

OFFICIAL
Advanced Dungeons & Dragons
2nd Edition
COMPUTER GAME

AL-QADIM

**THE
GENIE'S
CURSE**

RULE BOOK



TABLE OF CONTENTS

THE GENIE'S BLESSING	1
INTRODUCTION	13
<i>The AL-QADIM™ Game World</i>	13
<i>What Comes With This Game</i>	15
<i>Copy Protection</i>	15
<i>How to Start Playing Now</i>	16
<i>The Initial Menu</i>	17
<i>Using a Joystick</i>	17
<i>Using the Keyboard</i>	17
<i>Using a Mouse</i>	18
<i>The Options Menu</i>	19
YOUR CHARACTER	20
<i>Character Basics</i>	20
<i>Character Attributes</i>	21
<i>Moving Your Character</i>	23
<i>Walking</i>	23
<i>Talking</i>	24
<i>Pushing and Pulling</i>	25
<i>Breaking and Smashing</i>	25
<i>Opening and Closing</i>	26
<i>Hiding and Sneaking</i>	26
COMBAT	27
<i>Using Your Sword</i>	27
<i>Using Your Sling</i>	29
<i>Dodging</i>	29
<i>Getting Hit</i>	29
USING ITEMS	30
<i>Gold and Gems</i>	31
<i>Potions</i>	31
<i>Rings</i>	32
<i>Magic Shards</i>	32
SPELLS CONTAINED IN THE MAGIC SHARDS	34
BESTIARY	37
<i>Dangerous Inhabitants of GENIE'S CURSE</i>	38
<i>New Monster Descriptions</i>	46
MONSTER AND MAGIC INDEX	57

The Genie's Blessing

The dao burst into the fiery chambers without being announced. The efreeti's servant quickly floated to her on a cushion of flame, blocking the dao's path.

"Why, if it isn't the magnificent Beya Hrampulpushkin! She of the Divine Countenance and Mighty Muscles! Rivener of Skulls and Suzerain of the Subterranean! What a wonderful pleasure. Unfortunately . . . his eminence, the great efreeti Mirza Gubishbuskin is, once again, enthralled in a particularly challenging chess match and is not accepting visitors. Thank you for gracing us with your presence and . . ."

"Enough of your prattle!" The dao crunched her huge fist into the servant's face, sending her spinning across the giant chess board. The genie looked at her fist: the hair was singed by the contact with the lesser genie. "Next time I'll have to remember to bring my axe," she grumbled.

The genie tromped across the chessboard, knocking the invisible chess pieces left and right. From across the board came a very formidable roar.

"Who dares interrupt the pleasure of the noble efreeti Gubishbuskin! What foolish, impudent, brainless . . ."

The noble dao walked up to the giant genie lord, pushing aside the chess queen. "It is I, Beya Hrampulpushkin, the Mighty Shaker of Mountains! And I demand an audience with his great eminence, the blowhard, soot-spitting king of cooking fires!"

The giant efreeti grew even redder in the face, the flames around him roared in anger. "I should have known it was you, you insolent witch! Where is my servant?"

"I dismissed her. Now if you will stop ranting for one moment, I have something urgent to discuss with you." The dao flung the sack she carried, to the ground. There was a groan as the sack squirmed, then was still.

The efreeti folded his huge arms across his chest. "I have put up with your foul presence on this island for too long, Mighty Rivener of Pebbles, She Who Can Frighten Small Animals. But, now you have gone too far! I will give you one chance to hold my attention. If you fail I will send my wrath down on the heads of you and your pathetic consorts until not one of you stands!"

The dao stood with her hands on her hips and her eyes narrowed. The flames reflected off her ebony skin. "Another genie will be blessed," she announced, allowing a small smile to creep to her lips.

The efreeti's eyes opened wider. He looked away from the dao, his flames shriveling almost imperceptibly. "Nonsense," he said softly. "That is preposterous, and if it were true . . . what concern is it of mine?"

**That is preposterous,
and if it were true . . .
what concern is it
of mine?"**

"Let us not play games, great efreeti," she said more gently. "We both know the answer to that question. Would I come here myself, would I stoop so low as to enter this infernal oven, if this were not urgent?" The heat rose around her in waves, the efreeti's image distorting and dancing behind the curtain of intense heat.

Gubishbuskin leaned forward, "Give me proof."

The dao bent down and slit open the sack with one long nail. She pinched its end and yanked it upward. Out tumbled a disheveled young woman. She rolled across the chessboard and scrambled to her feet in front of the giant efreeti. Looking up, her eyes widened with terror, "Your highness, spare me, I . . . I beg for mercy! I pray my intrusion has not overly disturbed your most magnificent chess match. A thousand pardons, Mighty Melter of Armies." She fell to her knees trembling.

The efreeti smiled, a whiff of black smoke drifting from his mouth, "I love groveling." He extended his little finger and a tiny speck of flame flicked off and landed at the woman's feet. Suddenly, the flame shot up and in a flash encircled her. "Please, mercy, mighty lord, your highness, your eminence . . . please!" A tiny fire elemental leapt onto her robe and began spreading rapidly. Her face contorted in horror, she flailed desperately at the flame.

**What need is there
to see the past?
What was was,
and is no longer
of concern."**

"Enough of these games!" The dao stepped forward and filling her lungs with the hot air, blew across the chess board. The flames around the woman were instantly extinguished . . . as well as a few of the flames surrounding the efreeti.

Gubishbuskin glared at the dao, and opened his mouth to speak.

"This is my hakima," Hrampulpishkin skillfully cut him off. "She is my seer, and she has shown me a future that you will be most interested in."

"She is but a child! Look at me, human!" The frightened woman met the genie's gaze. Rivers of sweat ran down her cheeks. "Can you really see the future, child?"

"Oh, yes, most munificent and, ah . . . handsome, genie lord. And I can see the past as well."

"What need is there to see the past? What was was, and is no longer of concern. The future, now that is another story. But, a child like you . . ."

"She is not a child," the dao interrupted. "She is over four hundred years old. I believe that is quite mature by human standards." The dao towered over the woman and stroked her hair clumsily. The woman shuddered. "Her name is Khatariana. She has been in my employ for many years. She has never failed to predict correctly, although some things are closed to her. Show us your vision, woman. Show his eminence what was and what is no longer of any concern."

"With your permission, your eminence."

The efreeti nodded.

Khatariana withdrew a small sack from her robe and removed a handful of sand from it. "The Sand of Sight, the Dust of Destiny . . . each grain comes from a different land. From the deepest south of Zakhara to the frozen north. Each grain tells a tale." She spread the sand out before her, its grains reflecting the flame before them.

"Sand of Sight! Dust of Destiny! How absurd!" The efreeti roared with laughter. "Do you expect me to believe that . . ."

The woman waved her hand over the sand and an image appeared, dazzling in its clarity. A town bustled before them, children danced in the streets, mages practiced their trade with much sparkle and explosions.

"By the Loregiver's big toe, I can even smell the camels!" The efreeti stared in amazement.

"It is a town unlike any other. Magic bubbles up from the very earth. The sick are healed, old walk erect, children grow up to be mighty warriors. But, as has been the truth since genie and man first walked this world, there are those who will steal what is not theirs. And, so a great sha'ir and his magnificent genie protect the town. Theirs is the task to . . ."

"Wait," the efreeti bellowed. "This town is Zaratan. The Sorcerer's Isle that I am all too familiar with. Why show me this drivel? I know the tale! I do not need it repeated."

"You know only part of the tale, great one." Hrampulpishkin said. "What was was, but what will be will be as it was . . ."

"Enough double talk! If I must endure this, continue and get it over with!"

The town in the sand continued to bustle. Suddenly, the peace was interrupted by a cry, "To arms! To arms! Monsters at the gate!" The people froze in horror, then broke into mad runs. Men and women came from their houses brandishing weapons. The elderly gathered the children, and soldiers and mages prepared for battle. There on the beach before the town gate, monsters materialized out of thin air. Ogrimas, ettins, and strange creatures no man had seen before, suddenly descended on the soldiers.

"No one knew where these horrors came from. There was no warning. They struck fearlessly, cutting down the soldiers and townsfolk that stood in their way. Everyone knew that the town had only one hope."

The woman waved her hand across the image and another form appeared. It was a sha'ir, standing in shock as people rushed by him.

"How can this be? Who would dare?" he mumbled.

A man suddenly grabbed him by the front of the robe, "Farid! Farid al-Mutan! You must help us! Quickly, summon the genie, before all is lost!"

Screams of death and horror filled the air. An ogrima strode through the town gates, holding a limp soldier by the neck. It tossed the man away and began swinging his club.

"Yes, Al-Jurat . . . yes . . . of course . . . the genie! I just don't understand. . . ."

"Now, Farid! Summon the genie now." The man implored.

The sha'ir snapped out of his daze and quickly raised his arms. "Great genie efreeti, my honored servant, come at my command, aid your master Farid al-Mutan."

A fiery whirlwind appeared before the Sha'ir. It grew, gathering sand and debris, then it burst apart as a thick column of flame exploded from the earth. Out of the flames a vast image formed. The great efreeti towered above the man, its arms crossed, a half-smile on its face.

The genie stared at the image in the magical sand before him and chuckled. "I was wrong. This little display is most entertaining. Look at me, do I not look handsome and fearsome? And that entrance! Ha! No one could do it better. Continue, little woman, this is the best part."

The image in the sand grew more vivid.

"Mighty genie, your presence here is most appreciated. I hope my call did not disturb you. But, the situation is urgent." The sha'ir bowed politely before the huge efreeti.

"Your call always disturbs me! But, never have I had a choice but to obey my master." The genie spat out the words with contempt. "What is it that you need?"

"O genie, the town is under siege by an army of monsters. Use your magnificent power to blow them off this isle. This would be such a simple thing to one as powerful as you."

"Hmmm, I see you have a problem," the genie smirked. Two townsfolk struggled by, carrying a body. "I have an answer for you, my slavemaster." The genie glanced casually at the scene of carnage by the town gates.

"Please, great one, your humble master begs that you not hesitate in helping us!" Nearby, a scream cuts the air. "Please, efreeti, do this now!" the sha'ir begged.

