EPYX™
COMPUTER SOFTWARE

Gateway to Apshai™

INSTRUCTION MANUAL

For the ColecoVision™ and Adam™ Computer



INTRODUCTION

APSHAI'S LEGACY

"You have a destiny to fulfill!", the unseen voice whispered from out of the darkness.

My teeth chattered, my body shook. In the flickering firelight I could barely see the outstretched claw and bony finger, pointing directly at me. By Geb's beard, was I scared!

It happened so fast. Suddenly, just at dusk this evening, those four huge brutes pounded on our cottage door. Their leader demanded my name. When I answered, he commanded, "Come, Merlis wants to see you—NOW!"

Before I could step back or say anything, the other three had grabbed me and were dragging me out the door. Behind me, my widowed mother gasped, then cried: "Oh—NO, THEY'VE FINALLY COME!"

I looked back, as I was rudely thrust on the back of a gigantic stallion. My poor mother stood in the doorway, her dear face wet with tears, her right hand reaching out—as if her hand could somehow stop them from taking away her only child.

There was a slap on my mount's flank. The beast leaped forward. I clung to the stallion's mane for my dear life. Away we galloped, into the twilight. We rode hour after hour, down strange roads and through dark forests. Finally, we rushed up a mountain trail and stopped. To our right a dim light glowed from the rocks. I was pulled off the horse.

"Go youngster, Merlis waits for you inside the cave."

Frightened and trembling, now I stood in the center of a huge cavern. Behind me three ugly witches, shrouded in black, cackled and danced around a giant cauldron, bubbling over a weird fire. Lying on animal skins, in front of me, was a very old man in roughspun priest's robes.

The robe's hood hid his face. I could only see two glowing embers where his eyes should be. His extended right arm shook, as if being held up with great effort.

"Youngster, know ye of the disaster on our land...how our crops wither...our flocks dwindle...our cities are dying?"

I nodded.

"Know ye how it is written, that only when we rediscover and reclaim the mighty Temple of Apshai will our people once again prosper?"

I nodded again.

He continued, "Many, many of our bravest have entered the dungeons to search for our lost treasure...to destroy the evil monsters that now inhabit the mazes...to disarm the perilous traps hidden along the passages..."

His arm shook even more violently, "But sadly...all too sadly, none of them have ever returned."

He paused to let me absorb his words, then continued: "And do ye know that it is also written, that only the blood of Apshai's greatest warrior will ever be able to reclaim the Temple of Apshai...and get the curse off our land?"

I knew who the old man meant. Often my companions and I had discussed his fabled exploits.

"Has your mother ever told you, "he suddenly challenged, that you are the sapling sprouted from his seed, planted over one score and eight seasons ago?"

"ME?"

Dumbfounded, I staggered backwards.

"AND YOU—ONLY YOU CAN SAVE US, BY FINDING A SAFE WAY THROUGH THE EIGHT LEVELS, MORE THAN A HUNDRED DUNGEONS AND SEVEN THOUSAND ROOMS, TO ONCE AGAIN OPEN THE GATES OF APSHAI!"

ME, THE DIRECT BLOOD KIN OF APSHAI'S GREATEST WARRIOR? Hard to believe? 'Til now, I had only daydreamed of heroics.

"Pick up those weapons," Merlis said, pointing at the cave floor in front of me, "Turn around, and go directly East one league. There you will find the pit. Climb down until you discover the entrance to the first level."

"If you survive, you will find, along the way, even more powerful magic weapons to aid your quest."

The old man gave a long, tired moan, fell back, and said no more. I glanced around the cave. The witches had vanished. Turning back to Merlis, I watched in horror as his cadaver and clothes slowly crumbled into dust.

"Pick up those weapons," something whispered in my mind. I stooped down and picked up a worn leather armor tunic and a short dagger. The dagger seemed to emit an enchanted sparkle, even though the light in the cave was so dim that I could barely see the dagger's handle.

"If you survive, you will find, along the way, even more powerful magic weapons to aid your quest."

