

Gateway to Apshai™

Enter the world of APSHAI with this exciting adventure game. The famous Temple of Apshai Strategy is the basis of this action-packed game.

GATEWAY TO APSHAI is a real test of your skill and wits. Using joystick control, you must collect all the treasures on each level in less than 7 minutes while finding your way through complex mazes, and avoiding perilous traps. And, you only have 5 lives you can lose!

Successfully complete one level, descend to the next, and your journey becomes even more dangerous. Stay alert! Along the way you might find weapons and

magic that will help you. First, conquer Gateway; then you'll be ready for the additional challenge of The Temple of Apshai.

- **8 Challenging Levels**
- **16 Dungeons on each Level**
- **Over 50 Rooms per Dungeon**
- **JOYSTICK CONTROLLED**
- **One Player**

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Gateway to Apshai™



For Commodore 64®
& Atari® XE

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 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.

GETTING STARTED

- Set up your computer as shown in the Owner's Manual.
- Plug your joystick into Port #1 for Atari computers and Port #2 for Commodore computers.
- Follow your computer's standard disk loading procedure. (Commodore 64/128. Type **LOAD "*" 8, 1** and press the **RETURN** key unless you are using a Fast Load Cartridge.)

STARTING PLAY

Welcome to the realms of the Gateway to Apshai. The entire game is played using only your joystick, fire button, and three lower function keys. F3, F5 and F7. You move on the screen by pushing your joystick in the direction you wish to go. The three function keys supply various options (described under HOW TO USE THE FUNCTION KEYS) selected by the fire button.

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

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. Lose 5 lives and the game is over. If you wish to view this screen during game play, press the F5 (Atari = Select) key until "CHECK STATUS" appears on the top of the game screen, then press the fire button.

Weapon Screen: The equipment listed is 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 most powerful weapons and armor you can. You will need them to survive the even greater dangers you will encounter on the next level down. To view this screen during game play, press the F5 (Atari = Select) key until "CHECK WEAPONS" appears on the top of the game screen, then press the fire button. To use your weapons during the game you must press the F7 (Atari = Start) key. This will put you in the fight mode, ready to battle attacking monsters.

At the start of the game, and each time you travel from level to level, you

Score:00000	Level:01
Time:99	
YOUR CHARACTERISTICS	
STRENGTH:	3
AGILITY:	3
LUCK:	3
HEALTH:	9
LIVES:	5
HIT TRIGGER TO GO ON	

STATUS SCREEN

YOUR EQUIPMENT IS:

DAGGER
LEATHER ARMOR

SELECT A DUNGEON _____

WEAPON SCREEN

will be asked to choose which of the 16 dungeons you wish to enter on that level. (Shown at the bottom of the Weapon Screen.) Each of the 8 levels of the GATEWAY TO APSHA! 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 floor plan.

Choose your dungeon by pushing your joystick one push forward at a time. The screen will cycle through number 1-16. (To back up, pull down on your joystick.) When you have decided which dungeon to enter, press your fire 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.

GAME PLAY

You are now ready to begin play. Move your joystick 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 top 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; but are converted into points and displayed on the Status Screen.)

YOU ARE CARRYING:
STUN SPELL
BOW
CHAIN ARMOR
MAP

SUPPLIES SCREEN

HOW TO USE THE FUNCTION KEYS

During play you will continually use the three function keys. At the start of the game, the information section on the top of the game screen is blank. When you press a function key, you will be offered a choice of either action or information. Your choices will be listed one at a time, on the top of the game screen. When your choice is shown, hit the fire button to proceed.

*F3 (Atari = Option key)

When you press this key, it will display all items you have picked up (one at a time) on the top 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 the F3 (Option) key will not function until you pick up a usable item.

SPELLS To use any spell you have picked up, press the F3 (Option) key until the spell you wish to use appears on the top of the screen. Then press the fire 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 the F3 (Option) key until the weapon you want is shown on the top of the screen, then press the button. The weapon will disappear from the top of the screen. It will then appear on the Weapons 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).

*F7 (Atari = Start key)

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 top of the game screen.

Anytime you press either of the two function keys, for any reason, you must press the F7 (Start) key 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 the F7 (Start) key to choose between weapons. If "FIGHT" is listed, then you may swing your dagger or sword. To select your bow and arrows press the F7 (Start) key a second time. If you have magic arrows press the F7 (Start) key a third time to select this weapon. To utilize any weapon, press the fire 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.

*F5 (Atari = Select key)

Pressing this key allows you to scroll through all your choices one at a time. Each of those choices is listed below.

KEYS: You always have the key to each enclosed, visible door in the dungeon in your hand 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 the F5 (Select) key until the action choice "KEYS" appears on the top of the game screen, then press the fire button and the door will open.

LOCATE TRAP: This action choice reveals invisible traps most often found under treasure chests. When you run into a trap, the type of a trap will appear on the top 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 the F5 (Select) key until "LOCATE TRAP" appears on the top of the game screen, then press the fire button. Only one trap will be revealed at a time.

SEARCH SPELL: This action choice allows you to search a room for secret doors. To use your "SEARCH SPELL", press the F5 (Select) key until "SEARCH SPELL" appears on the top of the game screen, then press the fire button. A door will appear if there was one hidden; if there is none, nothing will occur.

DROP ITEM: To drop an item from your "bag", press the F5 (Select) key until "DROP ITEM" appears at the top of the game screen, then press the fire button. Your Supplies Screen will appear with a prompt at the bottom. Pull your joystick back until the arrow points to the item you wish to discard, then press the fire button. To resume game play, press the fire button again. If you do not wish to discard an item, pull your joystick back until the arrow disappears, and then press your fire button. This will return you into the dungeon.

CHECK SUPPLIES: Brings up the Supplies Screen. Press the fire button to return into the dungeon.

CHECK STATUS: Brings up the Status Screen. Press the fire button to return into the dungeon.

CHECK WEAPONS: Brings up the Weapons Screen. Press the fire button to return into the dungeon.

NEXT LEVEL: To go to the next level, press the F5 (Select) until "NEXT LEVEL" appears on the top of the game screen. Press the fire button, and a prompt "PUSH TO CONFIRM" will appear. If you wish to continue to the next level, press the fire button. If you do not wish to go on to the next level, press any function 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.

BASIC POINT VALUES OF MATERIALS

Lead = 0 Points

Iron = 10 Points

Bronze = 25 Points

Silver = 50 Points

Gold = 100 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.

PLAYING AGAIN

To play GATEWAY TO APSHAH again, simply press the RESTORE (Atari = System Reset) key, and a new game will reboot from the beginning.

HELPFUL HINTS

Make a map of each dungeon's maze for 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. They fall to zero; you die.

Health points are also deducted when you are caught by many of the traps.

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.

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.