

THE TARTURIAN



Requires 48K applesoft rom and disk

Many centuries ago the land of Merin was a lush and fertile place full of happy and prosperous people. Then, as though they had been cursed, a great ice age began. Soon all the inhabitants and creatures of Merin were forced to seek shelter in the great underground caverns of the terrible Tarturian. Generations passed and slowly the great ice glaciers receded and the survivors returned to the above ground, but the only source of light and heat, the eternal flame of WAU, had been taken by the Tarturian. Many parties, such as yours, have returned to the caverns in search of the flame, but none have succeeded. Often the moans and cries for help are heard filtering up through air passages, crevices and volcano vents from the caves, coming from parties that have grown too weak or lack enough survivors to continue. They are doomed to wandering aimlessly or meeting their fate at the hands of creatures, slave traders or the Tarturian.

Many of the earliest inhabitants of the caves hid their gold and treasures for safekeeping; then they became entries on the scrolls of fate. Many other search parties left weapons scattered about the caves. The weapons and gold coins are protected by forces that make them invisible, except to those carrying any or all of the ten treasures of Merin. You must find these treasures and enough weapons to outfit your party for your final attack on the Tarturian, attempting to recover the flame of WAU, -- unprepared will result in your swift termination. Your party is like a strong chain and at least one fully-equipped member of

each type must be present in order to hopefully succeed in the attack. There is no way to leave the Tarturian's chamber once you enter.

CREATURES

Nature, through a strange and twisted form of evolution, allowed creatures to develop and breed that were indestructible but are able to survive only on certain forms of life. The Zellies attack elves. Quadis are the fear of strongmen. Voks attach meek clerics. Dars seek gladiators. Locies mean death to the thief, and Taus show no mercy on magicians. An old and torn drawing of the creatures once was found laying on the ground at the entrance to the caves, but only the clawing marks of its creator were seen in the dirt as he was dragged back into the caverns to meet his fate. A picture of the drawing is below -- study it well.



Many of the Tarturian's ghouls and henchmen are in the caves guarding passages and waiting for the unsuspecting.

MORTICIAN

The mortician's job is one of destiny. He will bury all members of the party that are victims of the creatures and monsters in the caves. The morticians may not lead the party and after a burial a new leader must be picked before you can venture on.

TREASURES

Upon finding each of the ten treasures of Merin, your POWER will increase to a maximum of 100. The wizard will need all of the POWER you can find to destroy the field of invisibility around the Tarturian so the others may attack with their weapons. Some of the treasures have extra power also. The battle arc will reveal where weapons like daggers and poisonous darts are. The Crown will reveal where swords and spears lie. The Wand will reveal magic positions and the Pendant will reveal any mages.

CHARACTERS

You may become any of the seven characters at any time (limit 10) by entering the C(change) command. Each C(change) will reduce your STRENGTH by 2 and if your STRENGTH reaches zero, your journey will end. Each of the characters has their own commands, (see Table A), such as the Gladiator may SEARCH for secret passages in the lower levels of the caves, or the thief may UNLOCK doors after the Cleric listens for danger first. All commands are one word except for USE.

There are two special commands, USE and CAST(cast a spell). The wizard may CAST(cast a spell) any time he wishes, but

it may do nothing or it may help you tremendously. If CAST is used at the wrong time, you may see your STRENGTH diminish considerably, so be careful.

The Elf has the ability to use certain of the treasures at any time. The Elf may say USE ARC or USE RING or USE STAFF and what the results will be are sometimes astonishing; this will take practice on your part.

PLAYING NOTES

You may QUIT at any time and you may save the status of the game up to that point.

To play, first put the supplied disk in your disk drive and then power on your APPLE and boot up. The first question you will be asked is to enter your name(10 characters maximum) and then you will be asked if this is an OLD or NEW game. If you have previously saved a game, then enter 'O' for old. If this is a new game, then enter 'N' for new. To explore the caves, enter directions such as N(north), S(south), E(east), W(west), U(up) or D(down).

Not all doors lead to new passages; some hide ghouls and some hide treasure -- that is your problem.

Below is a table of characters, the weapon each will use against the Tarturian, and the commands each character can issue.

TABLE A

<u>CLERIC</u>	<u>THIEF</u>	<u>GLADIATOR</u>	<u>STRONGMAN</u>	<u>MAGICIAN</u>	<u>WIZARD</u>	<u>ELF</u>
SPEARS	DAGGER	SWORDS	MACE	MAGIC POTIONS		POISON DARTS

COMMANDS

<u>CLERIC</u>	<u>THIEF</u>	<u>GLADIATOR</u>	<u>STRONGMAN</u>	<u>MAGICIAN</u>	<u>WIZARD</u>	<u>ELF</u>
READ	PICK	KILL	LIFT	MAGIC	CAST	USE
WRITE	REST	FIGHT	PUSH	GAZE		EAT
SPEAK	OPEN	SEARCH	MOVE			FEED
LISTEN	UNLOCK	ATTACK	BREAK			JUMP
TRANSLATE			SMASH			
DECIPHER						

HIGHLANDS COMPUTER SERVICES

14422 S.E. 132ND.
RENTON, WASHINGTON 98055

(206) 228-6691