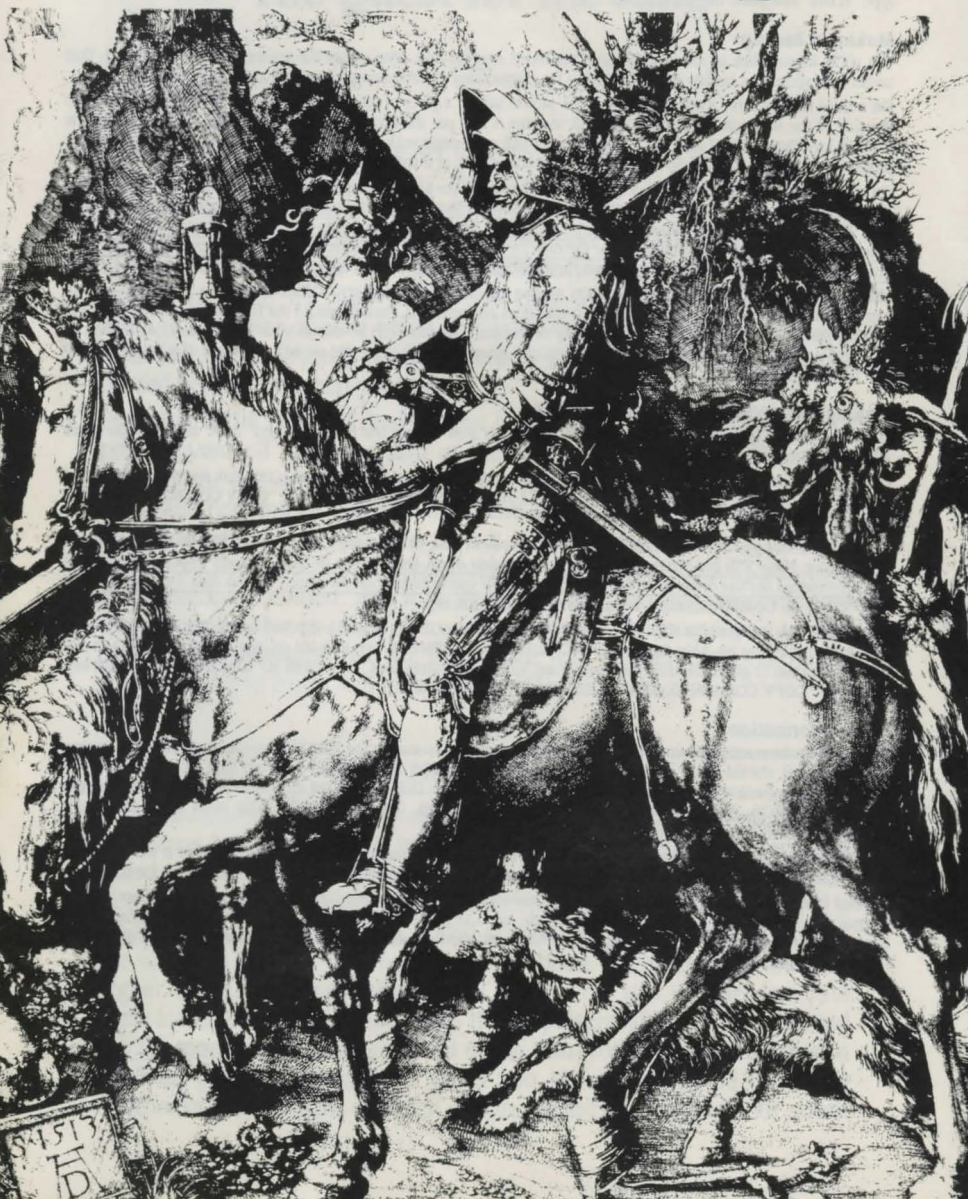


Icon

Quest for the Ring



GETTING STARTED

To Load

1. Place the DOS system disk in drive A and turn your computer on. Type in the date and time if asked. Then . . .
2. When your computer is up and running DOS, put the ICON disk into drive A and type "A:". Then press the **ENTER** key. If you are using an IBM PCjr or a Tandy 1000 type "ICONJR" and press the **ENTER** key, otherwise, type "ICON" and press the **ENTER** key.

