CREEPERS

by
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1.0 INTRODUCTION

CREEPERS is basically a seek and find adventure game. It consists of eight fictitious characters searching the ancient Temple of Kavinu in an attempt to locate and recover the Golden Chalice, a longtime symbol of the Kingdom of Corpas. The temple itself, is a maze-like structure of rooms located in the Forest of Doom on the Island of Gant. One of these rooms contains the Golden Chalice. The player's goal in this game is to locate this room, seize the Chalice, and return to the room in which the characters began their quest. Various artifacts are located throughout the temple to aid the player in the quest. Also, to hinder this endeavor, the temple is infested with deadly creatures called Creepers and is loaded with a number of hidden deathtraps.

The game is played on an ATARI 400 or ATARI 800 Personal Computer System using either an Atari 410 Program Recorder or an ATARI 810 Disk Drive. The cassette version requires 16K of RAM and the diskette version requires 24K of RAM.

This game may seem to be rather complex at the onset, but is relatively very simple. Before an attempt is made to play the game, the rules should be throughly read over and digested. It might be of assistance to the player if the two figures containing the Character Attributes (Figure 5) and Keyboard Commands (Figure 6) were copied and laid out before the player the first few times the game is played.

This game has four different playing options. Three of these options are related to the number of rooms contained in the actual temple. The fourth option allows you to wander through the temple without encountering any Creepers.

2.0 HARDWARE REQUIREMENTS

The minimum requirements in terms of RAM and accessories needed to play the game of CREEPERS are as follows:

1

Cassette version
    16K RAM
    ATARI 410 Program Recorder
Diskette version
    24K RAM
    ATARI 810 Disk Drive

No ATARI BASIC Language Cartridge nor ATARI Assembler Cartridge is needed or should be used to play this game.

3.0 LOADING PROCEDURES AND INITIALIZATION

3.1 LOADING FROM CASSETTE

The steps outlined below should be followed when loading the CREEPERS Game from casette.

1. Remove any ATARI BASIC or Assembler Cartridge from the cartridge slots of the computer.
2. Place the CREEPERS Game cassette into the Cassette Program Recorder.
3. Depress the PLAY key on the Cassette Program Recorder.
4. While depressing the START key on the computer keyboard, apply power to the computer.
5. After the audio prompt is recieved from the Cassette Handler depress the RETURN key on the computer keyboard.

    Allow a minimum of ten minutes for the program to load.

3.2 LOADING FROM DISK

The steps outlined below should be followed when loading the CREEPERS Game from diskette.

1. Remove any ATARI BASIC or Assembler Cartridge from the cartridge slots of the computer.
2. Power on the Disk Drive.
3. After the busy light of the Disk Drive goes off, insert CREEPERS Game Diskette into the unit.
4. Apply power to the computer

3.3 INITIALIZATION

Upon completion of the program load from the cassette or disk, the page as shown in Figure 1 will appear on the display screen. To begin the game, depress any one of the keys as directed on the screen. Any key depressed other than the 0,1,2, or 3 key will be treated as if the 1 key was depressed. These keys have a direct bearing on the number of rooms contained in the temple. An entry of 1 is the fewest number of rooms and an entry of 3 is the largest number of rooms. An entry of 0 is the same as an entry of 1, except with an entry of 0, the temple contains no Creepers (this option should be used the first few times the game is played to let the player familiarize himself with the temple and the rules). Each time the game is initialized, a new temple (maze) is generated with a different number of rooms. A player can return to this page and restart the game any time he wishes by merely depressing the SYSTEM RESET key of the keyboard. If a player wishes at any time to freeze the current game, this can be done by depressing the ESC key of the keyboard. To rejoin the game, depress any legal key other than the ESC key.
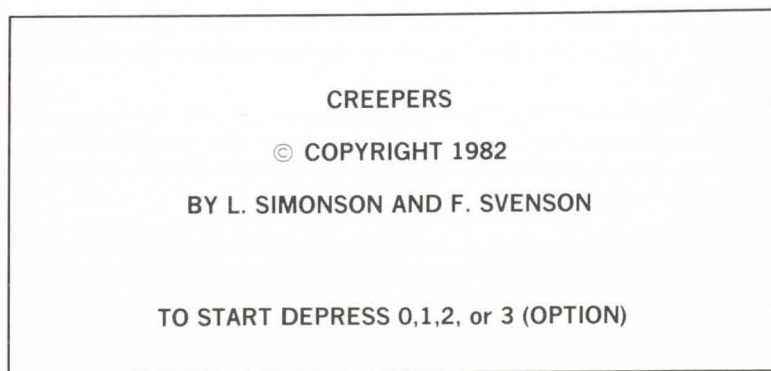
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CREEPERS

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TO START DEPRESS 0,1,2, or 3 (OPTION)
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FIGURE 1 INITIALIZATION SCREEN DISPLAY

4.0 PLAYFIELD

The Temple of Kavinu is a mazelike structure constructed by the evil sorcerer Kavinu in the years of the reign of King Jaun the Corrupt. This structure is built completely underground with only one known entrance. This entrance is built beneath the shrine to Demi-God Kuzz which is situated in the midst of the Forest of Doom upon the Isle of Gant.

