

# DUNJONQUEST

## Temple of Apshai

### Commodore

## Commands

**Table 1. Movement Commands**

<u>Key You Press</u>	<u>What It Means</u>
0-9	Set speed to 0 to 9 feet per "turn"
R	Move right
L	Move left
V	Volte-face (turn around)

**Table 2. Battle Commands**

<u>Key You Press</u>	<u>What It Means</u>
A	Attack
T	Thrust
P	Parry
F	Fire normal arrow
M	Fire magic arrow

**Table 3. Special Commands**

<u>Key You Press</u>	<u>What It Means</u>
E	Examine wall for secret door
O	Open door
S	Search for traps
G	Grab treasure
D	Drop treasure—followed by DROP SOME?
01 to 20	Enter <i>two digit</i> number of the treasure you want to drop.
Q	Query for monsters
!	Speak with monster
H	Healing salve applied
Y	Ylixir drunk
I	Inventory your treasures
Shift P (Disk Only)	Save game in progress



## SUMMARY OF PLAY

The mighty Temple of Apshai, dedicated to that insect god who claims knowledge far superior to that of other gods, lies buried under a vast slide of earth. Over the years, a village grew up atop the buried temple; and, as generations passed, memories of the caverns faded into legend.

Then, during the reign of high priest Nemdal Geb, a movement began to excavate the old temple in search of the legendary gems and gold of the Apshaiaans. A noted engineer was hired, and first the ancient temple and then the ancient passages, one by one, were cleared. The underground gardens, with their strange, sunless growths, were rediscovered, as were the shops and, finally, the mines of the Apshaiaans. Nemdal Geb decided to continue the excavation in hopes of recovering the lost knowledge of the Apshaiaans. This proved to be an ill-fated decision indeed.

Shortly after the fourth passage was cleared, work parties began to disappear. Soon no one would enter the fourth passage, and eventually the other passages and the temple cavern itself became unsafe. Commerce dwindled and the population waned. The town was again facing disaster. In response to the people's outcries, Nemdal Geb led the other priests of Geb and the strongest warriors of the town in a quest to end forever the curse of Apshai. They entered the fourth passage, and none returned. Dare you join in search of lost wealth still, if legend speaks true, hidden there?

First, locate the special instructions on How To Load your particular computer version, and follow the directions. If *after* reading the instruction sheet you have problems loading the game, our Customer Service Department will be glad to help you.

When the game is loaded, you will find yourself in the Inn, where the Innkeeper retrieves a previously saved character, creates a new one for you, or allows you to create your own. The Innkeeper also queries you for purchasing the supplies you need. This portion of the game uses text only; you simply answer the questions put to you. After your character is generated and properly outfitted, you are transported to Room 1 in the dunjon level of your choice.

Use the commands on the other side of this card for playing in the dunjon. A more detailed explanation of the commands — along with complete descriptions of the monsters, treasures, rooms, and the adventures of Brian Hammerhand — can be found in the Book of Lore.

We invite you to project yourself into the labyrinthine dunjon. With your imagination, see and touch the treasures, hear and smell the creatures that inhabit the place. Discover for yourself the fantasy world in the **Temple of Apshai**.



## UPPER REACHES OF APSHAI

## CURSE OF RA

1. Turn on your computer.
2. Insert Temple of Apshai program cassette in program recorder. Rewind cassette.
3. On computer, press SHIFT and RUN/STOP keys simultaneously.
4. On program recorder, press PLAY. Program will load and after approximately ten minutes you will be prompted to hit any key to begin.
5. Answer all prompts and when prompted for level, insert LEVEL cassette in program recorder and rewind cassette.
6. Enter level number:

Temple of Apshai	1, 2, 3 or 4
Upper Reaches of Apshai	1, 2, 3 or 4
Curse of Ra	2, 3, 4 or 5
7. Answer yes and press PLAY on program recorder. Upon completion of load, game is ready to play.

# Have you SERVICED your HEADS lately....

Of the faulty cassette tapes returned to EPYX, many have been ruined by the heads on our customers' cassette drives. This situation is a problem for us and for you.

The heads on the cassette drives can ruin the tapes when they are not cleaned, demagnetized, and aligned after every 10 to 12 hours of use. This servicing must be done to keep the equipment in proper running order.

The instruction manual that came with your particular machine will contain information regarding the servicing of your equipment. The supplies needed for cleaning, demagnetizing, and aligning the heads on the cassette drive can be purchased at computer and stereo/record retail stores.

We at EPYX design our games so that they can be played and enjoyed for years to come. With proper and regular maintenance of your cassette drive, the tapes will last as well.

P.S.

When the tape deck is placed too close to the monitor, the RF field generated by the High Voltage circuitry can induce spurious pulses into the magnetic head of the player. This can result in a false LOAD ERROR condition during a LOAD routine. We suggest a minimum two foot separation between monitor and cassette deck.