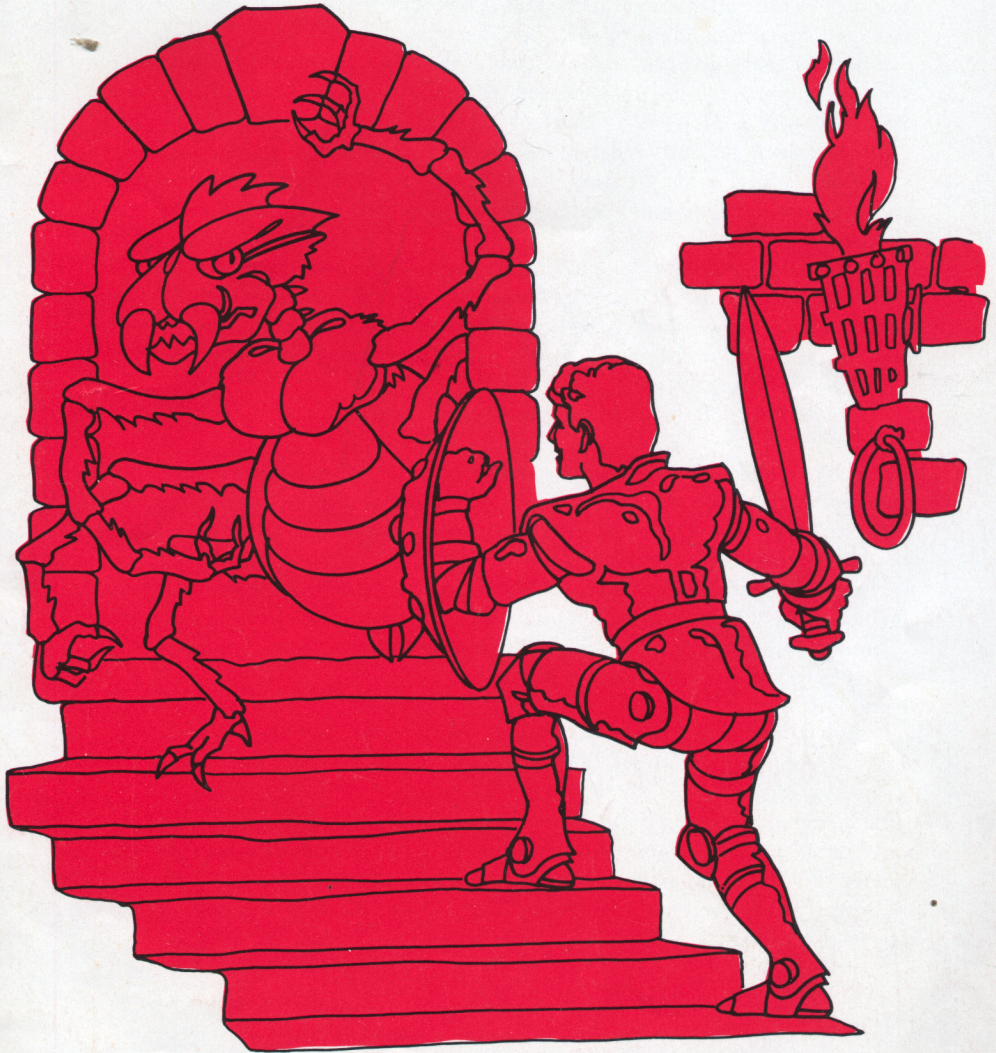


**EPYX**™  
COMPUTER SOFTWARE

# Gateway to Apshai™



# 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 Apschai 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 treasures...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.



# HOW TO PLAY

## 1. OBJECT OF THE GAME

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

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 joystick, 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.

## 2. GETTING STARTED

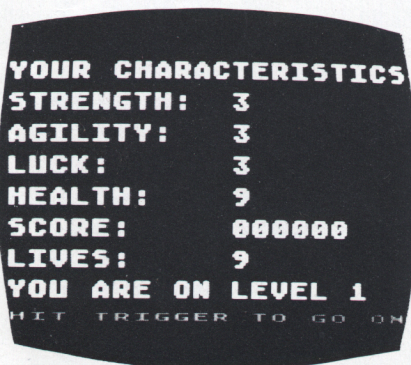
Plug the Game Cartridge into the cartridge slot of your computer. Then, plug your joystick into Game Port #1 and turn on your computer. You play the entire game using only your joystick and the three special function keys:

GET KEY=OPTION KEY  
COMMAND KEY=SELECT KEY  
FIGHT MODE KEY=TART KEY

You move on the screen by pushing your joystick in the direction you wish to go. You execute any action you wish to undertake by hitting the trigger on your joystick. And, you can temporarily stop game action and enter special game modes, by pressing any one of the three special function keys.