The temple itself is broken into sections which will be referred to as rooms. One of these rooms is the Treasure Room of Kavinu which hides the Golden Chalice of Deblou. Up to five rooms of the temple may be displayed on the display screen at a time, dependent upon the number and positions of the openings between these rooms. Figure 2 shows a typical screen display containing four rooms. The green areas on the screen denote rooms that can be seen by the characters. The characters themselves are always located in the center room of the screen. The black areas on the screen denotes areas that cannot be seen by the characters. Generally speaking, the characters can see into rooms adjacent to, and directly above or below and left or right of the center room. Characters can not see through walls (walls are denoted by the chain of light gray rectangles), or into rooms diagonally adjacent to the center room. Also, the characters can only see a distance of one room away. The display screen is changed as the characters move through the temple, showing the configuration for the new center room. Figure 3 shows a possible new configuration if the characters were to move north (up) from the center room of Figure 2.
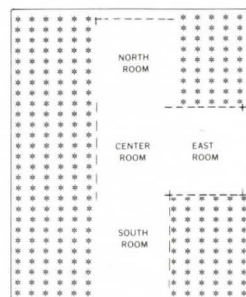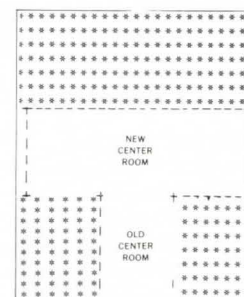

FIGURE 2   FIGURE 3

The basic layout of a single room on the screen is shown in Figure 4. In addition to the characters, one or more objects may be present in the room. A more detailed description of these objects will be supplied in the succeeding sections.
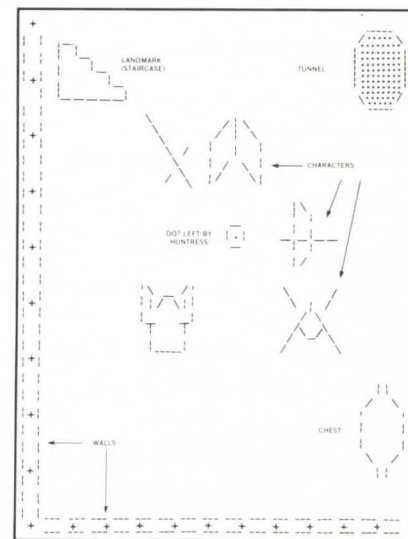

FIGURE 4 ROOM CONFIGURATION

5.0 TREASURE ROOM

The first task that must be accomplished by the game player in order to win at this game is to locate and enter the Treasure Room. When the characters are in this room, it appears as a single room completely enclosed by four walls with a Golden Chalice pictured in the upper righthand corner. One of these four walls is in actuality an illusionary wall, created by the sorcerer Kavinu. A curse has been put on this illusionary wall so that none may pass. Therefore, in order to enter this Treasure Room, the characters must break this curse. This is done if a precious gem of each of the four types is in the possession of the characters when they attempt to pass through the wall (see section 8.5). Only three different gems are required if the Merchant is alive. To enter the Treasure room from an outside room, the player must next determine which wall of the temple is the illusionary wall (it looks like any other wall), and then, using Normal Movement, MOVE THROUGH THAT WALL. This is the only wall of the temple that can be moved through. There is only one entrance to the Treasure Room, therefore, the characters must exit in the same way they entered. It is assumed that when the Treasure Room is entered by the characters, the Golden Chalice is taken into their possession. Therefore, no keyboard entry is required for this action.

6.0 CHARACTERS

6.1 GENERAL

In the quest of the Golden Chalice, the expedition consists of eight characters. On the display screen, these characters are grouped in a square, three characters to a side, around the center of the middle room being displayed. These characters must move as a group when wandering through the temple but they may be repositioned within the room itself (see section 7.0). Most of the players have one or more special abilities which aid the player in his search for the Treasure Room. These abilities will be discussed at a later time.

Associated with each character is an offensive and defensive strength value. The offensive strength value is related to the ability of the character during combat. The higher the value, the better the fighter. The defensive strength value corresponds to the number of wounds a character can absorb before he is killed. Wounds are inflicted on characters as a result of direct combat with a Creeper (see section 11.0), being struck by a Creeper glob (see section 10.0), or being the victim of a deathtrap (see section 8.5). As a character receives the wounds, his offensive and defensive strength values are decreased. When a characters defensive strength value is decreased to zero, he is considered dead, his character symbol disappears from the display field and his special abilities are lost to the player. To determine the current offensive and defensive strength values of a character, simply depress the key on the keyboard associated with the character. The values will be displayed at the bottom of the screen.

Figure 5 following shows a basic breakdown of the characters and the remainder of section 6 will discuss these characters in more detail.

