



THE STANDING STONES

Take heed, adventurers, both new and old!
Much there is here that thou need'st to be told:
If thou hast played other fantasy games,
Then shalt thou recognize old, friendly names:
There are clerical blessings and magical notions,
Good and vile, spells, and dubious potions!
Convenient stairways, and strength to take hits,
Powerful healing, and well-disguised pits!
Gold and gnolls and half-opened chests,
Snarling berserkers to stymie thy quests!

But much here is new and strange unto thee:
Monsters that multiply one into three!
Forces that help thee — or put out thine eyes!
Spells that can help thee etherealize!
Advice from the gods and some help (?) from the Fates,
Airborne attacks from onrushing plates!
Havens of peace that are named the Oases,
Where thou can't relax and watch the roach races,
Or exorcise curses. Let wisdom prevail
Before thou go forth to recover — THE GRAIL!
— The Old Dips Witch Hath Spoken!

PLAYER'S GUIDE

HOW THE GRAIL CAME TO BE HIDDEN BENEATH THE STANDING STONES

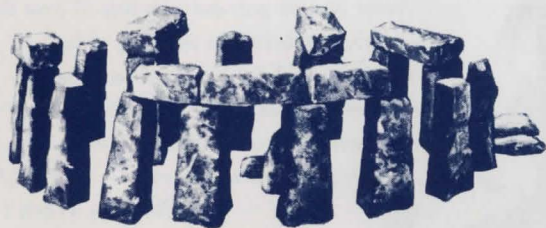
Many time cycles ago it was when the great but gullible wizard Merlin threw the party of the century for his associates. He laid out his best silver and plate for his honored guests, and served them the finest morsels available by stove or by spell. Many hours later, stuffed and befuddled, guests and host alike slept the sleep of the overfed — all but the kraffy Kormath. Kormath of the covetous eye, Kormath of the treacherous heart, Kormath of the sticky fingers! Into his wizard's cap he thrust spoons and spitons, all the gold he could hold, and even — alas and alack, the heartless old hack! — the Holy Grail and Mithril chain mail! Into his belt he thrust Excalibur. Out the door he skipped; and with nasty joy in his heart and a bawdy song on his lips, he beat a path to his private stash, which lay beneath the great rocks of Stonehenge. A quick mutter of a passwall spell, and he was gone — vanished into the thick earth with the theft of the millenium.

When Merlin awoke and discovered the spell, how he did rage and rant, and swore many an

unrepeatable oath. He vowed revenge upon Kormath, and offered great power and glory to anyone who would recover the treasure — especially the Grail. Lancelot swore too — more loudly than the rest — and pledged his aid to anyone brave enough to undertake the quest. Other guests contributed spells and charms — enough to outfit anyone, or so it seemed, for the dangerous excursion.

At first, many brave but foolhardy lads and lasses attempted to recapture the Grail. Few returned. And those who emerged alive from the descent into the labyrinth beneath the Standing Stones told terrible tales of tragic times! As the years went by, fewer and fewer adventurers dared to challenge the guardian monsters of the labyrinth. Now, no one but a madman or a witless woman would think of challenging the world beneath . . .

Ah, here you are, adventurer! Welcome! Please turn the page, and listen carefully to the Dips Witch as she explains how you may surely slay the monsters and win the Grail.



THE DIPS WITCH ADVISETH THE NEW ADVENTURER

Creetings, knave! I am the Dips Witch. I shall advise thee on how to begin thy quest. Do thou give close heed unto my words! The old Dips Witch hath seen many a brave one perish beneath the Standing Stones, all because they would too rashly charge into the labyrinth unprepared!

First, thou must needs **C**reate a new character, so choose that option from the Main Menu. Thou may'st also, from this menu, **L**ist characters that have already been created, **G**et a previously created character to explore the labyrinth, **D**isplay the Hall of Fame (reserved for those mighty warriors who

have successfully retrieved the Grail), and **P**lay the Dungeon Master. Pay these options no heed for the moment. Rather, do thou study this chart which thou will see whenever thou desirest a new adventurer:

Thy Characteristics:	
Virility	16
Intellect	4
Holiness	6
Agility	15
Initial Hits	3

Creating a New Knight

The five traits — virility, intellect, holiness, agility, and initial hits — describeth thy basic and constant character. They signify thusly:

Virility — thy fighting strength, ability to carry gold, and perform mighty tasks by main strength

Intellect — thy effectiveness in casting magical spells and performing other magic (patience: I shall speak of these spells anon!)

