



PRESENTS



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AUTHORS' NOTE

CROWN OF ARTHAIN was written in the hope of filling what we considered to be a great gap in the realm of computer games -- the two player adventure game. Two people can play a one-player game for only so long before they realize that one of them is merely watching or kibitzing. We hope that the challenge provided in CROWN OF ARTHAIN will remedy this!

Our thanks to the staff of The Data Domain, Schaumburg, with a special thank you to Steve Shendelman and David Soussan.

Dan & Marilyn Meller

INTRODUCTION

History of the Kingdom of Arthain

The kingdom of Arthain is not an old kingdom. It was conquered by the Prince, Arthain, only about 50 years before this writing. Arthain had wanted land of his own to rule over, but not being the eldest son, he was not in line to succeed his father. So, at the age of 27, Arthain took a small band of men and left his father's kingdom in search of wild lands to make his own.

After about a year he came upon a small mountain range surrounded by a very hostile desert. Since the desert provided very little chance for survival, he decided to explore the mountains more thoroughly. One day, after several months of exploration and mapping, one of his small band (getting smaller all the time) discovered a cave entrance hidden behind a large boulder. Arthain and his men explored as deeply as they could with the daylight that filtered in. Upon returning to the entrance, Arthain learned that three of his men were missing. Since nobody had heard any cries for help, Arthain had to assume that they had been captured, though by what he couldn't imagine. Now if this assumption held true, it meant

that something was living deep inside the cave, and if something was living in there, then Arthain decided that he and his men could also live in there. All they had to do was to conquer whatever was already inside the cave. This, after many weeks of bloody battle, they did.

When the cave had been cleared of all remnants of the various monsters that had dwelled within, Arthain declared himself king of the new mountain realm, and claimed the lands within 70 miles on either side of the mountain range. All of the walls within the tunnels were cleared and refined, large halls were dug, and another entrance was made on the other side of the mountain. To prevent thieves and monsters from entering, dwarves were hired to build large doors at each entrance and elves were hired to cast spells on the doors so that only those that knew the special words could enter.

Once the mountain halls were secured, Arthain and his remaining men sent for the women and children that they had left behind over two years before. Six months later, the women and children arrived along with such other families that desired a life in the new mountain kingdom. Leading this party was Lady Melora, Arthain's betrothed. After the

proper ceremonies, Arthain made Melora his queen and the kingdom settled down to the usual matters; food production, child bearing, and the occasional beheading required to keep the peasants in line.

Within five years Melora had presented Arthain with two healthy, if somewhat raucous, sons; the royal twins Bertain and Merthain. As the years passed it became obvious that Berthain always wanted what Merthain had, and vice versa. Many times Arthain had to squelch the bickering between his sons. Things came to a head, however, shortly before the twins' eightteenth birthday. Each twin, being jealous of the other's girlfriend, resolved to either have them both or destroy the other's. This resulted in two dead girlfriends. The king, needless to say, was outraged. Had it been any member of the kingdom other than the two princes, they would have been beheaded immediately. Arthain could not bring himself to decree such a punishment. He gave them the two weeks until their birthday to acquire such knowledge and supplies as they were able and then banished them to the two small forts he had built on the borders of his lands. The royal twins were never to set foot in the mountain halls again while Arthain or any of his descendants lived.

In the years that followed, Melora presented Arthain with three more heirs to the throne. The first died during infancy. The two youngest became hale and hearty warriors, the pride of Arthain, but died side by side in the last battle of the great war against the goblin horde from the South. With no heirs remaining, Arthain wrote the following letter to each of his twin sons on his deathbed:

Dear Son,

I now lie bedridden and when next I move, it will be by the powers of others. Your banishment will be over soon, and you and your brother are the only living heirs to my throne. I know not how you have fared over these many years, so I will not choose one of you to succeed me. I will tell you only that my crown lies in one of the halls within the mountain. The one of you which recovers my crown shall be the next king. What evils you will encounter on your journey here and in what condition these halls will be when you arrive, I know not. I can tell you one thing that will help you, though. The elf that put the last spell on the door still lives on your side of the mountain, either in one of the forests

or by one of the lakes. This elf, however, will not be able to tell you where to find the doors; for that you must find one of the dwarves that built them. Whether these dwarves are still alive, I know not, but I do remember that they lived in one of the forests. The dwarves are greedy and will require payment from you.

May you fare well on your quest.

Long Live the King,

Arthain

The Crown of Arthain requires an Apple II with 48K, Applesoft in ROM, and a disk drive.

When you begin the game, the screen will show a map of the kingdom of Arthain. This map is broken into hexes, each of which will contain different terrain, monsters, and treasures. You should fight the monsters to gain experience and increase your defense and attack factors. Gold and various aids can be found while moving through the hexes. While you may chose to Run (R) from these monsters, your chances of finding magical treasures that help you in your quest will decrease. Using the keyboard you may Hack (H), Thrust (T), and Shield (S) to gain the expertise needed to win the crown.

LEVELS OF DIFFICULTY

The Crown of Arthain offers 20 levels of difficulty for each player. These levels determine the speed at which a monster attacks, thereby giving you more, or less, time to react during the battle sequences. Regardless of the level, you will start with the same physical attributes and equipment. Each player may specify a different level of difficulty for himself at the start of each game. This gives a handicap effect between players of different abilities.

To play a one-player game, enter 0 (zero) as the level of difficulty for player #2 at the beginning of the game.

MAPS & MOVEMENT

As one of the players, you will take the part of one of the royal princes. During your attempt you must cross the desert, the forests, and the lakes in your search for the elf, the dwarf, the gold (with which to buy the map from the dwarf), and various magic treasures which will aid you in your quest.