CHARACTER	OFF	DEF	KEY	CHARACTER SYMBOL
PRINCE	6	6	P	Crown
KNIGHT	8	7	K	Sword
SQUIRE	5	5	Q	Shield
SCHOLAR	3	4	S	Open Book
HUNTRESS	3	4	H	Bow and Arrow
THIEF	4	5	T	Crossed Money Bag
WIZARD	3	4	W	Lightning Bolt
MERCHANT	2	3	M	Ring

FIGURE 5 CHARACTERS ATTRIBUTES

6.2 PRINCE

6.2.1 DESCRIPTION

Prince Jaun VII, son of assasinated King Jaun the Courageous and rightful heir to the throne of the Kingdom of the Golden Chalice, is the leader of the quest. He is a young man in his late twenties, slender in build, quiet of voice but surrounded by an aura of authority. He is depicted by a crown on the display screen and by the P key on the keyboard.

6.2.2 SPECIAL ABILITIES

- Can use the Silver Sword if the Knight is dead.
- Increases the combat strength of any character involved in combat.
- Allow fatigue level to fall to zero.

6.2.3 COMBAT STRENGTHS

- Offensive = 6
- Defensive = 6

6.3 KNIGHT

6.3.1 DESCRIPTION

Sir Denish of Densmann, a giant of a man, well over seven feet tall and weighing as much as three ordinary men, is a good friend and loyal follower of Prince Jaun VII. He is depicted by a sword on the display screen and by the K key on the keyboard.

6.3.2 SPECIAL ABILITIES

- Primary user of the Silver Sword
- Bearer of the Leather Shield
- Strongest character during combat

6.3.3 COMBAT STRENGTHS

- Offensive = 8
- Defensive = 7

6.4 SQUIRE

6.4.1 DESCRIPTION

Cott, Son of Behn and squire to Sir Denish, is a boy in his middle teens, but very proficient in his use of the martial arts taught to him by his lord and master Sir Denish. He is depicted by a shield on the display screen and by the Q key on the keyboard.

6.4.2 SPECIAL ABILITIES

- Can use the Silver Sword if the Knight and Prince are dead.

6.4.3 COMBAT STRENGTHS

- Offensive = 5
- Defensive = 5

6.5 SCHOLAR

6.5.1 DESCRIPTION

Tomas Dell, longtime advisor to Ex-King Jaun the Courageous and personal tutor to Prince Jaun VII, is an old man, well versed in the ancient dialects, yet still very spry of limb. He is depicted by an open book on the display screen and by the S key on the keyboard.

6.5.2 SPECIAL ABILITIES

- Must be alive in order for the inscriptions in the chest to be readable.
- If he is alive, the following artifacts can be used: Golden Gauge, Magic Compass, Healing Stone, and Teleporting Ring

6.5.3 COMBAT STRENGTHS
- Offensive = 3
- Defensive = 4

6.6 HUNTRESS
6.6.1 DESCRIPTION
Gala the Huntress, recluse wanderer of the Forest of Doom, is a beautiful young woman barely out of her teens, yet a veteran of many solitary excursions into the Temple of Kavinu, which led to her being hired by Prince Jaun VII as a guide into the temple. She is depicted by a bow and arrow on the display screen and by the H key on the keyboard.

6.6.2 SPECIAL ABILITIES
- Can shoot arrows from her bow.
- When she is alive, a trail of red dots is left in the middle of each room entered by the characters. These dots disappear if she is killed.

6.6.3 COMBAT STRENGTHS
- Offensive = 3
- Defensive = 4

6.7 THIEF
6.7.1 DESCRIPTION
Dike the Thief, most noted thief and pickpocket of the city of Corpas, was aided in his escape from the Dungeons of Corpas by Prince Jaun VII in return for a promise to accompany the Prince on his expedition to the Temple of Kavinu. He is depicted by a crossed money bag on the display screen and by the T key on the keyboard.

6.7.2 SPECIAL ABILITIES
- Lowers the probability of a deathtrap being activated if he is the one opening the chest.

6.7.3 COMBAT STRENGTHS
- Offensive = 4
- Defensive = 5

6.8 WIZARD
6.8.1 DESCRIPTION
Zan Vel Zigg, student of the black magic of Kavinu, yet pure of heart and soul, was recruited into the expedition by his old friend Tomas Dale, although his curiosity into the works of Kavinu would have been enough in themselves to persuade him to join. He is depicted by a lightning bolt on the display screen and by the W key on the keyboard.

6.8.2 SPECIAL ABILITIES
- Can cast fireballs.
- If he is alive the following artifacts can be used: Golden Gauge, Magic Compass, Healing Stone, and Teleporting Ring.

6.8.3 COMBAT STRENGTHS
- Offensive = 3
- Defensive = 4

6.9 MERCHANT

6.9.1 DESCRIPTION
Master Wilhamm Bogiers, leading merchant of the city of Corpas, is an overweight middle aged man and chief financier of the expedition, cowardly, yet so greedy and suspicious that he would send no man but himself to ensure his share in the various treasures of the temple. He is depicted by a ring on the display screen and the M key on the keyboard.

6.9.2 SPECIAL ABILITIES
- If he is alive, only three of the four types of precious gems are needed to enter the Treasure Room.

6.9.3 COMBAT STRENGTHS
- Offensive = 2
- Defensive = 3

7.0 MOVEMENT AND FATIGUE

7.1 GENERAL
To locate the Treasure Room and complete their quest, the characters must be able to move from room to room in the temple. This is accomplished by keyboard action. There are four basic types of movement in this game. These are: Normal Movement, Tunnel Movement, Movement Within a Room, and Teleportation (see section 8.2.8 for Teleportation).