Holiness — a capacity of thine to act wisely and use clerical spells for such matters as examining objects whose nature thou dost not recognize

Agility — thy quickness and cleverness in getting out of the way of danger, skill at picking locks, and other actions that require nimble feet and fingers

Initial Hits — thy life index. As thou art injured in combat (sword wounds, claw slashes, poison,

etc.), thy "hit index" declineth towards O. At O, thou shalt surely die — yet despair not: finding thy way out of the dungeon will restore these hit points and there are spells to restore them as well, as thou shalt soon discover.

The points for each category are determined by the Random Gods. Thou canst not choose thy points (else the gods would not be random), but thou canst reroll the numbers until thou art satisfied. Take the old Dips Witch's advice and roll until thou hast at least three categories in two-digit numbers, paying special heed to securing a large number of initial hit points. In the sample numbers shown on the chart above, the fate spelled for that knight is clearly "early death." Though he be strong (virility of 16), he be incredibly dumb (intellect 4), and would probably slay himself with a bouncing bolt of lightning. He hath the holiness (6) of an atheist; and though he be fleet of foot (15 agility), he clearly suffereth from advanced leprosy (only 3 hit points), and the

first scratch from a rat or breath from a zombie shall send him to an early grave. Choose not thou such a loser! Cast and recast the numbers until thou hast the makings of a powerful, all-knowing, all-wise, gymnastic paragon of health!

After thou hast cast thy character to thy heart's content, give unto him a fitting name. It is held by all wise folk that names too carry magic! Thou may'st also give thy character a password — a code name which none but thee shall know! In this manner none but thee may summon up this character; no malevolent friend may, in thy absence, kidnap thy protege and send him forth to die. But beware: if thou givest thy character a password, forget it not, or he shall be stuck forever in limbo, unable to come forth at your bidding. In all future games,

EXPLORING THE LABYRINTH BENEATH THE STANDING STONES

Now that thou hast created thy character, thou must needs learn how to move about without crashing into walls, and how to use what thou may find and take into thy possession on thy journeys.

When thou leavest the "Creation Chamber," thou shalt be presented with two choices, E)nter the dungeon and C)hoose Special Options (described

While Exploring

D)rop — This command enableth thee to ditch bad potions or faulty scrolls which thou may'st find, or even gold if thy load becomes too heavy. Many items will stay where thou hast D)ropped them; but gold, being coveted by all monsters and adventurers, will in all likelihood be gone if thou returnest to the spot at a later time. (And the more gold thou

when thou chooseth the "G)et a character" option from the main menu, thou must enter the correct password if thou hast assigned one. The password, even as thou typst it on the screen, shall be craftily disguised with X's, so that thy sly friends may see it not!

Now thy character is ready to sally forth into the world beneath the Standing Stones!



on page 14). Whenever thou dost choose to E)nter the dungeon, thou shalt first see a "Help Page," which informeth thee how to move and explore inside the dungeon. While exploring the dungeon, thou may'st stop the flow of time by pushing the ESC)ape key, and the Help Page shall magically appear. It will remain until ESC)ape is pushed again.

art carrying, the more attractive will the monsters find thee.)

E)nd game and save — This option is vital for the long life of thy character. If thou wishest to end the game when thou art standing at any point other than outside Kormath's Dungeon, do so with this feature.

If thou turnest off the machine (by accident, or because monsters are stomping upon thy character), thy knight shall perish. Perished knights appear in the character list with asterisks next to their names. They may be reincarnated (instructions will appear if thou chooseth to G)et a perished character) but at a heavy cost in gold, magic, and experience points. So E)nd thy game with this command, and not with the "off" switch!

R)est — alloweth thy knight to breathe easy for a while, to recover perhaps from some misfortune such as temporary blindness. But beware! Monsters rest not nor will they honor thy desire to do so.

T)hrow a spell — This is the command for using

thy magic spells, whether in the midst of combat or simply travelling along. If thou knowest the letter or number of thy spell by heart, enter it immediately, and await the result! If thou hast any doubt, press [Return] to inspect the spells at thy command, then T)hrow the (hopefully) correct one. The nature of these marvels shall be discussed later.

U)se a scroll or potion — This action alloweth thee to use such magical items as thou possesseth. Such items may be used only once, and if the magic they give to thee is not then employed before thou come'st up from the dungeon for air and rejuvenation, it will vanish uselessly. Wise knights will not squander resources so carelessly.

