

# **THE EPIC ADVENTURE COLLECTION**

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EPIC Operating System v2.00 by Melvyn E. Wright & Dave M. Johnson  
EPIC Operating System v3.00 By Melvyn E. Wright (Used in WHEEL OF FORTUNE only)  
This booklet compiled by (the) Dave from the original EPIC Helpsheets

# **CASTLE FRANKENSTEIN**

(EPIC ADVENTURES, ADVENTURE 1)

## **INSTRUCTIONS AND HINTSHEET**

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been used to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

CASTLE FRANKENSTEIN is a full-scale adventure in which you have to explore the ruins and grounds of Castle Frankenstein in order to find and destroy the Monster which he has created.

It is nearly twenty years since the Frankenstein Monster was last seen or heard of. He is thought to have been destroyed in a fire at the Castle, but recently a series of unsolved murders has taken place in the nearby village, and the people fear that the Monster is on the loose again.

They have chosen you as the one to put an end to the curse that has plagued them ever since Dr Frankenstein brought his hideous creation to life.

Are you brave enough to explore the Castle, with its many dark tunnels and secret passages, and search for the Monster?

### **Playing Instructions**

Commands may be entered in the form of complete sentences. It is usually only necessary to enter the first two or three letters of most words, but if this doesn't produce the expected result, retype in full.

The program has a vocabulary of approx. 140 words and it is part of the game to discover what these are. However, some words that you will need to know are listed below. Most of them have single letter input.

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT

TAKE - To pick up an object

DROP - To drop an object

INVENTORY - To list your possessions

LOOK - To describe your surroundings

SCORE - To obtain your score

SAVE - To save the current game on tape

LOAD - To load back a SAVED game

QUIT - To end the current game

During the game you will need to use a lamp. Use the words ON and OFF to work the lamp.

## **Helpsheet To CASTLE FRANKENSTEIN**

This is an alphabetical list of all the locations, objects, characters and items referred to in CASTLE FRANKENSTEIN. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how you use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our produces, there may be minor differences in detail between these clues and your version of the game.

**ALCOVE:** Underneath the castle kitchen. See Table.

**ALE:** See Barrels of Ale.

**ANNEX:** Next to the library.

**BARRELS OF ALE:** In the inn storeroom. You cannot open these.

**BATTLEMENTS:** On the roof of the castle, above the collapsed wall.

**BEER BOTTLE:** See Bottles.

**BELL:** On the back of the shop door. Not used.

**BLIND MAN'S CABIN:** See Cabin.

**BOOK:** See Notebook.

**BOTTLES: BEER:** In the inn storeroom. Use this to carry water. See Waterfall. You may empty this anywhere or drink from it.

**OF CHEMICALS:** In the equipment storeroom. Not used.

**BOTTOMLESS CHASM:** See Chasm.

**BOW:** See Violin Bow.

**BRIDGE:** See Rope Bridge.

**BUILDING:** See Laboratory.

**CABIN:** In the clearing south of the narrow path. Enter it.

**CAN OF PARAFFIN:** In the cabin. See Lamp.

**CASTLE:** On top of the mountain.

**CAVE:** At the bottom of the stone steps underneath the experiments room.

**CELL:** See Dungeon.

**CELLAR:** Underneath the inn.

**CHAINS:** In the experiments room. Not used, but see Scoring.

**CHAIRS:** In the library. Not used.

**CHAMBERS, STONE:** See Stone Chambers.

**CHASM:** Out of bounds. As is the large hole leading into a room on the next floor.

**CHEMICALS:** See Bottles.

**CLEARINGS:** North of the forest.  
Next to the cabin.

**CLOAKROOM:** Off the entrance hall.

**COBWEBS:** In various locations. For atmosphere only.

**COFFIN:** In the disturbed grave. Use the spade to dig it out. Open it.

**COIL OF ROPE:** See Rope.

**COIN:** In the coffin. See Shop.

**COLLAPSED WALL:** In the castle. You cannot get past here. Climb the rubble.

**COOKER:** In cabin. Not used.

**CORRIDOR:** See Tight Corridor.

**CRUMBLY ROCKS:** See Narrow Ledge.

**CRYSTALS:** See Flask.

**DARK TUNNEL:** Underneath the inn. Emerges at the base of the waterfall.

**DEEP PIT:** See Pit.

**DESK:** See Writing Desk.

**DINING ROOM:** Off the entrance hall.

**DISTURBED GRAVE:** In the graveyard. Dig here with the spade.

**DOORS: CABIN:** To the east of the cabin. Enter it.

**STONE:** See Rings.

**TRAP:** In the inn storeroom. Open it.

**WOODEN:** At the back of the castle. Use the key to unlock it, and the metal rod to prise it free, then open it.

**DUBIOUS PASSAGE:** You can negotiate this OK.

**DUNGEON:** Underneath the castle kitchen.

**ELECTRICAL EQUIPMENT:** In the laboratory. For atmosphere only.

**ENTRANCE HALL:** Behind the ring-stone in the castle wall.

**ENTRANCES AT WATERFALL:** See Waterfall.

**EQUIPMENT STOREROOM:** See Storerooms.

**EXPERIMENTS ROOM:** Off the laboratory. See Rings.

**FIREPLACE:** In the cabin. Not used.

**FLASK:** In the equipment storeroom. This holds the pink crystals. Pour the water from the bottle to form the pink solution. You will need this to revive the monster.

**FOOD:** In the castle kitchen. You can eat this if you are really hungry! You must place this on the floor before pulling the ring in the sulphur pit.

**FOOTHOLES:** Behind the waterfall. See Shallow Recess.

**FOOTPRINTS:** Outside the cabin. These were left by the monster when he visited the blind man.

**FOREST:** North of the village road, between the village and the mountain.

**FRANKENSTEIN'S: LABORATORY:** See Laboratory.

**MONSTER:** See Monster.

**NOTEBOOK:** See Notebook.

**FUMES:** Wear the gas mask to protect you from the sulphur fumes.

**GAS MASK:** At the top of the waterfall. Wear it, see Sulphur Pit, Scoring.

**GENERATOR:** See Wimshurst Generator.

**GRAVE:** See Disturbed Grave.

**GRAVEYARD:** Lies between the mountain path and the castle.

**GUN:** See Shotgun.

**HALL:** See Entrance Hall.

**HAMMER:** In the alcove. Use this to knock the rod into the ground at the top of the steps underneath the experiments room. See Rope, Scoring.

**HAT:** See Tin Hat.

**HOLE IN WALL:** See Chasm.

**HORN:** Ygor blows this to exert power over the monster. It is no use to you.

**INN:** East end of village. The adventure starts here and you must return here to finish the game.

**INSTRUMENTS:** See Musical Instruments.

**IRON KEY:** See Key.

**KEY:** At the bottom of the waterfall. See Wooden Door, Scoring.

**KITCHEN:** There are two: One in the cabin, and the other off the entrance hall in the castle.

**KITCHEN EQUIPMENT:** In cabin. Not used.

**KNIFE:** In the dining room. Throw this at Ygor to kill him. Use it to cut the rope bridge.

**LABORATORY:** Across the rocks just outside the library. Cross the rope bridge to get to it. See Operating Table.

**LAMP:** In the forest. Before you can light this, you must be carrying the paraffin and the match. You will need it to see in the dark, although no harm will come to you if you do not have it. The lamp cannot be refilled once it has run out.

**LANDING:** Above the entrance hall.

**LEDGE:** See Narrow Ledge.

**LEVER:** See Rod.

**LIBRARY:** Off the landing.

**LIVING ROOM:** In the cabin.

**LOOSE STONES:** On the mountain path. You will eventually fall into the pit if you proceed, but there is a way out.

**LOW PASSAGE:** At the top of the narrow steps, inside the mountain. Use the spade to dig your way out of here.

**MAN IN CABIN:** Attacked by the monster. You cannot do anything with him (except pay your last respects!).

**MAP:** In the shop. No use, although you can read it. (You didn't think we'd make it that easy, did you?!) See Scoring.

**MASK:** See Gas Mask.

**MATCH:** In the inn. Use this to light the lamp. See Lamp, Scoring.

**MEDICAL SUPPLIES:** In the equipment storeroom. Not used.

**METAL: RINGS:** See Rings.

**ROD:** See Rod.

**MONSTER:** He is initially at the bottom of the sulphur pit (See Rings). He follows you when you meet him. You must revive him during the game, using the pink solution and the winhurst generator (Read the Notebook). See Rope Bridge for how to kill him. See also Ygor, Food, Stone with Ring, Reviving the Monster.

**MOUNTAIN:** North of the forest.

**PATH:** Winds up the mountain side. Half-way up, it split into two. Up leads to the pit. East leads to the graveyard.

**TRACK:** Runs east-west at the base of the mountain. You cannot pass the vegetation at the east end.

**MUSIC ROOM:** Off the landing.

**MUSICAL INSTRUMENTS:** In the music room. Not used.

**NARROW: LEDGE:** Above the sulphur pit. Be careful here, a wrong move could be fatal. The ridge is only passable from east to west.

**PATH:** Leads from the base of the mountain to the cabin.

**TUNNELS:** These lead to the waterfall.

**NOTEBOOK:** In the library. Read it for information.

**OPERATING TABLE:** See Tables.

**PARAFFIN:** See Can.

**PASSAGE:** See Long, Winding or Dubious.

**PATH: MOUNTAIN:** See Mountain Path.

**NARROW:** See Narrow Path.

**PINK: CRYSTALS:** See Flask.

**SOLUTION:** See Flask.

**PIT:** Up the mountain path. You can get out of here along the narrow tunnel leading to the top of the waterfall. See also Sulphur Pit.

**RATS:** In the dungeon. For atmosphere only.

**RECESS:** See Shallow Recess.

**RESURRECTION:** If you get killed, you can choose to be resurrected up to a maximum of three times. You will lose points for this which you cannot regain, so you are advised to load back a saved position whenever possible, instead of opting for resurrection.

**REVIVING THE MONSTER:** During the game you will need to revive the monster in order to enable him to assist you. Do this in the laboratory. The notebook gives more information. See also Monster, Ring near the Experiments Room, Wimshurst Generator, Flask.

**RINGS: IN THE ANNEX:** Pull it.

**NEAR THE EXPERIMENTS ROOM:** You must lift this stone but will need the assistance of the revived monster to do it.

**AT THE TOP OF THE PILE OF STONES:** Pull it.

**IN NARROW TUNNEL:** Don't pull it!

**ON THE STEEP SLOPE:** Pull it.

**IN STONE CHAMBER:** Pull it.

**ON THE STONE STEPS:** Tie the rope to it.

**AT THE BOTTOM OF THE SULPHUR PIT:** Pull it. (But see Food and Ygor.)

**ROAD:** Runs east-west through the village.

**ROD:** In the small storeroom. See Wooden Door, Hammer, Rope, Scoring.

**ROOM, SMALL:** See Small Room.

**ROPE:** In the cloakroom. Tie this to the metal rod to descend the steps underneath the experiments room. See Scoring.

**ROPE BRIDGE:** This spans the rocks leading from the library to the laboratory. Cross it. You can cut it with the knife. If you do this whilst the monster is still standing on it he will fall to the rocks.

**SCORING:** Apart from scoring points for solving the various puzzles etc, you will also score points for picking up the following objects: Violin, bow, key, gas mask, rod, rope, hammer, generator, chains, match, spade, map, sword, shotgun, tin hat. Note that you do not need all of these objects in order to complete the game.

**SERIES OF TUNNELS:** These lead from the cave to the waterfall.

**SHALLOW RECESS:** You end up here after jumping into the water at the top of the waterfall. Go down to the footholes.

**SHOP:** On the village road. Enter it. You will need a coin to buy anything.

**SHOPKEEPER:** In the shop. You cannot do anything with him.

**SHOTGUN:** In the shop. Not used, but see Scoring.

**SLOPE:** See Steep Slope.

**SMALL ROOM:** Around the back of the castle, at the top of the pile of stones.

**SPADE:** In the graveyard, north of the disturbed grave. See Disturbed Grave, Coffin, Low Passage, Scoring.

**SPOON:** In the dining room. Not used.

**STAIRCASE:** See Steps.

**STEEP SLOPE:** Leads up the side of the castle. If Ygor is alive, he will throw rocks on your head! Wear the tin hat.

**STEPS: NARROW:** Lead up from the opening tunnel.

**PIT:** Lead down from the narrow ledge into the sulphur pit.

**STONE:** 1) Underneath the inn storeroom.  
2) Underneath the experiments room. See Rope. The monster will kill you if you try to descend these with him present. You must kill him first. See Monster.

**WOODEN:** Off the entrance hall.

**STONE: CHAMBERS:** There are two: One next to the cellar, the other next to the pit.

**DUNGEON:** See Dungeon.

**STEPS:** See Steps.

**STONE WITH RING:** Near the experiments room. See Rings.

**STONES: LOOSE:** See Loose Stones.

**PILE OF:** Round the back of the castle. Climb these.

**STOREROOMS: EQUIPMENT:** Off the laboratory.

**INN:** Inside the inn.

**SMALL:** Off the small room.

**STRANGE NOISE:** At the bottom of the sulphur pit. See Ygor.

**STUDY:** Off the landing.

**SULPHUR PIT:** You will need the gas mask to protect you from the fumes. See also Rings.

**TABLES: IN THE CASTLE KITCHEN:** Move or push it.

**IN THE DINING ROOM:** Not used.

**IN THE LIBRARY:** Not used.

**OPERATING:** In the laboratory. Although you do not need to do anything with it, it is used to revive then monster.

**TIGHT CORRIDOR:** On the ground floor of the castle, leading to the winding passage.

**TIN HAT:** In the shop. See Steep Slope, Shop, Scoring.

**TOMBSTONES:** In the graveyard. For atmosphere only.

**TRACK, MOUNTAIN:** See Mountain Track.

**TRAP DOOR:** See Doors.

**TREES:** In the forest. You do not need to climb them.

**TUNNELS: DARK:** See Dark Tunnel.

**ENTRANCES:** See Waterfall.

**NARROW:** See Narrow Tunnels.

**SERIES OF:** See Series of Tunnels.

**VEGETATION:** At the east end of the mountain track. You cannot get past this.

**VILLAGE:** You start the game here.

**VIOLIN:** In the cabin. Not used, but see Scoring.

**VIOLIN BOW:** In the music room. Not used, but see Scoring.

**WATER:** You will need this to make a solution from the pink crystals. See Bottle, Flask.

**WATERFALL:** There are three tunnels which emerge here. Two at the top and one at the bottom. Access to one of the top tunnels is gained by falling down the pit. You cannot pass directly between any of the tunnel entrances, although you may jump into the water at one of them. You may drink or fill the bottle at two of these entrances.