7.2 NORMAL MOVEMENT

7.2.1 DESCRIPTION
Normal Movement is defined as movement either horizontally or vertically to another room adjacent to the room currently occupied by the characters.

7.2.2 IMPLEMENTATION
To use Normal Movement, simply depress the CURSOR CONTROL key corresponding to the direction in which the characters are to be moved.

7.2.3 RESTRICTIONS
- The direction of Normal Movement cannot be changed once it has been initiated.
- The Fatigue Level must be lower than five to use Normal Movement.
- Movement is not allowed into a room occupied by a Creeper.
- Movement into or through a wall is prohibited except in the case of the Treasure Room where a wall MUST be moved through in order to enter.

7.2.4 VELOCITY

The rate of Normal Movement can be controlled by the player. There are two different velocities that can be initiated, a walk and a run. Running affects the Fatigue Level, walking does not. To change the velocity to walk, depress the V. key on the keyboard. To change the velocity to run, simultaneously depress either the SHIFT or CTRL key and the V key of the keyboard. Velocity can be changed at any time and is initialized at a walk pace.

7.3 TUNNEL MOVEMENT

7.3.1 DESCRIPTION

Tunnel Movement is defined as movement between non-adjacent rooms via the tunnel system that lies beneath the temple. Access to these tunnels are through holes contained in certain rooms of the temple. These tunnels appear as a black circle displayed in the upper right corner of the room. No keyboard entry of any kind will be allowed during Tunnel Movement.

7.3.2 IMPLEMENTATION

To use Tunnel Movement, depress the ?/ key of the keyboard. This will cause the characters to be moved randomly to another room containing a tunnel entrance.

7.3.3 RESTRICTIONS

- Tunnel Movement cannot be used during combat.
- Tunnel Movement cannot be used during Normal Movement.
- Tunnel Movement cannot be used while a chest is being opened or closed.
- The Fatigue Level must be less than five to use Tunnel Movement.

7.4 MOVEMENT WITHIN A ROOM

7.4.1 DESCRIPTION

Movement Within a Room is defined as repositioning a character to a different character position within the room. This situation may arise if a specific character is needed to open a chest or enter combat, etc. Any character may be moved to and occupy any of the eight character positions in a room.

7.4.2 IMPLEMENTATION

To reposition a character within a room, simultaneously depress the SHIFT key and the key corresponding to the character on the keyboard. The positions of that character and the character immediately clockwise to that character will be exchanged.

7.4.3 RESTRICTIONS

- Characters cannot be repositioned while a chest is being opened or closed.
- Characters cannot be repositioned during combat.
- Characters cannot be repositioned during other types of movement.

7.5 FATIGUE

7.5.1 DESCRIPTION

Fatigue is defined as the exhaustion of the characters as the result of certain activities. In this game, fatigue is a gourp concept, i.e. all characters have the same Fatigue Level. The maximum Fatigue Level allowed is five. When this level is reached, certain player entries are prohibited. The Fatigue Level can be lowered by remaining in the same room for a given period of time (roughly twenty five seconds per Fatigue Level), although if you remain in a room too long, a deathtrap may be activated. The Fatigue Level never falls below one if the Prince is dead. A Fatigue Level of four or below cannot be lowered if a Creeper is in an adjacent room. To determine the current Fatigue Level of the characters depress the I key of the keyboard. The Fatigue Level will be displayed at the bottom of the screen.

7.5.2 EVENTS AFFECTING FATIGUE

- Normal Movement at a velocity of run increases the Fatigue Level by one for each room entered.
- Normal Movement towards a wall increases the Fatigue Level by one each time it is attempted.
- Tunnel Movement immediately sets the Fatigue Level to five.

7.5.3 EFFECTS OF FATIGUE

- Normal Movement and Tunnel Movement are prohibited if the Fatigue Level is five.
- Combat is prohibited if the Fatigue Level is five.
- The Fatigue Level lowers a characters strength during combat.

8.0 CHESTS

8.1 GENERAL

8.1.1 DESCRIPTION

Certain rooms in the caverns contain chests. These chests are depicted by a box and are located in the lower right hand corner of the room and are a light gray in color. Some of these chests contain objects that may aid the characters in their quest for the Treasure Room. Some of these chests contain devices that may be harmful to the characters. Some of these chests contain nothing. To determine the contents of a chest, the chest must be opened.

8.1.2 IMPLEMENTATION

To open a chest, depress the C key of the keyboard. The contents of the chest will be displayed at the bottom of the screen. As a visual aid, a dot will appear in the center of a opened chest that contains a useful object. To close the chest, simultaneously depress the SHIFT and C keys of the keyboard. A chest need not be closed. To remove the contents of a chest, simultaneously depress the CTRL and C keys of the keyboard. Arrows, fireballs, gems, and certain artifacts may be removed from a chest, the dot disappears from the middle of that chest.

8.1.3 RESTRICTIONS

- A chest cannot be opened, closed, or the contents removed during movement.
- A character must occupy the character position closest to the chest to open, close, or remove the contents of the chest.
- A chest cannot be opened while it is closing, or closed while it is opening.
- The contents of the chest cannot be removed or used during combat.