Once again, I looked slowly around... then, I took a deep breath, turned around, and walked out into the morning sunlight.

OBJECTIVE

GATEWAY TO APSHAI is a one-player action-adventure. You, the heir of Apshai's greatest warrior, are trying to find and reclaim a safe passageway through an underground labyrinth to the fabled, lost Temple of Apshai.

Your objective is to successfully complete all eight levels, scoring as many points as you can. You complete each level by moving your figure on the screen with your control stick, through a dungeon maze, fighting off monsters and avoiding traps, while picking up treasures in order to score points.

At the start of the game, you have 5 lives to complete the game. You have approximately six and one-half minute's time to explore as much of each level as you can. After six and one-half minutes, you are automatically teleported to the start of the next deeper level.

GETTING STARTED

- Set up your ColecoVision™ or Adam™ Computer System as shown in the Owner's Manual.
- Plug the GATEWAY TO APSHAI™ cartridge into the cartridge slot of your system.
- Use the Keypad controller in Port #1. Turn ON the computer and press the RESET BUTTON.
- Always remember to turn the power switch OFF before inserting or removing your cartridge.

Now, you will see the GATEWAY TO APSHAI™ Title Screen. Press either side button to proceed to the next screen, and get ready to fight the unknown!

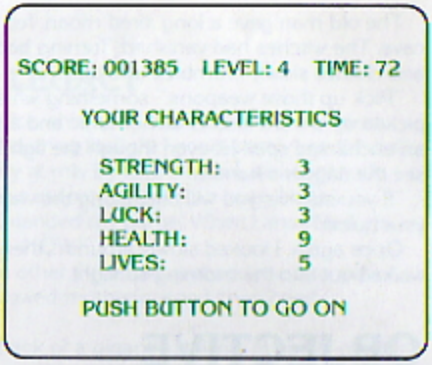
STARTING PLAY

Welcome to the realms of the Gateway to Apshai. The game is played using your control stick, either side button, and the ten keypad buttons. You move on the screen by pushing your control stick in the direction you wish to go. The keypad buttons supply various options and are selected by either side button.

At the start of the game, the computer prompts you through two information screens.

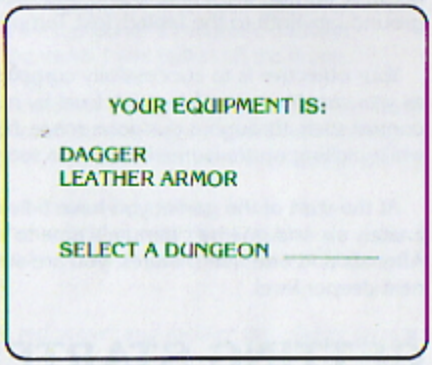
This is your STATUS SCREEN. Your health is the sum of your three characteristics: strength, agility, and luck. During the course of play, the computer may award Bonus Points to your strength, agility, or luck; and in turn, the same number of points will be added to your health.

If a monster or trap wounds you, then points will be deducted from your health, but not from your characteristics. If your health falls to zero, you lose your current life. If you lose 5 lives, the game is over.



STATUS SCREEN

This is your WEAPON SCREEN. The equipment listed are the weapons and armor you have in your hands at any given time, ready to use. When you start the game, you are equipped with only a dagger and leather armor. It is essential to your survival that, on each level, you seek out and pick up all the more powerful weapons and armor you can. You will need them to survive the even greater dangers you will encounter on the next level down.



WEAPON SCREEN

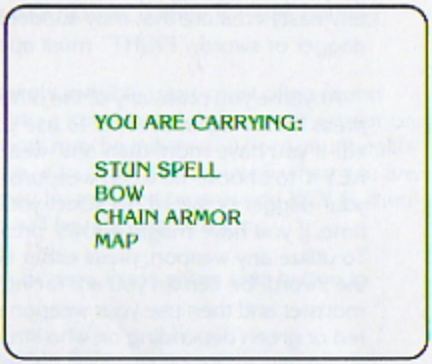
At the start of the game, and each time you travel from level to level, you will be asked to choose which of the 99 dungeons you wish to enter on that level. Each of the 8 levels of the GATEWAY TO APSHAI has 99 dungeons. Each dungeon has approximately 60 rooms, for a total of over 40,000 different rooms for you to explore. Each of the 792 dungeons has a different floor plan. Be especially alert when you enter a new dungeon. The inhabitants and objects will not be where you might expect them.

