DEMON'S FORGE ™

BOONE

DEMON'S FORGE™ OBJECTIVES

The object of **Demon's Forge**™ is to escape from the cave into which the King has banished you. In order to escape you must solve a variety of puzzles and problems as you move through a maze of rooms and situations by letting the computer be your eyes, hands and ears.

HOW TO PLAY AN "ADVENTURE"

Let your imagination go! Read the Introduction and imagine that you are in fact the banished guard trying to get out of the Demon's Forge alive! The computer will act as your eyes, ears and hands as you command it. The computer will give you a situation and you must respond by telling it what to do, using simple commands. For example, the computer will show a picture of a room containing some object(s) and possibly a clue to aid you in the game. Suppose the object in the room was a book, which you wanted to have. You would type "get book" and the book would become part of your inventory. From there you could do whatever you please with it, such as "read book" or "drop book". Clues usually come in the form of messages written on walls or pieces of paper, although sometimes they will be a little more obscure, such as a set of foot-prints, warning you of some hungry monster just beyond the next door. Usually, the simplest English is the best.

"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 . . .

STARTING THE GAME

To start game, insert disk and reset computer; **Demon's Forge**™ will automatically load.

HOW TO PLAY RIGHT AWAY!

The **Demon's Forge**™ is played by entering:

- **One-word Instructions for movement:**

  (N)orth   (W)est
  (S)outh   (D)own
  (E)ast   (U)p

- **Some important command words:**

  GET   TAKE   DROP
  (I)NVENTORY   LOOK   SAVE
  RESTORE   HELP

PLAYING DEMON'S FORGE™

1. **How to move.**

   Movement can be accomplished in following ways:

   - You may enter the first letter of the compass direction in which you wish to travel (in the pictures, north is usually forward.)

   - Examples:
     N, E, W, S or NORTH, EAST, WEST, SOUTH

2. **Possessions**

   You start the game with only a package of rations. Through your travel you will run into a number of other objects. In order to pick them up and add them to your INVENTORY, tell the computer to GET them or TAKE them.

   To get rid of an object, tell your computer to DROP them.

   Examples:
   GET COSTUME. TAKE COSTUME. DROP COSTUME.

   To see what possessions you are carrying, enter "INV" or "I"

3. **The screen. Reviewing your latest commands and text.**

   The standard form of the display is a graphic picture which sits above four lines of text and a command prompt. If you would like to review your recent commands or read one of the poems that may be found within the **Demon's Forge**™, you may do so by hitting "return" without any command. To return to the graphics mode hit "return" once again.

4. **Commanding your computer. Interacting with your "computer hands, eyes and ears."**

   - Basic commands consist of one verb and one noun, such as in GET AMULET.

5. **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 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!

6. **Saving the Game**

If while playing, you wish to save the game at your present position, type SAVE GAME. The computer will ask you to enter a number for your saved game. Up to 10 games may be saved in this manner. The computer will record your saved game on your disk so you can return to your position at any time even if you turn your computer off and remove the disk.

7. **Loading the Game**

To restore a saved game, type RESTORE GAME for a choice, and then the number of the game you wish restored.

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