At the start of the game, and each time you go from one level to the next level, the computer automatically cycles through three information screens.

The first screen displays:



**YOUR CHARACTERISTICS**  
**STRENGTH: 3**  
**AGILITY: 3**  
**LUCK: 3**  
**HEALTH: 9**  
**SCORE: 000000**  
**LIVES: 9**  
**YOU ARE ON LEVEL 1**  
HIT TRIGGER TO GO ON

Your health is the sum of your other three characteristics: strength, agility, and luck. During the course of play, for killing monsters or completing levels in less than the time allotted, 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. If your health points fall to zero, then you lose your current life. Lose 5 lives, and the game is over. During the game, when you use the COMMAND KEY to 'CHECK STATUS', you will see the current status of Your Characteristics.

The next screen displays:

**YOU ARE CARRYING:**  
**KEYS**  
**SEARCH SPELL**  
**LOCATE TRAP**

This screen always shows what you are presently carrying in your 'bag'. You start the game carrying the items listed above. As you find and pick up useful objects, such as weapons, spells, health aids, they will automatically be added to your 'bag'. During the game, when you use the COMMAND key to 'CHECK SUPPLIES', you will see what you are carrying at that time.

The last screen displays:

**YOUR EQUIPMENT IS:**  
**DAGGER**  
**LEATHER ARMOR**

These are weapons, spells, and other items that you have in your hands at any given time, ready to use. It is important that you REMEMBER: in order to use any item in your 'bag', you must first use the GET KEY to put it into your hands.

During play, when you use the 'CHECK WEAPONS' command, the screen will list the current weapons or spells you have in hand, ready to use.

You start the game with 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, spells, and healing aids that you can. You will need them to survive the even greater dangers you will encounter on the next level down.

At the start of the game and each time you travel from one level to the next, you will be asked to choose which of 16 dungeons you wish to enter on that level. Each of the 8 levels of the GATEWAY TO APSHAI has 16 dungeons. Each dungeon has approximately 60 rooms, for a total of over 7500 different rooms for you to explore. Each of the 128 dungeons has a different floorplan. 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 joystick one push forward at a time. The screen will cycle through numbers, (1-16). When you decide which dungeon you wish to enter, hit your joystick trigger, and the TV or monitor will soon display your figure in the entrance room, with the other rooms invisible. Displayed across the top of the screen will be your current score, plus the time you have remaining to explore that level. Move your joystick to start playing.



### 3. HOW TO USE THE FUNCTION KEYS

During play you will need to continually use the three function keys: the **COMMAND KEY**, the **GET KEY**, and the **FIGHT MODE KEY**. Using them is very simple. Each time you press one, you are offered a choice of action or information listed across the bottom of the screen. When your choice is shown, hit the trigger on your joystick to proceed.

**THE COMMAND KEY:** In addition to the three information commands, explained previously, the Command Key cycles through the following choices:

**KEYS:** You are always carrying your keys in your hand, ready to use. If you come to a closed, visible door, (shown as dashes within a wall), position your figure directly in front, facing the door, cycle to the 'KEY' choice, and press the trigger on your joystick.

**SEARCH SPELL:** Allows you to search a room for secret doors. When doors appear, open them with your key.

**LOCATE TRAP:** Reveals any trap in the room that you are in by making it visible.

**DROP ITEM:** Lets you drop items from your 'bag'. You select **DROP ITEM** with the **COMMAND KEY**, cycle through list by pulling back on your joystick, one tug at a time, until the arrow points to the item you wish to discard, and then, hit your trigger.

**NEXT LEVEL:** Initiating this action moves you immediately to the next lower level of the game. Before you do so, make sure that you've collected all you need from the level that you're presently on.

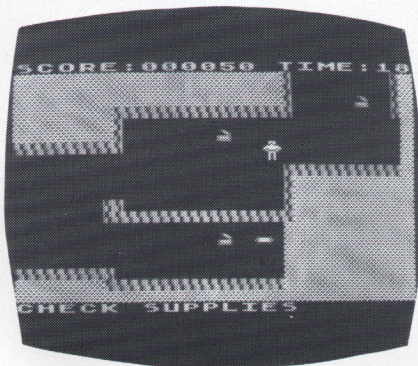
**THE GET KEY:** Pressing this key allows you to take a weapon or other aid out of your 'bag' and put it into your hand, ready to be used. You do so by cycling through the items that you're carrying, then hitting your joystick trigger.