Choose your dungeon by pushing your control stick one push forward at a time. The screen will cycle through the numbers 1-99. (To back up, pull down on your control stick.) When you have decided which dungeon to enter, press either side button, and you will automatically be transported to the dungeon entrance room. The adjoining rooms will be invisible. Displayed across the top of the screen will be your current score, the level you are on, and the time you have remaining to explore that level, which counts down as you play. The bottom of the screen will start blank, but will contain information later used in play.

GAME PLAY

You are now ready to begin play. Move your control stick to start the game. Pick up treasures, weapons, spells, and other items by moving your warrior directly over the item. The item you have picked up will be briefly listed on the bottom of the game screen before being stored in your magical "bag".

As you pick up various spells, healing aids, and other usable items, these items will appear on your Supplies Screen. This screen always lists what you are presently carrying in your "bag". (Note that treasures do not appear on your Supplies Screen.)



SUPPLIES SCREEN

HOW TO USE THE KEYPAD BUTTONS

During play you will continually use the numbered buttons (0-9) on the keypad controller. At the start of the game, the information section on the bottom of the game screen is blank. When you press a numbered keypad button, you will be offered a choice of either action or information. When your choice is shown, press either side button to proceed.

1 FIGHT	2 SELECT ITEM	3 DROP ITEM
4 KEYS	5 SEARCH SPELL	6 LOCATE TRAP
7 CHECK STATUS	8 CHECK SUPPLIES	9 CHECK WEAPONS
	0 NEXT LEVEL	

1 **FIGHT:** As you move swiftly through each dungeon's hidden mazes and dangerous passageways, you'll always need to be alert and ready to do battle with any nasty creature that may suddenly attack you. In order to fight with your dagger or sword, "FIGHT" must appear on the bottom of the game screen.

Anytime you press any of the other numbered keys, for any reason, you must press **KEY 1** again in order to use your weapons. Otherwise, you will be unarmed. If you have more than one weapon on your Weapon Screen, you must use **KEY 1** to choose between weapons. If "FIGHT" is listed, then you may swing your dagger or sword. To select your bow and arrows, press **KEY 1** a second time. If you have magic arrows, press **KEY 1** a third time to select this weapon. To utilize any weapon, press either side button for each arrow shot or swing of the sword. Be certain you are facing in the right direction! Move away from the monster and then use your weapon as you walk toward it. The screen will flash red or green depending on who struck a hit. Red, when the monster struck you, and green when you've struck the monster. Various monsters take repeated hits to destroy.

2 **SELECT ITEM:** When you press this key, it will display all items you have picked up (one at a time) on the bottom of the screen except for treasures. The items are Supplies held in your magical "bag" which are shown on your Supplies Screen. When you begin play, your "bag" (Supplies List) is empty and **KEY 2** will not function until you pick up a usable item.

SPELLS To use any spell you have picked up, press **KEY 2** until the spell you wish to use appears on the bottom of the screen. Then press either side button and the spell will immediately be used up. Once used, it will no longer appear on your Supplies Screen. Therefore, only use them when needed!

WEAPONS To use any weapon picked up, you must take it out of your "bag" in order to use it. To do this you press **KEY 2** until the weapon you want is shown on the bottom of the screen, then press either side button. The weapon will disappear from the bottom of the screen. It will then appear on the Weapon Screen and can be used at any time. Depending on the type of weapon, it will be added to the list (such as bows and arrows) or replace previous items (i.e., chain armor will replace your leather armor). Such weapons will be used in combat when you are in the Fight Mode, attained by pressing **KEY 1**.