8.2 ARTIFACTS

8.2.1 GENERAL

Eight chests in the temple contain artifacts. Each of these is one of a kind and is used by the characters in their quest for the Treasure Room. Some of the artifacts are implemented automatically by the program when an appropriate situation occurs. Some must be manually implemented by the player. Some of the artifacts can be transported by the characters and used at a later time. Some cannot be transported and must be used in the room in which they are found. Some can be used repeatedly. Some can only be used once. Generally speaking, an artifact is either used or removed from a chest by simultaneously depressing the CTRL and C keys of the keyboard. By depressing the I key of the keyboard, the artifacts currently in the possession of the characters can be determined.

8.2.2 SILVER SWORD

8.2.2.1 DESCRIPTION

This artifact is a long sword made of silver constructed in the age of King Jaun IV by the legendary metalsmith Wilt of Dako, and rumored to be blessed by the Goddess of Deblou herself. It is able to pierce the ironhard carapace of the Creeper.

8.2.2.2 FUNCTION

This artifact doubles the offensive strength of the bearer during direct combat with a Creeper.

8.2.2.3 IMPLEMENTATION

Automatically used by the character bearing the weapon when that character enters combat.

8.2.2.4 RESTRICTIONS

- If the Knight is alive the artifact is borne by the Knight.
- If the Knight is dead, the artifact is borne by the Prince.
- If the Knight and the Prince are dead, the artifact is borne by the Squire.
- Only the Knight, Prince or Squire can use the Silver Sword.

8.2.3 LEATHER SHIELD

8.2.3.1 DESCRIPTION

This artifact is a large square shield five feet on a side, constructed from the softer underbelly of a Creeper and is able to deflect the corrosive glob spat by the Creepers.

8.2.3.2 FUNCTION

Lowers the probability of a character suffering a wound when hit by a glob spat from a Creeper.

8.2.3.3 IMPLEMENTATION

Automatically used by the characters when confronted with a Creepers attack.

8.2.3.4 RESTRICTIONS

- Only the Knight can hold the shield.
- The Knight must be in the row of characters closest to the Creeper.
- If the Knight is dead, the sheild can be carried but not used by the other characters.

8.2.4 GOLDEN GAUGE

8.2.4.1 DESCRIPTION

This artifact is a large golden cube fashioned by the evil sorcerer Kavinu at the same time the Temple was constructed. The cube increases in brightness the closer it gets to the Treasure Room.

8.2.4.2 FUNCTION

This device gives the distance in rooms between the room currently occupied by the characters and the Treasure Room. (Distance is not measured diagonally, i.e. if the Treasure Room is diagonally adjacent to the characters, the distance would be two rooms.)

8.2.4.3 IMPLEMENTATION

This artifact is used by simultaneously depressing the CTRL and I key of the keyboard. The distance is displayed at the bottom of the screen.

8.2.4.4 RESTRICTIONS

- Can only be used if either the Scholar or Wizard is alive.
- Can not be used during movement.

8.2.5 MAGIC COMPASS

8.2.5.1 DESCRIPTION

This artifact is an ordinary looking compass except for the fact that it always points in the direction of the Treasure Room. It was constructed at the same time as the Golden Gauge.

8.2.5.2 FUNCTION

This device gives the direction of the Treasure Room from the room currently occupied by the characters. (Direction is given as follows:N-North, S-South, E-East, W-West, or a combination of these, i.e. NW-Northwest).

8.2.5.3 IMPLEMENTATION

This artifact is used by simultaneously depressing the CTRL and I keys of the keyboard. (Direction is displayed at bottom of screen.)

8.2.5.4 RESTRICTION

- Can only be used if either the Scholar or Wizard is alive.
- Cannot be used during movement.

8.2.6 IVORY KEY

8.2.6.1 DESCRIPTION

This artifact is a large slender white key carved from the pincers of a Creeper by some unknown artisan. It has the amazing effect of prohibiting some deathtraps from being activated.

8.2.6.2 FUNCTION

This device decreases the probability of a deathtrap being activated when a chest is opened.

8.2.6.3 INPLEMENTATION

Automatically implemented when a chest is opened.

8.2.6.4 RESTRICTIONS

- None

8.2.7 HEALING STONE

8.2.7.1 DESCRIPTION

This artifact is a large black stone weighing several tons which supposedly fell from the sky and was carried to the temple by the slaves of the evil sorcerer Kavinu. A single touch of the stone by an individual followed by the correct incantation, returns that individual to perfect health.

8.2.7.2 FUNCTION

This artifact heals living characters of all wounds and returns these characters to their initial strength levels.

8.2.7.3 IMPLEMENTATION

This device is implemented by simultaneously depressing the CTRL and C keys of the keyboard.

8.2.7.4 RESTRICTIONS

- The character must be in the room containing the Healing Stone and the corresponding chest must be open.
- Cannot be used during movement.
- A character must be in character position closest to the chest.
- Can only be used if either the Scholar or Wizard is alive.
- Cannot be used during combat.
- Cannot be transported by the characters.