Making a backup

The ICON master disk is your source disk. You need a target disk onto which the source files will be copied. This target disk should be freshly **FORMATTED** - for instructions on formatting please see your DOS manual.

On a dual floppy drive system: Place a write-protect tab (or a piece of opaque tape) over the write-protect notch on the side of the ICON disk. Put the ICON disk in drive A and put the target disk in drive B. Type "A:" and press the **ENTER** key. Type "**COPY A:.* B:**". The computer will proceed to make a backup copy of ICON. Remove the write-protect tab from the ICON disk. Be sure to put a backup disk in a safe place.

On a single floppy drive system: Place a write-protect tab (or a piece of opaque tape) over the write-protect notch on the side of the ICON disk. Put the ICON disk in drive A. Type "A:" and press the **ENTER** key. Then type "**COPY A:.* B:**" and press the **ENTER** key. Note: You are setting up drive B as a pseudo drive. Swap disks as DOS requests. Insert the source disk when prompted for the disk for drive A. Insert the target disk when prompted for the disk for drive B. Remove the write-protect tab from the ICON disk. Be sure to put a backup disk in a safe place.

Using the backup disk: To restore an ICON master disk with file errors, try **COPYING** the files from your backup copy of the game to the ICON master disk. If that does not restore it, then delete all the files on the master disk and try **COPYING** the files from your backup copy of the game. If that fails to restore your ICON master disk, then (if you sent us the mail-back registration card) you can return the disk to us and we will replace it. If it is after the 90 day limit, enclose \$5.00.

Making The ICON Disk Into A Boot Disk

You may want to transfer the DOS system to your ICON disk so that the ICON disk will 'boot' and start the game when you turn on your computer.

On a dual floppy drive system: Put your DOS system disk in drive A and put the ICON disk in drive B. Type "A:" and press the **ENTER** key. Then type "**SYS B:**" and press the **ENTER** key. Then type "**COPY COMMAND.COM B:**" and press the **ENTER** key.

On a single floppy drive system: Put your DOS system disk in the floppy drive. Type "**SYS B:**" and press the **ENTER** key. Note: You are setting up drive B as a pseudo drive. Swap disks as DOS requests. Insert the DOS disk when prompted for the disk for drive A. Insert the ICON game disk when prompted for the disk for drive B. Then type "**COPY A: COMMAND.COM B:**" and press the **ENTER** key.

On a hard disk system: Put the ICON game disk in the floppy drive (drive A). If your hard disk is drive C and your DOS system files are on drive C, then type "C:" and press the **ENTER** key. Use the change directory command (**CD directoryname**) to get to the directory containing your DOS system files. Type "**SYS A:**" and press the **ENTER** key. Then type "**COPY COMMAND.COM A:**" and press the **ENTER** key.

Other information

System Requirements and configuration. ICON is designed to run on the IBM PC or truly compatible computers. Your computer should have at least 128K of RAM memory. You also need to have an IBM PC colour graphics adaptor (or compatible colour/graphics card). ICON runs under DOS 1.1 and all later releases. It runs on the **IBM PC, XT, AT, PCjr**, the **Compaq**, the **Eagle**, the **Tandy 1000**, the **Tandy 1200**, and other truly compatible machines. It even runs on IBM's new enhanced graphics adaptor.

The ICON disk is a keyed master disk. You must leave the ICON master disk in floppy drive A or B while playing ICON. You may run the game from a copy (even on a hard disk) as long as the ICON master disk is in the computer.

Special Considerations. If your PC has 128K of memory and you get a message indicating that there is not enough memory, make sure that no memory resident code, such as a special device driver or SideKick, is installed. If you have a colour card that is set to use a single dot font, you should make sure that it is switched to use the double dot font for best results.

The Quest for the Ring

ICON is an arcade adventure set in a mystical fantasy world of Rhine-maidens, dwarf miners, dragons, dungeons and Norsemen. The ultimate objective is to transcend the succession of dungeon worlds, to escape from the cycle of potentially endless birth and death and to achieve a higher level of honour and spiritual sanctity upon entering the after world. However, the way out is not easy. You must find your way through the maze of each world and discover the way into the next and as in any quest, you will be confronted by a series of tests that must be passed before you reach your goal.