**WIMSHURST GENERATOR:** In the equipment storeroom. This is an early device consisting of two spinning disks, for generating very large voltages. Operate it to revive the monster. See Scoring.

**WINDING PASSAGE:** Leads down to the sulphur pit.

**WOODEN: DOOR:** See Doors.

**STAIRCASE:** See Steps.

**WRITING DESK:** In the study. Not used.

**YGOR:** He stands guard on the castle battlements, and will throw rocks at you (see Steep Slope). He also controls the monster, (see Horn). You must kill him (see Knife) before pulling the ring in the sulphur pit. If the monster sees Ygor dead, he turns nasty!

--HAPPY ADVENTURING--



# THE QUEST FOR THE HOLY GRAIL

(EPIC ADVENTURES, ADVENTURE 2)

## INSTRUCTIONS AND HINTSHEET

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been used to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, colour, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

A Full-scale adventure in which you have to search the forests and wastelands around Camelot in your attempt to find the Holy Grail and return it to King Arthur.

"So you want to become a Knight of the Round Table?" boomed King Arthur. "Well, I can't bestow a knighthood on everyone who strolls in here looking for fame and fortune. First you must prove that you are worthy of such an honour."

Arthur scratched his head and paced the room for a few minutes.

"I have decided that your quest will be to find the Holy Grail and bring it back here to me."

There were gasps of amazement from all the knights gathered there.

"Impossible," shouted someone.

Arthur continued, "You will face many dangers on your journey but look for the Magic Fruits of the Forest. They will be of great help to you but use their powers only when there is no other course of action open to you."

You leave Camelot feeling more than a little apprehensive. Where will you begin your seemingly impossible quest?

### Playing Instructions

Commands may be entered in the form of complete sentences. It is usually only necessary to enter the first two or three letters of most words, but if this doesn't produce the expected result, retype in full.

The program has a vocabulary of approx. 140 words and it is part of the game to discover what these are. However, some words that you will need to know are listed below. Most of them have single letter input.

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT

TAKE - To pick up an object

DROP - To drop an object

INVENTORY - To list your possessions

LOOK - To describe your surroundings

SCORE - To obtain your score

SAVE - To save the current game on tape  
LOAD - To load back a SAVED game  
QUIT - To end the current game

During the game you will need to use a torch. Use the words LIGHT TORCH to work it and OFF to extinguish it.

### **Helpsheet To QUEST FOR THE HOLY GRAIL**

This is an alphabetical list of all the locations, objects, characters and items referred to in QUEST FOR THE HOLY GRAIL. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how you use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our produces, there may be minor differences in detail between these clues and your version of the game.

### **Hints On Playing The Game**

During your travels you will encounter various problems which can only be solved by the use of an object from a later stage of the game. When this happens, ignore the problem for the time being, and carry on until you find the object required. You should then be able to return to the problem by means of the transport mechanism provided.

**AISLE:** Inside the monastery.

**ALCOVE:** Inside the castle, to the east of the courtyard.

**ALTAR:** Inside the monastery.

**APPLE:** In the storeroom. See Fruit.

**ASHES:** In the huge cave, after killing the dragon. Not used.

**AXE:** In the woodcutter's shack. You must not let the woodcutter see you stealing his axe, so take it then hide it before you leave the shack. See Woodcutter. Use the axe to chop down a small tree. See Trees, Scoring.

**BALE OF HAY:** See Hay.

**BANANA:** At the foot of the vine. See Fruit.

**BARN:** In one of the forest clearings. Go in. See Loft.

**BARREN WASTELANDS:** See Wastelands.

**BEAUTIFUL: GIRL:** See Girl.

**MAIDEN:** See Maiden.

**BENCH:** In the barn. Not used.

**BLACK KNIGHT:** To the east of the crossroads. See Knights.

**BLACKBERRY:** In the small room at the east end of the hallway. See Fruit.

**BLANK WALL:** At the end of the dark tunnel. See Tunnels.

**BLUE KNIGHT:** To the north of the forest. See Knights.

**BRIDGE:** Across the valley. You can only cross this from south to north.

**CAMELOT:** On the top of the hill, at the start of the adventure. You must return here with the Grail, to finish the game.

**CANDELABRA:** In the small room in the monastery. You must light the candles with your burning torch. See Monk.

**CANDLES:** See Candelabra.

**CASK:** On the pass. See Vat of Oil.

**CASTLE:** To the east of the swamp, past the lawn. This is surrounded by the moat. See Drawbridge.

**CATTLE:** On the hill. For atmosphere only.

**CAVES:** **HUGE:** To the north of the pass. See Ladder.  
**SMALL:** Above the huge cave.

**CELLS:** In the dungeons. There are six of these, three to the north and three to the south of the corridor. You must pull the ring in the south, central cell to find the secret tunnel.

**CHURCH:** See Monastery.

**CLEARING:** There are two, both in the forest.

**CORRIDOR:** In the dungeons. See Cells.

**COURTYARD:** Just inside the castle adventure.

**CROOK:** To the north of the castle. You will need this to reach the lever.

**CROSSROADS:** To the east of the forest.

**DARK ALCOVE:** See Alcove.

**DEADMAN'S END:** To the south of the swamp.

**DIAMOND NECKLACE:** See Necklace.

**DINGY STOREROOM:** See Storeroom.

**DOORS:** **COURTYARD:** Surrounding the courtyard.  
**GREEN:** At the top of the spiral staircase. Go in. See Small Rooms.  
**MONASTERY:** See Hallway.  
**OUTSIDE TOWER:** See Tower.  
**RED:** At the top of the spiral staircase. Avoid it.  
**YELLOW:** At the top of the spiral staircase. Go in. See Small Rooms.

**DRAGON:** In the huge cave. Throw the cask of oil at it.

**DRAWBRIDGE:** This is used to bridge the moat. See Lever.

**DUNGEONS:** Underneath the castle. Down the steps to the south of the courtyard. See Cells.

**EBONY SWORD:** On the Island. Not used. Note, it does not kill the black knight. See Knights.

**EMERALD SWORD:** In the long grass next to the lawn. See Swords.

**FALLEN: ROCKS:** At the end of the pass. You cannot get past these.  
**TREE:** At the end of the sloping passage from the small cave. See Lance.

**FLINT:** Near Deadman's End. Use it to light the torch.

**FOREST:** To the east of Camelot.

**FRUIT:** There are four of these. Most of them provide a transport mechanism when eaten, as follows:-  
**APPLE:** Returns you to the castle entrance.  
**BANANA:** No effect.  
**BLACKBERRY:** Returns you to the crossroads.  
**RASPBERRY:** Returns you to the north side of the bridge.

**FURNITURE:** In the shack. For atmosphere only.

**GIANT OAK TREE:** See Oak Tree.

**GIRL:** On the island. Give her the necklace and she will offer you the Grail, and one sword. Take the sapphire one.

**GLOWING OPAL:** See Opal.

**GOLD: SWORD:** In the barren wastelands. See Swords.

**THRONE:** See Throne.

**GRAIL:** See Girl, Scoring.

**GRASS, LONG AND SHORT:** Next to the lawn.

**GREEN: DOOR:** See Doors.

**KNIGHT:** At the castle entrance. See Knights.

**HAIRY PAW:** Underneath some of the iron rings. You've lifted the wrong ring! See Rings.

**HALLWAY:** At the north end of the monastery. There is a door at each end. The door at the west end is the main exit from the monastery. Go out. You will need the large key to open the door at the east end.

**HAMMER:** In the barn. Not used.

**HAY:** In the loft. Use this to feed the horse. See Scoring.

**HEDGES:** In the forest. For atmosphere only.

**HILL:** See Camelot.

**HOLE IN ROOF:** In the huge cave. See Caves.

**HOLY GRAIL:** See Girl.

**HORSE:** Near the barren wastelands. See Hay.

**HUGE: CAVE:** See Caves.

**STONE:** At the east end of the valley. See Opal.

**IRON RINGS:** See Rings.

**ISLAND:** In the lake. See Raft. Tie the raft to the saplings before leaving it. See Rope.

**JETTY:** To the north of the lake.

**KEYS: LARGE:** At the top of the spiral staircase. See Hallway, Scoring.

**SMALL:** On the path to the north of the undergrowth. See Witch, Scoring.

**KNIFE:** In the small room at the top of the castle. See Rope, Scoring.

**KNIGHTS:** There are five of these, each of a different colour. You will need to find the appropriate sword to deal with each knight, as follows: Blue knight - sapphire sword; Red knight - ruby sword; Green knight - emerald sword; Yellow knight - gold sword; Black knight - you cannot kill the black knight with any sword.

**LADDER:** In the barn. After using it to climb up to the loft, carry it with you. Use it to reach the hole in the roof of the huge cave. (You will have to drop it again before you can climb it!) See Scoring.

**LAKE:** To the east of the path through the undergrowth. See Raft. Sail east to get to the island, and north to the jetty.

**LANCE:** In the alcove. Use this to move the fallen tree.

**LARGE: KEY:** See Keys.

**OPAL:** See Opal.

**LAWN:** To the east of the swamp, in front of the castle.

**LEAFY PLATFORM:** Up the oak tree. Go east towards the trunk of the tree and climb down the vine. You cannot climb back up here.

**LEVER:** At the front of the castle, pull this to lower the drawbridge. You cannot stretch across the moat to reach it. See Moat.

**LOFT:** Climb the ladder in the barn.

**LOGS:** Made by sawing up the tree. See Trees.

**LONG: GRASS:** See Grass.

**ROPE:** See Rope.

**MAIDEN:** Behind the green door. You are advised not to listen to her!

**MOAT:** Surrounding the castle. If you walk around the castle to the east side, you can then get down the bank of the moat and wade through it. You will need to do this in order to be able to reach the lever, but see Crook.

**MONK:** He appears when you light the candles. See Opal.

**NECKLACE:** Given to you by the witch when you release her. Give it to the girl.

**NICHE:** See Huge Stone.

**OAK TREE:** In the forest to the south of the crossroads. Climb this until you reach the point where the branches spilt, then take the west one until you fall onto the leafy platform. In early versions of the game, a wrong move was fatal. See Trees, Leafy Platform.

**OIL:** See Vat of Oil.

**OLD BARN:** See Barn.

**OPAL:** Given to you by the monk. Place it in the niche in the huge stone at the end of the valley.

**PASS:** At the east end of the valley, beyond the huge stone.

**PASSAGE:** See Sloping Passage.

**PAW:** See Hairy Paw.

**PILE OF: ASHES:** See Ashes.

**LOGS:** See Logs.

**PLANK:** In the barn. See Stepping Stones, Scoring.

**PLATFORM:** See Leafy Platform.

**RAFT:** You have to make this yourself. See Trees and Rope. Use it to sail across the lake to the island. (Drop it then type the direction you wish to go.)

**RASPBERRY:** In the narrow passages next to the small cave. See Fruit.

**RED: DOOR:** See Doors.

**KNIGHT:** Above the valley. See Knights.

**RESURRECTION:** If you get killed, you can choose to be resurrected up to a maximum of three times. You will lose points for this which you cannot regain, so you are advised to load back a saved position whenever possible, instead of opting for resurrection.

**RINGS:** In the dungeons. See Cells.

**RIVER:** At the northeast edge of the forest. Use the raft to cross it on the return journey. (Type Wait when the program suggests that you wait.)

**ROCKS:** At the end of the pass. See Fallen Rocks.

**ROOM:** See Small Room.

**ROPE:** At Deadman's End. You can cut this in half with the knife. One half is used to tie the logs together to make the raft. See Trees. The other piece is used to tie the raft up to the island.

**RUBY SWORD:** In the forest. See Swords.

**SAPLINGS:** On the island. Tie the raft to these. See Island.

**SAPPHIRE SWORD:** On the island. See Swords.

**SAW:** In the barn. See Trees.

**SCORING:** Apart from scoring points by solving the various puzzles etc, you also score points for picking up the following objects: Grail, axe, plank, ladder, knife, all the swords and keys. Note that you do not need all of these objects in order to complete the game.

**SHACK:** In one of the forest clearings. Go in. See Woodcutter.

**SHEPHERD'S CROOK:** See Crook.

**SHORT: GRASS:** See Grass.

**ROPE:** See Rope.

**SILVER SWORD:** On the island. Not used.

**SLOPING PASSAGE:** Next to the small cave. You will have to crawl along part of this.

**SMALL: CAVE:** See Caves.

**KEY:** See Keys.

**ROOM:** 1) At the top of the castle, overlooking the monastery.  
2) Behind the door at the east end of the hallway in the monastery.  
3) At the top of the spiral staircase. These contain the witch and the maiden.

**SPIRAL STAIRCASE:** Inside the tower.

**ST. BENEDICT'S:** See Monastery.

**STAIRCASE:** There are a number of these inside the castle. See also Spiral Staircase.

**STEPPING STONES:** These form a path through the swamp. The most southerly one is just out of reach, and you must drop the plank here to bridge the gap.