Motion Commands

Thou movest thy character through the labyrinth with four keys:

- I — moveth thee forward
- J — turneth (not moveth) left
- K — turneth right
- M — turneth around

[Control] combined with each of those keys will move thee through a door, orienting thee then as though thou had turned to face the door before passing through. Be certain to use this command to go through doors; otherwise, thou whackest thy nose

on the wood, and thou art weakened a small amount. Thou may'st test for hidden doors by using this command on what seem to be walls.

As thou entereth the world beneath the Standing Stones, thou see'st the labyrinth, in true perspective, from the viewpoint of the adventuring knight. This is no maze-chase game, where thou observest the entire field from above, eating energy and sending the monsters packing. Here, thou see'st only what lieth in front of thee, a few squares at a time. What is beyond a door, or around a bend in the wall? Go forth and explore, for it is the only way to discover!

WHILE UNDER ATTACK

Now we come unto the lifeblood of the game. As thou dealest with monsters, so shalt thou live or die. Thou gainest experience points both by finding gold and, most especially, by slaying Kormath's beasts. It is over the dead bodies of the evil ones that thou

climbest to ever greater experience points, ever higher hit points, and ever more spells. Thou must needs survive to retrieve the Grail. So attend carefully as the old Dips Witch adviseth thee closely on how to deal with them who would take thy life!

There be dozens — nay, hundreds — of monsters

beneath the Standing Stones. In the levels closest to the entrance, the monsters can be slain without too much difficulty. Yet beware: the longer thou hesitatest, the more monsters may appear! At first, one wererat molesteth thee. As thou debatest the merits of casting a spell versus running away, another appears on the screen. Thou leavest the room to relieve thyself — and lo, now the screen is cram full of wererats! Of course, the more monsters that appear, the more thou may'st be able to slay, and gain more experience points thereby. It is a matter to be pondered . . .



When thou encounterest these creatures, thou hast several options. Push ESCape to remind thyself of these options at any time while adventuring:

G)reet — Thou may'st simply wave and say hello to the monster. Some monsters (but not many) do not wish to do battle, and will salute thee with a friendly gesture, perhaps even give thee a small gift.

Combat Spells

T)hrow a spell — This is the most clever way to fight, if done with shrewdness. Thou must, by experience, discover which spell works best with which monsters. Some spells may slay an entire group outright; others may not kill, but do sufficient damage for thou to finish them off with a swordstroke. Some spells, alas, have a risk of backfiring upon thee! The lower the level in the labyrinth,

Thou gainest no experience points by such friendships, but neither dost thou suffer injury. If the monster refuseth thy greetings (as will probably happen), thou must fight, then and there!

B)ribe — This option, if successful, avoideth a fight. Monsters of some intelligence will be satisfied with gold. The deeper down in the labyrinth thou meetest and bribest, the more expensive the demands of the monster. Modestly intelligent enemies might rest content with a potion or a scroll. Genius monsters could demand magical items of high quality. Make them an offer they cannot refuse!

F)ight — The ultimate court of appeals, when bribes, greetings, or spells are to no avail! Triumph, and gain experience points. Fail . . . and the funeral dirge playeth for thy departed soul!

Thou hast one more option at thy disposal: flee! Since the monster standeth directly in front of thee, thou must needs attempt to flee by turning left (the J-key), right (the K-key), or around (the M-key). Each key will cause thee to run pell mell until thou crashest into a wall. Sometimes evasion succeedeth. If not, the monster shall probably insult thee, and demand combat. Fleeing earneth no experience points.

the more resistant to thy magic the monsters may be. Some spells may be cast only once in a single trip. Take careful note of what damage certain kinds of monsters can wreak. Some can bounce back thy fireballs; some can poison thee. Learn by experience the nature of thy foes, and thou shalt launch ever more effective attacks.