But what is the practical goal of your quest? What deeds do you have to prepare yourself to accomplish at the end of your journey? You must discover the answer to these questions. This is what makes ICON a true quest and not simply a game. Part of the quest that awaits you is to find out what your destiny is. And then it is up to you to find the path to achieve it. The gods (i.e., the programmers) have arranged for you to see an injustice committed, and it is up to you to recognize the crime and then to truly solve it - that is, to achieve justice. Of course, you will be faced with challenges that will block your way and temptations that, if you succumb to them, will take you far from the final goal.

THE NAME "ICON"

Your adventure is set in a series of dungeon worlds, populated by numerous hostile creatures, including dragons. Why, then, is the game called ICON and not something like "Dungeons and Dragons"? Because icons play a very important role. An icon is a symbol, frequently of a religious or magical nature. Located somewhere in the maze of each of the worlds is an icon - a magical symbol that is the gateway to another, higher world. To achieve the goal of your quest you will need to find these icons and achieve the virtues they represent. If you have achieved the appropriate spiritual alignment of the icon, you can use the icon as a mystical portal to escape the world you are in and to be reborn in another world, each one of which is closer to the final goal of your quest.

PLAYING ICON

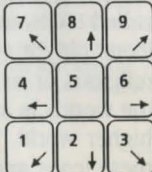
ICON is, above all, an adventure of discovery and exploration. So one way to learn how to play is to start your adventure and explore the world before you. (For the rituals necessary to invoke the power of your disk, see the Player Reference Card). Start up ICON and you will see the introduction screen. This screen shows the name "ICON" and a gold ring. Remember, an icon is a symbol of something. The ring on the screen is symbolic of something very important in the adventures that await you. The music that you hear is also a clue. You will need to wait a bit while the music plays and the computer prepares the first dungeon world for you. After about a minute, you will see part of the story appear. Read carefully for clues and then press the Space Bar. You will see a man appear in a room in a maze of corridors and chambers. This man is your persona. At this point, you may see some creatures on the screen. As soon as you touch any key the adventure will start. If there are creatures on the screen, they may attack you immediately. So you need to know how to move about and defend yourself. To learn about the actions you can take and the commands you can issue, simply press the (F1) key for a HELP menu. Then, press the space bar to return to action.

MOVEMENT If you have a joystick, you may use it to guide your persona through the worlds. Please refer to the special section on joystick use. Otherwise, use the numeric key pad to control your movement.

Simply press the arrow key that corresponds to the direction that you want to go. The arrow keys are located on the right hand side of the keyboard. You can move to the left and right (keys 4 & 6), up and down (keys 8 & 2) and diagonally to the upper left (key 7), to the upper right (key 9), to the lower left (key 1), and to the lower right (key 3).

Note: holding down a key will cause continuous movement. Tapping the key once will cause the figure to take a single step. Rapid taps will result in multiple steps.

COMMANDS

P Pick Up Item	Esc Quit	Movement Keys 
D Drop Item	F1 Help	
W Weapon Select	F2 Sound ON/OFF	
S Status Screen	J Joystick	
Space Bar	ATTACK - To attack with a wand, you must aim the wand after pressing the Space Bar to attack.	Numeric Keypad

PICK UP OBJECTS (P) There are a number of objects you may want to acquire - weapons, armour, treasure, healing runes, magic wands. These objects are scattered around on the floor of the dungeon. To pick up an object, move your persona until he is in contact with the object. Then press (P) and you will see the object disappear from the floor. Some objects will be placed in your backpack, other objects will appear on you. Thus, if you pick up a shield, you will see it appear on your arm. If you are without a weapon, and pick up a sword, the sword will appear in your hand. However, if you are already carrying a weapon, the new weapon will be placed in your pack. You can always check your possessions by pressing (S) to view the status screen.

DROP OBJECTS (D) You may want to drop objects at various times in the course of your adventures. Why? Well, that's something you will have to discover. As a hint, suffice it to say that there is such a thing as too much of a good thing. To drop objects, press (D) and the DROP SCREEN will appear. The screen will show all the objects you are carrying and wearing. Each object will have a letter assigned to it. Press the letter that corresponds to the object and you will be returned to action. You will see that the object you dropped will be lying on the ground next to you.