**STEPS:** On the north side of the valley. See also Staircase.

**STONE: HUGE:** See Huge Stone.

**TOWER:** See Tower.

**STOREROOM:** To the north of the courtyard.

**SWAMP:** To the south of the forest, beyond the large oak tree. See Stepping Stones.

**SWORDS:** These are used for dealing with the knights. You can only carry one at once. See Knights, Scoring.

**TABLE:** In the small room in the monastery. You cannot do anything with this.

**THRONE:** On the island. For atmosphere only.

**TOOLS:** In the Barn. See the entries for the individual tools.

**TORCH:** In the oak tree. You can see in the dark by lighting it with the flint. You will also need it to light the candelabra.

**TOWER:** At the west end of the valley. Go in the door at the bottom.

**TRANSPORT MERCHANT:** See Fruit.

**TREES:** In the forest. Most of these are for atmosphere only. If you have the axe, you can chop down one of the small trees to the east of the crossroads, then saw it up into logs with the saw. See Raft. There is one large oak tree in the middle of the path to the south of the crossroads. See also Oak Tree and Fallen Tree.

**TUNNELS:** Underneath the dungeons. These emerge behind the monastery wall. Push the wall and go north to enter the monastery. After you do this, the wall will close again.

**UGLY WITCH:** See Witch.

**UNDERGROWTH:** To the north of the fallen tree.

**VALLEY:** To the east of the barren wastelands. This is spanned by the bridge.

**VAT OF OIL:** In the barn. You cannot do anything with the vat itself but when you have the cask of wine, empty it and fill it with oil. See Dragon.

**VINE:** Up the oak tree. Climb down this. See Leafy Platform.

**WALL:** At the end of the dark tunnel. See Tunnels.

**WASTELANDS:** To the north of the monastery.

**WILD HORSE:** See Horse.

**WINE:** Do not drink it.

**WITCH:** Behind the yellow door. Release her with the small key. See Necklace.

**WOODCUTTER:** He will appear when you leave the shack. Do not let him see you leaving with his axe.

**WOODEN: BENCH:** See Bench.

**SHACK:** See Shack.

**WOODWORKING TOOLS:** In the barn. See the entries for individual tools.

**YELLOW: DOOR:** See Doors.

**KNIGHT:** On the path to the north of the undergrowth. See Knights.

--HAPPY ADVENTURING--

# **THE KINGDOM OF KLEIN**

(EPIC ADVENTURES, ADVENTURE 3)

## **INSTRUCTIONS AND HINTSHEET**

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been used to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, colour, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

A full-scale adventure through caves, water, tunnels, mountains, etc. to find and restore the Magic Klein Bottle.

An aura of doom surrounds the Klein Kingdom. The Magic Bottle was removed from its pedestal in the King's Palace and stolen by the Wicked Witch of the Mountain. She swore that she would put a hideous curse on anyone who was foolish enough to try and recover it.

Unfortunately, the citizens of Klein have elected you to be the foolish one!

You must destroy the Wicked Witch, find the Magic Bottle and return it to the pedestal in the King's Palace.

### **Playing Instructions**

Commands may be entered in the form of complete sentences. It is usually only necessary to enter the first two or three letters of most words, but if this doesn't produce the expected result, retype in full.

The program has a vocabulary of approx. 150 words and it is part of the game to discover what these are. However, some words that you will need to know are listed below. Most of them have single letter input.

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT

TAKE - To pick up an object

DROP - To drop an object

INVENTORY - To list your possessions

LOOK - To describe your surroundings

SCORE - To obtain your score

SAVE - To save the current game on tape

LOAD - To load back a SAVED game

QUIT - To end the current game



## Helpsheet To KINGDOM OF KLEIN

This is an alphabetical list of all the locations, objects, characters and items referred to in KINGDOM OF KLEIN. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how to use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our products, there may be minor differences in detail between these clues and your version of the game.

## Hints On Playing The Game

During your travels you will encounter various problems which can only be solved by the use of an object from a later stage of the game. When this happens, ignore the problem for the time being, and carry on until you find the object required. You should then be able to return to the problem by means of the transport mechanism provided.

**ADVENTURER SOUP:** A rich delicacy enjoyed by witches everywhere. Made by boiling the juicy bones of tasty adventurers in a big cauldron!

**ALCOVE:** Inside the mysterious cave.

**ANTECHAMBER:** In the palace, south of the courtyard.

**ARCH, STONE:** See Stone Arch.

**ARROW:** At the end of the north side of the chasm. See Chasm for how to get there. See also Bow, Scoring.

**BEACH:** On the far side of the pool, at the base of the cliffs. See Cliff. See also Star on Beach, Circle on Beach.

**BIBLE:** In the chapel. Not used, although you may read it. See Scoring.

**BIRDS: GIANT:** In the long corridor. Crack the egg here.

**SMALL:** Inside the egg.

**BIRD'S EGG:** See Egg.

**BLUE LIGHT:** In the mysterious cave. For atmosphere only, although it does allow you to see in the dark.

**BOAT:** The boatman will let you hire a boat if you give him a gold coin. Take it when he drags it in. Use the boat to cross the lake (Type ROW BOAT or CROSS LAKE, etc). Leave the boat on the east side of the lake for the return journey. If you try to cross the pool (as opposed to the lake) in the boat, you will be left stranded without oars. See Pool. The upturned boat on which the sailor sits is of no use to you.

**BOAT HUT:** See Huts.

**BOATMAN:** In the boatman's hut. You must hire a boat from him, to cross the lake. You will encounter him again near the end of the adventure. See Coin, Boat, Bow, Arrow.

**BONE:** Before the stone arch. Throw this to get rid of the dog. If you merely drop it the dog will eat it and beg for more! See Scoring.

**BOOKS:** In the witch's sitting-room. Not used.

**BOTTLE:** See Klein Bottle.

**BOW:** In the alcove. You can use this to kill the boatman on your return journey. See Arrow, Scoring.

**BOX OF SPELLS:** See Spells and Refill Pack.

**BRASS KEY:** See Keys.

**BREATHING UNDERWATER:** You can't! See Pool.

**BRIGHTLY-LIT CORRIDOR:** See Corridors.

**BROOMSTICK:** See Witch's Broomstick.

**BUCKET AND SPADE:** In the loft. See Sandcastle.

**CARPET:** In the palace. Not used.

**CASTLE:** On the beach. See Sandcastle, Drawbridge.

**CAULDRON:** In the witch's cavern. This is not directly useful but see Voodoo Doll.

**CAVERN, WITCH'S:** See Witch's Cavern.

**CAVES: MYSTERIOUS:** On the south side of the chasm.

**UNDERWATER:** You do not need to enter here. See Squid.

**CEILING:** In the palace. For atmosphere only.

**CHAIR, ROCKING:** See Rocking Chair.

**CHAPEL:** To the north of the courtyard. See Portrait.

**CHASM:** At the end of the dark tunnel. You must fly back over this from the end of the south side to get the arrow. See Witch's Broomstick.

**CIRCLE ON BEACH:** See Sandcastle.

**CLIFFS: OVERHANG:** At the top of the cliffs. You can jump down to the beach from here, but see Umbrella.

**STEPS:** Cut into the east end of the cliffs. You may climb up them but cannot climb back down again. To return from the cliff top to the beach, see Cliff Overhang.

**CLIFFS:** Along the north edge of the beach.

**COIN:** In the safe. Give this to the boatman to hire a boat. See Scoring.

**CORRIDORS: BRIGHTLY-LIT:** You come to rest here just after you fall from the narrow tunnel. It runs east-west, with various rooms off. The pool is at the west end.

**LONG:** Just inside the castle.

**COURTYARD:** In the palace. There are exits north, south, east and west.

**CUBE:** In the loft. One of the Platonic solids. See Platonic Solids. It will float away if you attempt to take it underwater.

**DARK TUNNEL:** See Tunnels.

**DEEP PIT:** See Snake Pit.

**DODECAHEDRON:** At the top of the oak tree. One of the Platonic Solids. See Platonic Solids. It will float away if you attempt to take it underwater.

**DOG:** In the narrow passage. There are two ways to get rid of the dog, using the wand or the bone, but only one is correct. See Bone and Spells.

**DOLL:** See Voodoo Doll.

**DOORS: FRONT:** In the narrow passage. Knock on it.

**HUT:** You will need the brass key to open this.

**MOUNTAIN:** At the end of the mountain road. Read the first half of the scroll to open it, then go in. See Timed Moves.

**TRAP:** In the wooden hut. Open it. See Table.

**DRAWBRIDGE:** This spans the moat of the castle and it must be lowered before you can cross it. See Password.

**EGG:** In the forest. Crack this to release the small bird. See Birds.

**EGGSHELL:** Produced when you crack the egg. Not used.

**ENTRANCES:** **CAVE:** On the south side of the cavern.  
**DARK TUNNEL:** See Tunnels.  
**PALACE:** See Palace Entrance.

**EQUIPMENT, HORSE-RIDING:** See Horse-Riding Equipment.

**EVIL: PRESENCE:** In the 5-pointed star room. For atmosphere only.  
**SPIRIT:** This will emerge if you read the first half of the scroll, unless you are standing outside the mountain door.

**FENCE:** On the palace road. For atmosphere only.

**FORCE, INVISIBLE:** See Invisible Force.

**FOREST:** To the south of the mountain road. See Rocks and Sword.

**G:** On the beach, to the west of the pool. See Letters.

**GEM:** See Luminous Gem.

**GIANT:** He guards the mountain road. See Rocks and Sword.

**GIANT SQUID:** See Squid.

**GOLD COIN:** See Coin.

**HAT:** See Voodoo Doll.

**HAY-LOFT:** Above the stables. Climb the ladder.

**HORSE-RIDING EQUIPMENT:** In the stables. Not used.

**HUTS: BOATMAN'S:** At the west side of the lake. Enter it. See Boatman.  
**WOODEN:** At the west of the open plain. See Doors.

**ICICLE ROOM:** There are two entrances to this room, which is to the south of the brightly-lit corridor. There is no escape from here so type Load or Quit.

**ICOSAHEDRON:** In the storeroom. One of the Platonic solids. See Platonic Solids.

**INVISIBLE FORCE:** Just inside the mountain door. You cannot return along here.

**IRON PORTCULLIS:** See Portcullis.

**KEYS: BRASS:** On the beach, south of the sand lizard. Use it to open the door of the wooden hut. See Scoring.  
**SMALL:** On the palace road. Use it to open the safe. It will fall into the lake if you are carrying it whilst you are in the boat. You won't need it again anyway. See Scoring.

**KITCHEN:** In the wooden hut.

**KITCHEN TABLE:** See Table.

**KLEIN BOTTLE:** As well as being the subject of the game, it is also a topological curiosity with no edges and only one surface. It cannot actually exist in its perfect form (except in adventure games!) hence the mystical associations. You will find it in the alcove, and must return it to the palace. See Scoring.

**L:** In the brightly-lit corridor. See Letters.

**LADDER:** In the stables. Climb it. The ladder is fixed in position and cannot be moved.

**LAKE:** To the north of the palace road. It separates the palace from the mountain. Do not jump in! See Boat.

**LEDGE:** Overlooking the pool, at the west end of the brightly-lit corridor. From the end of it, jump into the pool.

**LETTERS:** During your travels you will encounter various letters. These are rearranged to form the password.

**LIGHT:** See Luminous Gem, Blue Light.

**LOFT:** In the wooden hut. See also Hay-Loft.

**LONG CORRIDOR:** See Corridors.

**LIZARD:** See Sand Lizard.

**LUMINOUS GEM:** In the brightly-lit corridor. The game can be completed without this. It will break into fragments if dropped in the recess, and fade away if you attempt to take it underwater. See Scoring.

**MAGIC WAND:** See Wand.

**MINDLESS ZOMBIE:** See Zombie.

**MINIATURE HAT:** See Voodoo Doll.

**MOAT:** This surrounds the castle. See Drawbridge.

**MOBIUS RAVINE:** At the end of the long corridor. A mobius strip is a topological curiosity with only one surface and one edge. The ravine is laid out in a similar way, with each apparent edge being a continuation of the other. If you walk along the edge you will eventually emerge on the other side of the ravine.

**MOUNTAIN:** On the east side of the lake. The major part of the adventure takes place inside the mountain. See Mountain Door.

**MOUNTAIN: DOOR:** See Doors.

**PATH:** This winds up the mountainside, from the mountain road. There is a junction about half-way up, one path takes you to the top, the other ends at the pile of rocks. On early versions of the game a wrong move is fatal.

**ROAD:** See Roads.

**MP:** Mary Poppins.

**MYSTERIOUS CAVE:** See Caves.

**NARROW: PASSAGE:** South of the brightly-lit corridor.

**ROAD:** See Roads.

**TUNNELS:** See Tunnels.

**NEEDLE:** In the hay-loft. See Voodoo Doll.

**O:** There are three altogether: In the narrow tunnel, on the open plain, on the oak tree. See Letters.

**OAK TREE:** See Trees.

**OARS:** You cannot retrieve these once they have floated away. See Boat.

**OCTAHEDRON:** In the pool. One of the Platonic solids. See Platonic Solids. You will not have enough oxygen to retrieve this and get across the pool in one go.

**OLD BONE:** See Bone.

**OPEN PLAIN:** At the top of the cliffs. This is an oblong space with a tree in the centre, leading to a hut at the west end. In early versions of the game, north-south movements across the centre of the plain were prohibited.

**OPENINGS:** At the top of the mountain. Enter here. On the south side of the mobius ravine. This leads to the small rooms.

**OVERHANG:** See Cliff Overhang.

**P:** Carved on the weird tree. See Letters.

**PALACE:** The adventure starts and ends here. You must return the Klein Bottle here to finish the game.

**PALACE ENTRANCE:** At the east end of the courtyard.

**PASSAGE, NARROW:** See Narrow Passage.

**PASSWORD:** This is formed from the letters scattered about the adventure. See Letters. The password is Topology.

**PATH, WINDING:** See Winding Path.

**PEDESTALS:** There are two: One in the palace, and one in the alcove. You cannot do anything with these, they are used to rest the Klein Bottle on.