1) Fireburst and 2) Lightning Bolt: These spells

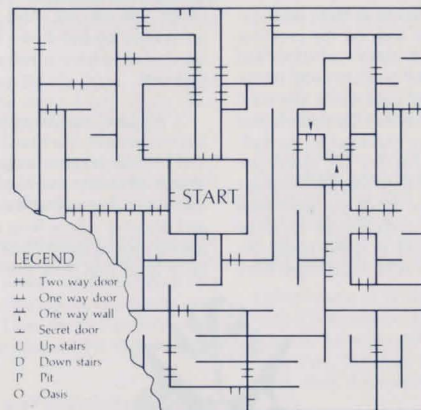
inflict damage in proportion to thy experience points. The fireburst is a potent spell, but use it wisely: it may be cast but once during a single adventure trip. Lightning Bolts are weaker than firebursts, but may be used whenever magic spells are available to thee. Beware, though: these bolts have a chance of bouncing back upon thee! The more experienced thou art, the less chance there is that the bolt or ball will bounce back on thee. But some monsters are adept at Lightning Bolt tennis!

3) Sleep, 4) Kitchen Sink, 5) Charm, 6) Flaming Arrow, 7) Light Candle, 8) Pray, 9) Hold, 10)

Dispell, and 11) Datspell: Each of these spells, whether cleric or magic, shall inflict varying amounts of damage, depending on the nature of the enemy. Each monster hath a "vulnerability factor" for each of thy spells. Trial and error be the only schools that can teach thee which spells are all or nothing (they worketh or they worketh not) and which spell worketh best with which monster!

Now that thou hast some idea of what thou must do to stay alive, let us enter the labyrinth together! The spirit of Lancelot is with thee, so do not despair.

MAKING A MAP



he wise old Dips Witch urgeth thee to make a map of the labyrinth as thou wanderest through the world beneath the Standing Stones in search of glory, gold,

and Grail. It is absolutely imperative that thou dost so; otherwise, thou shalt surely be lost forever, wandering from wall to stairway to pit, growing ever weaker, until the monsters pounce upon thee

for the final time! Only by returning periodically to the outside can'st thou develop a character capable of finding and bringing out the Grail.

Inspect carefully the remnant of a map of the first level that thou see'st on the preceding page. Note well that the labyrinth is composed of corridors and rooms, with doors between. Compose thy map to indicate, in squares, the distance between one end of a passage and the other, the location of doors, the existence of pits, places where thou hast left a scroll, etc. And beware: some doors will let thee pass out, but not back in again! A wall may follow thee down a corridor! Thy map, as thou fill it in, should mark such significant facts as thou encounterest them.

Explore now the room where in thou art moving, looking at times at the map on the previous page. Maneuver thy knight down corridors and through doors, choosing the quickest way to the exit. Perhaps thou shalt find gold along the way! If a monster besetteth thee, consult thy options, and act. But above all, direct thy character to the exit.

As thou leavest, note that thy hit points are miraculously restored, conditions like blindness are cured, and thou regainest the use of any spells thou might have cast in the labyrinth (except for those gained from the use of scrolls or other magic objects). The gods will tell thee how much experience

thou hast earned; and, if this amount is sufficient, thou shalt be elevated to a higher level, perhaps with more hit points, perhaps with more spells. Thou shalt also learn how many more points are required of thee before thou achieveth a higher level. Go forth again and again, choosing different routes to the exit, keeping careful track on thy map of where thy character standeth at all times.

The map on page 5 is a lucky find for thee — thou may'st thank some now long forgotten adventurer for that blessing. But alas, he expired before he could complete it: it showeth not the stairs down to the second level! These thou must discover thyself, and so complete the map of the first level. Always look for stairs leading up, stairs leading down, vile pits, etc. And do not assume that stairs go straight up and down; Kormath is not so simple minded as to have constructed his dungeon in that fashion!

"I am lost!" thou may'st wail in some fearsome cavern beneath the Standing Stones. "What shall I do?" Make another map at once, the olds Dips Witch adviseth, and compare thy new map with the old, in hopes that thou mayest match the two and discover where thou art. Thou may'st also cast a spell, such as Jump Plane, that might put thee back on a level that thou knowest better.



PEACEFUL SPELLS

If thou art wounded, or impatient of travelling through the corridors, **T**hrow a spell to see thy options, and consider what thou see'st. Here are the magical commands for doing a variety of things — providing thou hast sufficient magic to perform the spells. Note that some spells require a combination of priestly and magical spells; and some require that thou expend double spell strength in order to cast it. Here are the peaceful spells:

Passwall — This alloweth thee to pass a wall in front of thee; but beware: if there be not a corridor or room beyond the wall, thou embedest thyself in solid rock!

Light — This spell cureth blindness. The more severe the blinding, the more **L**ight spells thou may'st need to cast before thou art cured.

Strength — Thy strength is temporarily increased by the use of this spell. Thou may'st fight better, and carry more gold, with increased **S**trength.