8.2.8 TELEPORTING RING

8.2.8.1 DESCRIPTION

This artifact is a thin metal hoop attached to the chest itself. When the chest is opened, the hoop springs from the chest and stands upright on the floor. Stepping through the hoop, teleports a character to a room close to the Treasure Room.

8.2.8.2 FUNCTION

This device, when activated, teleports all characters to a room adjacent to the Treasure Room. This room may be directly or diagonally adjacent to the Treasure Room.

8.2.8.3 IMPLEMENTATION

This device is used by simultaneously depressing the CTRL and C keys of the keyboard.

8.2.8.4 RESTRICTIONS

- The characters must be in the room containing the Teleporting Ring and the corresponding chest must be open.
- Cannot be used during movement.
- A character must be in the character position closest to the chest.
- Can only be used if either the Scholar or Wizard is alive.
- Cannot be used during combat.
- Cannot be teleported by the characters

8.2.9 RESURRECTION ROD

8.2.9.1 DESCRIPTION

This artifact is a transparent glass rod approximately two feet long and three inches in diameter, with what appears to be an endless swirling of white snow in its interior. When invoked, this rod dissolves and in its place arises the living body and soul of a recently departed victim of the Temple of Kavinu.

8.2.9.2 FUNCTION

This device brings back to life a previously killed character. The character resurected is randomly selected by the program.

8.2.9.3 IMPLEMENTATION

This device is used by simultaneously depressing the CTRL and C keys of the keyboard.

8.2.9.4 RESTRICTIONS

- The characters must be in the room containing the Resurrection Rod and the corresponding chest must be open.
- Cannot be used during movement.
- A character must be in the character postion closest to the chest.
- The Resurrection Rod can only be used once during a game. If it is invoked and no character is dead, the function of the Resurrection Rod is not lost to the player.
- Cannot be used during combat.
- Cannot be transported by the characters.

8.3 ARROWS AND FIREBALLS
8.3.1 DESCRIPTION

Located throughout the temple are chests containing supplies of arrows and fireballs. Unlike artifacts, more than one chest can contain these items. In addition, once the arrows or fireballs have been removed from a chest, the chest may regenerate more arrows or fireballs at a later time. The location of these chests should be noted so that the supply of arrows and fireballs can be restocked throughout the game. Arrows and fireballs are removed from the chests in the same manner as artifacts, by simultaneously depressing the CTRL and C keys on the keyboard.

8.3.2 FUNCTION

Arrows and fireballs are used to inflict wounds on the Creepers when cast by the characters.

8.3.3 IMPLEMENTATION

To shoot an arrow, simultaneously depress the SHIFT key and one of the CURSOR CONTROL keys located on the right side of the keyboard. This will cause the arrow to be shot from the Huntress in a straight line in the direction indicated by the CURSOR CONTROL key.

To hurl a fireball, simultaneously depress the CTRL key and one of the CURSOR CONTROL keys located on the right side of the keyboard. This will cause the fireball to be hurled from the Wizard in a straight line in the direction indicated by the CURSOR CONTROL key.

8.3.4 RESTRICTIONS

- The Huntress must be alive to shoot an arrow.
- The Wizard must be alive to hurl a fireball.
- Arrows and fireballs cannot be cast during movement.
- Only one arrow or fireball may be in the air at a time.

8.4 INSCRIPTIONS

Various chests in the temple contain inscriptions describing certain aspects of the Treasure Room. In particular, they will tell the distance to the Treasure Room (in the same manner as the Golden Gauge), the direction to the Treasure Room (in the same manner as the Magic Compass), or the direction in which to enter the Treasure Room (i.e. which wall is the illusionary wall). In order to read the inscriptions, the scholar must be alive. If he is not alive, the inscription will appear as an illegible message.

8.5 PRECIOUS GEMS

As previously mentioned, in order to pass through the illusionary wall and enter the Treasure Room, the characters must have in their pssession one each of the four types of precious gems. These gems are located in chests throughout the temple and are of the following types: Diamonds, Emeralds, Rubies, and Sapphires. These items are removed from the chests in the same fashion as the other objects. The gems currently in the possession of the characters can be determined by simultaneously depressing the SHIFT and I keys of the keyboard. These gems will be displayed at the bottom of the screen. Also displayed will be the chalice, if it is in the possession of the characters.

It was indicated above that a gem of each type is required to enter the Treasure Room. This is not true if the Merchant is alive. In this case, only three of the four types of gems are needed. This is due to the fact that while wandering thru the corridors of the temple, the Merchant discovered a gem of the fourth type laying in the corner of the room. He hid this gem in his person, and neglected to mention it to the other characters in the band.

8.6 DEATHTRAPS

8.6.1 DESCRIPTION

As a chest is opened, a deathtrap may be activated. This deathtrap may be associated with either a chest containing an object or an empty chest. The probability of a deathtrap being activated is lessened if either the Thief opens the chest or the Ivory Key is in the possession of the characters. The deathtrap may be an exploding chest, a hidden trapdoor, or a springloaded arrow.

8.6.2 EXPLODING CHEST

This deathtrap destroys the chest and any contents of the chest while inflicting one or more wounds on the character opening the chest.

