his eyes . . . shining, clear and blue.

“I have a hope,” he said softly, “that someday men will learn how to live with each other in peace. Stop this unceasing killing, clan against clan, lust for gold, territory . . . power. Merlin has warned me that, if we do not learn to live in peace, someday,” the old voice suddenly exploded, “SOMEDAY AN EXTRAORDINARY BRIGHTNESS WILL MATERIALIZE IN THE SKY THAT WILL KILL EVERY LIVING THING IN SIGHT OF IT!”

All of us assembled gasped in horror.

“MERLIN ALSO FORETELLS THAT THOSE OUT OF SIGHT WILL SOON AFTER DIE, A SLOW PAINFUL DEATH, FROM A POISON RAIN FALLING FROM A BLACK CLOUD SPAWNED BY THIS HELL!”

$U^{235} + n^1 = Mo^{95} + La^{139} + 2n^n$

—The formula of the first successful Nuclear Fission experiment by Otto Hahn and Fritz Strassmann, Germany, 1938.

Trembling, I remained kneeling. He paused, clasped his two hands together, and raised them toward the heavens.

“Oh, I have prayed that hundreds of years after we have all gone, when our mortal remains are no more than dust in the wind, that someone—somewhere—will remember Camelot, remember what we tried to achieve here.”

With a sad smile on his lips, he concluded by saying, “Of course, I’ll admit that even this kingdom has not always been perfect. We are only mortal men, not gods, and we make mortal mistakes . . . but, we have tried!”

Then King Arthur, using both hands, reached over and pulled from the sheath on his belt the mighty sword Excalibur, held it high where it was kissed by a sun ray for a brief instant, and then touched the majestic weapon lightly to each of my shoulders.

“Arise, Sir Galahad, Knight of the Round Table, I have an important task for you to undertake.”

*There lived a King, as I've been told,  
In the wonder-working days of old,  
When hearts were twice as good as gold,  
And twenty times as mellow.*

*Good-temper triumphed in his face,  
And in his heart he found a place  
For all the erring human race  
And every wretched fellow.*

*When he had Rhenish wine to drink  
It made him sad to think*

*That some, at junket or at jink,  
Must be content with toddy.*

*He wished all men as rich as he  
(And he was as rich as rich could be),  
So to the top of every tree*

*Promoted everybody.*

—THERE LIVED A KING by W.S. Gilbert

He grabbed me by both shoulders, pulled me to my feet, saying, “Arise, Sir Galahad . . . stand and look at me, as I have much to tell you, and you have much to do.”

I could see in the old King’s eyes great weariness, the many years of guiding his people through all that had gone before, yet his eyes still sparkled, bright and visionary.

“I, only a mortal, will not be able to reign forever. Thus, I must give thought as to my successor. Who will rule after I die? Since I have sown no direct issue, I must choose someone else’s seed. That is very, very difficult. He should have the wisdom of Solomon, the firmness of Moses, and the vision of Anselm. Young Galahad, where shall I find this man?”

I shook my head, stammering, “I-I-don’t know, sire.”

He smiled, “I’m not sure, either; but I hope that, if I choose as the next king the best seed of the greatest knight who ever served me, he will prove to be the wisest choice.”

Arthur slowly rubbed his chin and beard with his right hand and said thoughtfully, “I have pondered on this for many days and moons, and in spite of what has gone between us, my heart tells me that the greatest knight who ever served me is your father, Sir Lancelot!”

Stunned, realizing what he meant, I staggered back a step, fell to my knees, raised my arms toward him, “But-but, my liege I am not worthy to

“SILENCE!” he thundered back. Then, reaching for my hand, he lifted me to my feet again.

“Silence,” he repeated gently, “I have a quest for you. You will have to travel a long way, endure great hardship, fight with skill and courage, and outwit powerful forces. If you are able to find and bring back to me what I

ask for, then you, Sir Galahad, will have proven that you are worthy of wearing the crown of Camelot.”

The crisp morning chill gushed through my open visor as I watched the trail in front.

Until Arthur told me about it, I'd never even heard of The Scroll Of Truth. He said that it had been lost or stolen many years ago. Said that it was a very great document that would teach men how to live in peace . . . maybe even prevent the doomsday that Merlin warned about.

I glanced backwards. Now Camelot was only a faint purple shadow. I looked forward once more. I squinted my eyes, trying to see what lay in my future.

Right now, there is only one thing that I am sure of—I will vindicate his faith in me. No matter what it takes, or how long it takes, someday, I WILL return to Camelot and bring back The Scroll Of Truth to King Arthur.

*Where once it never rained till after sundown;  
By eight a.m. the morning fog had flown . . .  
Don't let it be forgot  
That once there was a spot  
For one brief shining moment that was known  
As Camelot . . .*

—From CAMELOT, Book & Lyrics  
by Alan Jay Lerner,  
Music by Frederick Lowe



# HOW TO PLAY KING ARTHUR'S HEIR

## 1. GETTING STARTED

RETURN WITH THE SCROLL AND CLAIM CAMELOT'S CROWN!

King Arthur has made you his heir. But, gallant knight, to prove your worth, you must first journey forth AND DEFY ALL PERILS.