The genie slowly allowed his gaze to return to the sha'ir. He cocked his head to one side and said one word very slowly, "No."

Khatariana interrupted the vision. "Such a small word. But, a word that carries more power than any other. A word that no genie has ever said to his master."

In the image, Farid al-Mutan fell to his knees in shock. "No?" The genie only stared at him. The sha'ir rose to his feet and clenched his fists. "Genie, you will rid this town of our enemy!" The stench of burning flesh drifted by.

The efreeti leaned far forward so that his face was a mere foot from the man. "NO!" he bellowed. The gust of heat knocked the old man backward to the ground, "Genie, I command you! You can not disobey me! You will feel my wrath if you . . ."

"No, no, no!" the genie laughed. "I no longer will obey you. You are no longer my master! I have been blessed! I am free, free!" The giant soared high into the air, over the town wall. "Good-bye, old man. May you and your wretched town perish as you deserve! And may all genies be blessed by the same magic that has freed me! Ha!"

The images in the sand began to jump from one scene to another. The old man mounted a steed, and weaving his way through the battle, chased after the efreeti. The genie taunted him, always staying just out of his reach, until finally disappearing in a ball of flame. The sha'ir looked back at his ravaged town and wept. Flames began to rise above the town walls.

"No, no, no!" the genie laughed. "I no longer will obey you. You are no longer my master!"

"Do you know what happened after this?" Hrampulpushkin asked gently.

"No," the efreeti replied, "That was the last I ever saw of that worm, or that forsaken island."

"You call him a worm. Was Farid al-Mutan ever unkind to you?"

"I was his slave," the efreeti grumbled.

"Was he ever . . . hmmm, inconsiderate?" the dao probed gently.

"I was his slave!"

"Could you not have saved those poor innocent people, who only treated you with the utmost respect and love?"

"I was a slave, Hrampulpushkin! A respected slave! A loved slave! You have never been under a sha'ir's control, you do not know what it is like!" Black smoke belched from his nostrils.

"Many genies are honored to serve a . . . "

"Many genies are fools! On with this tale, I long to get back to my chess match!"

In the sand at their feet, the sha'ir buried his face in his hands, "I have failed, I have let my people down. I must never return. Never! I am a disgrace! May the Loregiver forgive me!"

The image faded and was replaced by a scene of the ravaged town. Smoke curled from ruined buildings, survivors stumbled among the bodies of their friends.

"The battle was long and hard," the hakima interrupted, "but the magic of the isle was enough to let its defenders triumph. The toll was heavy, Sorcerer's Isle never fully recovered from the disaster. Years later a new sha'ir was appointed to guard the town with his genie. Zubin Al-Hazrad, an honorable man, and his family wield the power of Muliban, a djinn. It is their duty, now, to protect the innocent."

"What of the old Sha'ir, what became of him?" the dao asked.

The sands swirled and revealed a lofty palace, standing like a sentinel over the town of Zaratan. In its dungeon was a treacherous maze, built to keep visitors out.



The hakima continued. "He lived in seclusion for many years, refusing company or the pleading of the townsfolk for him to return. He took a bride, a woman of the sea, who loves him dearly. But, alas, he is so afraid to lose her, as he already has lost so much, that he keeps her confined. Such are the ways of love."

The efreeti looked strangely thoughtful for a moment, "Harumph! So much for him! He got what he deserved!" the efreeti growled. "Is this why you have broken into my house? To tell me things I already know or do not care about?"

"Patience, mighty efreeti, now look into the future." The dao squatted next to the sand and peered intently into its depths.

An image appeared, unclear and foggy. A mighty djinn rode the wind; from his hand rose a hurricane that smashed a ship. The sail snapped as crew men were flung into the sea. A beautiful young woman gasped as she was plucked from the ship's deck by a whirlwind. Time passed. An old man lay in a cold cell, a rat nibbling on his untouched food.

"What is this nonsense?" the efreeti asked. "So, a genie kills a few humans? Was he ordered to do this?"

"Yes, your fiery mightiness," the hakima answered.

"So be it! If his master orders him to kill some . . ." the efreeti stopped himself as his eyes met those of the dao.

"Gubishbuskin, I think there is more for you to see," she said.

In the sand could be seen a small island, all but deserted. A group of dark figures paced around a glowing stone. The power of the stone could be felt rising from the magic sand. A genie rose over a huge gleaming city; fire leapt from his fingers, raining death on those below. A dao clapped his hands together and the earth opened at his feet. A city was swallowed. On his shoulder sat a black figure cackling with delight. In a cave of ice another shadowy figure spoke; his words came out with steam. He picked up a thick chain and viciously yanked it. He pulled the chain towards him. The chain was tied around the neck of the noble efreeti, Mirza Gubishbuskin.

"I have seen enough! I do not claim to understand all I've seen. What is the meaning of all this? What can be done?"

"I am afraid another genie is about to be 'blessed,' as you call it, then another and another. This time, though, these genies will not be merely freed, but they will find themselves with a new master. I believe that the same force that freed you years ago is at work here. I don't think that they intended to free you at all. They wanted to control you, but they were too weak then. They wanted you to fight at the side of the monsters," the dao replied.

"I have suspected the same. And now they finally have the power to capture our kind. I have dreaded this day. The day the . . ."

"Do not speak their name! We know who is behind this, that is enough!" Hrampulishkin screamed.

"What can we do? If a genie were to interfere . . . come too close, he too may fall under their influence!" The efreeti shook his head in disbelief. "I can hardly believe it! We the genie lords . . . powerless!"

"Pardon my interruption, mighty ones," the hakima said humbly. "I believe there may be one who can help."

"Speak up, woman!" the dao urged.

Again the woman waved her hand over the sand and an image appeared. A young man was training in the ways of the sword. He was strong and handsome, and he showed the hard-earned scars of experience. He was wearing the garb of a corsair, a warrior trained in the ways of the sea. His skin was dark from the sun, his muscles hard from adventuring.

"Hmmm," the dao purred. "He looks positively delicious."



"What? Do you actually find that puny human attractive?" the efreeti rumbled.

"I didn't say I thought he looked attractive. I said he looked delicious." the dao replied, licking her lips.

"He is the son of Al-Hazrad, the protector of Sorcerer's Isle. He will be drawn into this dilemma. It will be up to him to put an end to the Genie's Curse," the hakima catches herself. "I mean the Genie's Blessing."

She waved her hand across the sand and the image changed. The young man was battling the undead before a beached wreck. He disappeared into a doorway as an automaton marched by. He rode a magical flying carpet. He stood before the mighty genie lords themselves.

**"It will be up to him
to put an end to
the Genie's Curse . . .
I mean the Genie's
Blessing."**

"Hmmm, he will come here? How interesting." The dao stroked the stubble on her chin. "Maybe we should help him."

"Nonsense! I am not convinced a human can change the future and rid this land of those shadowy demons who shall remain unnamed."

"Still, Mirza, if he is clever enough to come here. . . ."

"Bah! There is no proof to any of this. These things you have shown me have not even happened yet! Let Fate take its course."

"You burnt-out bag of hot air! Did you not see yourself in chains! Did you not . . ." the dao screeched.

"And what are we to do about it? Hmmm? Can there be a power greater than we? If there is, then so be it! If this is just this witch's lies, then both of you be gone and let me enjoy my match!" Flames leapt powerfully around the genie.

The dao clenched her teeth and let her anger pass. She looked away from the efreeti. "Perhaps you are correct. Perhaps none of this will happen. We shall see. But, if the hakima is correct, this could mean the end of Zakhara."

"Enough talk, be gone, I wish to return to my chess match."

The hakima scrambled to pick up the magical sand. She quickly began to pour handfuls of the enchanted alluvium back into her pouch.

"Mirza, we must do something. We can not ignore this prophecy!"

"No, we shall not ignore it. It seems our fate may be in the hands of that mortal." The efreeti bent forward and plucked a pinch of sand with his huge fingers. "The risk to our safety is too great, if we become directly involved. May Fate steer this young man down the path to victory."

The genie held the pinch of sand to his eye and squeezed it. "This is for you, hakima." He tossed the diamond to the woman. "May your prophecy prove untrue."

The woman gleefully clutched the gem. "The future is as mysterious as Fate. Thank you, great genie."

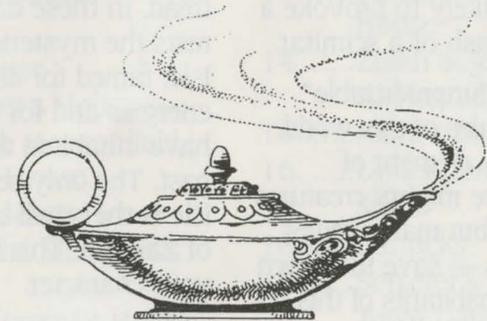
"Come, Khatariana. Let us leave his fieriness to his games." The dao roughly pushed the woman toward the door. "I'm sure we will speak of this again. Take care, Mirza; the next time I see you, you may be wearing that chain around your neck."

"Yes, yes. I know, I know. Dust of Destiny, and all that! I will believe it when I see it." He dismissed them with a wave of his hand.

The two women walked back across the chess board, the hakima trying to keep up with the dao's giant strides.

"And one more thing, Hrampulpushkin." the efreeti called after them. "The next time you want to drop by, please make an appointment first."

The dao stopped, clenched her fists and left the chambers of the great genie lord Mirza Gubishbuskin.