**PEG:** Just beyond the portcullis. See Torus.

**PILE OF ROCKS:** Up the mountainside. See Rocks.

**PIT:** See Snake Pit.

**PLAIN:** See Open Plain.

**PLATONIC SOLIDS:** These are the five solids mentioned in the scroll, they are a mathematical set: Tetrahedron - made from four triangles; Cube - made from six squares; Octahedron - made from eight triangles; Dodecahedron - made from twelve pentagons; Icosahedron - made from twenty triangles. See Small Rooms, Scoring.

**POOL:** This is at the west end of the brightly-lit corridor. You cannot breath whilst you are underwater, but there are enough moves available to enable you to get across it to the beach. After jumping in go south, east, south, west, then up. You can also pass back in the reverse direction. The water has an adverse effect on some of the objects. See Spells, Luminous Gem, Dodecahedron, Tetrahedron, Cube.

**PORTCULLIS:** At the entrance to the castle. See Peg. You cannot raise the portcullis from inside the castle.

**PORTRAIT:** In the chapel. Push or slide this to reveal the safe.

**PUDDLES:** In the loft. For atmosphere only.

**RANGE:** In the kitchen. You cannot do anything with this.

**RAVINE:** See Mobius Ravine.

**RECESS:** There are two of these, one on the ledge overlooking the pool, the other at the bottom of the cliffs. They provide a mechanism for transporting the spells across the pool. Dropping the box of spells in the first recess will cause it to rematerialise in the second one. See also Luminous Gem.

**REFILL PACK:** Behind the zombie. You cannot actually get to this, and you shouldn't need to. You only need five spells to complete the game. See Spells and Dog.

**RESURRECTION:** If you get killed, you can choose to be resurrected up to a maximum of three times. You will lose points for this which you cannot regain, so you are advised to load back a saved position whenever possible, instead of opting for resurrection.

**ROADS: MOUNTAIN:** Runs from the lake along the base of the mountain. It is guarded by the giant.

**NARROW:** Leads to the stone arch.

**PALACE:** Runs east-west, north of the palace entrance.

**ROCKING CHAIR:** In the witch's sitting room. Not used.

**ROCKS:** Up the mountainside. You cannot get past these. Push them onto the giant below to flatten him! On early versions of the game this will only work if you have previously encountered the giant.

**ROWING BOAT:** See Boat.

**SAFE:** In the chapel. Open it with the small key. See Portrait.

**SAILOR:** See Boatman.

**SAND LIZARD:** On the beach. You encounter him after jumping from the cliffs. You can prevent him from seeing you by throwing sand at him. See Timed Moves.

**SANDCASTLE:** This must be built where the circle is traced in the sand. You will need the bucket and spade. Waving the wand over the sandcastle will transform it.

**SCORING:** Apart from scoring points by solving the various puzzles etc., you also score points for picking up the following objects: Bible, luminous gem, wand, spells, scroll, sword, broomstick, Klein Bottle, tetrahedron, cube, octahedron, dodecahedron, icosahedron, sphere, torus, coin, both keys, bone, bow and arrow. Note that you do not need all of these objects in order to complete the game.

**SCROLL:** This is in two halves. The first half is at the top of the weird tree. The second half is just inside the mountain door. You cannot possess both halves at the same time, so read the information on each half and piece it together. The wand has an adverse effect on it. See Evil Spirit, Mountain Door, Scoring.

**SIGN OUTSIDE DARK TUNNEL:** This holds the code to the safe route through the tunnel. As suggested, take the initial letter of each word, and repeat three times.

**SIGNPOST:** At the end of the long corridor. For information only.

**SITTING-ROOM:** In the witch's cavern.

**SMALL: KEY:** See Keys.

**OPENING:** See Opening.

**ROOMS:** To the south of the mobius ravine. These rooms each have a geometrical shape and number scratched on the walls. This information relates to the shapes contained in each of the Platonic solids. You must drop each solid in its appropriate room. Note that the circle with a 1, and the hexagon with a 16 do not match up with any of the solids, and you should not put anything in these rooms. For more information see Platonic Solids. One of the rooms has a star in it. See Star Room.

**SNAKE PIT:** In the dark tunnel. See Sign for how to avoid this.

**SOLIDS:** See Platonic Solids.

**SPELL: CHAMBER:** North of the brightly-lit corridor. Waving the wand here takes you back into the corridor. See Stars. See also Witch's Spell Chamber.

**REFILL PACK:** See Refill Pack.

**SPELLS:** In the spell chamber. You will need these for your wand to work. The box initially contains five spells and you will use one each time you wave the wand, so don't waste any. See Refill Pack. The spells will fizzle out if you attempt to carry them underwater. See Recess, Scoring.

**SPHERE:** On the mobius ravine. Not used, but see Scoring. Note: It is not one of the Platonic solids.

**SPIRIT, EVIL:** See Evil Spirit.

**SQUID:** This will always attack you. Do not enter the cave.

**STABLES:** At the west end of the courtyard.

**STAR: ON BEACH:** Waving the wand here will return you to the five-pointed star room. See Stars.

**ROOM:** Next to the small rooms. Waving the wand here will return you to the five-pointed star room. See Stars.

**STARS:** You will see a number of stars inscribed at certain locations. These are connected together by a transport mechanism which uses the wand and spells as its source of power. See the entries for the individual locations for more information. See also 5-Pointed Star, Wand.

**STEPS, CLIFF:** See Cliff Steps.

**STONE ARCH:** At the east end of the long corridor.

**STOREROOM:** Behind the door in the narrow passage.

**STRAW:** In the hay-loft. For atmosphere only.

**SWORD:** Dropped by the giant when you kill him. Not used but see Scoring.

**T:** Above the hut door. See Letters.

**TABLE:** In the kitchen. You cannot pick up the table, but you must push it into the next room and stand on it, in order to reach the trap door.

**TETRAHEDRON:** On the mobius ravine. One of the Platonic solids. See Platonic Solids. It will float away if you attempt to take it underwater.

**TIMED MOVES:** There are two moves in the game which are timed: 1) The mountain door only remains open for approximately five seconds before closing again. You must enter it within this time limit. 2) When you blind the sand lizard he will regain his sight after about five seconds. Go south before this happens.

**TOAD:** What you get turned into if you upset the witch!

**TOPOLOGY:** A branch of mathematics dealing with the distortion of objects and surfaces into curious shapes. Although this theme runs through the adventure, it is not necessary to know anything about the subject in order to play the game. See Password.

**TORN SCROLL:** See Scroll.

**TORUS:** In the narrow tunnel. This is a topological shape which resembles a doughnut. Throw it over the peg beyond the portcullis. See Scoring. Note: It is not one of the Platonic solids.

**TRANSPORT MECHANISM:** See Stars and Wand. See also Recess.

**TRAP DOOR:** See Doors.

**TREES:** In the forest. For atmosphere only.  
At the top of the mountain. Climb this.  
Oak tree, on the plain. Climb this.

**TUNNELS: DARK:** At the end of the winding path. There is no way of bringing light to his tunnel. See Sign.  
**NARROW:** Leads into the mountain from the mountain door.

**UMBRELLA:** In the antechamber. You can open and close this. Use it when jumping off the cliff overhang. The wind may blow it away if you walk around with it open.

**UNDERWATER CAVE:** See Caves.

**VOODOO DOLL:** In the five-pointed star room. Initially, the doll resembles you, but you can make it resemble the witch by putting the witch's hat on it. You can stick the needle into it, or throw it onto the flames underneath the cauldron.

**WALL SAFE:** See Safe.

**WAND:** In the brightly-lit corridor. This operates the transport mechanism when waved in a location containing a star. You will need the box of spells for the wand to work. See Stars, Spells, Dog, Sandcastle, Scoring.

**WEIRD TREE:** See Trees.

**WINDING PATH:** Leads from the witch's cavern.

**WITCH:** You will first meet her in the witch's cavern. See Voodoo Doll.

**WITCH'S: BROOMSTICK:** In the witch's sitting-room. If you have this you can fly over the chasm. See Scoring.

**CAVERN:** You will be transported here when you have correctly placed the solids in the small rooms. In early versions of the game the solids had to be dropped in room order, starting with the icosahedron and ending with the dodecahedron, without dropping the sphere or the torus. To leave the cavern you must kill the witch. See Witch.

**HAT:** See Voodoo Doll.

**SITTING-ROOM:** See Sitting-Room.

**SPELL CHAMBER:** In the witch's cavern. Waving the wand here will return you to the weird tree. See Stars.

**WOODEN: BOW:** See Bow.

**FENCE:** See Fence.

**HUT:** See Huts.

**LADDER:** See Ladder.

**PEG:** See Peg.

**Y:** In the bed of the pool. See Letters.

**ZOMBIE:** Underneath the stone arch. You cannot get rid of him. See Refill Pack.

**5-POINTED STAR ROOM:** North of the brightly-lit corridor. See also Star on Beach.

--HAPPY ADVENTURING--



# **THE WHEEL OF FORTUNE**

(EPIC ADVENTURES, ADVENTURE 4)

## **INSTRUCTIONS AND HINTSHEET**

EPIC adventures are full-scale machine code adventure games. Sophisticated compression techniques have been use to provide a large number of locations and puzzles in each game. The adventures take place in a fantasy world which you must explore in order to find the solution to each game. You will require a combination of cunning, logic and magic, not only to complete your task but even to remain alive.

Each game is played by typing ordinary English sentences into the computer, which responds by describing your surroundings and telling you what is happening. Full playing instructions are included in each game.

Each adventure has the following features:-

Approximately 230 fully described locations, ultra-fast response, fast save of partially completed game on tape, scoring, disk compatible.

You are about to set out on a full-scale adventure through a fantasy world of magic and mystery.

You will meet a number of characters during your journey. These characters are capable of independent action and you will be able to talk to the more intelligent ones.

Can you unlock the secrets of THE WHEEL OF FORTUNE and return to civilisation with enormous riches?

Walking through a lonely country lane one day, you notice a strange object lying by the side of the road.

On picking it up, you find that it consists of a number of silver discs pivoted together through the centre. A circle of brightly coloured jewels is set around the circumference of the outer disc.

The inner disc bears the legend: 'Spin me and I'll tell you true/What the future holds for you.'

As you spin the wheel, you start to feel dizzy and collapse to the ground.

When you regain your senses you find yourself amidst strange surroundings in a magical world. The Wheel of Fortune is gone and you can see an old beggar running away in the distance.

Your adventure starts here. You must find the Wheel of Fortune and use it to escape back to civilisation.

Any treasures that you find along the way are yours to keep.

### **Playing Instructions**

The program is equipped with advanced language and speech interpreters, which enable you to type single or multiple sentences into the computer up to 254 characters in length.

Any number of different instructions may be included within the same command which should be phrased just as you would speak it.

In addition, it is possible to have one verb operating on a number of objects, and vice versa, eg:-

```
PICK UP THE SAW, HAMMER, AXE, CHISEL AND SPADE THEN TAKE THE LAMP
AND LIGHT IT
```

Here IT refers to the last object in the list, i.e.: LAMP.

The program remembers the direction in which the player last moved, so it would be able to make sense of a command similar to the following:

```
GO NORTH INTO THE GARDEN, TAKE THE FORK AND SPADE, UNTIE THE HOSE
THEN COME BACK AND CONNECT IT TO THE TAP AND TURN THE WATER ON.
RETURN TO THE GARDEN AND FILL THE BOTTLE WITH WATER, DROP IT
THEN WATER THE FLOWERS
```

Here are some further examples of valid commands. (These situations may not appear in this particular game.)

```
PICK UP EVERYTHING ON THE GROUND EXCEPT THE BOTTLE
DROP ALL OBJECTS HERE EXCEPT THE LAMP BUT SIT DOWN AND LIGHT THAT
UNLOCK THE DOOR AND OPEN IT THEN ENTER THE BUILDING AND TELL ME
WHAT I HAVE SCORED SO FAR
GO NORTH AND GET THE BOTTLE THEN COME BACK AND FILL IT FROM THE
TAP. I DON'T WANT A DRINK YET BUT I WILL HAVE A BITE TO EAT,
THEN CONTINUE ALONG THIS ROAD
```

In general then, the program will understand most commands as long as you phrase them and spell them correctly. You can even tell it what NOT to do!

Some words have a special purpose, these are listed below.

### **Directional Commands**

NORTH, SOUTH, EAST, WEST, UP, DOWN, IN, OUT

These may be strung together, i.e. N,S,S,E,D,W,W,U,E

TAKE - To pick up an object

DROP - To drop an object

INVENTORY - To list your possessions

LOOK - To describe your surroundings

SCORE - To obtain your score

QUIT - To end the current game

SAVE - To save the current game on tape using your own filename

LOAD - To load back a SAVED game

STORE - To store any sentence on one of the function keys. Ten sentences may be stored altogether, then recalled as required by simply pressing FUNC and the appropriate number key.

CONTINUE (or C) - This command will automatically move you in the direction in which you are travelling, until you can go no further in that direction. SHIFT/CTRL may be used to prevent the messages scrolling off the screen.

### **The Other Characters**

The other characters in the adventure are programmed to act in an intelligent manner and their reactions towards you will depend upon the way in which you have previously treated them.

Each character is allocated an area in the game which he normally patrols, until something causes him to stop or leave that area. The areas for the characters may overlap, or even change at different stages of the game.

In addition, the characters may walk at varying speeds or they may leave their areas if they are ordered to by the player, or by another character.

To speak to a character, enclose the speech in quotation marks: i.e.-

"FOLLOW ME"

"WHERE IS THE WHEEL OF FORTUNE?"

"WHAT TIME IS THE NEXT BUS AND WHERE DOES IT STOP?"

You will sometimes be told what the other characters are doing even though they may not be with you. Do not be confused by this, it is to help you understand what is happening.

Also, they are programmed not to walk away from you, in case you wish to talk to them.

### **Helpsheet To WHEEL OF FORTUNE**

This is an alphabetical list of all the locations, objects, characters and items referred to in WHEEL OF FORTUNE. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how you use these clues. You may want to read through them as you play the adventure, or you may prefer to use them only if you get stuck. In this case, a fair amount of will-power will be required to avoid reading entries that you do not wish to see!

