

THE TEMPLE of APSHAI TRILOGY

The Oracle of Apschai

You are a lone adventurer with nerves of steel, a cool head and cold blooded. Your senses must be as sharp as an Eagles eye, to fight the unexpected dangers awaiting you.

The Apschai is set out in parts:
The Temple, The Upper Reaches, and the Curse of Ra.

The first part is filled with dark powers and danger. To venture into the vault, lived in by monsters, you must be immensely strong to fight them off.

The second part knows tragedy, the left over from the reign of terror and horror, once common place. It also knows the ghosts of the priests from long ago.

The third part, is a place full of dazzling sands and crazy paths. Shrines of the ghosts, the last secret place.

Now it is up to you, you choose either to venture into the temple or turn around and go back home. If you choose to enter the Temple of Apschai you must be prepared to fight. You will meet up with creatures, sometimes friendly and kind, some not so friendly like carions and repulsive monsters. But remember, some of those natural and unnatural strangers you meet, will help you to find your way, so be careful.

It is said that you can find precious stones in all colours and magical remedies.

Translation by A.M.G.

GETTING STARTED

Insert the diskette, switch on the computer. When the Titel screen has loaded press any key to continue.

You will now be presented with the following menu screens:

(The Innkeeper screen)

You have a choice to choose

- A> To restore a Game in Progress
- B> To Load a Character from Disk
- C> Create a new Character at Random
- D> Enter your own Character

Choose a letter (no RETURN needed)

A...is a previously saved game, you will then continue where you left off.

B...load a character from your disk: A previously saved character will be loaded.

C...pressing C will ask the Innkeeper to choose at random a character for you.

D...once you are familiar with this adventure you can build up your own character.

Choose "C" for the first time, it will show you how to do it. Choosing C gives you the average characteristics as follows:

INTELLIGENCE	10
INTUITION	7
EGO	9
STRENGTH	14
CONSTITUTION	11
DEXTERITY	9
SILVER PIECES	120

CHARACTERS NAME: enter a name-press Return

After you have typed a name and pressed Return, you will be presented with the following menu:

CHARACTER SUMMARY FOR <name>

INTELLIGENCE	10	INTUITION	7
EGO	9	STRENGTH	14
CONSTITUTION	11	DEXTERITY	9

WEAPON=NONE		BOW=NONE	
ARMOR =NONE		MAGIC ARROWS=0	
SHIELD=NONE		ELIXIRS=0	
ARROWS=0		WEIGHT CARRIED=6	
SALVES=0			
EXPERIENCE=0			
SILVER=120			

WILT THOU=

A> PURCHASE A FINE WEAPON
 B> PURCHASE A NEW SHIELD
 C> PURCHASE NEW ARMOR
 D> PURCHASE A BOW
 E> PURCHASE ARROWS
 F> PURCHASE HEALING SALVES
 G> ENTER THE TEMPLE
 H> SAVE THY CHARACTER TO DISK
 ENTER THY CHOICE>

To purchase a weapon press "A" the menu will change:

WEAPON	WEIGHT	PRICE
0> NONE	0	0
1> DAGGER	1	5
2> SHORTSWORD	2	14
3> BROADSWORD	3	18
4> BASTARD SWORD	6	35
5> GREAT SWORD	9	70

WHAT WEAPON WILL THOU PURCHASE?

Choose a weapon by pressing the relevant number and the Innkeeper will ask:

I ASK (price) FOR THIS (name of weapon)
 A FINER WEAPON THOU COULDST NOT FIND!
 WHAT IS THY OFFER, (name)?

There is your chance to haggle with the Innkeeper about the price. Just type a lower than asking price, should the Innkeeper accept that amount he will respond by saying:

DONE!

PRESS ANY KEY TO CONTINUE

and you go back to the menu to purchase a different weapon or to enter the Temple.

ENTERING THE TEMPLE!!!

If you choose now to enter the Temple press "G" now you have the option to change the speed of the monster: (SLOW MEDIUM FAST) press the first letter "S" "M" or "F".

Now you get the choice of where to go.

- 1> TEMPLE of APSHAI
- 2> THE UPPER REACHES of APSHAI
- 3> THE CURSE of Ra

The LEVEL difficulties are (1-4)? The easiest is "1" and "4" is the most difficult level.

At this stage should you change your mind and would like to return to the Innkeeper's menu press 0 (zero)

After pressing the number for the difficult level you enter the Temple...

To control the adventurer you can use the keyboard or and joystick. You can use the keyboard on its own or keyboard and joystick together.

The KEYBOARD COMMANDS

Movement commands:

- | | |
|--------------------------|---------------------------------------|
| O) rest | L) turn left 90 degrees |
| 1-9 take steps 1-9 | V) turn 180 degrees |
| R) turn right 90 degrees | SPACE-BAR each press one step forward |

Fight commands:

- | | |
|--------------------|----------------------|
| A) sword thrust | F) shoot arrow |
| T) push and thrust | M) shoot magic arrow |
| P) defence | |

Special commands:

- | | |
|----------------------------|-------------------------|
| E) looking for secret door | !) talk to monster |
| O) open door | H) healing with salve |
| S) look for trap | Y) drink elixir |
| G) pickup treasure | I) take stock |
| D) drop treasure | Q) eavesdrop on monster |
| CTRL-S save adventure | CTRL-C save character |

Joystick control:

- | | |
|--------------------------|---|
| without button | with button pressed |
| forward one push 5 steps | forward sword thrust |
| left turn 90 degrees | left defence |
| right turn 90 degrees | right attack push & thrust |
| pull back rest | shoot ordinary arrow |
| | make sure with this action that the button is pressed first |