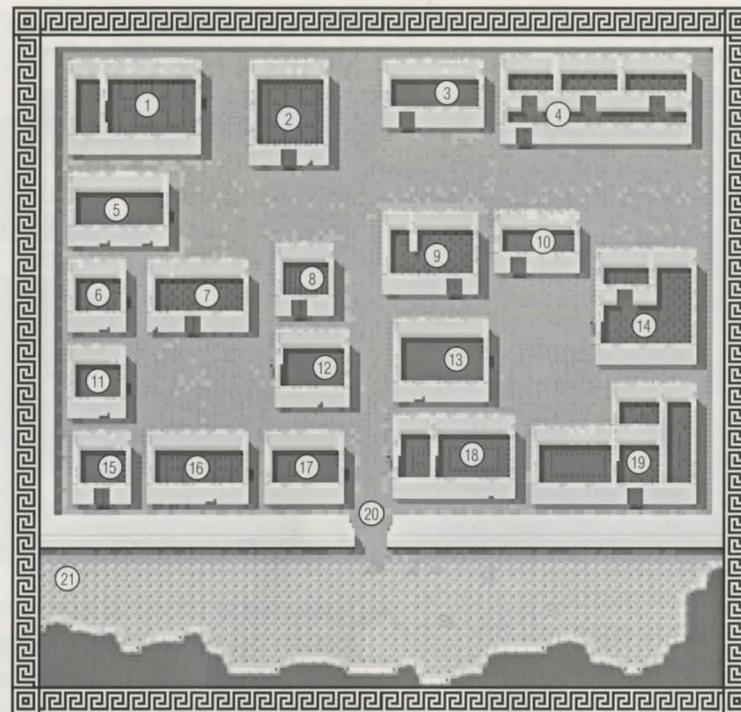
INTRODUCTION

The AL-QADIM™ Game World

The AL-QADIM™ game world is a land of desert sands, scattered islands, and powerful genies. It is a place where some devote themselves to honor while others tread upon it. An insult to one's family is more likely to provoke a duel than the slash of a scimitar.

"Powerful" and "unpredictable" describes the genies of this world. Those with some element of control over these mighty creatures are often rulers, but many genies have no masters — save their own whims. Most inhabitants of this land fear the greatest genies and refer to them as gods.

Much of this world is colonized and bereft of monsters. However, the region known as the Crowded Sea is an area with little civilization and fraught with danger, where only the strong dare to tread. In these dangerous waters rests the mysterious Sorcerer's Isle, famed for its intense magical energies and for the sorcerers that have inhabited the isle from ages past. The only settlement on the isle is the small but thriving town of Zaratan. This is the home of your character.



Zaratan

Table One: Locations in Zaratan

1.....Temple	12.....Mamoon & Latifah abi Wassab's House
2.....Qadi's Hall	13.....Ru'tan Al-Hazrad's House
3.....Weapon's Master	14.....Zubin & Jessamin Al-Hazrad's House
4.....The Inn	15.....Aliya's House
5.....Qadi's House	16.....Under Construction
6.....Shopkeeper's House	17.....Store
7.....Haroom & Merwani abi Wassab's House	18.....Barracks
8.....Poor Resident's House	19.....Sorcerer's Guild
9.....Babazar the Merchant's House	20.....Town Gates
10.....Tarik Al-Hazrad's House	21.....Towards Western Desert
11.....Storage Shed	

You see the world from an overhead view. This game takes place in real time. There are no turns for you to perform an action before the monster acts. If you want your character to strike at a creature, then be quick on attack and equally quick to dodge away from its blow.

In *GENIE'S CURSE* your character will talk with scores of people and fight dangerous monsters and evil minions as he ventures across oceans and through deserts, dungeons, towns, villages, and the Great Palace of the Caliph. He will sneak past patrolling guards, slash at vicious enemies, fire explosive spells, avoid brutal traps, and solve mystifying puzzles as he strives to uphold honor and strike blows of justice.

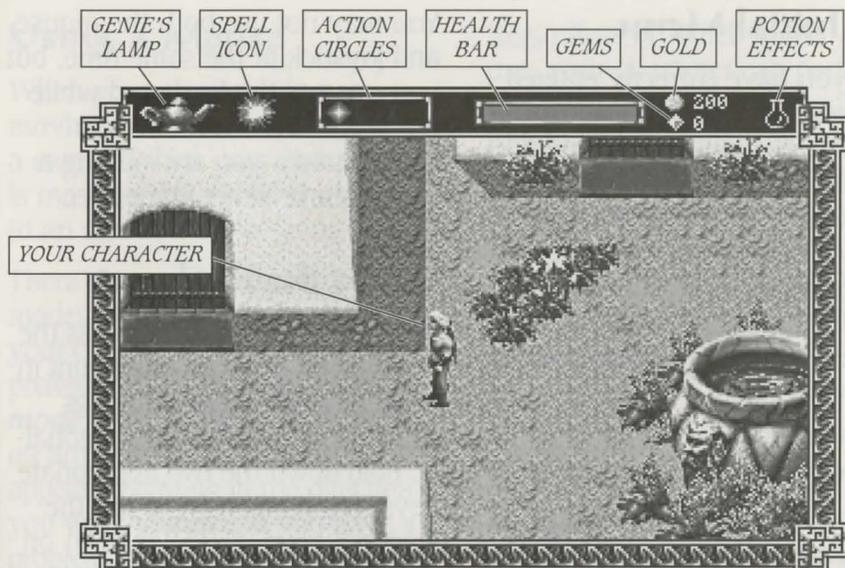


What Comes With This Game

In addition to this rule book, the box should hold the disks containing the game and a data card. This rule book explains how to play the game, details monsters and spells, and contains a story which sets the scene for the drama on the computer. Install the game from the disks onto your computer using the data card instructions.

Copy Protection

There is no physical copy protection on your *GENIE'S CURSE* disks. Please duplicate them and set the originals aside for safe keeping. To assure that you have a legitimate copy of the game you will be asked a verification question after the credits. The answer will be a word from this rule book. Please see the data card for help if you have any trouble finding the correct word.



Adventure Screen

How to Start Playing Now

If you are an experienced player and you want to jump right into the game before reading the rule book, here are the absolute basics.

In *GENIE'S CURSE* you control a male corsair, a warrior in a dangerous land. Your character can perform a number of different tasks, and the controls are easy to master. Move your character by holding down the right mouse button, while moving the mouse in the desired direction. When he is adjacent to something that you would like him to act upon, left-

click. Your character will then do whatever is appropriate, whether it is: talking to a noble, slashing at a zombie, opening a door, or pulling a switch. For keyboard and joystick controls see the following sections, "Using a Joystick" and "Using the Keyboard."

To use an item in your character's possession, click on the genie's lamp, located at the top of the screen. A menu will appear. Select **INVENTORY** and click on the item twice. If you desire to ready the sling or a magic shard, similar to a wand, select **READY WEAPON** and click on the weapon twice. To fire the weapon, press the space bar.

The Initial Menu

After you have correctly entered the answer to the verification question, the initial game menu appears. LOAD GAME allows you to load a previously saved game. NEW GAME starts the game from the beginning. VIEW CREDITS and QUIT TO DOS are self-explanatory. Click on the desired option using the sword cursor.

Using a Joystick

To move your character, just move the joystick. You can move him in all eight of the major compass directions. To perform an action upon anything adjacent to your character, press the first button. This is referred to as "pressing the action button" or "clicking."

To fire a readied missile weapon or spell, press the second button.

To access the menu, press the escape key. This also pauses the game.

To choose a selection from a list, or move between areas in the menu, push the joystick up or down and then press the action button when your choice is highlighted. To view an item which your character is carrying, choose INVENTORY or READY WEAPON from the menu and move the joystick until the desired item is highlighted. Press the action button to use it.

You may not use both the mouse and joystick at the same time, but you can use the keyboard while the joystick is active. This is helpful when you are making a very tight or exact maneuver.

Using the Keyboard

To move your character, press the arrow keys. You can move him in all eight of the major compass directions. To move him diagonally, hold down the two appropriate keys simultaneously, or use the diagonal keys (1, 3, 7, and 9) on the numeric keypad. To perform an action upon anything in your character's path, press the "Ctrl" key. This is referred to as "pressing the action button" or "clicking."

To fire a readied missile weapon or spell, press the space bar.

To access the menu, press the Esc key. To choose a selection from a list, use the up or down arrow keys and then press the action button when your choice is highlighted. To see an item which your character is carrying, choose INVENTORY or READY WEAPON from the menu and press the arrow keys until the desired item is highlighted. Press the action button to then use it.

You may use either the mouse or joystick while still using the keyboard controls.

Using a Mouse

When your character is *not* moving, your mouse cursor is a sword. When your character is moving, the sword changes to an arrow.

There are two different mouse modes which allow you to move your character according to your preference. In the *mouse normal mode*, hold down the right button: an arrow cursor (a pointer) appears, pointing in the direction you want to move. If you have a problem moving, move the sword cursor away from your character in the direction you want him to travel. You can move in all eight of the major compass directions. This is the default method of movement; see "Input Device" on page 19 to change the mouse mode.

Mouse travel mode is the optional mouse control. It does not require that you hold down the right button. To move your adventurer, click the right button once. From that point until the right button is clicked again, your hero walks in the direction of the arrow pointer. If he reaches the pointer, he stops traveling until the mouse is moved again. To make him stop walking, click the right button.

Regardless of which mode you use, your character can perform an action upon anything adjacent to him and in front of him, simply by left-clicking. It is not essential to place the sword cursor precisely on the item or object, only that your character be adjacent to the target. This is referred to as "pressing the action button" or "clicking."

To fire a readied missile weapon or spell, press the space bar.

To access the menu, click on the genie's lamp at the top of the screen using the sword cursor. To choose a selection from a list or select a menu item, place the cursor over the selection and then press the action button. To see an item which your character is carrying, choose INVENTORY or READY WEAPON from the menu, move the cursor over the desired item and click once to highlight it. Press the action button again to use it.

You may not use the mouse and joystick at the same time, but you can use the mouse and keyboard together. This is helpful when you are making a very tight or exact maneuver.



Saving Your Progress

The Options Menu

Saving Your Game

You may have up to nine saved games at one time. To save a game, select OPTIONS from the menu. Click on SAVE GAME, select the file slot you wish to fill, type in a descriptive name, and press Enter/Return. You may save at any point in the game.

Restoring Your Game

To play from a saved game, select LOAD GAME from the initial menu, or from OPTIONS during play. Select the game and click on it.

WARNING: the game you are currently playing will be lost if it has not been saved.

Sound

Under the OPTIONS menu, select SETUP. Both the MUSIC and SOUND EFFECTS in the game can be toggled on and off by clicking the action button on the appropriate choice. The volume of both can also be selected using the slider. Drag the slider with the mouse, or select it and move the arrow keys or joystick right and left.

Input Device

Click on INPUT on the SETUP menu (under OPTIONS) to toggle between: mouse travel mode, mouse normal mode, joystick, or keyboard only. The keyboard input is valid with the mouse and the joystick. See "Using a Mouse" on page 18 for a description of all the mouse modes.