Due to our policy of continually improving our products, there may be minor differences in detail between these clues and your version of the game.

### **Hints On Playing The Game**

During your travels you will occasionally come to a stage of the game where you appear to have solved all of the available puzzles, yet still cannot progress forward in the adventure. When this happens, take the Wheel of Fortune into the hut and spin it. You may also be able to buy more objects from the vending machine at this point.

### **Character Behaviour And Movement**

THE WHEEL OF FORTUNE contains characters which are programmed to interact with you, and each other, in an intelligent manner. Their actions depend upon the circumstances and moods prevailing at the time. Because of this, it is impossible to list every situation that may arise during the game. However, we have covered all the situations you are likely to encounter, and you should have no difficulty in completing the game if you follow these clues carefully.

As explained in the instructions, there is no random element involved in the movements of the other characters in the game. They each have their own predefined areas which they patrol, although these areas may change depending upon the circumstances. It is quite easy to plot the movements of a particular character. The simplest way is to walk alongside them until they disappear. This means that they have come to the end of their patrol area, and have reversed direction. Whenever you meet a character, that character will remain in position until you move away. This is deliberate, and allows you to interact with the characters without them ignorantly walking away from you. Therefore, if you want to get rid of someone, you will have to step sideways and back again. They should have walked on by then. This will also tell you in which direction they have gone (which is often useful). As an example, you must give the penny to

the beggar when he has just passed the vending machine, and is walking away from it along Beggar's Walk. For why, see Matches. If you want someone to help you at a certain location, lead them there after getting them to follow you.

**ANTIQUE PAINTING:** See Painting.

**AUTOMATIC VENDING MACHINE:** See Vending Machine.

**BANKNOTE:** In the field. See Treasures.

**BANKS:** See Canal.

**BAR:** See Gold Bar.

**BASKET:** One of the main characters in the game. He starts the game at the crossroads, and regularly patrols the area from the north end of Beggar's Walk to the obelisk. You can talk to him, and get him to follow you. He will not help you in any way until you have given him a penny, whereupon he will stop begging. He will also stop begging if the policeman catches him and warns him. If this happens he will no longer accept the penny and you will not be able to complete the game. As soon as he has a penny, he will place it in the vending machine at his next visit. See Character Behaviour.

**BEGGARS WALK:** To the east of the crossroads.

**BELL:** In the china shop. Ring it. See Bull.

**BIRD:** On the road to the north of the field. See Music Box.

**BOOT:** Inside the vending machine. You do not need this, and should let the beggar buy it with his penny.

**BOX: OF MATCHES:** See Matches.

**MUSIC:** See Music Box.

**BRACELET:** In front of the farmhouse. See Treasures.

**BRASS: FARTHING:** Worthless.

**KEY:** See Key.

**BRIDGE:** Over the canal. This is a single-span lifting bridge pivoted on the north bank. To lower the bridge you must get into the machinery housing on the north bank, oil the machinery, and pull the lever. You cannot operate the bridge, nor cross the river from the south bank. See Oil, Hairpin.

**BROOCH:** At the end of the south bank of the canal. See Treasures.

**BUCKET:** On top of the obelisk. You will need the ladder to reach this. Tie the bucket to the well rope and climb into it. See Handle, Well. The bucket is used again in the later stages of the game to carry water. See Underground Pool.

**BULL:** In the china shop, (ring the bell). You must find the farmer, tell him about the bull and lead him back to the shop. The shopkeeper will then give you another penny. See Farmer.

**BULLET:** To the south of the field. See Gun.

**CANAL:** To the west of the large cave. It runs due east-west, and there are north and south banks. The only means of crossing it is by the bridge near the east end. See Bridge.

**CAVERN:** See Troll's Cave.

**CAVES: DARK:** These are to the north and south of the valley.

**FLY'S:** To the south of the large cave.

**LARGE:** Near the bottom of the well shaft. Winding tunnels lead in all directions.

**SPIDER'S:** To the south of the large cave.

**TROLL'S:** Enter it. Once you have reached here you can prevent the troll from returning by placing the basket and snake outside the entrance.

**CHARACTER BEHAVIOUR:** See Notes above.

**CHARM:** See Lucky Charm.

**CHINA SHOP:** To the north of the field. Enter it. See Bell.

**CORONET:** At the south end of the valley. See Treasures.

**CROSSROADS:** To the south of the well path.

**CUP OF TEA:** This is given to you by the beggar when you give him a penny. It contains another penny, but get it by pouring the tea out rather than drinking it, as it is poisonous. You will need the cup again to carry the oil.

**DARK CAVES:** See Caves.

**DEEP PIT:** See Pits.

**DIAMOND BROOCH:** See Brooch.

**DOORS:** **FARMHOUSE:** You cannot open this. See Farmhouse.

**HUT:** At the west end of the hut. Unlock this with the key and open it.

**MACHINERY HOUSING:** On the north bank of the canal. See Hairpin.

**TRAP:** In the hut. This is bolted from underneath and you cannot open it from inside the hut. Nor can you prevent it from closing again. From the top of the stone steps, unbolt then open it.

**DRAGON:** In the caves to the south of the valley. Throw water over it from the underground pool.

**EMPTY BASKET:** See Basket.

**ENTRANCE:** See Roads, Tunnels, Paths.

**EXTENDING LADDER:** See Ladder.

**FARMER:** He initially stands guard at the southern fence of the field. You cannot get past him at this point and if you are persistent you may regret it when you meet him again! Later on, he patrols the field until you tell him about his bull. (You must have actually seen the bull before doing this.) See Character Behaviour, Bull.

**FARMHOUSE:** To the west of the china shop. You cannot get into here, and it plays no part in the adventure, except to inform where the farmer may be found.

**FARTHING:** See Brass Farthing.

**FENCE, WOODEN:** See Wooden Fence.

**FIELD:** This is a square piece of land to the east of the large cave and to the south of the china shop. It is initially guarded by the farmer. You can get into it after spinning the Wheel of Fortune for the first time. See Farmer.

**FIGURINE:** In the dark caves to the north of the valley. See Treasures.

**FINE SWORD:** See Sword.

**FLY:** In the fly's cave. When you encounter it you must keep moving, otherwise it will get you. Lead it to the spider.

**FLY'S CAVE:** See Caves.

**GEMSTONE:** In the dark caves to the south of the valley. See Treasures.

**GIANT: FLY:** See Fly.

**SPIDER:** See Spider.

**GILDED TRUNCHEON:** See Truncheon.

**GOLD: BAR:** On the south bank of the canal.

**PURSE:** See Purse.

**GUN:** Inside the vending machine. Load this with the silver bullet and use it to shoot the werewolf.

**HAIRPIN:** In the troll's cave. Use it to pick the lock of the machinery housing door. This will need several attempts so watch out for policeman 2. See Character Behaviour, Bridge.

**HANDLE:** On the well windlass. Winding it will raise or lower the bucket.

**HOUSE:** See Farmhouse.

**HUT:** To the west of the crossroads. If you leave the ladder, watch, or truncheon lying about when you go down the well, they may be stolen so leave them here for safe keeping. See Doors, Wheel Drawing.

**INDIAN PIPE:** Inside the vending machine. Play it to charm the snake into the basket.

**JAIL:** You may get put in here by either of the policemen. See Policemen for the reasons why, and also for their patrol areas. If this happens you cannot escape, so type Load or Quit.

**JEWELLED BRACELET:** See Bracelet.

**JUNCTION:** See Roads, Tunnels, Paths.

**KEY:** On Beggars Walk. Use it to unlock the hut door. The beggar may pick this up if he sees it first. If this happens you will not get it back unless you kill him, but then he won't be able to help you! Therefore, you are advised to get the key as soon as possible. See Treasures.

**LADDER:** In the hut. You must extend it before using it. You will need to prop it up the obelisk in order to reach the bucket. It is also used to bridge the deep pit. It is automatically retracted whenever you pick it up. See Obelisk, Hut.

**LAMP:** In the hut. You need the matches to light this. You cannot refill it if it runs out. Remember that the lamp burns in real-time, even while you are thinking, so switch it off or save your position. See Small Pit.

**LARGE CAVE:** See Caves.

**LEVER:** In the machinery housing. Pull it, but see Oil.

**LIFTING BRIDGE:** See Bridge.

**LONG SCREWDRIVER:** See Screwdriver.

**LUCKY CHARM:** To the north of the canal. See Treasures.

**LUMP OF ORE:** See Ore.

**MACHINE:** See Vending Machine.

**MACHINERY HOUSING:** On the north bank of the canal. See Bridge.

**MATCHES:** Inside the vending machine. You will need these to light the lamp. The beggar may get these first if you mis-time the moment when you give him the penny. If this happens you will not be able to get them back. See Character Behaviour.

**MEDAL:** To the north of the large cave. See Treasures.

**MUSIC BOX:** At the end of the road, south of the field. Play this to get rid of the bird. See Treasures.

**NARROW PATH:** See Roads, Tunnels, Paths.

**NECKLACE:** On the south bank of the canal. See Treasures.

**OBELISK:** On the path to the south of the crossroads. You can climb this with the ladder, but if the beggar sees you he may knock you off if you have not given him a penny.

**OIL:** On the south bank of the canal. Carry it in the cup. You will need the oil to lubricate the bridge mechanism. See Cup of Tea.

**OIL LAMP:** See Lamp.

**OLD: BANKNOTE:** See Banknote.

**BOOT:** See Boot.

**OIL LAMP:** See Lamp.

**OPENING:** See Roads, Tunnels, Paths.

**ORE:** In the field. See Treasures.

**ORNAMENTAL FIGURINE:** See Figurine.

**PAINTING:** To the west of the large cave. See Treasures.

**PASSAGE:** See Roads, Tunnels, Paths.

**PATH:** See Roads, Tunnels, Paths.

**PEARL NECKLACE:** See Necklace.

**PENDANT:** In the large cave. See Treasures.

**PENNIES:** There are four pennies in the game altogether. You cannot get any pennies back off the beggar; he will spend them at the machine at his next visit. See also Vending Machine.

- 1) Obtained by kicking the vending machine. You must give it to the beggar but make sure you time this correctly. See Character Behaviour.
- 2) Inside the cup of tea. Put it in the vending machine to get matches.
- 3) Inside the fly's cave. Put it in the vending machine to get indian pipe.
- 4) Given to you by the shopkeeper. Put it in the vending machine to get the gun.

**PIPE:** See Indian Pipe.

**PITS: DEEP:** In the dark caves to the north of the valley. See Ladder.

**SMALL:** In the large cave. You will fall down here if your lamp is not lit.

**POCKET WATCH:** See Watch.

**POLICEMAN:** 1) He initially patrols the area around the hut. When you enter the hut he changes his beat to Beggars Walk. This will usually give rise to some interaction with the beggar. He will put you in jail if he catches you with the truncheon or the sword, or if you try to bribe him! See Jail, Character Behaviour.

2) He patrols the north bank of the canal. He will put you in jail if he sees you with the truncheon or sword, or if you try to bribe him, or if he catches you picking the lock on the machinery housing door. See Jail, Character Behaviour.

**POOL:** See Underground Pool.

**POOL OF OIL:** See Oil.

**PORTRAIT:** In the field. See Treasures.

**PRICELESS PORTRAIT:** See Portrait.

**PURSE:** Next to the underground pool. See Treasures.

**RARE GEMSTONE:** See Gemstone.

**ROADS, TUNNELS, PATHS, ETC:** These are not individually described. See the entry for the nearest landmark.

**ROPE:** Coiled around the windlass. Attempting to climb down the rope will eventually snap it. See Well for how to get down.

**RUBY PENDANT:** See Pendant.

**SAPPHIRE:** Just off the well shaft. See Treasures.

**SCORING:** You will score points for solving the various puzzles, and also for putting the treasures in the troll's cave. You will need to

have scored at least 8500 points before spinning the Wheel for the last time. See Treasures.

**SCREWDRIVER:** To the south of the crossroads. See also Bull.

**SHOP:** See China Shop.

**SHOPKEEPER:** In the china shop, (ring the bell). See also Bull.

**SILVER:** **BULLET:** See Bullet.

**MEDAL:** See Medal.

**TRAY:** See Tray.

**SMALL:** **CORONET:** See Coronet.

**GUN:** See Gun.

**PIT:** See Pits

**STATUETTE:** See Statuette.

**SNAKE:** On the road to the west of the china shop. See Basket.

**SPIDER:** In the spider's cave. You cannot obtain the Wheel until you have got rid of the spider. See Fly.

**SPIDER'S CAVE:** See Caves.

**STATUETTE:** On the north bank of the canal. See Treasures.

**STEEP VALLEY:** See Valley.

**STEPS:** Underneath the trap door, to the south of the large cave. Climb them.

**STONE STEPS:** See Steps.

**STREAM:** Alongside the road to the north of the canal. For atmosphere only.

**SWORD:** In the troll's cave. Not used. See Policeman.

**TEA:** See Cup of Tea.

**TIARA:** In the field. See Treasures.

**TRANSPORT MECHANISM:** See Wheel of Fortune.

**TRAP DOOR:** See Doors.

**TRAY:** To the east of the large cave. See Treasures.

**TREASURES:** The following objects are treasures: Gold bar, pearl necklace, diamond brooch, key, watch, painting, medal, tray, bracelet, truncheon, gemstone, trinket, music box, sapphire, pendant, banknote, portrait, ore, purse, tiara, coronet, figurine, lucky charm, statuette. See Scoring.

**TRINKET:** On the road adjoining the north bank of the canal. See treasures.

**TROLL:** On the south bank of the river. Frighten him away by charming the snake in front of him. See Troll's Cave.

**TROLL'S CAVE:** See Caves.

**TRUNCHEON:** On Beggars Walk. The beggar or policeman may pick this up if either sees it on the ground. The game can be completed without it, although it is a treasure. It can be used for hitting people on the head, including you! If either policeman catches you with it, you will be put in jail. See Treasures, Hut.