8.6.3 TRAPDOOR

This deathtrap consists of a trapdoor being opened under any one of the character positions, either occupied or unoccupied, and dropping any character present into the tunnel system beneath the temple. The fall may or may not kill the character. While using tunnel movement at a later time in the game, an unkilled character may be found and can rejoin the expedition. (This is determined automatically by the program and the player will be notified of a found character at the bottom of the screen). All lost players are treated as dead players by the program until they are found. A trapdoor may also be activated if the characters remain in the same room for too long a period of time.

8.6.4 SPRINGLOADED ARROW

This deathtrap results in a springloaded arrow being released from one of the walls of the temple. If a character is struck by the arrow, he suffers one or more wounds.

9.0 LANDMARKS

Certain rooms in the temple contain landmarks. These landmarks are positioned in the upper left corner of the room and serve no purpose other to be used as a reference point to tell the player where he has been. One special case is the Stairway, which indicates the starting point of where the quest began, and the room in which the characters must return in order to win the game.

10.0 CREEPERS

The Temple of Kavinu is infested with deadly obnoxious creatures known as Creepers. These Creepers are well over ten feet long and three feet in diameter and are covered with an iron hard horny exoskeleton. They are totally blind, depending upon their excellent sense of smell to detect intruders into their kingdom. They are propelled through the temple by a multitude of short spiny legs and are armed with a razor sharp pair of pincers mounted on their otherwise featureless skull. Their main method of combat is to spit a corrosive black glob of bile at their unsuspecting prey, although when directly confronted, they use their deadly pincers with astonishing success.

The current combat strength of a Creeper can be determined by its luminance (i.e. the brighter the Creepers, the stronger the Creepers). When a Creeper is killed (i.e. its strength value equals zero) it disappears from the screen. All functions of the Creepers are controlled by the program.

11.0 COMBAT

11.1 DESCRIPTION

Combat is defined as hand-to-pincer fighting between a character and a Creeper. The results of this combat is calculated using: the offensive and defensive strengths of the character involved; any artifacts in the possession of the character; the current Fatigue Level; the presence of the Prince; the Creepers strength; and a certain random factor. The effects of the combat on the Creepers are shown by a decrease in its luminance. The effects of the combat on the character can be obtained by depressing the key corresponding to the character and noting a change in the offensive and defensive strength values before and after the combat.

11.2 IMPLEMENTATION

To initiate combat, simultaneously depress the CTRL key and the key corresponding to the character on the keyboard. The character will step out to confront the Creeper.

11.3 RESTRICTIONS

- Only one character can enter combat at a time.
- The fatigue level must be lower than five to enter combat.
- A Creeper must be in a room adjacent to the room occupied by the characters and the Creeper must be motionless.
- The character entering combat must be in a character position in the row closest to the Creeper.

12.0 KEYBOARD COMMANDS

The various keyboard commands that can be used by a game player have been discussed in the preceding sections. Figure 6 contains an abbreviated descriptions of these commands. For these commands, a single keystroke is all that is required. This is done either directly or while the CTRL or SHIFT key is held down. The depressing of the RETURN key is not required after the keystroke. If an illegal key is struck, or a legal key at an illegal time, the player will be alerted with a buzzer.

KEY	NORMAL	SHIFT	CONTROL
↑ ↓ ← ↗	Normal movement in direction of arrow.	Shoot arrow in direction of arrow.	Cast fireball in direction of arrow.
P K Q S / H T W M	Strength values of corresponding character.	Reposition corresponding character one position clockwise	Enter combat with corresponding character.
V	Change velocity to walk.	Change velocity to run.	Change velocity to run.
I	General Information.	Precious gems in possession.	Compass and/or Gauge Implementation.
C	Open Chest	Close Chest	Use or remove object in chest.
? /	Enter tunnel.	Enter tunnel.	Enter tunnel.
ESC	Freeze current game.	Freeze current game.	Freeze current game.
SYSTEM RESET	Start new game.	——————	——————
) ! " # / 0 1 2 3	Temple size on start. (0 - no Creepers)	(All other entries at initialization treated as an entry of one.)	

FIGURE 6 KEYBOARD COMMANDS

13.0 VICTORY CONDITIONS

The victory conditions for this game are quite simple. There is one way to win and one way to lose. A player wins if he finds and enters the Treasure Room, and returns to the room in which he started (as signified by a staircase in the upper left corner of the room), with at least one character alive. A player loses is all the characters are killed or are lost in the tunnels before this occurs. If a player wishes to play a new game, or restart an uncompleted game, simply depress the SYSTEM RESET key of the keyboard and the program will return to the initial page.

14.0 HISTORY OF THE QUEST FOR THE GOLDEN CHALICE

The quest for the Golden Chalice deals with attempt of the outlawed Prince Jaun VII of the Kingdom of Corpas, and his loyal band of followers, in their attempt to recover the Golden Chalice, the sacred symbol and supreme treasure of their homeland.

As the legends go, the Golden Chalice first made its appearance in the Kingdom eons ago, when a young herdsman, by the name of Jak, offered a drink from his goatskin waterbag to Deblou, the Goddess of Compassion, who was at time disguised as a decrepit beggar woman. Deblou, in appreciation for his kindness, transformed the waterbag into the Golden Chalice and rewarded Jak with his eventual rise to the throne of the Kingdom of Corpas, known from that time forward as the Kingdom of the Golden Chalice.