FIGHT (SPACE BAR) In order to use whatever weapon you have in your hand, press the (SPACE BAR) or press the attack button on the joystick. This will swing any sword you happen to be holding. If you are not using a weapon, you will attack your opponent with your bare hands. If you are holding a magic wand, you will also need to press an arrow key or aim with your joystick to determine the direction in which the wand's force will be cast.

WEAPON SELECT (W) In the course of your adventures you may have acquired a variety of weapons. Your situation may require you to change weapons. To do so, press (W) and the weapon selection menu will appear. Each weapon in your possession will be displayed with a corresponding letter. Press the letter of the weapon you want to have in your hand. If you don't want to carry any weapon, press the space bar.

STATUS (S) You will frequently want to know what your status is. Status is made up of several components: The armour, weapons, and objects you have in possession; your vital strength; and your score. Each of these is displayed on the STATUS SCREEN. Press (S) to see this screen. Press the space bar to go back to the adventure.

QUIT (Esc) Press (Esc) to either quit the game or to stop the game and save your current status and level. You will be asked if you want to save the adventure. If you answer "yes", you need to assign a number to the game.

HELP (F1) Pressing (F1) will display the HELP SCREEN. Press the space bar to return you to the action. Pressing a command key will invoke the command.

SOUND ON/OFF (F2) You can switch the sound on or off by pressing the (F2) key.

IMPORTANT INFORMATION ABOUT YOURSELF AND THE WORLDS YOU ARE EXPLORING

Your Health. You do not have to go to the Status Screen to tell what your relative health is. Notice that your persona has a triangle on the front of his tunic or chain mail. The colour of this symbol indicates your relative health. A steady green colour indicates that you are unwounded; flashing green and yellow, slightly wounded; flashing red and yellow, moderately wounded; flashing red and black, seriously wounded; black, mortally wounded. To determine your precise health, check the Status Screen.

Your Vitality. Your current vitality points are always displayed on the Status Screen underneath the Vitality Scale. This scale shows the relationship between your actual current vitality and your potential "well" vitality. The green portion of the scale shows your current vitality. The entire bar represents what your vitality would be if you were unwounded. If the entire bar is green you are at one hundred per cent of your potential vitality.

You start the game with a maximum of 25 vitality points in the normal playing mode. As you progress in your adventures you can increase your potential vitality. Each time you ascend to a more advanced dungeon world, your starting vitality rating will be higher, as befits the skill you acquired and the strengthening experiences you had in your previous existence. Also, there is an additional way to increase your health. You will notice in the course of your wanderings a number of flashing CROSSES. These crosses are healing runes which can cure you if you are wounded and increase your vitality if you are already well. Pick up one of the crosses and if you check your status; you will see that your actual vitality has increased.

"Time heals all wounds." If you are wounded and there are no healing runes nearby, you may rest and recover. Patience pays off and you may be completely healed.

Hit Points: Most of the creatures you encounter have a specific number of "hit points" assigned to them. These "hit points" correspond to the amount of damage a creature will do to you should you come into contact with the creature. When a creature attacks you, you are wounded and lose a given number of vitality points. The number of vitality points you lose from any given attack is equal to the creature's "hit points". How do you know how strong a creature is? You can only learn this from experience. Observe how much damage (loss of vitality) you suffer from an encounter. As you ascend to more advanced worlds you will discover that antagonistic creatures cause progressively more damage.

YOUR SCORE

Your score is displayed at the bottom of the Status Screen. The specific details of the scoring system is one of the many things you need to discover during the course of your adventure. However, here are some of the general principles that affect your score.

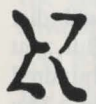
CONQUESTS: The creatures you encounter have a specific number of "score points" assigned to them. These "score points" are distinct from the "hit points" discussed above. You are awarded the creature's score points should you be fortunate enough to overcome the creature. The score points are the same for all creatures of a given species.

DYING: Should your vitality be reduced below zero you will die. However, in ICON, dying is not the end. Death leads to rebirth. But, you will discover, upon being reincarnated, that you have lost a hundred points. Thus, you can acquire a large negative score if you die a few times before you have a chance to accumulate a significant "store" of points.