YOUR CHARACTER

Character Basics

In GENIE'S CURSE you control a single adventurer striving to maintain his family's honor and foil the plots of evil forces. When the game begins, your character has already completed both his training and several previous adventures. In one of these adventures, his charisma and daring won him the love of a princess. Now, after a final test, your character will be ready to return home, marry, and become a prince.

By profession, your character is a second-level human corsair (see "Experience Points" on page 22 for information on levels). Corsairs are seafaring warriors in this world. They are known for bold explorations and daring exploits across rough waters where few would dare to go.

The corsair is a freer spirit than most others, cares little for social status or grace, and may seem rough around the edges to more civilized beings. Often the envy of those in less glamorous occupations, the corsair embodies bravery, leadership, and honesty among allies. Corsairs following an ignoble path usually become pirates and scalawags, while those who have a firm grasp on

honor are the rough and ready heroes of the bard's tales most frequently requested at local pubs.



Sailing the Crowded Seas

While the corsair scorns armor because it hinders movement and encumbers swimming, this is made up for with weapon skill. Both hands are available for wielding weapons, and this is important in GENIE'S CURSE as your character can perform stunning feats with the scimitar in the right hand, while firing spells from magic items, or stones from a sling, with the left.



Attacking with the Scimitar



Character Attributes

When the game first begins, you are shown a full screen picture of your hero and must name him. Your hero's last name is Al-Hazrad, but his first is up to you. After typing it in, press Enter/Return to continue.

Some sample names from the AD&D® AL-QADIM™ Arabian Adventures game are:

Ahmad	Kerim
Aziz	Khalid
Farid	Najib
Hakim	Rashad
Jamal	Yusuf

After naming your character, you will be able to select the difficulty level of the game, which defaults to **Normal** and can be changed to **Easy** or **Hard**. This does not effect the puzzles in *GENIE'S CURSE*, but does effect the strength and voracity of the monsters.

The two major attributes of your character which require frequent attention are experience points and hit points. Other character attributes take effect behind the scenes. *GENIE'S CURSE* is designed to keep you in the action without needing to frequently pause and check your character's current statistics.



The Stats Screen

Experience Points

As you solve puzzles, achieve goals, and kill monsters, your character will gain experience points. Refer to the "Warrior Experience Levels" table below to see the point totals needed to increase in level. When you have enough experience points for level advancement, you will automatically gain more hit points. Your character's current experience point total can be viewed by clicking on the menu selection VIEW STATS. When you are done with the stats screen click the action button to return to the menu.

At certain points in the game, your character becomes eligible to learn a new attack move. At this point, you must guide your character to the Weapons Master. He will quickly give your character the necessary training.

WARRIOR EXPERIENCE LEVELS

LEVEL	POINTS NEEDED
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	125,000
9	250,000

Hit Points

Your character's health is measured in hit points, and is visually depicted by the red health bar at the top of the screen. The numerical maximum value can be seen by clicking on the menu selection VIEW STATS. As you are hit in combat, or injured by a trap, your hit points are taken away. If they fall to zero, your character dies. To continue play, either start another game or restore a saved game.

To regain hit points, use a healing potion or find areas in GENIE'S CURSE where healing is available. You may never recover more hit points than your current maximum, and that maximum number is only increased by obtaining a higher level (see the "Warrior Experience Points" table above).

The health bar is always full when your character is at maximum hit points, and empty when he is dead. If you have gained more hit points by advancing in level, the bar will decrease by smaller increments when your character is damaged.

Moving Your Character

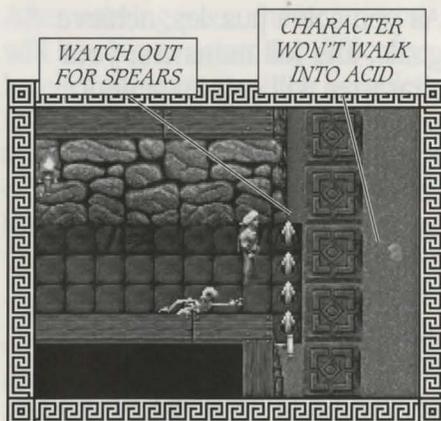
This section details the many types of maneuvers which your character can perform and gives some hints for better play. In general, all you need to know to play GENIE'S CURSE is how to make your character walk, and that most

actions are performed by pressing the action button when he is adjacent to the target of that action.

Walking

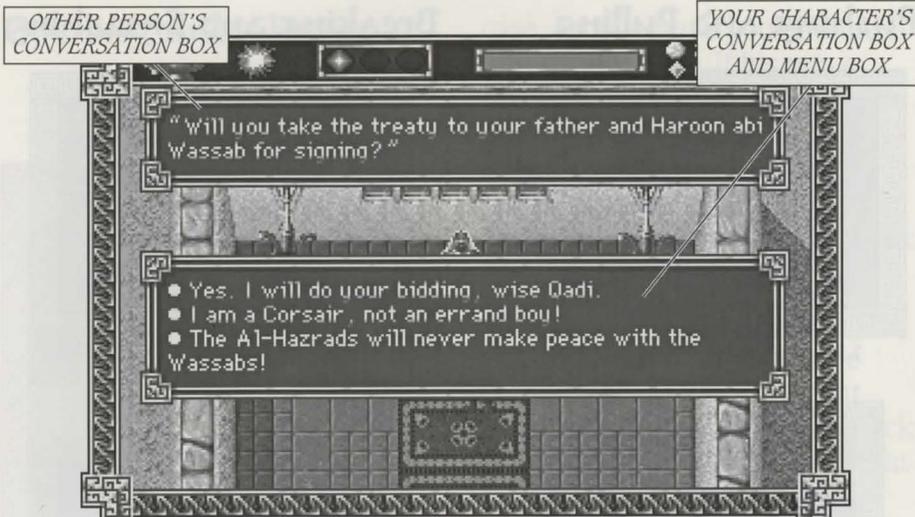
See the "Using a Mouse," "Using a Joystick," or "Using the Keyboard" sections on pages 17-18 to learn how to walk.

You will not be able to move your character into areas of obviously deadly nature, such as over a cliff or into a sea of acid. However, to keep from taking damage, you will need to deftly maneuver him through traps like rising spikes and blowing flame jets.



Adventuring in the Acid Dungeon

On rare occasions your character must follow someone else in the game. When this happens, just wait until he reaches the destination; once the situation is resolved, you will be able to take control again.



Conversing in GENIE'S CURSE

Talking

To speak with other people, or perhaps even monsters, click on the action button when your character is next to them.

Anything that they say is printed at the top of the screen, and anything which your character might normally say is displayed in the lower middle of the screen. Click the action button after you have read the text. If your character is in the middle of combat, or if there are monsters lurking in the immediate vicinity, a person may not say anything until after the threat is dealt with.

If you have a choice of what to say, a menu will appear. You can define your approach to the game by the types of responses that you give. Sometimes your choice of dialogue has great effect on the success or failure of your character's mission. Hint: people your character has talked to may have more to say later in the game.

Sometimes a person starts a conversation as soon as your character nears them. For instance, a shopkeeper may offer assistance as soon as your character enters the store. If you end a conversation with the person and want to talk again, move your character away from them and approach once more.

Pushing and Pulling



Moving into Push Position

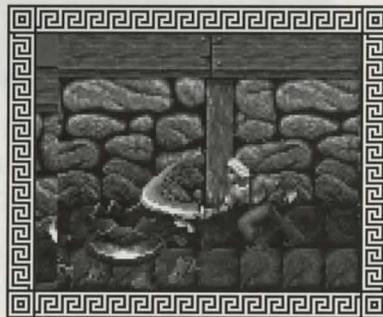
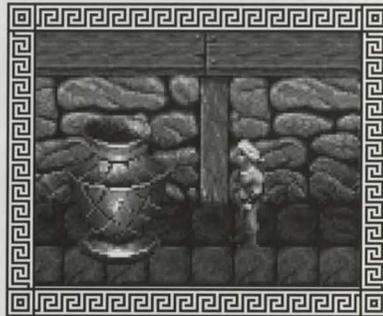


Pushing the Stone Block

Many stone items like blocks and statues, can be moved. To push or pull an object, move to the desired side, face it, and arrange your character with his hands near the top of the object. Then click the action button to grasp the object, and move your character normally to push or pull the object. To continue moving without grasping the object, just click the action button again.

There are both wall and floor switches to be pushed or pulled. To move one, just align your character with it as above, and then click the action button. Hint: flipping a switch may affect an area.

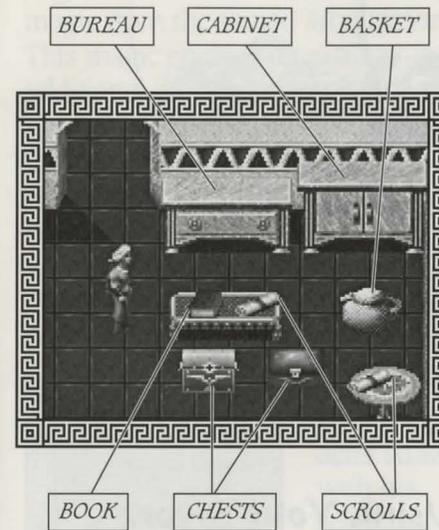
Breaking and Smashing



Smashing a Vase

There are some objects in GENIE'S CURSE which your character can smash to pieces or otherwise destroy. Sometimes, other items can be found inside them. Breakables are usually wooden, although vases and even wall hangings can sometimes be destroyed as well. To destroy something, move next to it and click the action button, or fire a spell at it. See "Magic Shards" on page 32.

Opening and Closing



case, simply move your character into the doorway. If his movement appears to be blocked, click the action button to open the door, even though it is hidden from view. If your character is close enough to the door, it opens.

To enter a secret door, move your character into the wall where you suspect the door to be. If there is one there, he will glide right through it without needing to click at all, or you will be informed that the secret door needs a key. If there is no secret door your character bumps his nose, but does not take any damage.

Clicking the action button when adjacent to items like chests, books, baskets, doors, and dressers opens or closes them. If it is a chest, basket, or dresser, you will be informed immediately of its contents. If you leave an item in a chest, it will still be available later.