The map is laid out in hexes and movement is accomplished by typing one of the following:

- 1 - Move to the hex directly above you;
- 2 - Move to the hex above and to the right of you;
- 3 - Move to the hex below and to the right of you;
- 4 - Move to the hex directly below you;
- 5 - Move to the hex below and to the left of you;
- 6 - Move to the hex above and to the left of you.

As you move from hex to hex, it is assumed that you are searching them. You will be notified of any treasure that you find. There is treasure in every hex, even if it is only one gold piece. Some treasures are very well hidden however, and will take a lot of searching to find. For this purpose, one further command is allowed.

S - Stay in the same hex and search further.

The longer that you remain in any one hex, the more likely it is that you will be spotted by a monster. Remember that most treasures are guarded by monsters that must be defeated before you can retrieve them.

Some of the hexes, because of the terrain within them, require more than one turn to cross. If you have entered one of these hexes, the message "MOVE IN PROGRESS" will appear on each additional turn required, and you will not be allowed to move. You may, however, be spotted by monsters or find treasure during that turn. The effects of the various terrains are as follows:

FOREST HEX - Requires three (3) turns before you may move on.

LAKE HEX - Requires four (4) turns before you may move on.

RIVER - Requires two (2) turns to cross into a hex across the river. (No extra turn is required when crossing at a bridge).

MOUNTAINS - May be entered only at the secret cave entrance. Once entered, the only way out is to open the magic doors by typing the magic spell learned from the elf. If unable to open the magic doors, you will be trapped forever in the cave!

Once you have entered the mountains you will find yourself in a maze of tunnels. You can move by typing U (Up), D (Down), L (Left), or R (Right) to set the direction in which you wish to travel. The typing of a digit 0 thru 9 will enter the distance that you wish to cover. Note, however, that your fitness will limit the distance that you may travel in any one move. Simply, you may not type a digit that is greater than 1/10th of your fitness. Be careful of bumping into walls!

While inside the mountain, the map will shift every time you enter a new room. Watch the rooms at the far north and far south, though. These rooms have magic exits that, when used, will magically

transport you to the opposite end of the tunnels.

BATTLES

When you have been spotted by a monster, the display will change to the battle scene. At the bottom of the display, both your and the monster's fitness points will be shown. At this point you will need to perform some action to avoid being killed. You may attempt to run from the monster, shield yourself from his blows, or defeat him in battle. Each of these actions can be accomplished by typing a single letter at the proper time during the battle sequence. You may use any combination of actions during the battles, but you must continue to act or you will be destroyed. The letter codes follow:

R - Shield yourself and attempt to run from the monster. If successful, the display will return to the maps and flash the message "ESCAPED." If not successful, "R" will remove two (2) points from your side of the display and you will remain in battle.

S - Shield yourself from the monsters blows. If successful, no fitness points will be removed from your side of the display. Using "S" does not cost you any fitness points.

H - Hack at the monster with your sword. If successful, points will be removed from the monster's side of the display. "H" costs you one (1) fitness point.

T - Thrust at the monster with your sword. If successful, points will be removed from the monster's side of the display. "T" costs you two (2) fitness points.

If a Hack or Thrust move removes the last of the monster's fitness points, the display will return to the maps, and flash the message "VICTORY."

Monsters, while not immortal, are tireless. A monster has only one purpose -- to destroy you. It will not tire out (though it will slow down the more you wound it) and it will not leave until either you escape, it is destroyed, or you are destroyed.

In addition to listing fitness points through action, points will also be removed each time a monster successfully hits you. The number of points lost depends on the strength and dexterity of the monster, how well you defended yourself, and the type of armor and shield you have.

If, for any reason, you lose the last of your fitness points, you will be dead; the display will return to the maps and the message "WARRIOR DECEASED" will appear on your side.

Don't give up yet. When a message reaches the castle that the Prince has been killed, his next of kin will be allowed to continue the quest in his place. If the Prince dies inside the mountain, however, there is no way that word will reach the castle.

TREASURES

Various treasures may be found during your quest for the crown. Each of the treasures is useful in some way. Some treasures will only be found after you have successfully fought a monster. The following is a list of the treasures and the aids they supply:

GOLD - Can be used when you find the dwarf that holds the map to the secret doors. Dwarves are greedy and will require payment for the map.

MAGIC SWORD AND MAGIC LIGHT - Will each increase your attack factor (AF) causing greater damage to a monster upon a successful Hack or Thrust.

ELVEN CLOAK AND MAGIC AMULET - Each make it harder for monsters to spot you and easier for you to get away during battle.

MAGIC SHIELD AND MAGIC ARMOR - Will each increase your defense factor (DF) resulting in less damage to you by a monster's hit.

COPPER BRACELET - Will help your wounds to heal faster causing a quicker increase in fitness.

Once you find a treasure, it is assumed that you will use it if possible; you have no need to perform any further action to gain the aid provided by that treasure.

The other two things that you may find during your quest are:

The Elf - He is the only one on your side of the mountain that knows the secret word(s) that will open the doors to the mountain kingdom. The elf will know of your quest and will tell you the secret words when you find him.

The Dwarf - He is the only one on your side of the mountain that holds the map to the secret cave entrance to the mountain kingdom. He will gladly sell you the map for 5,000 gold pieces when

you find him.

BLOWN DISKS

If your disk does not operate within 30 days of purchase, return it in the protective covering along with a copy of your sales receipt for free replacement. After 30 days, send your disk in that same original protective envelope along with \$5.00 for replacement.



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