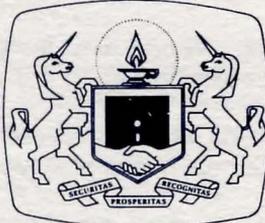


Midnight Malady™

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A Product of



The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II + , or Franklin Ace™ 1000 • 48K RAM
One Disk Drive • DOS 3.3

PACKAGE CONTENTS

Midnight Malady Diskette
Instruction Booklet
Warranty Card

OVERVIEW

As a member of a small medieval village you discover life is not all renaissance and merrymaking. You awake one morning with a terrible pain in your arm and are quite surprised to find a bloody wound; having spent what you thought was just another ordinary night's rest...or was it? You overhear talk in the marketplace about a werewolf sighting and an attempted attack by the sheriff to wound the beast who got away. In disbelief, you realize that you are the werewolf! You must find an antidote to rid your blood of this malice before the full moon rises tonight. Curiosity and creativity will help you search for the cure to the puzzling Midnight Malady.

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not press <CTRL-C> while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.

GETTING STARTED

To get started with Midnight Malady, simply follow these steps (this is called "booting"):

1. Make sure that the power switch on the rear left of the computer is in the off position. Turn on your monitor.
2. Open the disk drive door by pulling out and up on its bottom edge. Slip the program diskette into drive #1 with your right thumb on the diskette's label. (The label will be up and will be the last edge of the diskette to enter the drive.)
3. When the diskette is entirely in the drive, close the drive door.
4. Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will now see the Softsmith™ logo page and Midnight Malady title page appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

ABOUT MIDNIGHT MALADY

You are about to play a computer adventure game. You, the player, must reach your goal and accomplish a task. Imagine yourself traveling through a maze, learning by trial and error the map of interconnecting halls, passages, and rooms. Sometimes you will need to remove an obstruction blocking your path. This can be quite a challenge, since it may require you to have a specific object in your "inventory;" for example a locked door might require a key, and that key might be far away and hidden.

In addition to learning the maze and collecting the needed objects, the player must also build his game vocabulary. The computer will acknowledge only certain words, which can be learned only by playing. Sometimes you can get a hint by asking for help. And of course, there are the hostile entities, monsters and such, which must be defeated by the brave adventure game hero — you.

THE SCENARIO

It is the fourteenth century and you are the resident of a small medieval town. This morning you were awakened by a terrible pain in your arm. Upon examining it, you found a bloody gash. The townspeople saw a werewolf last night, and one person even shot an arrow into the creature. You instantly deduce the malady: as the full moon rises tonight you will again become the beastly werewolf.

You must find an antidote by midnight. The powerful wizard Evro would know how to break the spell, but he fell victim to his own experiments. Strange and deadly creatures still inhabit his deserted dungeon but in hope you now go there to find the recipe for a potion to cure your affliction. The ground rumbles, you find yourself inside, and the game has begun.

THE TASK

In five hundred turns it will be midnight. Before time runs out you must find the secret potion book, collect the required components, and make the antidote to the werewolf malady.

THE METHOD

The hero (that's you) moves through Evro's dungeon. Movement is controlled by entering <N>, <S>, <E>, <W>, <U>, or <D> corresponding to the directions north, south, east, west, up, and down. The room you are in will be displayed as a picture, with south always at the bottom of the screen. You may move in the direction of any available exit if your path is unobstructed. Examine the picture on your monitor, then press the <RETURN> key for a description of the room. Press <RETURN> again to bring back the picture.

In addition to moving about, you will need to perform tasks. These are accomplished by two word commands like *KILL DRAGON*, *TAKE BOX*, *GO DOOR*. You must discover the correct magic words or the computer will not understand the command.

You may use *INVENTORY* to check your inventory, *TIME* to check how many moves remain, *HELP* to ask for a hint, *SAVE* to preserve a game in progress, and *LOAD* to resume a saved game.

When you get into a fight with an unfriendly, you have the first move. Depress any key to stop the flashing random numbers. A large number kills the monster; otherwise it gets a turn. A large number scores a hit. Three hits during the game and you are dead.

There is only one exit from the dungeon—it's in the southeast corner. Your starting inventory is a sword and a lantern. Good luck, and beware of the Midnight Malady.

HINTS

- After the picture appears, always press <RETURN> to see the text description.
- Don't waste time going back the way you came unless you have a good reason, such as if you are in a dead end.
- Avoid going around in circles.
- Learn the layout of the maze. You may wish to draw a map with pen and paper. Indicate North, South, East and West.

GAME CONTROLS

When the computer prompt asks *COMMAND*> you answer by keying in one of these game controls followed by <RETURN>.

- <N> moves you through a north exit (top)
- <S> moves you through a south exit (bottom)
- <E> moves you through an east exit (right)
- <W> moves you through a west exit (left)
- <U> moves you up
- <D> moves you down

INVENTORY lists your inventory

HELP gives you a clue

TIME tells how many moves you have left

SAVE preserves a game in progress

LOAD retrieves the game you *SAVE*

AGAIN reissues your last command

<RETURN> switches display between text and graphics

Two word commands of the form "verb noun" perform tasks and access some exits. For example *KILL SKELETON*, *GO STAIRS*.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file, we will be able to provide better customer service including information on program updates and replacement of damaged diskettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems running your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

Given normal use, it should not be possible to damage your diskette. Should your diskette (or the program on it) become damaged, please send it to us together with a short description of the problem. The Software Guild will replace your disk promptly, per warranty provisions.

The objective of The Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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NOTES

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