**TUNNEL:** See Roads, Tunnels, Paths.

**UNDERGROUND POOL:** In the dark caves to the south of the valley. Use the bucket to carry water from here. (You will have to untie it from the well.)

**VALLEY:** Cut into the rocks around the dark caves.

**VALUABLE:** **TRINKET:** See Trinket.

**ORE:** See Ore.



**VENDING MACHINE:** At the south end of Beggars Walk. You can buy objects from this machine by placing a penny in the slot. The objects are always offered in the following sequence: A penny (when kicked), a box of matches, an old boot, an indian pipe, a small gun. You require all of these except the boot, which you must allow the beggar to buy. See Pennies.

**WATCH:** On the well path. Not used. See Treasures, Hut.

**WEB:** In the spider's cave. For atmosphere only.

**WELL:** At the north end of the well path. To get down it, climb into the bucket and ask the beggar to lower you down. Warning: The beggar may let you down badly if you have not given him a penny! See Character Behaviour, Rope, Bucket, Beggar. There is no need to type anything during your descent into the well, until you see the recess to the west. Then type West.

**WEREWOLF:** On the road leading to the north canal bank. See Gun.

**WHEEL DRAWING:** In the hut. This is where to spin the Wheel of Fortune.

**WHEEL OF FORTUNE:** The beggar throws this down the well at the start of the game but the spider takes it to its cave. This is where you will find it. As well as being the subject of the game, it also provides a transport mechanism. In accordance with the legend inscribed on it, it actually transports you forward through the game. You must spin it three times altogether, to take you to the following locations: 1) North of the field, 2) Into the dark caves, 3) To the end of the game. See Wheel Drawing, Scoring.

**WINDLASS:** The part of the well on which the rope is coiled.

**WOODEN: BUCKET:** See Bucket.

**BUILDING:** See Hut.

**FENCE:** Surrounding the field.

**YE OLDE CHINA SHOPPE:** See China Shop.

--HAPPY ADVENTURING--

# THE LOST CRYSTAL

(EPIC ADVENTURES, ADVENTURE 5)

## INSTRUCTIONS AND HINTSHEET

*"A large-scale adventure game with 400 locations, each one depicted in high-resolution graphics and text. The program features a sophisticated multi-statement language interpreter which enables you to communicate using ordinary English sentences, and also to speak to the various characters you will encounter during your travels."*

*"The Rainbow Crystal, which has protected the people of Zaloria for many years, has been struck by a mysterious bolt of lightning and shattered into seven pieces. You have been chosen by the Elders of Zaloria to seek out the seven coloured crystals and find a way to re-create the Rainbow Crystal and restore peace to the Free Lands."*

*"This exciting game can be played either as a true adventure or by using the help book provided, as a piece of narrative fiction."*

Welcome to THE LOST CRYSTAL, a full-scale graphical adventure through a land of magic and mystery. You will be able to move around and explore this fantasy world by typing ordinary English sentences into the computer, which will respond by describing your surroundings in both words and pictures.

During your travels, you will meet various characters and monsters, some friendly, some hostile, and there will be many puzzles to solve. You will need to use a combination of logic and magic to defeat your enemies and successfully complete the adventure.

The game contains the following advanced features:

- \* 400 locations, each one depicted in colourful high-resolution graphics and proportionally spaced text.
- \* Intelligent moving characters with whom you may communicate and interact
- \* Advanced language and speech interpreters capable of accepting complex commands in plain English.
- \* Comprehensive position-save facilities.
- \* Programmable function keys.

### Introduction

Long ago in the Dark Ages, the people of the Free Lands lived in fear of the dreaded Morgs from the Bad Mountains. Led by their ruler, the hideous Bogle, the Morgs were terrifying creatures who used Black Magic to bring misery and despair wherever they went. The villagers of the Free Lands were helpless to resist their power and it seemed as though nothing could stop the Morgs from destroying everything in their path.

One day, after a Morg raid has destroyed three neighbouring villages, the Elders of Zaloria held a meeting to discuss ways of overcoming the mighty force of the Morgs. Suddenly there was a bright flash of light and a stranger appeared in their midst. He held out a crystal which gave off a strange light of many colours.

"The Rainbow Crystal will protect you from the evil of the Morgs. It has life-giving properties and whilst it is in your keeping, the people of Zaloria and the Free Lands will never suffer illness or misery."

There was another flash of light and he disappeared.

The stranger was true to his word and for many years the Free Lands were peaceful and calm - until the sighting!

One of the villagers can running into Zaloria shouting hysterically and when the Elders managed to calm him down, he told of how he had seen a Morg up on the hills near the village. That night there was a violent storm and one of the Elders, worried by the story of the sighting, went to check on the Rainbow Crystal. As he stood looking at it, there was a terrific crash of thunder. A bolt of lightning struck the Crystal shattering it into seven small pieces. As the shocked Elder watched, each piece slowly formed into a replica of the original until seven different coloured crystals lay where the Rainbow Crystal once was. Suddenly, a swirling cloud of dust descended and engulfed the crystals. The cloud spun faster and faster until a small tornado developed and carried the crystals up into the night sky.

The next morning an aura of doom descended on Zaloria. The Rainbow Crystal was no more and several of the villagers were struck down by a mysterious illness; the first illness of any kind since the visit of the stranger years before. The villagers were in a panic. There was nothing to stop an invasion of the Morgs now that the Crystal was destroyed, unless the seven coloured crystals could be found and somehow re-formed back into the Rainbow Crystal. But without the protection of the Crystal, no-one would have the courage to set out on such a seemingly impossible quest - or would they?

The Elders have chosen you to try to save Zaloria and the Free Lands from the wrath of the Morgs by finding not only the seven coloured crystals but also a way of re-integrating them into the Rainbow Crystal.

As you set out on your long journey, the people of Zaloria wish you well and you can't help wondering whether you will ever see them again.

### **Loading Instructions**

Because the adventure is so large, it is supplied on two cassette tapes, each of which contains two parts to the game, making four parts in all. To load the game into the computer, proceed as follows:

- 1) Connect up your cassette recorder and computer in the normal way.
- 2) Take the tape marked PART 1 and insert it, with that side uppermost, into the recorder. Make sure that it is fully rewound.
- 3) Type CHAIN"" and press <RETURN>. (Disc owners should type \*TAPE before attempting to load cassette software)
- 4) Press PLAY on the recorder and wait for the first section to load.
- 5) When this has loaded, a brief description of the game will appear on the screen. If your cassette recorder has motor control, the tape should stop playing at this point. If not, press STOP on the recorder.
- 6) When you have read the text on the screen, press the space bar to allow the loading process to continue. If you have stopped your recorder, don't forget to press PLAY again.
- 7) When the main program has loaded, you will see the message 'Press N to start a NEW game or L to LOAD a saved position. If you are playing the game for the first time simply press <RETURN> and leave the PLAY button pressed. The game will continue to load and you will be taken to the start of the adventure.
- 8) If you have already completed part of the adventure and have saved your position on tape, press L in answer to the above question. In this case, you must insert your data tape into the recorder and follow the instructions on the screen. For a more detailed explanation of this, see the section headed **Tape Handling**.

## Playing The Game

When the game has loaded, you will see that the screen is split into 2 parts. The top half of the screen shows a picture of your immediate surroundings. The bottom half contains a description of the location which you are in, and any other relevant text. If at any time during the game there is more text to be printed than will fit on one screenful, the printout will pause and you will hear a short beep. Pressing any key will allow you to read the rest of the text.

## Entering Commands

When you see the message "What now?" the computer is waiting for your next command. Commands can be typed in at any time, and they will be executed when the computer is ready to accept them. Don't forget to press <RETURN> after each command. During command entry, you can use the <DELETE> key to delete characters back from the cursor, and CTRL/U to delete the whole line. You cannot use the CURSOR and COPY keys to copy characters from one part of the screen to another.

The program is equipped with an advanced language interpreter which allows it to understand complex multiple commands of anything up to 254 characters in length. On the other hand, it will cope just as readily with commands that consist of only a single letter. For example, to move about you can type WALK NORTH TOWARDS THE BUILDING, or just GO NORTH, NORTH or N on its own.

You can either enter your commands separately: UNLOCK DOOR. Or you can type multiple commands within the same sentence: TAKE THE KEY AND UNLOCK THE DOOR THEN OPEN IT. If you use multiple commands like this, the program is able to fill-in any missing words by searching back through previous parts of the command. For example, you can use the same verb to act upon a number of objects without having to retype it, eg: TAKE SPADE, FORK, LAMP AND HAMMER. It is also possible to perform a number of actions on the same object without having to repeat the name of the object, eg: TAKE THE SPADE, CLEAN IT, GO NORTH AND GIVE IT TO THE GARDENER. Here IT refers to the last object mentioned (the spade). You will notice that all of the above examples are phrased just as you would normally say them, and in general the program will be able to understand most complex commands providing that they make sense in ordinary English. You may also, for example, TAKE EVERYTHING or DROP ALL OBJECTS BUT THE LAMP.

Here are some more examples of correctly-worded commands:

```
TAKE THE MATCH AND LAMP. FILL IT AND LIGHT IT. TAKE THE MONEY AND RUN SOUTH
```

```
TAKE THE KEY AND UNLOCK THE SHED DOOR WITH IT. GO INTO THE SHED, GET EVERYTHING FROM THE BENCH AND LEAVE AGAIN
```

```
ENTER THE BOTTLE AND FILL IT WITH WATER FROM THE RIVER THEN GIVE IT TO THE BEAR. SIT DOWN AND EAT THE SANDWICHES AND DRINK THE TEA THEN GO NORTH TOWARDS THE MOUNTAIN
```

As mentioned above, the program will also accept abbreviated words, and all of the commonly used commands can be abbreviated to a single letter. These abbreviations can also be used in multiple commands, so you could type something like T KEY, UNLO DOO, OPE, IN which is a shortened form of TAKE THE KEY, UNLOCK THE DOOR THEN OPEN IT AND GO INSIDE. There is a list of all the commonly used commands and their abbreviations at the back of this book.

Sometimes the program will not quite understand what you mean and will ask you a question about the command which you have just entered. In this case all you need to do is supply the missing word as requested, or you can retype the whole command if you like.

The game has been designed to be as user-friendly as possible, and at no stage in the adventure does the program insist on a strictly-worded response from the player. In other words, there is usually a number of alternative commands which can be used in each situation. Every attempt has been made to anticipate the player's likely responses, and to cater for them as much as possible. Therefore, if you are having trouble making the program understand you, and you have tried rephrasing your commands, you are probably doing the wrong thing!

### **Moving About**

The four directional commands NORTH, SOUTH, EAST, WEST are used to move about in the game. Occasionally you will also need to use UP and DOWN. The description of each location includes a list of the possible exits from that location. Directional commands can be shortened to N, S, E, W, U, D and can also be strung together, eg: N, U, U, W, S, S, D, W, N, E. You can also type BACK to return to your previous location.

If you already know your way about, there are two ways of travelling through the adventure more quickly than by typing in the individual directions. The command CONTINUE (which may be shortened to C) will take you as far as is possible in the direction in which you last moved. For example, if you wanted to get to the other end of a long road you would take one step along the road then press C. This would take you along the road until you could go no further in that direction. Alternatively, if you wanted to travel just four paces to the east, simply press E then press the <RETURN> key four times. Pressing the <RETURN> key on its own like this repeats the last command. This works for any command, not just directional commands, but it is the most useful for this purpose.

You may be relieved to know that, like all Epic Adventures, there are no so-called mazes in this game. Directions are always logical, so that if you travel west then east you will always get back to your starting position. However it may still be advisable for you to draw a map of your travels as you go along.

### **Dealing With Objects**

In order to complete the game you will need to manipulate and use the large number of objects that are scattered about the adventure. You can pick things up by typing TAKE followed by the name of the object, alternatively you can use GET. If you wish to drop an object, simply type DROP followed by the object name.

Just as in real life you can only carry a limited number of things at a time, so sometimes you will have to drop one of your objects before being able to pick up a new one. You may type INVENTORY or INV at any time during the game to see a list of the objects which you are carrying, if anything. (See the section headed **The Other Characters.**)

In order to use an object, it is generally only necessary to be carrying it when attempting to do the job for which the object was designed. For instance, to unlock a door you need not type UNLOCK DOOR WITH KEY, but simply UNLOCK DOOR. The program will check to see whether you are carrying the correct key, and will inform you if you are not. On some occasions it will be necessary for you to be wearing an object, rather than carrying it. To wear an object, simply type WEAR followed by the object name. To remove it again, use REMOVE.

You need only specify which object you wish to use if you are carrying two objects which could be used for a similar purpose, and you specifically wish to avoid using the wrong one. For example KILL DRAGON WITH GUN or KILL DRAGON WITH SWORD. Because there are a number of different coloured crystals in the game, it is advisable to specify the

colour of the crystal when referring to each one. If you do not do this, and there is more than one crystal in the room with you, the program will have to guess which one you mean, and it may not be the one you intended.

Unlike some games, it is not necessary to examine the objects in order to discover hidden secrets about them. All the information you need to know is given either in the description of the objects themselves, or in the associated text. You are, however, advised to READ all signs and notices, and anything else which may contain a written message.

### **The Other Characters**

During your travels, you will encounter a number of other characters wandering about. You can interact with these in various ways, and can even walk to some of them. You will need to get these characters to help you at various stages of the game, either by getting them to perform certain actions, or by asking them for information. They may also want your help from time to time.

The movements of the other characters are not random, each has his own area of the game which he normally patrols. However, these areas may change at different stages of the game, according to the circumstances prevailing at the time. Whenever you meet another character, that character will remain in position until you move away. This is deliberate, and allows you to interact with the characters without them ignorantly walking away from you.

