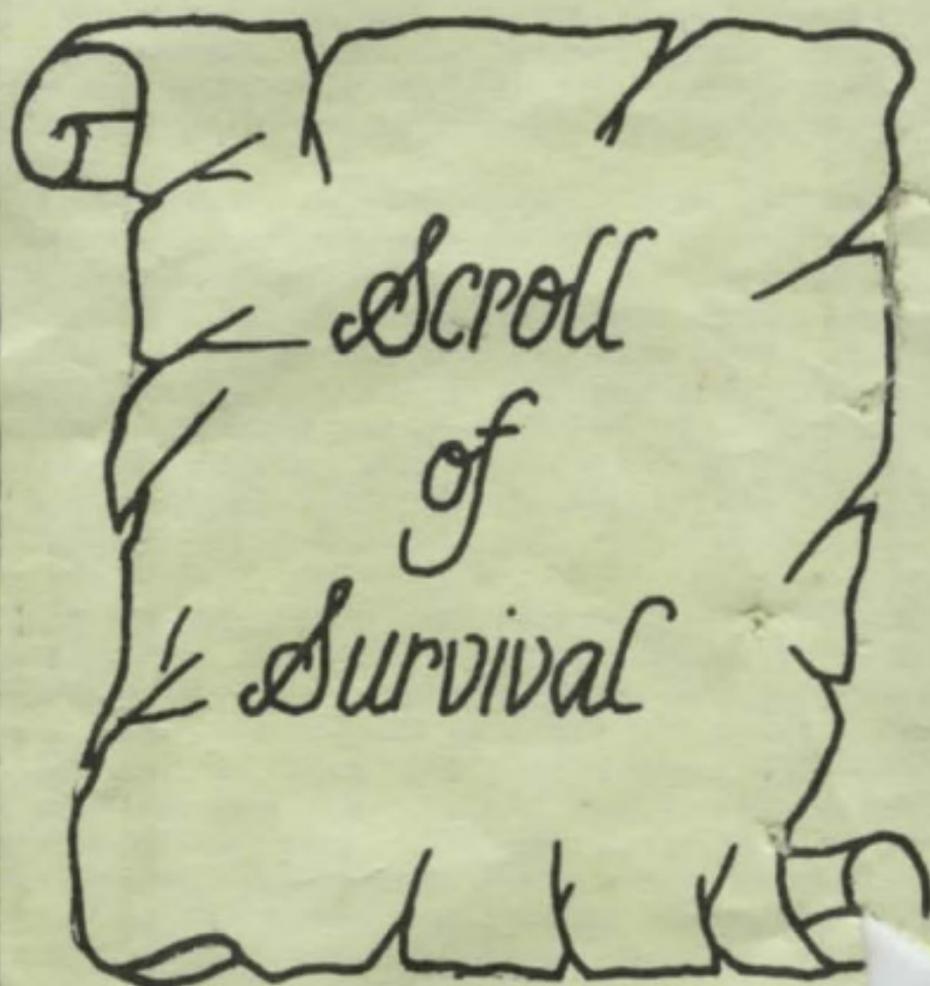


Hell's Temple



THE TEMPLE RULEBOOK

Hell's Temple sets a new trend in adventure programming on the Oric-1. It represents considerable effort and expertise into adventure programming. Not to be played other than by real enthusiasts of adventure programs, H.T. requires a knowledge not asked by other programs of its type. There are seventy six monsters within the scenario which took our programmers months to research through many sources of material on the subject matter. We were unable to bring you the full graphical representation of the actual monsters for the display due to the large numbers involved, however, each of these monsters or beasts come with their exacting powers to give you an adventure program unequalled anywhere else.

All adventure program players must acquire an atmosphere of the environment in which they find themselves within the adventure they are about to encounter. The rules have been made simple, you play to survive. With that in mind, Hell's Temple requires a considerable amount of skill and concentration to achieve a fruitful end game. Like many other types of serious programs that require the same commitment from the player, H.T. is capable of stretching the imagination to real levels.

"It is the time of the dark ages when only witchcraft, sorcery and fear ruled mankind. During these dark years there roamed throughout the land, adventurers who sought the rewards of riches and power. These men were a strong and gallant breed who fought against the dark powers of evil that was spread across the land for their riches or power or for their destruction. Armed only with a strong sword arm, a little magical power and courage, these men would seek to conquer where most men feared to tread within the devils lair."

You shall be one of those brave mercenaries who must encounter the odds of survival against the powers of darkness that is hell itself!.. We now leave you to find that which is your just reward!!

REMEMBER Stay on the upper levels of the Temple until your strength is considerable. **WE WARN** you, it gets hard to stay alive on levels below twenty seven!

May your God go with you! for we shall tell you no more!! For he who enters the Temple is a **FOOL!!**

TEMPLE RULES

Your status shows your **GOLD**, **SPELLPOWER**, **STRENGTH** and how deep you are within the depths and it is kept updated during your adventure. Using an exit will allow you to save your character for a later adventure if you run out of time during play. An exit looks like an **ARCH!** with a frame around it. You will recognize it be sure! At each stage you will be shown a 3D view of the Temples catacombs ahead. To choose a direction type either:-

[L] = LEFT [R] = RIGHT [F] = FORWARD

When you stand on the threshold of a room, after approaching an archway or opening a door, then you have four choices of action, as follows:-

I = IN With this command you enter the room, and face any danger that lurks within.

L = LEAVE You retreat to from where you came and choose another direction to explore, if possible.

H= HELP With this command you can discover how strong your opponent may be, but take care, a spell is lost.

D = DETECT Your magical powers allow you to see beyond the door into the room check for monsters or illusions of treasure, again a spell is lost.

Once you have entered a room the following happens:-

You may pass through an empty room. You may collect treasure from a room containing only treasure, but beware, it may only be an illusion which sets the scene for a **TRAP!** There are traps all over the Temple, in rooms or passageways. If you fall into a trap you will be dropped to an unknown depth within the Temple with unpredictable results, and maybe a cost to yourself.

If the room contains a beast then you move on to combat routine:-

C = COMBAT You attack the beast hand-to-hand pitting your strength against its powers.

S = SPELL You attack the beast with blasting spells, one or more of these may be required to destroy depending on what type of beast it is, some even have a resistance to sorcery, but it can throw a monster off balance and halt its attack.

B = BRIBE This speaks for itself. You may try and bribe you way past a monster if he's in the mood to accept your payment of gold not to molest you!

R = RETREAT If your lucky! you may be allowed to leave the scene!

DEATH!!

Adventurers may be snatched from the jaws of hell if the Gods are pleased with the courage of your fighter and may reincarnate him with their blessing. All his gold will be forfeited as a token gesture of their supreme power and greed! Only the very lucky ones get a second chance!

CASSETTE CHARACTER

If your fighter manages to exit from the Temple he may be saved onto tape along with his current status. Simply follow the prompts provided in the program. When reloaded from tape all status points and his position in the Temple are recovered to continue where he left off during his adventure.

CASSETTE LOADING INSTRUCTIONS

This program is recorded on purpose data tape for reliability and data integrity. This tape contains two recordings of the same program, one fast 2400 baud copy with a slow 300 baud back up copy for reliability. This program has been recorded from an Oric-1 in 'Real Time' also for reliability. If you encounter any problems with loading this program it is suggested that the recorders volume level be set at different levels to achieve proper results.

CLOAD "" (CR) For a fast load or CLOAD ""S for a slow load.

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