Invisibility — This spell rendereth thee invisible to most monsters, giving thee great advantages in combat. Thou findest fewer monsters when this spell is in effect. This marvelous condition, alas, weareth off gradually. Thou may'st cast more than one **I**nvisibility spell to increase the degree of thy transparency.

Cure Paralysis — This spell maketh thy limbs supple again, after a monster or a spell hath stiffened them!

Heal Wounds — restoreth some of thy hit points

each time it is used. The deeper thou art in the dungeon, the greater the number that may be restored.

Divine Guidance — giveth thee the dubious assistance of the gods. Sometimes they speak, sometimes they do not. Sometimes their advice helpeth, sometimes it doth not.

Neutralize Poison — removeth the effects of all poison. Note well that if thou art poisoned, thou lovest hit points steadily as time marcheth forward. If thou hast not enough spells to neutralize the poison, depart for the exit at once!

Teleport — transporteth thee magically from any one location on a level to another. Tell the gods exactly where thou wishest to go, and be wary not to **T**eleport thyself into a stone wall!

Jump Plane — moveth thee vertically up or down through the levels in the labyrinth, like unto magical stairways. This spell placeth thee randomly on the new level, and it is a tricky incantation: there be a 10% chance that this spell will put thee where thou dost not wish to be!

Etherealness — A double-edged spell! Thou can'st, with **E**therealness, move through walls like unto a ghost. Most monsters cannot find thee or fight with thee. But thou can'st carry no gold with this spell. And it weareth off gradually.

Bless — If successful the casting of this spell giveth thee the blessing of the gods for a short while. With the blessing, thou art harder to hurt, and so more powerful!

MAGICAL OBJECTS

In thy quest for the Grail, thou shalt find many a magical object which, if properly used, can aid thee greatly. But take care: the old Dips Witch hath swept up the remains of many an adventurer who too eagerly opened a tempting chest! The magic items that thou may'st discover in the labyrinth are of two kinds. Pay heed to what each kind may do!

There are magical items which may be used but once. Such items include:

Potions — these virtuous liquids can perform a variety of actions, such as curing poison or imparting strength. Thou may'st taste the potion before thou gulp it down. Learn by experience the characteristic tastes of typical potions. The effects of these liquids sometimes wear off gradually, so place not overmuch faith in their long-range power!

Scrolls — Scrolls allow thee to cast spells during the dungeon trip in which they are used. Thou may'st drop the scroll and recover it at another time. It may, however, change its identifying color by the time thou returnest to retrieve it.



Chests — Though a chest be not truly magical itself, it is almost always protected by magic. The deeper down in the labyrinth thou findest the chest, the greater the power of the spells that protect it! Chests

are too heavy to carry, but they may be ransacked for their gold and magical items. Dawdle not overlong in opening a chest, however, for gold is to monsters as honey-flowers are to bees, or silver forks to Kormath!

Books — These magical tomes are rare, and have the marvelous ability to change thy basic characteristics, such as intellect or strength. Books may also give thee experience points. Books may not be picked up and carried. They must be used or used not. If thou findest one but decide not to use it, it will stay where thou did'st find it until thy return — unless some other adventurer happeneth upon it in the meantime. Books may be used but once.

There are items which change thy basic character attributes for as long as thou do carry them. They may be helpful, or they may be cursed. Such items have an aura too strong for the first level of the labyrinth; but the deeper thou goest, the greater thy chance of finding such wonders.

Rings — Thou can'st wear but two rings at once. If thou findest a third ring while wearing two, thou must choose to Drop one of those already in thy possession if thou would'st pick up the new one. Rings bring many things.

Helmets and Shields — These are always lucky finds, for they are never cursed, and always protect the wearer.

Swords and Armor — can help thy attack and defense greatly; but if they are cursed, they shall weaken thee sorely. Cursed items may not be dropped but they may be exorcised at an Oasis. No

expense should be spared in ridding thyself of accursed items! Be ever alert for the fabulous sword Excalibur and the wondrous Mithril Armor which,

thanks to Kormath's treachery, lie somewhere in the dungeon. They be especially lucky finds for any questing knight.

THE OASES

Ihe old Dips Witch hath heard tell many stories about the world beneath the Standing Stones, but none so strange as the tales of the oasis. Legend hath it that, over a period of time, many early adventurers gave up the quest for the Grail, choosing instead to set up shops and places of amusement for the inhabitants of the labyrinth. Note their location carefully for here weary knights may heal their hurts without using precious spells — though the doctors at the oasis may charge a hefty fee (such as gold or even magical items) for their services.