A VERY IMPORTANT POINT ABOUT POINTS: "Count no man's life happy until he is dead." - Herodotus. The consequence of dying is one of the most distinctive features of ICON. In the ICON universe death is not the end, nor does the fact that you die necessarily mean that you have lost. ICON is an heroic adventure, and it's worth remembering that in many heroic legends the hero, in fact, dies. The fact that the protagonist dies doesn't mean that he or she is not a hero or heroine. Indeed, a noble death counts for a lot more than ignoble survival. All men are mortal and death is, in itself, not a shameful thing. But living poorly and stupidly before you die is. Every one of the seven dungeon worlds in

ICON contains various tests or tasks. Though you will always lose some points when you die, if you die after having passed the test, you will be promoted to the next, more advanced world. And, as you will see, you will acquire a considerable number of points for your achievements during your life - a quantity of points that will more than offset the effects of your death.

ANOTHER IMPORTANT POINT: There are two routes from each dungeon world to the next, more advanced dungeon world. As was just explained, you can "rise" through the worlds by living nobly and then dying. You will be rewarded by being reincarnated on a higher level. This is the easiest route. But there is also a second, more difficult, and consequently more rewarding route. There is a mystical icon located somewhere in each of the seven dungeon worlds. As mentioned earlier, the icons are portals to the next world, provided that you have spiritually prepared yourself and are in alignment with the icon. The icon is deadly to you if you touch it before you have completed the test of the particular dungeon world you are in. But if you have prepared yourself, the icon will transport you directly to the next, more advanced dungeon world. When you are aligned with the icon, it will cycle through the colours of the rainbow. Otherwise, it will appear only in red and black. When it is in its rainbow state, the icon not only serves as a gateway but it also rewards you for discovering it. Going through a rainbow icon will give you hundreds of additional points. Thus, if you are willing to go through the extra time and effort of finding the icon, you will be rewarded.



CURIOSITY

DUTY



LOVE

PERSEVERANCE



COURAGE

BALANCE



JUSTICE

TREASURE POINTS: Scattered throughout each dungeon world are a number of gold bars. These gold bars will not immediately increase your point total. Nevertheless, you should not ignore them. As you will discover, having some gold can sometimes save your life. But being too greedy can be deadly. The amount of gold you have in your possession will only affect your points total when you rise to a more advanced dungeon world. For every gold bar you have in your possession you will receive a certain number of points. Thus, you must learn the "true value" of the gold. While under certain circumstances it may be worth the time, effort, and danger that is involved in amassing a large treasure, in other circumstances excessive preoccupation with accumulating a fortune may be a true impediment to achieving the ultimate objective of your quest.

JOURNEYING THROUGH THE WORLDS: The universe of ICON is made up of seven dungeon worlds. In addition, there is the astral plane through which you move whenever you ascend from one of the lower dungeon worlds to the next higher dungeon world. Dying after a life in which you have met the challenges of the current dungeon world will result in your being reincarnated in a more advanced, more difficult dungeon world. You can also advance through the dungeon worlds by directly passing through the icon portals. But not all paths lead upward. Should you simply die in the course of your adventures without having met the particular challenge of the world in which you were incarnated, you will undergo a normal death and simply be placed back into the same dungeon world. But be warned! Heinous crimes and gross stupidities have unfortunate consequences. There are some paths that lead downward . . . i.e., back to the first, beginning dungeon world.

THE GOAL OF YOUR QUEST: Your physical goal is to reach the final, seventh level world. There, you must perform a deed for which your previous adventures will have prepared you. If you accomplish this deed you will have completed your quest and you will be able at last to transcend the dungeon worlds and their endless cycle of deaths and rebirths. In short, winning consists of winning your way out of the circular universe of ICON. No particular amount of points determines whether you "win" because ICON is a quest adventure and not a game of points. It is, in fact, conceivable that you could achieve transcendence with a negative point score. However, for those souls that have been completely tainted by the competitive nature of the lower worlds, final scores are displayed and may be compared with the scores of other questors or with previous scores.