You may need a key to open some doors. After opening a door, your character can move into the area beyond, and if it is a building with a roof, the roof disappears once the door is open.

For doorways in vertical walls, or at the top of buildings, the door may not be visible due to the overhead perspective. If this is the

Hiding and Sneaking

You will encounter situations when your character must achieve goals stealthily. This may require hiding behind bushes to overhear a conversation, sneaking behind an unsuspecting guard, or dodging around a corner to keep from being seen. These actions are all controlled by how carefully you move your character. Hint: If you find your character getting caught often, try to play through the area slowly and steadily, without blindly running across patrolled halls hoping to make it.

COMBAT



Battling monsters is a common experience as you venture with your character away from human population centers. It requires you to be quick on the controls and always ready for a sudden onrush of rats and spiders from the hallway beyond.

You will be able to ready your character with a scimitar in his right hand and either a sling or magical shard in his left.

Whenever the three attack circles at the top of the screen are visible, your character has entered a dangerous area. If the attack circles at the top of the screen are hidden, there is no need for your sword. If there are friendly creatures to be found in hostile areas, your character will not be attacked while the attack circles are missing.

Using Your Sword



Your character specializes in the scimitar, using it instead of any other melee weapons. This gives him a great advantage. At second-level he can already use the scimitar with stunning ability.

The actual sword your character owns was a gift from his father. It is a one-of-a-kind magical sword with its own intelligence. While it does not speak, it does



Attacking

refuse to damage anyone of good alignment. It is also imbued with magic from the famed *Moonstone*. This magic enables it to cause additional damage when it strikes a monster. And, more importantly, there are magic shards of the *Moonstone* hidden on certain islands in the Crowded Seas which will automatically meld into the sword, giving it even more destructive power!

To make your character strike with his scimitar, click the action button.

He then swings it in whatever direction he is facing, or in the direction the sword cursor lies, if using the mouse. This blow can be done rapidly and for as long as you keep clicking. It damages any monster it hits. When a monster is hit, it flashes briefly. There is a Weapons Master in Zaratan with whom you can spar to practice and learn combat.

To lock and unlock the direction your character faces, press the Alt key. (When "locked" a small L appears in the upper left border.) Locking helps when walking down narrow corridors, but unlocking helps when surrounded by monsters.

As your character gains in experience levels, and trains with the Weapons Master, he acquires two additional sword swings. The second swing damages monsters to the left and right as well as the front, and the third is a spectacular 360 degree swipe, which injures monsters on all sides of your character, including those behind.

Each new swing is more powerful than the one before it and will thus inflict more damage on the target. And in addition to gaining new swings, your character will also be able to use his simpler swings even faster than before. To signify the ability to use a new swing, the next action circle lights up. To use the new swings, hold down the action button for a split second longer. Release it when the second or third action circle lights up in orange, depending on which blow you desire.

The more damage your character inflicts on his opponent, the further the opponent is driven backwards. After striking a blow, your character takes a brief moment to ready his scimitar again.

Hint: Even in the thick of fighting, keep an eye on the health bar. Be sure to have your character drink a healing potion, if you have one, before the bar is gone or he dies. Entering the menu pauses combat.

Using Your Sling



Slings

The sling your character gains early in the adventure is a rare *sling of seeking*, a magical weapon which sends off its stones with a

much greater chance of hitting the target. They also do more damage than a standard sling stone and even hit creatures only damaged by magical weapons. Your character always seems to have ammunition for the sling.

To use the sling, click on it after selecting the READY WEAPON menu choice. This causes your character to put away any shard being carried and pull out the sling. The sling icon appears on the top of the screen, next to the action circles.

Attack with the sling by pressing the space bar or the second joystick button. The stone then fires in whatever direction your character last moved. It is possible to hit enemies which are just off of the viewing screen.

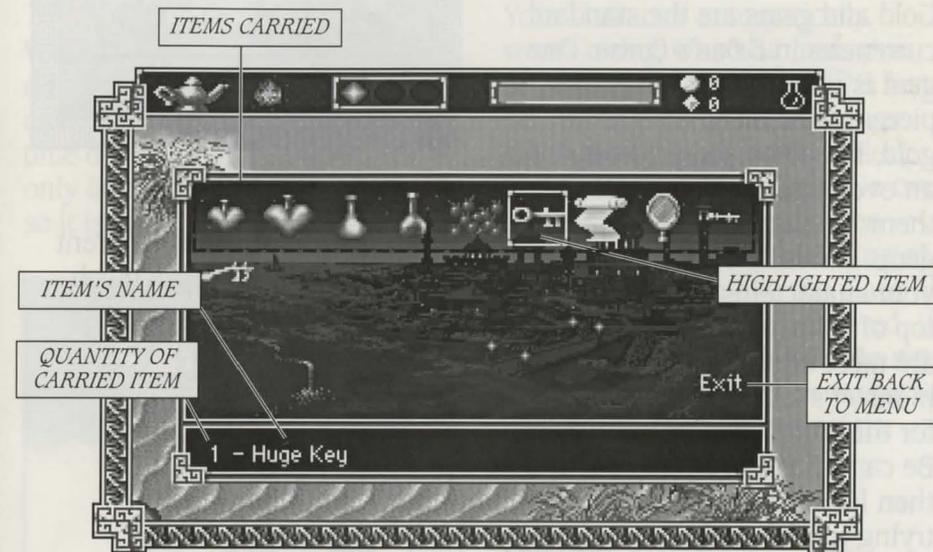
Dodging

Creatures which move slower than your character can often be dodged when they attack. Whether you move your character in to strike and back to dodge, or run circles around the monsters, as long as your character's feet keep moving, he is harder to hit. If a monster is faster than your character, then you may still be able to dodge, but it might be best to press the attack relentlessly. Hint: Try different combat styles against different monsters.

Getting Hit

If your character is dealt a blow in combat, he will be knocked back, wounded, and stunned for a brief moment. Make sure you dodge or attack the second he can move again, or another strike will likely land. The monsters you encounter offer no mercy.

USING ITEMS



Inventory

Your character starts the adventure with a very useful magic item, a *pouch of accessibility*. This pouch holds any number of objects, and but a thought brings the desired one immediately to his fingertips.

Icons are displayed on the inventory screen for each item which your character carries in the pouch. After selecting an item (see "Using a Joystick," "Using the Keyboard," or "Using a Mouse" on pages 17-18), you see its name and the quantity carried at the bottom of the screen.

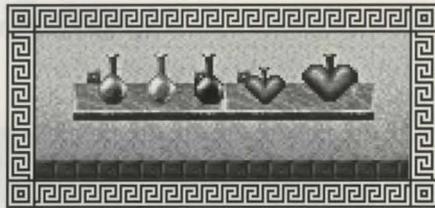
There are a large variety of items which your character carries and uses. Some of them are used automatically when he needs them. For example, if your character approaches a door which requires a bone key, and he has one, the key automatically opens the lock. This keeps the game moving and eliminates redundant decisions. However, there are numerous times when you must choose what to use and where.

Gold and Gems

Gold and gems are the standard currencies in *GENIE'S CURSE*. One gem is worth about ten gold pieces. Most merchants favor gold, but some accept gems and an even smaller number require them. The amount of gold and gems currently being carried by your character is displayed on the top of the screen. Gold and gems are most often found by looting monster's lairs and receiving pay for the completion of tasks. Hint: Be careful not to overspend and then have to adventure about trying to find gold.

Potions

Some potions last only for short periods of time. This is noted in the following potion descriptions. When you activate one of these, the vial on the top of the screen fills with liquid. The liquid then gradually drains from the vial — when it runs out, the potion's effects end. If your character drinks one potion while another is in effect, the former's effects will be lost. Potions, even those of the same type, are brewed with varying potencies so their durations are all different. Note: all durations are listed in real time.



Potion Bottles

There are a number of different potions in *GENIE'S CURSE*. Each potion may only be used once. Following are descriptions of the potions and the types of bottle they come in.

Extra Healing

- ◆ *large red heart bottle*

This is the strongest healing potion in *GENIE'S CURSE*. When used, it heals the character for 6 to 27 hit points.

Giant Strength

- ◆ *green bottle*

Upon consumption, the individual gains great strength and whenever striking a blow in combat, it does 8 extra hit points of damage. This potion lasts for only a few minutes and is best used immediately upon entering battle.

Healing

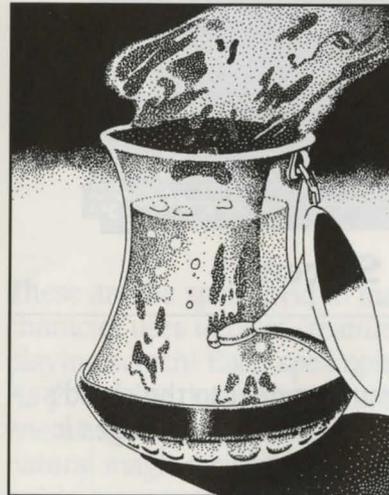
- ◆ *small red heart bottle*

This common potion heals for 4 to 10 hit points.

Invulnerability

- ◆ *gray bottle*

Weak monsters cannot harm the drinker of this potion and powerful creatures will have a more difficult time doing damage. The effects only last a short amount of time so it is best used as combat starts.



