

# DUNJONQUEST

## Temple of Apshai

### Commands

**Table 1. Movement Commands**

What You Enter	Meaning
#0 to 9	Move forward 0 to 9 feet
R	Turn right
L	Turn left
V	Turn around (volte-face)

**Table 2. Special Commands**

What You Enter	Meaning
O	Open door
E	Examine wall for secret door
S	Search for traps
G	Grab treasure
D	Drop treasure—followed by message DROP SOME—enter the <i>two digit</i> <i>number</i> of the treasure you want to drop
Q	Hearken (query)
!	Speak with monster
H	Apply one healing salve
Y	Drink a healing potion

**Table 3. Attack Commands**

What You Enter	Meaning
A	Normal attack
T	Thrust
P	Parry
F	Fire a normal arrow
M	Fire a magic arrow

# **FANTASY...**

Does the glory road beckon? Would you sail with Sinbad, revisit Middle Earth, see the hurtling moons of Barsoom? Then the DUNJONQUEST microcomputer games are for you!

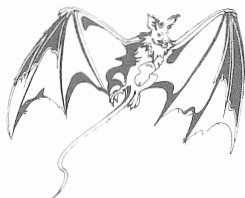
## **... ROLE PLAYING ...**

Take the part of a stalwart adventurer—bargain with a tight-fisted innkeeper for the weapons of yore—go in quest of hoarded riches, hidden secrets, and forgotten lore.

## **... ADVENTURE!!!**

Within the ruined shrine lie not only rich sacrifices to the dread insect god but also the valued possessions of other adventurers who never returned from... *The Temple of Apshai!*

- *First in the DUNJONQUEST series*
- *Hours of solitaire excitement—you alone against all the perils the computer can summon!*
- *Each game as short as you like—or as long as you survive!*
- *Four levels—over 200 rooms and passages*
- *Explore where you dare—fight or flee when you must!*



**AUTOMATED  
SIMULATIONS**