Ages passed and the decendents of Jak ruled the kingdom in peace and harmony. Then one day, the twin sons, Jaun and Jem were born to the then current king of Corpas, King Speer. Upon the death of King Speer, his elder son, Jaun I, better known as King Jaun the Corrupt, took to the throne of the Kingdom of the Golden Chalice and began its reign of terror and oppression.

There came into the land from the East, a socerer named Kavinu, master of the Black Arts of Kuzz. Kavinu worked his way into the council of advisors to King Jaun I and soon became his chief advisor and most trusted servant. Kavinu, after a few years in the kingdom, was able to manuever the Golden Chalice, sacred symbol of the kingdom, from the inherited protectorship of King Jaun I and use it as a lever for himself to gain supreme control over the kingdom with King Jaun I as his puppet. Kavinu built himself a temple in the Forests of Doom upon the Isle of Gant and there hid the Golden Chalice, lest the agents of King Jaun I rest the Golden Chalice back from his grasp.

When the people of the kingdom learned of the loss of their royal treasure, they revolted not once, but twice, against the corrupt king and his evil cohort, Kavinu. Both revolutions were quickly and bloodily suppressed with the second revolution leading to the death of King Jaun I and the disappearance of Kavinu. King Jaun II, son of King Jaun I ascended the throne and ruled the kingdom with an ironhand and unforgiving heart.

Generations passed, and many expeditions were led to the Island of Gant to recover the treasured chalice, but few returned. These few spoke only of the multitude of men lost in battle to savage islanders, the endless wanderings in the temple, and the loss of their companions to deadly insect-like monsters and hidden deathtraps.

Finally, King Jaun VI, Father of Prince Jaun VII, arose to the throne of the Kingdom of the Golden Chalice and proclaimed the end of the expeditions to recover the Chalice, basing his decision on the great loss of money and men in the previous expeditions. Duke Eft the Red, descendent of Jem, the twin brother of Jaun I, also a cousin to Prince Jaun VII, arranged the assassination of King Jaun VI and proclaimed the throne his, on the justification of the failure of the current bloodline of kings to recover the royal chalice and the desertion of any further attempts at recovery. The people reluctantly accepted his claim.

Prince Jaun VII, who was at this time, involved in the Wars of the Western Mountains, reurned to his land and found his rightful seat usurped by his cousin, Duke Eft. Barely escaping with his life, Prince Jaun VII fled to the harbors of Corpas and there devised his plan to recover the Golden Chalice. He realized that this was his only hope the regain the support of the people, and therefore regain his rightful heritage, the throne of the Kingdom of the Golden Chalice.

The Prince, accompanied by his old friend, Sir Dennish of Densman and the knight's squire, Cott, arranged for the breakout from the dungeons of Corpas, the Legendary thief and pickpocket, Dike who in return for this act pleged to aid Jaun in his quest for the chalice. This foursome, was joined by the Wizard Zan Vel Zigg, the scholar and former tutor of Jaun, Thomas Dell, and the leading merchant of Corpas, Master Wilhamm Bogiers, the chief financier of the expedition, himself destined to lose big if Duke Eft remained in power, sailed for the island of Gant.

On the island, the group learned of the Huntress Gala, a veteran of many solitary expeditions inside the walls of the Temple of Kavinu. The adventurers enlisted the aid of this young women, and with her skills, sneaked past the savage tribes of the islands, and entered the single door, beneath the shrine to the God Kuzz, into the Temple of Kavinu.

Find the Golden Chalice — the longtime symbol of
the Kingdom of Corpas — and you have found fame and
fortune. Make a wrong move and it could mean the......

CREEPERS
from
Silicon Valley Systems

by
L. Simonson and F. Svenson

It's more than a game — it's an experience in survival!

You are on the Island of Gant — deep in the Forest of
Doom. Before you lies the fog-shrouded Temple of Kavinu.

Somewhere, beyond the threshold, deep in the bowels of
the temple is the Golden Chalice of Deblou.

Between you and the Chalice are many dangers — death-
trapped rooms, the Curse of Kavinu, fatigue factor, spring
loaded arrows, and of course, the CREEPERS!

You are not alone on your quest for the Chalice; Prince
Jaun VII, courageous leader and rightful heir to the
Kingdom of Corpas, together with seven other diverse
characters are there to help. They are:

- Sir Denish — user of the Silver Sword
- Squire Cott — proficient in the martial arts
- Scholar Dell — as long as he lives you can
  use the Teleporting Ring.
- Gala the Huntress — the beautiful woman archer
- Dike the Thief — Great escape artist
- Wizard Zigg — casting fireballs is his speciality!

A masterful game that pits your wits against the evils of the
Temple. Tread carefully and put your allies to good use and
there's a chance you'll escape with the priceless Golden
Chalice. Make a mistake and it could be jeepers—
CREEPERS!!!!

You need...
Atari 800 Computer
(or Atari 400 with at least 24K)
An 810 Disk Drive
Joystick

No ATARI BASIC Language Cartridge nor ATARI Assembler Cartridge is needed or should be used to play this game.

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