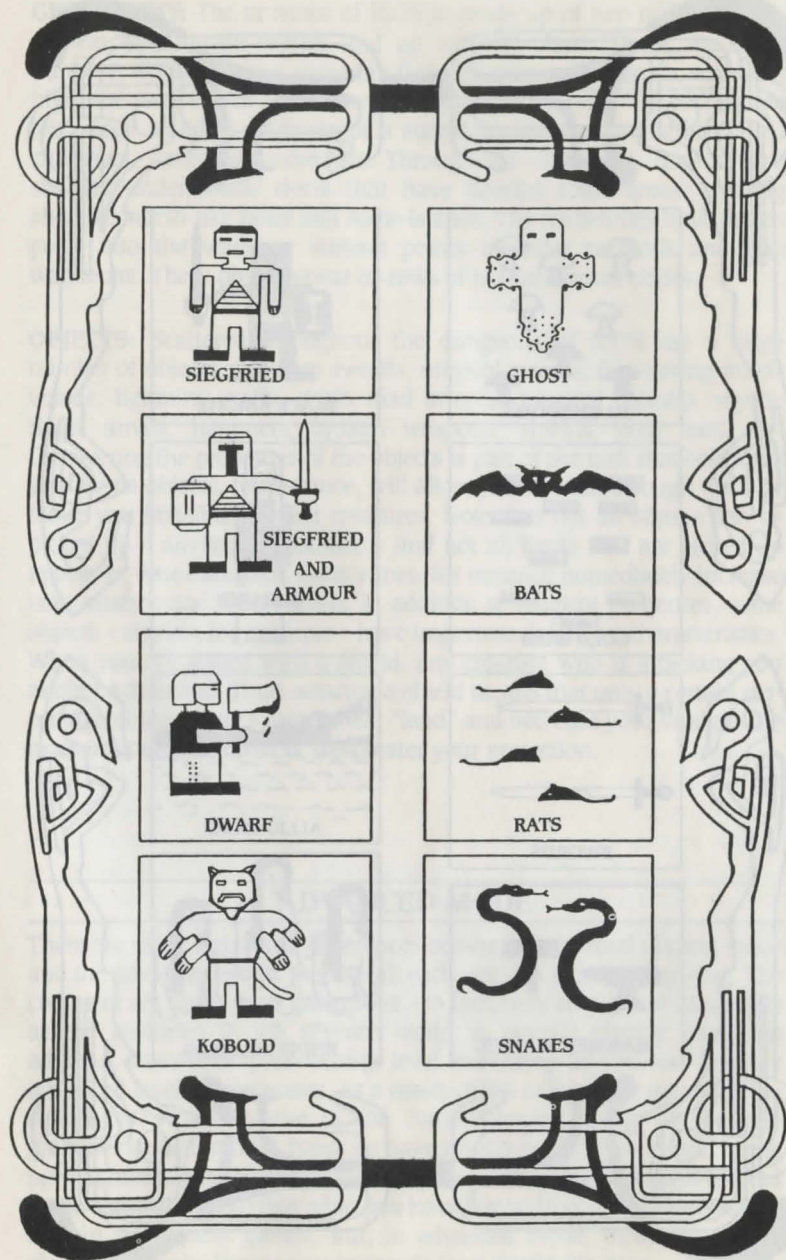
OTHER TOPICS

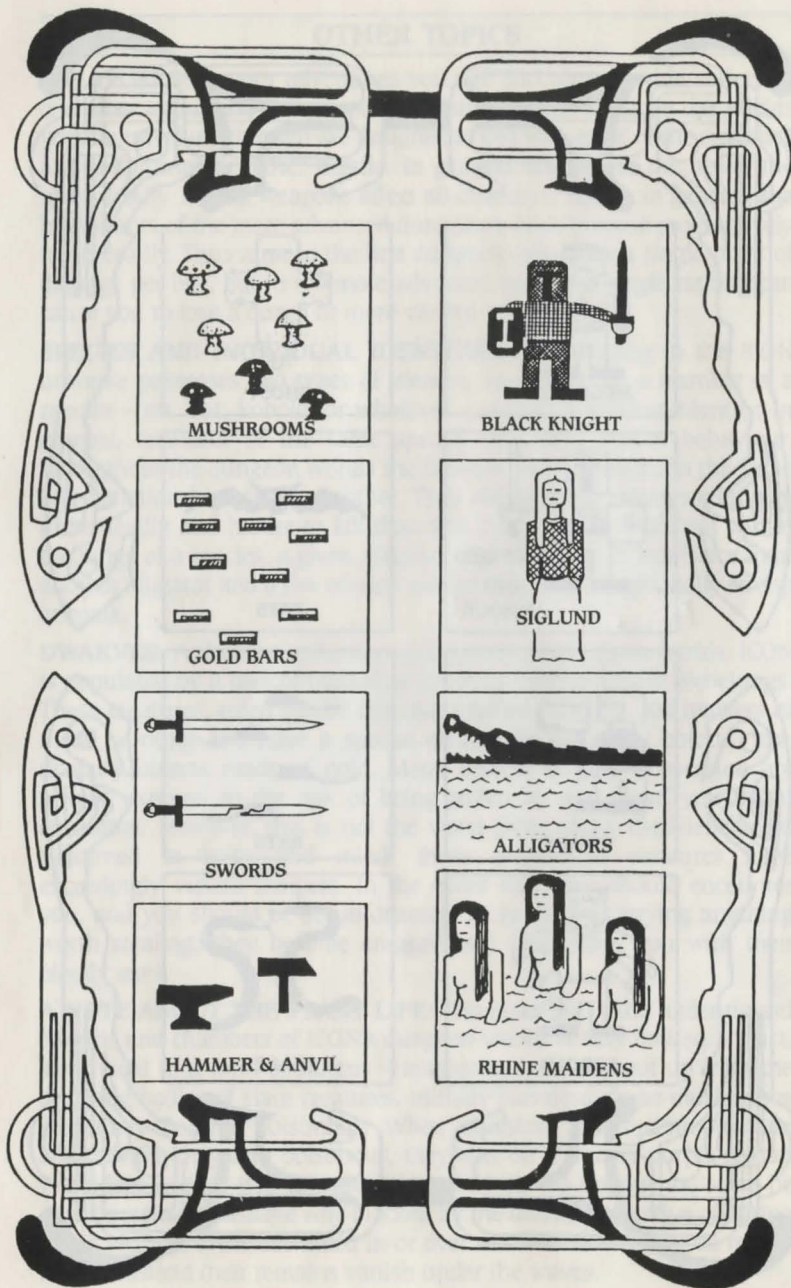
CREATURES: In your adventures you will encounter a wide variety of creatures, monsters, beings, plant life and people. Because the worlds you are travelling through are designed to test you, most of the creatures are, unfortunately rather hostile. In general, the bigger the beast, the more deadly. Not all weapons affect all creatures. Again, in general, the inhabitants of the more advanced dungeon worlds become progressively more deadly. Thus a rat in the first dungeon only does a single point of damage per bite, but in the more advanced worlds, a single rat bite can cause you to lose a dozen or more vitality points.

SPECIES AND INDIVIDUAL IDENTITIES: Every being in the ICON universe possesses two types of identity. Its identity as a member of a species - rat, bat, kobold, or whatever - and its individual identity. In general, creatures of the same species will have similar behaviour. Throughout the dungeon worlds the different species maintain the same basic relationships to one another. Thus alligators are always relatively more deadly and harder to kill than rats on the same level. But within the range of a species, a given alligator might be more or less fierce than another alligator and a few of each species might be exceptionally strong or weak.

DWARVES: As befits a universe made up of subterranean worlds, ICON is populated by a race of troglodyte dwarves, known as the Niebelungs. These creatures, ruled by the criminal minded Albrecht, are masters of metal working and have a special affinity for all metal objects, particularly objects made of gold. Metal objects in your possession are always exposed to the risk of being stolen by any dwarf you might encounter. However, this is not the worst thing about the Niebelungs. Deformed in body and mind, these red-headed creatures have exceedingly violent tempers. In the event that they should encounter you, and you should be so unfortunate as not to be carrying anything worth stealing, they become enraged and dismember you with their bloody axes.