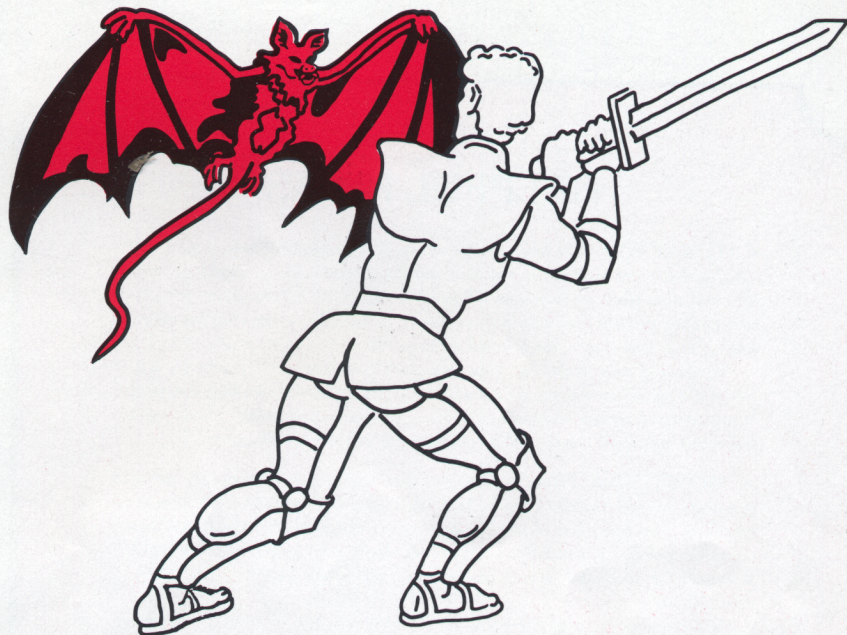
You also use the Get Key to execute spells or other magic, and to give yourself salves or healing potions. **REMEMBER:** you must have transferred the item from your 'bag' to your hands, before you can use it.

**THE FIGHT MODE KEY:** As you move swiftly through each dungeon's hidden mazes and dangerous passages, you'll need to be always alert and ready to do battle with any nasty creature that suddenly attacks you. In order to fight with your sword, or shoot arrows, **YOU MUST BE IN THE FIGHT MODE.**

Anytime that you press either of the other two function keys, for any reason, **YOU MUST AGAIN PRESS THE FIGHT MODE KEY**, in order for you to use your weapons again. Otherwise, you'll be unarmed.

If you have in your hands both your dagger or sword and bow and arrows, you use the **FIGHT MODE KEY** to choose between weapons. If 'FIGHT' is listed, then you can swing your sword. To use bow and arrows depress the **FIGHT MODE KEY** again, and 'ARROWS' will appear. You are now armed with bow and arrow. Hit your trigger to use either weapon.





#### 4. 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, ( $100 \times 6 = 600$ ).

#### 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.

#### 5. PLAYING AGAIN

To play GATEWAY TO APSHAI again, simply press the SYSTEM RESET key, and a new game will reboot from the beginning. Soon, you will find yourself at the entrance to the dungeon you choose, on Level One.

## HELPFUL HINTS

GATEWAY TO APSHAI is a game where the contest becomes progressively tougher the more successful you are, and the deeper you manage to travel. You will soon discover that you will need to obtain all the weapons, magic, and healing potions you can find on one level, in order to survive the even nastier creatures and traps you will meet on the next deeper level.

An efficient way to do this, that conserves both time and your lives, is to 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:** Some of the delights you'll encounter are such monsters as: the Mamba Snake, the Ghoul, and the Slime Mold. When you meet one, 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. They fall to zero; you 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 obvious by its name. And, so 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, take a healing salve or potion, in order to restore your health. You do this by calling up its name from your 'bag' with the GET KEY: then, press the trigger on your joystick.

**3. TREASURES:** The deeper the treasure, the more points it will score for you. Therefore, you might not want to waste too much time hunting for treasures on the first three or four levels. But remember: the more valuable the treasure, the greater the risk.

Persistence... playing again and again is the only way to master the GATEWAY TO APSHAI. Complete all 8 levels, score big, reclaim the lost passageways; then, you'll have the experience, skills necessary to take the next step. YOU'LL BE READY TO TACKLE THE TEMPLE OF APSHAI!

Good luck in your quest!

**EPYX**<sup>TM</sup>  
COMPUTER SOFTWARE

1043 Kiel Court, Sunnyvale, CA 94089