Be careful not to take the location of an Oasis for granted. The legends say that repeated visits to an Oasis can alert Kormath's spirit to the enjoyment and restorative powers thou hast found, and that

one day thy return will find it not, for it will have been removed to another part of the dungeon.

Thou may'st also amuse thyself in an Oasis by betting on some most unusual races! Be bold — but forget not how thy hard-earned gold was won! If the races catch not thy fancy, then perhaps the other game of chance in the casino will be more to thy liking.



Exorcising a Cursed Weapon

If thou hast acquired some accursed sword or life-draining armor, take it in to be exorcised. If the fee seems high — well, back to the races or the casino to raise the money — or back into the labyrinth with a negative sword if thou be so foolhardy!

At the oasis thou may'st leave messages for thy

friends or thy enemies — or even oaths for particularly bothersome monsters — to find if they come along after thee. Check to see if there be any messages for thee. Perhaps Lancelot, whom thou hast not seen in quite a while, will leave thee hints on how to fight . . . the Ultimate Dragon!

THE GOAL: THE GRAIL

Ihough thou may'st go adventuring for the sheer joy of it, thou should'st recall that the ultimate goal is to recover the Grail that Kormath hath stolen. The monsters that oppose thee fight to keep the Grail

from returning to Merlin's castle. The spells and magic that are granted unto thee serve to keep thee alive so that thou may'st live to fetch the Grail. Be not overly distracted at the races, nor gloat overlong about an especially successful slaughter. At the bot-

tom of the labyrinth awaiteth thy greatest challenge!

Now, no knight hath ever returned from the labyrinth bearing the Grail; so the old Dips Witch can only give thee rumors and dark advice based on these rumors.

Some say that the Grail is guarded by a fearsome dragon. Others hold that an old man — perhaps Kormath himself! — standeth watch over the Grail, and will ask thee questions to wrack thy brain.

Some say that the Grail shall appear unto thee in its true form. Others say it shall be disguised.

Some say that the Grail, once recovered, will aid thee in thy desire to return to the world outside the Standing Stones. Others hint darkly that the Grail may possess thee, and force thee to do its bidding.

All agree that, even though a few champions have reached the final level and found the Grail, they perished in their attempts to escape with it.

But thou art made of sterner stuff! Even if thy first attempt fail, thou shalt have thy accurate maps to guide thy successors to their goal with less hurt.



SEVEN SAGE STRATEGY TIPS FROM THE DIPS WITCH

1) Until thou art advanced in experience, it is best to venture forth boldly, slay a few monsters and win some gold, then depart swiftly from the labyrinth. Linger not overlong in search of the glory in "just one more fight." Build thy character up through many skirmishes, and attempt no heroics until thou hast the experience and the hit points to perform them.

2) Do not fail to keep accurate maps. Unmapped wandering diggeth an early grave.

3) Gold purchaseth many things, such as experience,

exorcism, and winning numbers (and, alas, losing ones as well) at the races. But be not over-greedy. Survival is more important than wealth!

4) Beware of poison. Cure it at once, or leave the labyrinth immediately. Poison potions, by the bye, are always tasteless.

5) When thou meetest a monster who can be bribed, proceed with craft! Perhaps thou can'st unload that feeble scroll or vile potion in exchange for free passage.

6) If thou art wandering about confused and despairing, attempt to J)ump plane back to the first level. Of course, thou must needs conserve thy spells to do this.

7) With regards to combat spells, greetings, and the uttering of scrolls: Let not thy mouth write a check that thy tail cannot cash!

MAY THE MONSTERS ALL FALL BENEATH THY MASTERSTROKE!

MAY ALL THY MAGIC WORK THEE GOOD!

MAY THOU KNOW THE EXALTATION OF VICTORY!

MAY THOU LIVE TO WIN THE GRAIL!

DUNGEON MASTER OPTIONS

There may come a time when thou wishest to exert a measure of control over the world beneath the Standing Stones. To this end, the gods have given thee some options whereby thou may'st alter the universe. From the Main Menu, choose P)lay the Dungeon Master, and observe thy choices:

C)lean Up the Knight File — alloweth thee to sweep out unwanted characters. This seemeth a heartless act; but, as thou shalt discover, some knights prosper while others languish. If thou need'st the space to create new characters, then commit the old unsuccessful ones to the Great Compost Heap! Knights who have achieved the Hall of Fame will be displayed in inverse video. They may also be swept away if past successes create a shortage of space on the disk. The list may contain up to 16 knights at once.