Oil of Elemental Invulnerability

- ◆ *blue bottle* — Air
- ◆ *brown bottle* — Earth
- ◆ *orange bottle* — Fire
- ◆ *clear bottle* — Water

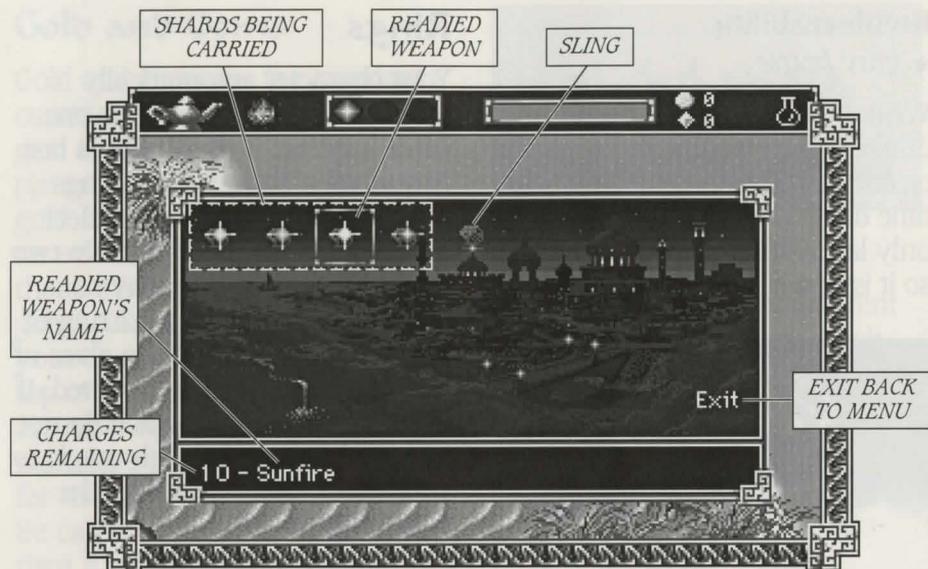
All of these oils give identical results, only against different elementals. The effect only lasts for a brief time, but when used your character is immune to damage from the elemental of the type listed.

Rings

Your character automatically wears a ring when he finds one. Once in place, a ring's effects last continually. To see which rings are currently being worn, select *VIEW STATS* from the menu. No two of the same ring type may be worn at one time, so a +2 ring of protection would take the place of a +1 ring when it is discovered. If any rings are found which do not need to be worn for their magic to take effect, they appear on the *INVENTORY* screen.

Magic Shards

There are tales told amongst the folk of the Crowded Sea of a great stone of magical powers, dubbed the *Moonstone*. While none know where the stone now lies, fragments of it have been discovered throughout Sorcerer's Isle and the surrounding islands. Some of these fragments contain powerful spells and, unlike wands often usable only by mages, they can be used by anyone descended from the original settlers of Sorcerer's Isle. Your character is of that ancient bloodline.



Ready Weapon Screen

Each shard, resembling a glowing rock, holds a number of charges. Each use consumes one charge and, once depleted, the shard breaks apart. Select **READY WEAPON** from the menu to display any shards currently being carried, and click on one to ready it. Only one shard or the sling can be equipped at a time. While adventuring, you can tell which shard is readied by the small icon next to the attack circles. If the icon area is empty, the one being used ran out of charges, or one was never selected to begin with.

The number next to the shard's name represents the charges it has remaining.

To fire the readied shard, face your character in the direction you want it to go and press the space bar. See the "Spell Listings" below for descriptions of the shards you may find.

SPELLS CONTAINED IN THE MAGIC SHARDS



A Water Blast Spell Hits a Ghoul

These are the spells held in magic shards of the *Moonstone*, which your character uses to blast creatures from a distance, even those just off the playing screen! Each spell operates as though cast by a sixth-level mage. As you delve deeper into *GENIE'S CURSE*, your character encounters enemies which also cast spells. When hit by a spell, your character's natural magic resistance may protect him. Hint: Dodge spells. If you are quick, some incantations can be avoided altogether . . . but not always!

The icon pictured here appears when a shard with that spell is readied.



Cone of Cold

When cast, this spell causes a cone-shaped area of extreme cold to extend 10 yards from the caster. It freezes anything it touches for 12 to 30 points of damage.



Flame Arrow

This spell empowers the caster to hurl a fiery bolt 20 yards at an enemy. If it hits, the spell causes 1 to 6 points of damage from the blow and 4 to 24 points of damage to any creature affected by flames.



Lightning Bolt

Upon releasing this spell, a powerful stroke of electric energy shoots from the caster, greatly damaging whatever it strikes. The *lightning bolt* can ricochet off walls, sometimes heading straight back into the caster. It damages every target that it hits for 6 to 36 points of damage before petering out after traveling 100 yards.



Magic Missile

When this spell is cast, a tight group of three missiles shoot towards any visible target within 120 yards. They strike the enemy closest to the caster in the direction being faced. The tight ball of missiles cause a total of 6 to 15 points of damage.



Sundazzle

This spell causes small, multi-colored spheres to dance about the eyes of the target, temporarily blinding it.



Sunfire

This spell harnesses the very power of the sun and shoots it up to 70 yards where it forms an explosive ball of flame. Those killed by the sunfire are often burned to ash. The spell does 6 to 36 points of damage to those directly caught in the blast. The caster is never damaged by *sunfire*.



Sunscorch

When cast, the *sunscorch* forms into an intense blast of heat which focuses into a narrow beam and then fires to the target. It curves and wraps around obstacles up to 60 yards or until it unerringly strikes the prey. The beam does 4 to 24 points of damage plus 2 to 8 points if the target is touching any metal item larger than a sword.



Water Blast

A fast moving shot of water springs from the caster and careens to the target exactly like a *magic missile*. The blast does 2 to 12 points of damage and travels up to 60 yards.

BESTIARY

This is a dangerous land, for behind its honorable facade lies intrigue, treachery, and deceit. In addition to the monsters, there are evil humans bent upon your character's destruction, and tremendously powerful genies whose actions are always unpredictable. Perhaps in this section you will find information on your foes to give you a greater chance of success.



Dangerous Inhabitants of GENIE'S CURSE

Acid Blob

See "New Monster Descriptions" on page 47 for a detailed listing of the creatures new to GENIE'S CURSE.

Ammut



The ammut is the legendary witness at the judging of the damned who is then called upon to consume the evil souls. The good news is that they only eat the wicked, and the bad news is that they enjoy killing the honorable as well. Instead of eating the corpse, however, they just play with it until a hungry scavenger comes along. Oily, smelling of decay, and a cross between a crocodile, hippopotamus, and lioness, the ammut does not present a pretty picture. It has massive claws and jaws to match, often roaring deafeningly during combat. Hating the light, the ammut are usually found underground seeking sustenance from amoral beings.

Boar, Giant



This ancestor of the domestic hog is not to be taken lightly. It will charge into and viciously gore its target. The giant boar is an omnivore which will eat anything and everything, and it knows no fear when hunting. The boar resembles a hog, but with a shorter snout, coarser hair, straighter tail, and vicious tusks.

Copper Automaton, Miniature

See "New Monster Descriptions" on page 49 for a detailed listing of the creatures new to GENIE'S CURSE.

Cyclops, Desert

See "New Monster Descriptions" on page 51 for a detailed listing of the creatures new to GENIE'S CURSE.

Debbi



The debbi is a hateful and selfish desert scavenger. It is but two feet tall and resembles a hairy creature halfway between a baboon and hyena. Its snout, head, and jaws are those of a scavenger, and its body that of a nimble monkey. The debbi "cause fear" in many other desert animals — this ability occasionally causes magical sparks to spring from their coats. While the beasts are cowards at heart, locals have recently reported the debbi in the area being more and more fearless. The reasons for this change are unknown.

Elemental, Miniature (Air, Earth Fire, and Water)

See "New Monster Descriptions" on page 53 for a detailed listing of the creatures new to GENIE'S CURSE.

Ettin



Ettins are powerful, giant-like creatures with two heads. Both heads sit atop the shoulders and give ettins an excellent ability to spot prey. They wear tattered, moth-eaten animal skins and tend to be quite filthy. In combat, the ettin attacks with massive clubs; this monster is truly a fearsome foe. While their normal skin color is greenish, there are rumors of even more powerful albino ettins.

Ghoul



The ghoul is an undead scavenger which feeds on the flesh of corpses. It is recognizable by its ghastly skull and decaying body. Ghouls are often encountered in packs and stop at nothing to feed. If one rakes a target with its filthy nails there is a chance that paralysis will ensue, slowing the target down greatly. While the near-stasis does not last long, it may be enough time for the monsters to finish off their target. Unless consumed, a person killed by ghouls becomes a ghoul.

Great Ghul



The great ghuls are the undead cousins of the genies. They are often female, have donkey ears and hooves, and their flesh is rotting and foul. They have the power to shape shift and appear in more appealing forms. They attack with surprisingly powerful claws and sharp teeth. The victim should not be surprised if ghuls become invisible during combat. Although they cannot be seen, they can still cause and take damage.

Markeen



The markeen is a lesser genie cursed at birth to be the spitting image of a human baby. The markeen then grows of age as the human does, continuing to be an identical twin. However, the genie is not spiritually linked to the human and can die earlier or later. The markeen is not necessarily evil and will rarely encounter its human double. Other genies look down upon the markeen, often exiling them to a life of seclusion.

Mummy



Mummies are horrific, powerful undead who destroy all that is living, usually because their eternal rest was disturbed. Clothed in rotting strips of linen they stand up to seven feet tall and strike with an unnatural strength. Anything that they kill immediately rots. The mummy has one major weakness, and that is flame. All fire-based spells cause extra damage to them.

Nas Nas



The nas nas are perhaps the most bizarre creature in this locale. Created by evil wizards with depraved and dreadful magic which requires their own blood, the nas nas is a human sliced in half and is very, very insane. Hopping on one leg, fighting with one arm, unable to speak with but half a vocal cord, and looking at the world with one crazed eye, the nas nas often finds a way to kill itself before reaching thirty years of age. Unfortunately, that often means throwing itself with wild abandon into combat, hooting and screaming the only sounds it can make. Though only on one leg, the nas nas moves rather quickly, and its one massively muscled arm dexterously wields a scimitar.

Ogrima



The ogrima is a result of breeding between standard ogres and ogre magi. They have limited spell use, and are quite strong and cunning. An ogrima stands nearly nine feet tall, has sickly skin, and has a head covered by thick greasy hair which is topped with a nascent horn. They attack with weapons, and can hold two-handed swords in just one massive hand. The ogrima tend to disdain armor, relying on their natural regeneration to carry them through combat.

Pirate



buccaneers, to their male sea dog leaders, to the powerful female rovers, to the dreaded captains. Attacking with scimitars and sometimes missile weapons, the pirates will close quickly with a target ship and then rush to board it. On the plus side, if they can be fought back and beaten, their ship nearly always carries treasure.

Pirates are evil corsairs. They roam everywhere on the Crowded Sea and no ship is safe from their marauding. There are many different pirates, from lowly one-eyed

Rat, Giant Zakharan

See "New Monster Descriptions" on page 55 for a detailed listing of the creatures new to GENIE'S CURSE.