Begin the game by plugging a joystick into a port. Then, carefully follow the special instruction sheet, found inside the game box, on HOW TO LOAD the game. (If you don't have the instructions, call our Customer Service Representative.)

Answer the prompts as they appear. When the main program displays, you will see yourself as a tiny figure, surrounded by a black background, just outside the entrance of Camelot Castle.

You move by pushing your joystick in the direction you wish to travel. Sooner or later, your screen will scroll to the end of one section of Camelot, and you will wish to continue into the next. To do so, follow the HOW TO LOAD instructions enclosed with the game.

*HELPFUL HINT: The first time you explore Camelot, it might be helpful to draw a rough map of each section, before going to the next. It will save you time if you return to that particular area.*

As you explore, you will find treasures (Gold Pieces) and certain magic objects. Collect all that you find. You collect them by positioning your figure immediately adjacent to the treasure or object. The computer will tell you what you have found.

The objects include special keys and talismans that you will need. As you collect these objects, your greater powers will increase your chances of defeating the demons and evil forces you meet.

*HELPFUL HINT: When you start the game, you have only your horse, the armor you're wearing, and yourself.*

*To complete your quest, you will have to explore subterranean caverns, slay dragons and monsters, bargain with wizards, cross rivers, travel safely through enchanted forests, and be able to enter enchanted cities and castles.*

*You will need weapons and equipment. How will you obtain them?*

## 2. YOUR OBJECTIVE

YOUR OBJECTIVE IS TO FIND THE SCROLL OF TRUTH AND RETURN IT TO KING ARTHUR. If you are successful, you'll be his heir and will rule Camelot when Arthur dies.

To be successful, you will have to be patient, clever, and resourceful. That takes time. There is no time limit to this game. You can play for hours, days, or even weeks if you wish.

There is a handy Save Game feature, explained in detail further on, which allows you to stop playing at any time, and then later start again exactly where you left the game.

## 3. WHAT TO AVOID

During your search, you will meet and have to overcome many nasty menaces . . . dragons, the Devil, the giant Gogmagog, the Black Wizard, and others.

First, try to avoid allowing one of them to kill you. They are a constant threat. Some roam the countryside, just waiting to pounce. Others guard cities, castles, and other places. They will attack you every chance that they get. You have one advantage—the computer warns you every time one is near.

When one attacks, you have the option of either doing battle or fleeing. If you flee and get away, you will suddenly find yourself back where you started at the beginning of the game.

The Good News is that you escape with your life and keep all the power, gold, and objects that you have collected up to that point in the game. The Bad News is that you will have to retrace your steps to get back to the place where the monster caught you.

If you choose to fight, follow the computer's instructions. They are self-explanatory. The computer calculates your power versus the monsters and determines the winner. If you're slain, you will be given the option of "Reincarnation." Choose it by pressing the START key, and you will be back at the beginning of the game; but, you start over completely and lose all the gold, power, and objects that you collected before you were slain.

*HELPFUL HINT: During the early stages of the game, while your power is low, it might be prudent to avoid battle with any of the monsters altogether. Your chances of winning are less at that time.*

Also, try to avoid walking through the mountains and walls. You can't! The computer sounds, "BANG!" and prints out, "OUCH!!!" Then you will have to back up in order to continue your journey.

## 4. KEEPING TRACK OF YOUR STATUS

Every so often, the computer will display your status: the length of time that you've been playing, the amount of gold you have, and your power.

You input all commands through your joystick, with the exception of "Reincarnation" (explained earlier) and inputting the amount of gold when you wish to bribe Amandas on Hasting's Mountain.

Any time you press the red button on your joystick, the computer will display on your screen a menu with a choice of: 1. DIRECTION MODE, 2. INVENTORY, 3. TRADE WITH CITY, and 4. SAVE GAME. You move your joystick to position your screen figure to the left of the choice you wish to make. Then press the red button.

INVENTORY lists the equipment, weapons, and magic objects you've collected, the amount of gold pieces you have, your power, and the number of days that you've been playing.

TRADE WITH CITY displays the weapons or equipment you can purchase. Be forewarned: you can only execute this command when you are in a city and have positioned your figure directly over a building. At any other time, the computer will respond, "THERE IS NO ONE TO TRADE WITH." Make your purchases by moving your joystick until your screen figure is just to the left of your selection. Then, complete the transaction by pressing your red button. The computer automatically deducts the price from your gold reserve.

When you select SAVE GAME, the computer saves your game up to that point in a special file. But, when you execute this command, you wipe out any previous game in the file.

Pressing DIRECTION MODE returns you to active game play.

## 5. ADDITIONAL HINTS

This is a grand and epic adventure. You'll visit wondrous towns and cities: Essex, Leeds, Hillsbough-By-the-Sea, Sunderland, and finally, that most beautiful of all, Canterbury.

You may wish to ask for directions from the friendly wizard living atop the Eaglestone Mountain. However, watch out for the giant lurking in the evil Black Forest, the demon guarding the foreboding Skenfrith Castle, and the carnivorous dragons near the dark Caves of Somerset. Choose your route wisely. It will take courage and ingenuity to find Alsem's Staff, Solomon's Ring, Moses' Rod, and the Ark of Power.

GOOD LUCK on your quest. You will need it to FIND AND RETURN THE SCROLL OF TRUTH TO KING ARTHUR!