To get the other characters to help you, you will need to talk to them. You do this by enclosing any speech inside quotation marks. Eg: "OPEN THE DOOR". It is not usually necessary to identify the character you are talking to unless there is more than one character with you, and you think that the wrong one may also respond to the message. In this case you should type the character's name AFTER the message: SAY "OPEN THE DOOR" TO THE GUARD. The quote symbol (") is obtained by pressing the shift key followed by the 2 key. It is vital that you remember to use the quote symbol when talking to people, otherwise the program will interpret your speech as a direct command which you are trying to perform yourself.

If you want someone to help you at a particular location, you must find first them and ask them to follow you (type "FOLLOW ME"). Lead them back to the location, then tell them what you want them to do, or ask them what you want to know. You can ask them to stop following you if you get fed up with their company.

The characters may also carry around and use the various objects in the game, and objects may also be passed between you and the other characters. To give an object to one of the characters, simply type GIVE KEY TO GUARD. To take an object from a character you can either use the TAKE command or put GIVE in quotes. For example: TAKE KEY FROM GUARD or "GIVE ME THE KEY". Of course, the guard may not want to give his keys away!

Again, it is not necessary to specify the character if there is only one character with you at the time. If there is any confusion, the program will ask you who you mean. Therefore TAKE KEY will work whether the key is on the ground or it is being carried by somebody else. If the command is successful you will be told whether you picked the object up or were given it.

Remember, you can find out what the other characters are carrying by typing INV. This will give you a complete list of objects being carried by you and any characters in the room with you.

## **Saving Your Position**

It may take weeks for you to complete the adventure. During this time you will need to save your position so that you may return to that same position at a later date. The saved position includes all details of what is happening everywhere in the game, including locations, objects, characters, etc. The program contains two methods of saving your position in this way: Save to tape and save to memory. There is also an automatic save facility whereby your position is automatically saved to memory approximately every eight moves you make, so that if you suddenly get killed you can return to the point just before it happened.

To save your current position in the game, type SAVE. You will be asked whether you wish to save your position to tape or memory. Press T or M at this point. The memory save is useful for short-term saves, for instance before you enter an unpredictable situation or try a dangerous manoeuvre. It is instantaneous and you do not need to fiddle about with recorders or tapes, but you may only save one position at a time. Every time you save our position to memory, it will overwrite any previous position that was stored there. The tape save is used for long-term and permanent storage of positions. You will need to use it before switching the computer off, and to keep a library of different positions on tape, and it only takes a few seconds to save each one. See the section headed **Tape Handling** for more information on how to use the tape save.

To return to a previously saved position, you may type LOAD at any time during the game. The program will again ask you whether you wish to load a position which is stored on tape or in memory. Press T or M as before. See the section headed **Tape Handling** for more information. After a loading operation, the game will continue from the exact point at which that position was saved.

## **The Autosave Facility**

As mentioned previously, the autosave facility enables your position to be automatically saved to memory approximately every eight moves. You will be told when this happens. This feature is selected when the adventure is first loaded, but you may switch it off with the command SAVEOFF. Type SAVEON to switch it back on again. You may still save your position manually when the autosave is switched on, and it will automatically be switched off if you choose to save your position to memory. This prevents your saved position from being accidentally overwritten by the autosave.

## **Tape Handling**

This section explains how to load the various parts of the adventure, and how to save your position onto tape and load it back in again.

## **New Part Numbers**

As mentioned earlier, the whole adventure is split up into four parts on two cassette tapes. When you have completed one part, it will be necessary to load the next part to enable you to continue the adventure. This is taken care of automatically by the program. All you have to do is to place the appropriate cassette into your recorder and press the PLAY button.

As you finish each part of the adventure, you will get a warning message asking you to press a key to load the next part. When you press a key the screen will clear and a message such as "LOAD PART 2" will be displayed. All you need to do is to insert the tape containing the relevant part number into your cassette recorder and press the PLAY button. The new part will then load in and you will be able to continue the game. It takes less than three minutes to load a new part. The program will only load the correct part number, so if it doesn't load, check to make sure that you have selected the right tape and have rewound it back to the beginning.

Note that PART 1 does not start at the beginning of the tape due to the introductory files that are necessary when loading the complete adventure from scratch. Therefore, when loading PART 1, you can save time if you skip over these introductory files and go straight to the file named PART 1. This can easily be located by reading the loading messages that appear on the screen.

### **Saving Your Position**

Typing SAVE at any time during the game allows you to save your current position to tape or memory. If you select the tape option you will be prompted to enter a filename. This allows you to give a different name to each position that you save so that you can identify it later. Type in any filename of seven letters or less and press <RETURN>. Make sure that you have placed a SPARE cassette in your recorder, and press the RECORD button(s). Press <RETURN> on the computer to save the position onto tape, it only takes a few seconds, after which you can continue the game. Always keep a spare tape with your positions on and NEVER try to save your position on either of the two program cassettes that come with the game!

### **Loading A Position**

Typing LOAD at any time during the game enables you to load back a previously saved position from either tape or memory. You are also given the option to load a saved position whenever you would normally have to restart the game again. For example, when you type QUIT or get killed. The program will prompt you to enter the filename of the position which you wish to load in. If you do not know the filename, simply press <RETURN> and the computer will load the first file it comes to on the tape. When you have entered the filename, you will be reminded to insert your data tape into the recorder and press PLAY. The file will then be loaded in.

**Please note** that if you attempt to load in anything other than a valid position at this point, the computer will lock up and you will have to switch off and reload the entire program again. So if you have not specified a filename make sure that the program on your tape is a valid position file.

If you make a mistake when entering a filename and that particular file cannot be found on the tape, you can break out of the load function by pressing <ESCAPE>. You will then be able to re-enter the filename, or load a position from memory if you cannot find your data tape.

You may load back any position at any time during the game, even if it refers to a different part number from the one which you are currently playing. For example, if you are currently playing part 3 of the game and wish to go back to an earlier position which was saved when you were playing part 1, all you need to do is to load the position as normal. The program will know whether or not the position just loaded refers to a different part number from the one currently held in memory. If it does, it will automatically prompt you to load the new part number before continuing with the game.

### **Special Commands**

Apart from the commands already discussed, there are a number of other commands which have a special purpose:

If you want to see a repeat description of your current surroundings, type LOOK or L. This will also tell you about any objects lying about, any characters that are with you, and list the possible exits.

The graphics may be switched on and off with the commands GRON and GROFF. Switching the graphics off allows the game to run faster and the



whole of the screen is devoted to text output, thereby allowing more messages to fit onto the screen at once. However, you will not see any graphics, and some pictures contain extra clues. The graphics are switched on every time you load in a new position.

If you find that you are regularly entering the same command, or sequence of commands, you can save yourself lots of typing by setting up the command(s) on one of the 10 function keys. This is done by means of the STORE command. After typing STORE you will be prompted to enter the key number, then the sentence which you wish to store on that key. You can store any command sequence you like on a key, provided that the total number of characters on all the keys does not exceed 256, but you are unlikely to need anything like this amount. If you do try to exceed this limit, the program will warn you that the key store is full. You can place a <RETURN> character after the command by using |M just as if you were programming the keys from Basic. See your handbook if you are not familiar with how to use the function keys. Once a command sequence has been set up on a function key, you can enter that command simply by pressing the function key. You will find that we have stored some example commands on the function keys at the start of the game. You are free to use these or change them as you require.

To find out what your current score is type SCORE. This will give you some idea of how you are progressing in the game. It is possible to finish the adventure without scoring maximum points. If this happens you may have missed something interesting along the way and you might like to play the game again to see if you can pick up the missing points.

If you get hopelessly lost or you want to let another player have a go, you can abandon the game by typing QUIT. The program will confirm with you that you really want to quit and will then give you the option of quitting or loading back a saved position. As usual, this saved position can be either from tape or memory. If you do decide to quit, you will be taken right back to the beginning of the game.

## **Hints And Tips**

### **Light And Dark**

In some areas of the adventure, such as caves and tunnels, there will be no natural light. In these places you will not receive a description of your surroundings unless you have a lamp or something similar with you. You do not have to be actually carrying the lamp, it can be carried by another character or placed on the ground. Remember, just because it is dark this does not prevent you from moving about, only from seeing where you are going!

### **Real-Time**

You should be aware that the adventure runs in real-time. What this means is that the events in the game are not held up whilst you are sitting at the keyboard trying to decide what to do next. All the characters will act independently of you, and if you walk away from the keyboard for half an hour, you may return to a very different game! However so as not to penalise slow typists, once you have started to enter a command, the program will pause and wait for you to complete the command before continuing.

## **Summary Of Commands**

Listed here are some of the more important commands which you will need to know in order to play the game, along with their abbreviations. It is not a complete list of the hundreds of words which are recognised by the program.

### **Directional Commands**

<b><u>Command</u></b>	<b><u>Abbrev.</u></b>	<b><u>Function</u></b>
NORTH	N	Move north

SOUTH	S	Move south
EAST	E	Move east
WEST	W	Move west
UP	U	Move up
CLIMB	CLI	Climb up
DOWN	D	Move down
JUMP	JUM	Jump down
IN		Enter
OUT		Exit
BACK		Return to previous location
CONTINUE	C	Travel as far as possible in one direction

### Special Commands

RETURN KEY		Repeat last command
LOOK	L	Get description of current location
INVENTORY	INV	List objects carried
TAKE	T	Take an object
GET	G	Take an object
DROP	DR	Drop an object
EVERYTHING	ALL	Used with TAKE and DROP
EXCEPT	BUT	Used with EVERYTHING
GIVE	GIV	Give an object to a character
"		Speak to character
SAVE	SAV	Save your position
LOAD		Load back a saved position
SAVEON		Switch autosave on
SAVEOFF	SAVEOF	Switch autosave off
GRON		Switch graphics on
GROFF	GROF	Switch graphics off
SCORE	SC	Get current score
STORE	STOR	Define function key
QUIT	Q	Abandon current game
VERSION	VERS	Print version number of game

### More Useful Commands

ATTACK	BREAK	CLOSE	DRINK	EAT	EMPTY	FILL
FOLLOW	KILL	MOVE	OPEN	PUSH	READ	REMOVE
THROW	UNLOCK	WEAR				

### Helpsheet To THE LOST CRYSTAL

Below is a comprehensive helpsheet to the game. This is an alphabetical list of all the locations, objects, characters and items referred to in THE LOST CRYSTAL. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

It is up to you how to use this. Experienced adventurers will probably not need to use it at all, except to score maximum points. If you are a novice you may want to read it through as you play the adventure. You will still get a great deal of satisfaction from solving the game, as it is by no means a step-by-step guide to the solution. At first though we suggest that you try to play the game without it, using it only to help you out when you become stuck.

**ARQUEBUS:** An ancient type of firearm. Given to you by the mermaid. See Hydra, Priestess.

**AXE:** Used by the Bogle for chopping adventurers' heads off!

**BALL:** See Crystal Ball.

**BARNACLE BILL:** An old sea-salt who owns the boathouse on the islet. If you close the boathouse door after you, he won't know that you've been at his loot!

**BILL:** See Barnacle Bill.

**BLACK: CRYSTAL:** Given to you by the mermaid. It is not part of the Rainbow Crystal and you should not drop it in the black crystal room. See Black Eternal Passages, Priestess.

**ETERNAL PASSAGES:** You are transported here by dropping the black crystal in the black crystal room. The only way out is by QUIT or LOAD.

**BLUE CRYSTAL:** Given to you by the priestess. Drop this in the blue crystal room. See Gloomy Cells, Dais, Scoring.

**BOATHOUSE:** On the islet. See Doors.

**BODY:** See Coffin.

**BOGLE:** A particularly nasty character! You cannot kill him, you must avoid him. You may meet him in three places:

- 1) In his cave, particularly if you have sat in his chair. You must be ready to leave by the secret opening immediately the chair is disturbed.
- 2) If you return along the passage guarded by the glass skeleton.
- 3) He will emerge from the cave above the boulder if you leave the boulder underneath the hole in the passage roof.

**BOGLE'S: CAVE:** In the cave complex underneath the mill. See Stone Door.

**CHAIR:** In the Bogle's kitchen. This operates an opening in the north wall of the cave when sat upon. Get the miller to put the sack of flour on it. See Bogle 1.

**BONES:** Underneath the mill grain store. For humour only!

**BOOKSHELF and BOOKS:** In Merlin's cave. For atmosphere only.

**BOOT:** In the cupboard. See Water.

**BOOTY AND GROG STORE:** See Boathouse.

**BOTTLE:** See Milk Bottle.

**BOULDER:** In the cave complex underneath the mill. Roll it underneath the hole in the roof and climb up. You will need to have drunk the milk first. See Bogle 3.

**BRASS KEY:** See keys.

**BRIDGE:** See Troll Bridge.

**BUCKET:** In the cupboard. Use this to carry water from the pool to the dragon.

**CANOE:** In the boathouse. Use this to cross the river, in both directions if necessary. The sail pole can be used to retrieve the canoe from the east bank. This saves having to carry it around the temple. See Paddle, Scoring.

**CAVES:** See Bogle's Cave, Merlin's Cave, Strange Cave.

**CELL:** See Dungeon, Gloomy Cells.

**CENTRAL CHAMBERS:** In and underneath the temple. See Dais.

**CHAIR:** See Bogle's Chair.

**CHEESE SANDWICH:** At the entrance to Merlin's cave. Eat this for extra points (the sandwich, not the cave!)

**CLOAK:** In the wardrobe. This makes the wearer invisible, but only for a limited time after putting it on. To repeat the effect, you must remove it and wear it again. It will disappear if dropped outside the complex, or if taken into the temple. See Troll, Hydra.

**COFFIN:** Underneath the white crystal room. Open this to reveal a dead body. You can use the Rainbow Crystal to bring it back to life again at the end of the game. See Scoring. See also Vampire's Coffin.

**COIN:** Left for the milkman outside the mill door. You must take this before the milkman arrives, otherwise you will not get it back. See Wishing Well, Paybox.

**COLOURED ROOMS:** See Crystal Rooms.

**CRYSTALS:** See individual colours.

**CRYSTAL: BALL:** Inside the mill store. If you look into it you will see images from various scenes in the game. It serves no other purpose.