Sorcerer



The sorcerers of this world derive their arcane powers from either one or two of the elemental forces. Whether it be a fire, air, earth, water or a two element sorcerer, at higher levels they are deadly. Sorcerers rely on powerful spells and always avoid hand-to-hand combat when possible. Fleet of foot, they pose a challenge to any they encounter.

Spider, Huge



The huge spider is an aggressive predator often found dwelling in dungeons. Nearly six feet long and usually in groups, they scuttle across the floor quickly and attack without remorse. Their dark colors make them difficult to spot in the shadows of a cavern. The climate has caused the spiders to have a poison somewhat less potent than their kind normally harbors. If bitten by a spider, and affected by the poison, the target merely takes damage instead of automatically dying.

Werehyena



The werehyena is a lycanthrope, able to change from human form to that of a giant hyena at will. In human form, the werehyena is often quite friendly and charismatic. However, it usually fights in its hyena form, where it is six feet long and has massive jaws with which it rends its prey. The werehyena is somewhat afraid of fire, but if cornered is not daunted by it.

Zombie



Zombies are mindless undead creatures following simple commands from a master, who may be long dead. They are known for their rotting flesh and putrid smells. Zombies move very slowly and attack the same way, trying to pummel their target. Typically, they are found underground in charnel places. If encountered in large groups, they can pose a threat to a weakened adventurer. Rumors abound around the Crowded Sea of undead pirate ships somehow controlled by zombies and ghouls.

New Monster Descriptions

These monsters are new to the ADVANCED DUNGEONS & DRAGONS® game. Most of them were created for GENIE'S CURSE. If you would like to incorporate them into your own campaigns, their statistics follow.



Acid Blob



Desert Cyclops



Miniature
Copper
Automaton



Miniature Elementals – Air, Earth, Fire & Water



Giant
Zakharan Rat

Acid Blob



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	None (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-8 (1)
ARMOR CLASS:	8
MOVEMENT:	5
HIT DICE:	2
THACØ:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3')
MORALE:	(10)
EXP. POINT VALUE:	65

The acid blob is a small but potentially deadly creature living in unkempt underground areas. Its name gives accurate description to the monster, a moving glob consisting of an

acidic substance. The acid blob tends to be green, although darker colors have also been sighted. Unlike many of its ilk, the acid blob does not move on the wall or ceiling, it just hops along the ground.

Combat: The acid blob attacks by striking at prey with its body. The acid is not strong enough to continue burning flesh after its strike, but metals are in great danger. Every *non-magical* metal weapon which touches the acid blob and every *non-magical* piece of metal armor which the acid blob hits must make a saving throw or be weakened. Any item failing to save has a 5% cumulative chance of breaking each time it is struck thereafter. For example, a sword which is being used against an acid blob that fails two saving throws has a 10% chance of breaking every time it is used. This corrosion has no effect on magical items.

Habitat/Society: Acid blobs are usually found in groups, since new acid blobs are created by blobs separating from their host and then joining together. This is a purely instinctual occurrence since the blobs have no intelligence.

Ecology: Acid blobs are dungeon scavengers, absorbing non-stone items they encounter for whatever nutrients they require. While they can survive off of non-living materials, acid blobs prefer living targets and will pursue them until death or lunch.

Copper Automaton, Miniature



CLIMATE/TERRAIN:	Any/Ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Low (5)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 (20%) 3-18 (80%)
ARMOR CLASS:	5
MOVEMENT:	7
HIT DICE:	3 + 3
THACØ:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4 / 1-4
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Spell Immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (3'-5')
MORALE:	Fearless (20)
EXP. POINT VALUE:	120

Miniature copper automatons are very similar to their larger counterpart, the copper automaton. They are magical statues of copper and bronze with numerous levers and gears churning inside of them all held together by magical enchantments.

As they are creations, automatons look quite different from one another. Some have

blocky bodies and long arms while others look more like small human knights. All of them are corroding and have blank eyes.

The miniature versions are not as well made as the larger automatons and thus cannot manipulate objects very well. However, a simple task like pulling a switch or turning a door knob is possible.

Combat: Miniature copper automatons attack with their two metallic hands, clubbing or pinching with fair strength for 1 to 4 points of damage per limb. They do not share the heat-generating abilities of their larger versions.

The automatons can only be healed, or repaired, by the combined efforts of a wizard of at least 6th-level and a well-trained smith. With this team, the automaton recovers 1 to 8 hit points per day. Once killed, or destroyed, the automaton may not be rebuilt.

Habitat/Society: Miniature copper automatons are the creations of wizards not powerful enough to create larger automatons, or not desiring to pay the additional expenses for them. Upon inception, and changeable at any time thereafter, the mage gives the mass of clinking parts a simple task to carry out. Some are used to stand guard over the tombs of their dead masters, others patrol dungeons warding against intruders, and some are used as slave labor doing the most simple, but laborious work. They perform any service within their limited mental grasp.

The method of forming a miniature automaton is not a well-kept secret. Any wizard of at least 6th-level with 2,000 gold pieces can build one. The whole process takes about two weeks, and requires copper ore, iron gears, lead counterweights and a gemstone worth at least 500 gold pieces to center the wizard's magical energies. Also needed is half of an *oil of slipperiness* vial to keep the gears turning.

Ecology: Miniature Copper Automatons need no food, no rest, no external energy source and no loving encouragement. They are completely unnatural, with no niche in the ecological balance.

Cyclops, Desert



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	M (Q, D)
ALIGNMENT:	Chaotic Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	10
HIT DICE:	6 + 6
THACØ:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8 x 2 or Weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' - 10')
MORALE:	Steady (12)
EXP. POINT VALUE:	420

The desert cyclops is slightly taller than a human and has rough, sand-colored skin. They are secretive creatures, often persecuted by humans who fear their size and the one large eye which seems to peer into their very soul.

The upper body of the desert cyclops is usually quite muscular, sometimes out of proportion to the rest of their frame. Depending on its chosen lifestyle and habitat, desert cyclops can look extremely different from one another. Some wear animal hides and are covered with combat scars and sandpaper skin, while others dress normally, and do not look like fighters at all.

The only facet nearly identical in every desert cyclops is the large eye. It is unblinking, virtually always sky-blue, and is both the pride and shame of its owner. The eye is considered very beautiful among the cyclops themselves, but others use it as a rallying point for vilification.

The cyclops do indeed have a special ability with their eye. While looking at a person who is speaking, they can ascertain if there are any lies being told. If the speaker knows of this power, he or she can try to block it and make the cyclops think that they are telling the truth by making a saving throw against magic.

Combat: Once angered or attacked, the desert cyclops is a vicious foe. A long history of persecution has left them easy to anger and very dangerous when their ire does arise. They attack by punching with their strong arms, or with a large two-handed weapon with which they get a strength bonus of +6 on each hit. The cyclops are not agile enough to use two weapons at one time.

Occasionally the desert cyclops are seen in armor, which needs to be specially made for their oddly-shaped bodies. However, most do not wear armor, since their naturally tough skin is often as good as any but the best metals.

Habitat/Society: It is difficult to pin down the desert cyclops to any one type, as they live in many different ways. The most common arrangement is the desert clan. This is a small group, not usually more than six, excluding children, living as hunters and gatherers in the desert sands. They will move with the weather or as water supplies diminish. These clans are fiercely defensive and usually attack any intruder who does not obey their orders to leave immediately. Some kill anyone for just seeing where their clan is living. These actions help to fuel human anti-cyclops tendencies, which are otherwise largely built upon fallacies.

Other desert cyclops are loners, who live a solitary existence in a rocky cave or in a small building they have pieced together in the middle of some wasteland. These cyclops are also defensive, but some of them begin to crave contact to such a degree that they will talk with strangers instead of attacking or hiding. All desert cyclops speak in the common tongue.

A very few number of desert cyclops have managed to find acceptance in human society, and have pursued careers as any other human would. This is always a tenuous existence which often ends with the cyclops being blamed for some tragedy or murder with which they had no connection. However, there are also stories of Caliphs or other nobles hiring cyclops' to help determine if their subjects are speaking the truth.

Ecology: The cyclops has very similar dietary needs to that of a human, with one major difference. Cyclops will sprinkle sand on their food in the same manner as humans would use a seasoning such as salt. No studies have been done to ascertain how the sand is digested or if it benefits the cyclops in any manner, although common theory states that it aids in digestion. There are no records of a desert cyclops actually living off of sand, but it is a popular garnish.

Elemental, Miniature



TYPE:	Air	Earth	Fire	Water
CLIMATE/TERRAIN:	Any Land	Any Land	Any Land	Any Water/Shore
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Pack	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Air	Earth, Metal, Gem	Any Combustible	Any Liquid
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING	2-12	2-8	2-12	3-18
ARMOR CLASS:	6	6	7	7
MOVEMENT:	14	6	12	10
HIT DICE:	1	1+3	1+2	1+1
THACØ:	19	19	19	19
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-3	1-4	2-5	1-4
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	See Below	See Below	See Below	See Below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (2')	S (2')	S (2')	S (2')
MORALE:	Average (10)	Average (10)	Average (10)	Average (10)
EXP. POINT VALUE:	35	65	35	35

It is not known how miniature elementals came into existence. They used to be extremely rare, and were considered to be myth by most scholars, but recent reports of sightings and attacks by the elementals have increased. Some conjecture that they are small bits of larger elementals which broke free, and now roam of their own accord.

The miniature elementals are all less than two feet tall and look like their element. Fire elementals are small moving balls of flame, air elementals are little whirlwinds, earth elementals are moving rocks, and water elementals are bouncing blobs of cohesive water.

Whatever their origin, the miniature elementals have become a large nuisance in some areas. Although seldom powerful enough to kill an alert warrior, and not intelligent enough to plan attacks against weak opponents, the elementals are not to be ignored. Often traveling in packs, they can be dangerous when surrounding a lone target. Rumors are also circulating about larger versions of the miniature water elemental attacking merchant ships, though this is yet to be confirmed.

As of the date of this writing, no mage has been able to purposely conjure a miniature elemental. Perhaps they are too small to be grabbed from their respective elemental planes by magical snares.