A NOTE ABOUT THE PLANT LIFE: The plant life in the underground caverns and chambers of ICON's dungeon worlds is very limited. In fact, it's limited to a form of fungus - mushrooms, that sprout up from the decaying bodies of slain creatures. Initially harmless, these mushrooms eventually become poisonous. When harmless, the mushrooms are white; when they turn poisonous, they take on a sinister purple colour. The adept warrior will consider where he kills his opponents, since he may later find a passage way blocked by the deadly vegetative offspring of his victims. Creatures killed in or over water do not appear as mushrooms, instead their remains vanish under the waves.





GEOGRAPHY: The universe of ICON is made up of two realms: a succession of dungeon worlds and an ethereal plane. There are seven dungeon worlds. If your persona's figure is assumed to be six scale feet high, the total extent of the seven worlds is more than 600,000 square feet. Each world is made up of a succession of stoney multi-coloured chambers, caves and corridors. Through the chambers, flow several shallow underground rivers that have flooded some areas, creating shallow, marsh-like lakes and some islands. The Niebelungs have driven posts into the water at various points in order to block and trap wanderers. These posts appear as rows of reddish brown circles.

OBJECTS: Scattered throughout the dungeons of ICON are a large number of objects. Ordinary swords, magical swords, fire casting magic wands, lightning staffs, chain mail armour, magical helmets, mystic rings, anvils, hammers, broken weapons, shields, gold bars, etc. Discovering the properties of the objects is part of the task that confronts you. Some objects, for instance, will allow you to walk through walls or make you invisible to most creatures. Note that not all objects can be picked up - anvils, for instance - and not all items that are picked up appear in your backpack. Cross runes, for instance immediately increase your vitality, and then vanish. In addition to magical properties, some objects - shields, for example - have important defensive characteristics. When you are armed with a shield, any creature who is attacking you might be deflected. Thus, wearing a shield means that only a certain percentage of a creature's attacks will "land" and decrease your vitality. The more armour you have on, the greater your protection.

ADVANCED MODE

There are some significant differences between the normal playing mode and the advanced mode. In general, each world is more challenging. The creatures are much more dangerous - in fact, they start off as dangerous as the creatures in the seventh world in normal playing mode. In addition, instead of your vitality level increasing as you rise to more advanced levels, it decreases, as a result of the exhausting nature of the challenges. However, due to the compassionate nature of the programmer gods, the cross runes do have greater healing properties. In the normal mode, crucial objects (armour, weapons, etc.) are always located in the same places, so that what you have learned in previous games can help in subsequent games. But, in advanced mode, most objects are placed randomly, forcing you to search for a particular item.

SPECIAL CONSIDERATIONS WHEN USING A MONOCHROME MONITOR OR B&W TV

ICON has been designed to run on the IBM with the colour/graphics card. The program does not support the IBM monochrome card and monitor. However, ICON does produce acceptable displays on a composite monochrome monitor or B&W TV attached to the colour/graphics card. There are several things you need to keep in mind if you are using a monochrome monitor. For instance, you will not be able to use colour to distinguish between the blue magic wand and the red magic wand. The wand that shoots fireballs (red wand) flashes brightly whereas the lightning bolt wand only flickers slightly. Also, you will not be able to tell what your vitality level is by observing the colours of your persona's chest triangle. In this case, the rate at which the triangle flashes can be used as a clue to your health. The more seriously wounded you are the more rapidly the triangle will flash.

IF YOU HAVE A JOYSTICK

ICON assumes that you only have a keyboard. However, if you have a joystick, you may use it by invoking the "J" command. Since there is a wide variety of joysticks on the market, you must calibrate your joystick before you can use it. Follow the instructions that appear on the screen. After you calibrate the stick you will automatically return to the adventure. Pressing a button or key will restart the action. The two buttons are command keys. The first button is ATTACK and the second one is PICK UP. Pressing the ATTACK button will swing your sword or fist. If you have a magic wand in your hand, pressing and releasing the attack button will put you in fire mode. Then point the joystick in the direction you want to fire. A second press and release of the attack button will fire the wand. Should you wish to move your persona in a direction other than the line of fire, keep holding down the attack button and point the joystick in the direction you want to move. When you release the button your wand will fire in the initial direction of the joystick and your persona will move in the direction you are pointing when you release the attack button.

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