**ROOMS:** See the entries for the crystals.

**CUPBOARD:** In the temple. See Doors.

**DAIS:** In the central chambers. The underground one carries the vampire's coffin. The upper one is where you must drop the seven coloured crystals to reform the Rainbow Crystal. See Strange Writing, Scoring.

**DAMP ROOMS:** At each end of the evil-smelling passage.

**DEAD BODY:** See Coffin.

**DIRTY CAVE:** See Bogle's Cave.

**DOORS: BOATHOUSE:** Unlock this with the brass key. See Barnacle Bill.

**CUPBOARD:** Use the iron key to open this. See Scoring.

**DUNGEON:** Underneath the temple. Unlock this with the iron key. See Scoring.

**GALLERY:** This provides access to the gallery from inside the mill. It is not locked but you will need increased strength to open it. See Milk, Scoring.

**MILL:** Knock and the miller will open it.

**MILL STORE:** Unlock this with the small iron key. See Scoring.

**MOUNTAIN:** At the base of the mountain. Break the glass window and unbolt it. See Whistle, Scoring.

**STONE:** Push this to gain entry into the Bogle's cave. The miller will help you. You cannot open it from inside the cave. See Scoring.

**TEMPLE:** Unlock this with the wooden key. See Scoring.

**TRAP:** See Trap Door.

**WARDROBE:** See Wardrobe.

**DRAGON:** At the east of the evil-smelling passage. Throw water over it to kill it. See Bucket, Scoring.

**DUNGEON:** Underneath the temple. You meet Merlin here, where he has been imprisoned by the vampire. See Doors, Grating.

**ETERNAL PASSAGES:** See relevant colour.

**EVIL-SMELLING PASSAGES:** Underneath the temple.

**FALLEN ROCKS:** On the mountain ledge. You cannot move or get past these. See Secret Passage.

**FANTAIL:** This rotates the mill topcap to keep the sweeps pointing into the wind. It plays no part in the game.

**FLOUR:** See Sack of Flour.

**FURNITURE:** Inside Bogle's cave. For atmosphere only, but see Bogle's Chair.

**GALLERY:** This is a wooden balcony-like structure which surrounds the tower of the mill. There are two ways of gaining access to this. See Doors, Ladder.

**DOOR:** See Doors.

**GEARS:** Part of the machinery inside the mill. They play no part in the game.

**GEM:** See Luminous Gem.

**GLOOMY: CELLS:** Underneath the crystal rooms. The red, green and blue crystals can be retrieved from here after using them for the first time.

**CORRIDORS:** Underneath the temple.

**GLASS SKELETON:** See Skeleton.

**GRAIN: SACK:** See Sack of Flour.

**STORE:** Inside the mill. See Trap Door, Sack Hoist.

**GRATING:** Outside the temple. This leads down into the dungeon cell underneath the temple. It cannot be undone from above the ground. It can only be unbolted from inside the cell. See hammer, Scoring.

**GREEN CRYSTAL:** Given to you by the priestess. Drop this in the green crystal room to get back to the mountain caves. See Gloomy Cells, Dais, Scoring.

**GROG SCORE:** See Boathouse.

**HAMMER:** In the southern small mountain cave. You will need this to hammer the bolt underneath the grating to open it.

**HOLE IN TUNNEL ROOF:** See Boulder.

**HUT:** See Mill Store.

**HYDRA:** He guards the road outside the temple. Use the cloak to pass him or the arquebus or sword to temporarily disable him. He cannot be permanently killed because of his ability to replace any of his missing heads with two more! Although this takes time. See Scoring.

**INDIGO CRYSTAL:** In the damp room at the west end of the evil-smelling passage. See Dais.

**IRON: DOOR:** See Dungeon Door.

**GRATING:** See Grating.

**KEY:** See keys.

**ISLET:** At the base of the mountain.

**JUNCTIONS:** See Roads, Tunnels, Paths.

**KEYS: BRASS:** Given to you by the priestess. This unlocks the boathouse. See Mermaid, Priestess.

**IRON:** In the vampire's coffin. This unlocks the cupboard and the dungeon.

**SMALL IRON:** Carried by the miller at the start of the game. This unlocks the mill store.

**WARDROBE:** In the Bogle's cave.

**WOODEN:** Given to you by the mermaid. This unlocks the temple door.

**KITCHEN:** See Bogle's Cave, Bogle's Chair.

**LADDER:** Inside the mill store. Prop this up the south side of the mill to climb up the gallery.

**LAMP:** At the bottom of the mill steps. Only the miller can light this, and he only has one match, so be careful with it! Give the lamp to him when he mentions it to you underneath the grain store. There is plenty of fuel in it to last the entire game. See Scoring. See also Luminous Gem.

**LEATHER: BOOT:** See Boot.

**BUCKET:** See Bucket.

**LIQUID:** See Water.

**LUMINOUS GEM:** Just outside the dungeon cell underneath the temple. This is used as a source of illumination after you lose the

lamp. You will have to fumble around in the dark for a while to find it.

**MAGIC: MONOCLE:** See Monocle.

**WHISTLE:** See Whistle.

**MANUSCRIPT:** In Merlin's cave. For atmosphere only.

**MAPS:** In Merlin's cave. For atmosphere only. (Make your own!)

**MERLIN:** One of the major characters in the game. Being an old hand at adventure games, he is able to offer considerable assistance during the latter part of the game, especially with information. See Dungeon, Strange Writing, Water.

**MERLIN'S: CAVE:** In the cave complex underneath the mill. See Wardrobe.

**CLOAK:** See Cloak.

**MERMAID:** On a rock in the mountain river. One of the two mystical characters in the game. She will offer to exchange the following objects (not necessarily in this order): A wooden key for your monocle, a spade for your brass key, an arquebus for your necklace, a black crystal for your white crystal. See Scoring.

**MESSAGE:** See Strange Writing.

**MILK:** If you drink this you will gain increased strength. See Milk Bottle, Gallery Door, Boulder.

**MILK BOTTLE:** Outside the mill door. If this is left here when the milkman calls he will exchange it for a full bottle. It will break if you blow the whistle too close to it. Later on in the game you may fill it with water from the river for drinking purposes. See Priestess.

**MILKMAN:** One of the game's characters. He will knock on the mill door as the miller is operating the sack hoist. When the miller asks you to see who it is, just go to the door. There are extra points to be gained here! See Milk Bottle, Coin.

**MILL:** In the field at the start of the game. It is a traditional tower mill fitted with corn-grinding machinery. Much of the early action takes place inside here. See Fantail, Gallery, Windshaft, Doors.

**FENCE:** For atmosphere only.

**STONES:** For grinding the corn. They play no part in the game.

**STORE:** Inside the mill enclosure. See Doors.

**MILLER:** One of the major characters in the game. When you first meet him you must offer to help him with his sacks. He will then give you instructions on what to do. See Sack Hoist, Lamp, Bogle's Chair, Stone Door, Scoring.

**MILLER'S LAMP:** See Lamp.

**MONOCLE:** In the northern small mountain cave. Use it to see the secret passage. See Mermaid.

**MOUNTAIN:** At the exit of the cave complex underneath the mill.

**CAVES:** Near the top of the mountain.

**DOOR:** See Doors.

**RIVER:** See River.

**TUNNEL:** See Roads, Tunnels, Paths.

**NECKLACE:** In the white crystal room. See Mermaid.

**NOTE:** See Scribbled Note.

**ORANGE CRYSTAL:** In the evil-smelling passage. See Dais.

**PADDLE:** Given to you by the priestess. You will need this to paddle the canoe across the river.

**PASSAGES:** See Roads, Tunnels, Paths.

**PATHS:** See Roads, Tunnels, Paths.

**PAYBOX:** At the entrance to the troll bridge. You may drop the coin in here but it is not the correct way of getting across the bridge.

**POLE:** See Sail Pole.

**POOL:** See Water.

**PRIESTESS:** In the secret passage. One of the two mystical characters in the game. She will offer to exchange the following objects (not necessarily in this order): A brass key for your whistle, a paddle for your brass key, a white crystal for your arquebus, a green crystal for your bottle, a blue crystal for your black crystal. See Scoring.

**RAINBOW CRYSTAL:** This is reformed out of the coloured crystals. See Dais, Vampire, Coffin, Scoring.

**RAISED DAIS:** See Dais.

**RAVINE:** Between the mountain ledges. See Troll Bridge.

**RED CRYSTAL:** On the path east of the river. Drop this in the red crystal room to get back to the mountain caves. See Gloomy Cells, Dais, Scoring.

**RELICS:** Inside the boathouse. For atmosphere only.

**RICKETY BRIDGE:** See Troll Bridge.

**RIVER:** Runs around the base of the mountain. See Canoe, Milk Bottle, Scoring.

**ROADS, TUNNELS, PATHS, ETC:** These are not individually described. See the entry for the nearest landmark.

**ROCKS:** See Fallen Rocks.

**ROPE:** See Sack Hoist.

**SACK HOIST:** In the mill. This is used to raise and lower the heavy sacks of flour through the trap door in the mill grain store. It is operated by the miller. When it is lowered you may climb down the rope to explore underneath the grain store.

**SACK OF FLOUR:** Inside the mill. This is very heavy and you will not normally be able to carry it without first dropping everything else. You may empty it, but then it is of no use! Tie it to the rope as the miller operates the sack hoist. See Scoring, Bogle's Chair.

**SAIL POLE:** On the east side of the gallery. Normally used to position the mill sweeps by hand, but not used for this purpose in the game. See Canoe.

**SANDWICH:** See Cheese Sandwich.

**SCORING:** You score points as follows: Opening the mill store, trap door, wardrobe, mountain door, cupboard, temple door, dungeon, grating. Killing the skeleton, hydra, dragon, vampire. Reading all signs and notices. Offering to help the miller. Following him upstairs. Tying the sack to the hoist. Getting the whistle. Getting into the Bogle's cave. Eating the sandwich. Swapping any object with the mermaid or priestess. Drinking from the river. Dropping the red, green and blue crystals in their rooms. Cutting the web. You score extra points for the following: Opening the gallery door. Retrieving the canoe with the pole. Reading the strange writing. Re-integrating the Rainbow Crystal, Resurrecting the body. See also Milkman.

**SCRIBBLED NOTE:** Left outside the mill door for the milkman. Read it.

**SECRET PASSAGE:** At the top of the mountain, near the fallen rocks. Use the monocle to see it.

**SKELETON:** He guards one of the passages in the cave complex underneath the mill. Use the whistle.

**SMALL: DAMP ROOMS:** See Damp Rooms.

**IRON KEY:** See Keys.

**MOUNTAIN CAVES:** See Mountain Caves.

**SPADE:** Given to you by the mermaid. This plays no part in the game.

**SPIDER'S WEB:** See Web.

**STAKE:** At the end of the gloomy corridor. See Vampire.

**STATUE:** See Priestess.

**STONE: CHAIR:** See Bogle's Chair.

**DOOR:** See Doors.

**FURNITURE:** See Furniture.

**STORE HUT:** See Mill Store.

**STRANGE: CAVE:** Above the boulder passage.

**WRITING:** In the evil-smelling passage. Get Merlin to read it.  
See Scoring.

**STRONG SWORD:** See Sword.

**SWORD:** Underneath the black crystal room. See Web, Hydra.

**TABLES:** For atmosphere only.

**TEMPLE:** To the east of the mountain river. See Cloak.

**TRAP DOOR:** In the mill grain store. Open this as instructed by the miller, who will then lower the sack through it. See Sack Hoist, Scoring.

**TROLL:** He is normally asleep in the paybox, but will soon wake up if you try to cross the bridge without paying! Use the cloak to escape detection.

**BRIDGE:** The only way of crossing the ravine. See Troll.

**TUNNELS:** See Roads, Tunnels, Paths.

**VAMPIRE:** In the vampire's coffin. Use the stake to kill him before he attacks you. he can be resurrected again with the Rainbow Crystal, but it is not recommended! See Scoring.

**VAMPIRE'S COFFIN:** On the dais underneath the temple. Open it. See Vampire, Violet Crystal, Iron Key.

**VIOLET CRYSTAL:** In the vampire's coffin. See Dais.

**WARDROBE:** In Merlin's cave. Use the wardrobe key to unlock it! See Scoring.

**WARDROBE KEY:** See Keys.

**WATER:** At the west end of the evil-smelling passage. It only LOOKS like water! Use the boot to get across it. If you throw the boot back to Merlin it will fall in the water.

**WEB:** Underneath the temple. Carry the sword to cut it down. See Scoring.

**WELL:** See Wishing Well.

**WHISTLE:** In the strange cave. This emits a high-pitched note when blown and is used for breaking glass. See Wishing Well, Milk Bottle, Skeleton, Mountain Door, Priestess.

**WHITE: CRYSTAL:** Given to you by the priestess. It is not part of the Rainbow Crystal and you should not drop it in the white crystal room. See White Eternal Passages, Mermaid.

**ETERNAL PASSAGES:** You are transported here by dropping the white crystal in the white crystal room. The only way out is by QUIT or LOAD.

**WINCH HOUSING:** At the top of the mill. Here, the miller will explain to you exactly how you can help him. Until this has happened



you will not be able to help, even though you may know exactly what to do from a previous game. See Sack Hoist.

**WINDMILL:** See Mill.

**WINDOW:** See Mountain Door.

**WINDSHAFT:** This is the large shaft inside the mill which drives the machinery. It plays no part in the game.

**WISHING WELL:** In the strange cave. Throw the coin down here to get the magic whistle. See Scoring.

**WOODEN: BOATHOUSE:** See Boathouse.

**BRIDGE:** See Troll Bridge.

**DOOR:** See Mountain Door.

**KEY:** See Keys.

**LADDER:** See Ladder.

**STAKE:** See Stake.

**WRITING:** See Strange Writing.

**WRITING DESK:** In Merlin's cave. For atmosphere only.

**YELLOW CRYSTAL:** In the damp room at the east end of the evil-smelling passage. See Dais.

--HAPPY ADVENTURING--