Combat: All miniature elementals attack by launching their body at their targets. In addition, earth elementals launch bits of stone at the target. None of them are powerful enough to cause any extra damage — for instance, a blow by the fire elemental does not require any saving throw to keep items from burning.

All of the elementals have special defenses against certain types of attacks. Water-based spells do 1 point less of damage per die (minimum 1 point per die) against miniature water elementals and fire-based spells have the same damage reduction against miniature fire elementals. Attacks by cutting weapons do one-half damage to miniature earth elementals and lastly, magical weapons (or spells) are needed to damage the miniature air elemental.

Rat, Giant Zakharan



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal- (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-12
ARMOR CLASS:	6
MOVEMENT:	14
HIT DICE:	4
THACØ:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7')
MORALE:	(10)
EXP. POINT VALUE:	175

The giant Zakharan rat is a cousin to the giant rat with the main difference being size. Zakharan rats are huge, with lengths of up to seven feet (not including the tail). They are just

as filthy, disease ridden, ferocious, and fleet of foot as their smaller cousins. Their fur is generally brownish and their eyes a deep red.

Combat: Giant Zakharan rats are annoying creatures which rush into a fight with extreme quickness and then maddeningly gnaw and claw until they are killed. It is rare to find a single rat; they tend to roam in packs. While generally easy to kill, there are stories of giant rats closing in and killing a hero weakened after the hero has just defeated a major foe.

Unlike other rats, this variety is not particularly afraid of flames. Many tales exist of adventurers expecting torches or bonfires to keep them safe from the rats only to be viciously attacked while unprepared.

Ecology: The giant Zakharan rat tends to live in dank underground areas like dungeons. It can slip through tight openings as the creature's skeletal system compresses drastically. The rats are usually found in groups, but it is very rare to find more than a dozen in any one place. Their diet is anything and everything which they encounter that is, or was once, living

MONSTER AND MAGIC INDEX

Monsters

<i>Acid Blob</i>	47
<i>Ammut</i>	38
<i>Boar, Giant</i>	39
<i>Copper Automaton, Miniature</i> ...	49
<i>Cyclops, Desert</i>	51
<i>Debbi</i>	39
<i>Elemental, Miniature</i> <i>(Air, Earth, Fire or Water)</i>	53
<i>Ettin</i>	40
<i>Ghoul</i>	40
<i>Great Ghul</i>	41
<i>Markeen</i>	41
<i>Mummy</i>	42
<i>Nas Nas</i>	42
<i>Ogrima</i>	43
<i>Pirate</i>	43
<i>Rat, Giant Zakharan</i>	55
<i>Sorcerer</i>	44
<i>Spider, Huge</i>	44
<i>Werehyena</i>	45
<i>Zombie</i>	45

Spells and Potions

<i>Cone of Cold</i>	34
<i>Extra Healing</i>	31
<i>Flame Arrow</i>	35
<i>Giant Strength</i>	31
<i>Healing</i>	31
<i>Invulnerability</i>	32
<i>Lightning Bolt</i>	35
<i>Magic Missile</i>	35
<i>Oil of Elemental Invulnerability</i> <i>(Air, Earth, Fire and Water)</i>	32
<i>Sundazzle</i>	35
<i>Sunfire</i>	36
<i>Sunscorch</i>	36
<i>Water Blast</i>	36

DESIGNER'S NOTES

Creating *Genie's Curse* presented some unique challenges to us here at Cyberlore Studios. We strove to create a game that was completely unique from other role-playing games. First we wanted our game to be easily accessible to all those players who are frustrated by the complex combat, spell and inventory systems that so many other games employ. We've always thought it was more fun casting a spell than memorizing it. The real-time combat adds an element of danger and immediacy missing in phased combat systems.

We wanted the player character to be a pre-rolled character with a specific background and history. This presents you with a new challenge: non-player characters in the game expect your character to act like an honorable young prince. But, we give you a wide choice of actions. Your prince can be anything you want him to be; honorable, impatient, or down right rude. Of course, being rude to the wrong person can land your character in jail pretty fast.

The *AL-QADIM™* game world presented its own challenges to the Cyberlore designers as well as players. This is not the medieval hack and slash world we're all used to playing in. This is a carefully structured society where honor is more important than muscle. The player who plans on hacking his way through this game had better save the game often.

The look of the game is also unique. We wanted it to have the feel of the "Technicolor" *Sinbad* and *Arabian Nights* movies we grew up with. We never pictured the game locations as real places. Instead, we pictured them as movie sets on neatly swept sound stages, and we filled the areas with decorative props and dressed the actors in costumes from the "Arabian" section of the costume department.

In a market filled with fantasy role-playing games we hope *GENIE'S CURSE* stands out and gives you a unique and fun adventure. Enjoy!

CREDITS

Cyberlore Studios, Inc. Credits

Game Design	Herb Perez
Producer	Lester Humphreys
Lead Programmer	Ken Grey
Art	Garrett McCarthy, Herb Perez
Writers	Herb Perez, Joseph Minton, Ken Eklund, Dan Greenberg
Additional Programmers	Lester Humphreys, Joseph Minton, Ken Eklund, Dan Greenberg, Steven Wolf
Rule Book Author	Joseph Minton
Lead Playtester	Jim DuBois

Strategic Simulations, Inc. Credits

Producer:	Bret Berry
Additional Producers:	Nicholas Beliaeff, Chuck Kroegel, George MacDonald
Associate Producer:	William Dunn
Rule Book Editors:	Eileen Matsumi, André Vrignaud
Musical Director:	Cooksey
Test Supervisor:	Glen Cureton
Lead Product Tester:	Joshua Cloud
Product Testers:	John Cloud, Cyrus Harris, Jeff Peña
Test Support:	Annette Grove, Rose Ramos
Compatibility Testing:	Top Star Computing Services, Inc.
Graphic Design and DTP:	LOUIS SAEKOW DESIGN: David Boudreau, Leedara Zola
Printing:	A&a Printers and Lithographers, Inc.
Special thanks to:	Jim Ward and Tom Wahl

Other Credits

Music:	Eric Heberling, Rob Wallace, Nada Lewis
FM Voice Design:	The Fatman

STRATEGIC SIMULATIONS, INC. LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette(s) on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the diskette(s) prove defective in any way, you may return the diskette(s) to **Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901** and SSI will replace the diskette(s) free of charge. In addition, if the diskette(s) prove defective at any time after the first 30 days, return the diskette(s) to SSI and SSI will replace the diskette(s) for a charge of \$10.00 (each disk) plus \$4.00 for shipping and handling. California residents, add applicable sales tax.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.)

The enclosed software program and this rule book are copyrighted. All rights are reserved. This rule book may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this rule book may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased.

Any persons reproducing any portion of this book for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal action at the discretion of the copyright holder(s).

ADVANCED DUNGEONS & DRAGONS, AD&D, AL-QADIM and the TSR logo are trademarks owned by and used under license from TSR, Inc., Lake Geneva WI, USA. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc.

©1994 TSR, Inc. ©1994 Strategic Simulations, Inc. All Rights Reserved.

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. **If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded.** NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a self-addressed, stamped envelope for reply).

IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our **Technical Support Staff at (408) 737-6850** between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

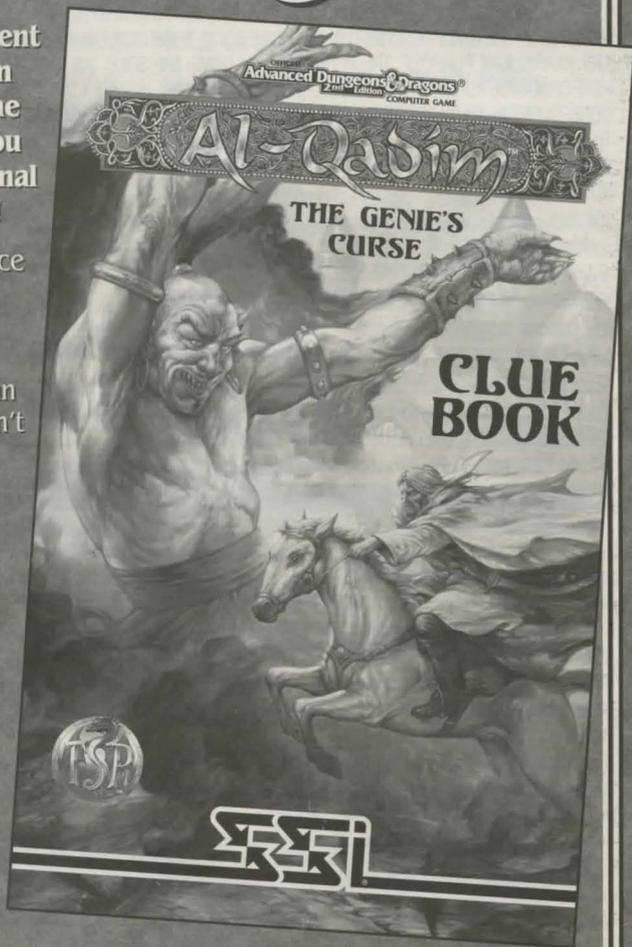
Your own genie!

Imagine how different your adventures in the AL-QADIM™ game world would be if you had your own personal genie along to help!

Well, here's your chance to find out. Meet your genie — this **GENIE'S CURSE CLUE BOOK!**

Actually, it's better than a genie because it won't limit you to 3 wishes! Here's what you get:

- ❖ **DETAILED MAPS.** Easily locate all major events in this wildly exotic adventure.
- ❖ **DESCRIPTIONS.** All encounters and treasures are described in full detail!
- ❖ **LISTS.** Don't miss a thing — all major magical treasures are revealed.



To ORDER: VISA/MC — call 1-800-245-4525 (in USA & Canada).
By mail — send check or money order for \$14.95 plus \$5.50 shipping
& handling to: Electronic Arts, P.O. Box 7530, San Mateo, CA 94405.
California residents please add applicable sales tax.

ADVANCED DUNGEONS & DRAGONS, AL-QADIM, the TSR logo, and all TSR characters, character names and the distinctive likenesses thereof, are trademarks owned by and used under license from TSR, Inc. ©1994 TSR, Inc. ©1994 Strategic Simulations, Inc. All rights reserved.

