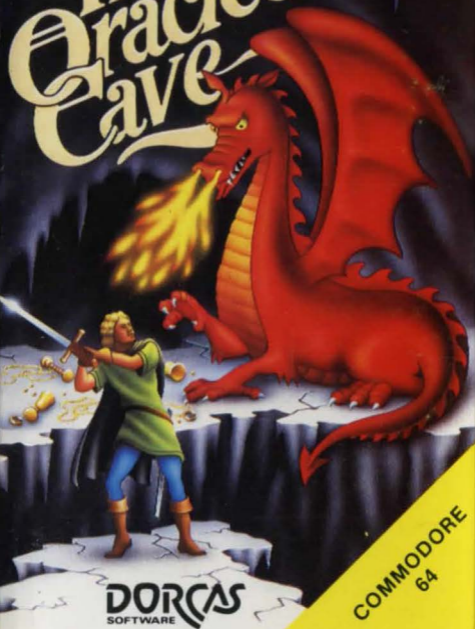# The Oracle's Cave

DORCAS
SOFTWARE

COMMODORE 64

THE ORACLE'S CAVE

The Oracle's Cave is an exciting adventure game containing a unique blend of high resolution, animated graphics and text.

In the game you are an adventurer trapped in the entrance to the Oracle's Cave Complex. The only exit is through the Oracle's own cave on level four.

To escape and win the game you must fight fierce monsters (all graphically displayed), collect treasure, carry out a quest and finally defeat the Oracle.

Be warned: You have only five 'days' to succeed. To add to the challenge a new cave layout is created for each game.

How to play 'The Oracle's Cave'

Throughout the game the Oracle asks you questions and gives you a choice of responses. To answer, input a single character followed by RETURN. Valid responses are shown at the bottom of the screen.

The rest of the game is self explanatory but here are a few notes to help you:-

— The message: "CAVE DESIGN IN PROGRESS" appears at the beginning of every game and requires no action - just wait.

— Remember that even whilst considering your next move time is passing.

— The cave map shows the special caves, the caves in which you have killed monsters and your present position which is marked ".".

— If you run away from a monster, you must retreat into a safe cave.

Energy and Wounds

You start the game with 12 units of energy and no wounds. Moving or fighting obviously uses energy. Your combat strength is based on your energy, wounds and weapons you possess. When fighting, your combat strength, the monster's combat strength (shown next to yours) and Chance, decide who wins each round. If you become too weak to continue you will be forced back to a safe cave to recover. The strength of each monster increases at lower levels.

There may be occasions when your adventuring leaves you stranded. Have a rest and explore your surroundings - something will turn up eventually.

Explanation of Responses

m = to move, followed by direction - up, down, left, right, secret passage.

r = to rest, to heal wounds and regain energy but watch the time.

u = to use an article that you are carrying.

e = to explore your surroundings. This can be dangerous but don't play safe if you want to succeed.

h = help, this is given as an option when you are stuck.

★ = to abandon the present game and begin a new one.

Articles	Effect When Used
Balm	— Heals 2 wounds
Cloak	— Protects you from three wounding blows
Food	— Increases energy by 2
Key	— Work this one out for yourself!
Magic Ring	— Makes you invisible for one turn
Potion	— Heals 1 wound
Rope	— Use if there are no steps
Wine	— Increases energy by 1

Weapons	Increase your Combat Strength by:
Sword	— +3
Axe	— +2
Dagger	— +1

Treasure	Value
Gold Ingots	— 4 units
Silver Bars	— 3 units
Gold Coins	— 2 units
Chosen Quest	— 0
Other Quest Items	— 8 units

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COMMODORE
64
MADE IN ENGLAND

THIS PROGRAM USES **pavloda** ULTRA FAST LOAD

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PLAYING TIME: 1 hour maximum. 40 minutes average.