3 **DROP ITEM:** To drop an item from your "bag", press **KEY 3**, then press either side button. Your Supplies Screen will appear with a prompt at the bottom. Pull your control stick back until the arrow points to the item you wish to discard, then press either side button. If you do not wish to discard an item, pull your control stick back until the arrow disappears, and then press your side button. This will return you into the dungeon. Note: You must have supplies shown on your Supplies Screen in order to drop an item.

4 **KEYS:** You always have the key in your hand to each closed, visible door in the dungeon, ready to use. These doors are shown as dashes within the wall. To open a closed, visible door, position your character directly in front of and facing the door. Press **KEY 4**, then press either side button and the door will open.

5 **SEARCH SPELL:** This action choice allows you to search a room for secret doors. To use your "SEARCH SPELL", press **KEY 5**, then press either side button. A door will appear if there was one hidden; if there is none, nothing will occur.

6 **LOCATE TRAP:** This action choice reveals invisible traps most often found under treasure chests. When you run into a trap, the type of trap will appear on the bottom of the game screen and points may be subtracted from your health. It is up to you to decide to get a treasure or to avoid it completely when you are low on health. The location of a trap may be revealed by pressing **KEY 6**, then press either side button. Only one trap will be revealed at a time.

7 **CHECK STATUS:** Brings up the Status Screen. Press either side button to return into the dungeon.

8 **CHECK SUPPLIES:** Brings up the Supplies Screen. Press either side button to return into the dungeon.

9 **CHECK WEAPONS:** Brings up the Weapon Screen. Press either side button to return into the dungeon.

0 **NEXT LEVEL:** To go to the next level, press **KEY 0**, then either side button. A prompt " PUSH TO CONFIRM" will appear. If you wish to continue to the next level, press either side button again. If you do not wish to go on to the next level, press any numbered key.

SCORING

You score points by picking up treasures. The types of treasures are: necklaces, chests, coffers, chalices, sceptres, crowns, and plaques. The number of points you score is determined proportionally by what material the treasure is made out of, multiplied by the number of the level where you found the treasure.

For example: if you found a gold crown on Level Six, and gold treasures have a basic point value of 100, then 600 points would be added to your score, (100 × 6=600)

BASIC POINT VALUES OF MATERIALS

Lead = 0 Points	Silver = 50 Points
Iron = 10 Points	Gold = 100 Points
Bronze = 25 Points	Jeweled = 1000 Points

You pick up treasures, or any other object, by moving your figure directly over the item. As soon as you pick the treasure up, its name is briefly listed, and the points are automatically added to your current score. Remember: the more treasures you pick up, the more bonus points may be awarded to your strength, agility, luck and health.

PLAYING AGAIN

To play GATEWAY TO APSHAI again, simply press the RESET button and a new game will begin. Soon, you will find yourself at the entrance to the dungeon you chose, on Level One.

HELPFUL HINTS

Make a map of each dungeon's maze the first couple of times that you play. Write on the map the locations of objects, monsters, and traps. Thus, you'll find what you need faster, and avoid dangers in subsequent games.

1. **MONSTERS & TRAPS:** When you meet a monster you have one of two choices: either to run away from it as fast as you can, or fight. If you fight, be sure and check your health after the battle. When you're wounded, points are deducted from your health. If they fall to zero; you will die.

   Health points are also deducted when you are caught by many of the traps; although some, such as the Freeze or Teleport traps have different results.

2. **WEAPONS, MAGIC & HEALING POTIONS:** A weapon's power will be suggested by its name, as will a spell's power. Other magic, such as the Luck Charm and the Agility Amulet, will add points to your luck and agility, respectively. When your health points fall low, use a healing salve or potion, in order to restore your health.

3. **TREASURES:** The deeper the level where you find treasure, the more points it will score for you. And, the more valuable the treasure, the greater the risk. However, build up your characteristics (with bonus points) early in the game to survive.

Good luck in your quest!!

EPYX

1043 Kiel Court, Sunnyvale, CA 94089

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