R)e-Initialize the Dungeon — completely sweepeth the labyrinth clean, redistributing magic and monsters as it cleaneth. No old knights, regardless

of their experience points, can survive this re-creation of the world beneath the Standing Stones. So powerful is this action that the gods ask thee many times whether thou art absolutely sure that thou chooseth this option with thy wits about thee, and they will not accept "Y" or other shortened forms as substitutes for a completely entered "YES."

E)dit the Password — alloweth the Dungeon Master to keep his or her own password safe from prying eyes.

P)urge Old Messages — destroyeth all notes that lie scattered about the labyrinth which are not addressed to living characters.

NOTE: Take special care not to eliminate a knight carrying the Grail. If thou should'st happen to do so, either while C)leaning out the knight file or by using the E)xtermine special option, the Grail will be lost completely. Reinitializing the dungeon and beginning again will be thy only recourse.

OTHER OPTIONS

From the Main Menu

List all the characters — proveth useful for recalling who existeth, and how many experience points all thy knights have acquired. Hall of Fame members will be displayed in inverse video. The list may contain up to 16 knights at once.

Display the Hall of Fame — showeth "Kormath's Hall of Fame," containing the name of all who have successfully retrieved the Grail. Since all before thee have failed, the Hall is empty. Do thou be the first to enter thy name in this Hall!

From the Special Options Menu

Just before thy knight entereth the dungeon, thou may'st change certain matters before venturing forth:

Rename — alloweth thee to bestow a more fitting name upon thy character.

Uppdate Password — alloweth thee to re-disguise thy password.

Exterminate — If the shame of failure overwhelmeth thee, here may'st thou do thyself in.

Sound — toggleth off or on, letting thee play in

silence or with the pleasure of hearing the groans and wails.

Continuous Update — also toggleth off and on; but unless thou wish'st to venture forth in ignorance of thy condition, touch not this option.

Key — alloweth thee to change the keys that control thy movement from the J-K-M cluster to the W-A-S-Z cluster (in honor perhaps of a destined to be famous designer of late 20th century magic machines). This change will not be reflected in the help page when thou hast chosen it.



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MANUAL DESIGN BY WILLIAM GIN.

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COMMAND REFERENCE CHART

To Move (page 3)

- I — move forward
- J — turn left
- K — turn right
- M — turn around
- [Control] I, J, K, or M — move through doors

When Attacked (page 4)

- B)ribe
- F)ight
- G)reet
- T)hrow a spell
- Attempt evasion by running left (J-key), right (K-key) or to the rear (M-key)

To Throw a Combat Spell (page 4)

- T)hrow the spell number
- 1) Fireburst 7) Light Candle
- 2) Lightning Bolt 8) Pray
- 3) Sleep 9) Hold
- 4) Kitchen Sink 10) Dispell
- 5) Charm 11) Datspell
- 6) Flaming Arrow
- RETURN — to review spells

To Throw a Peaceful Spell (page 7)

- T)hrow the spell letter
- P)asswall D)ivine Guidance
- L)ight N)utralize Poison
- S)trength T)eleport
- I)nvibility J)ump Plane
- C)ure Paralysis E)therealness
- H)eal Wounds B)less
- RETURN — to review spells

Main Menu Options (Before Entering Labyrinth)

- C)reate a new knight (page 1)
- G)et an old knight (to take into the dungeon)
- L)ist the current names of knights and their experience points (page 12)
- D)isplay the Hall of Fame of those who have rescued the Grail (page 12)
- P)lay the Dungeon Master (page 11)

Dungeon Master Options (page 11)

- C)lean up the knight file (remove unwanted characters)
- R)e-Initialize the dungeon (returns entire game to original condition)
- E)dit the dungeon master's password
- P)urge old messages (left by previous adventurers)

Special Options (page 12)

- R)ename character
- U)pdate password
- E)xterminate character
- S)ound (toggles on and off)
- C)ontinuous update (of hits points, gold, experience, and spells for the character; toggles on and off)
- K)ey movement change (toggles between I-J-K-M and W-A-S-Z)

To Pause:

- Press ESCape for the Help Page. Time flow will cease until ESCape is pressed again.

