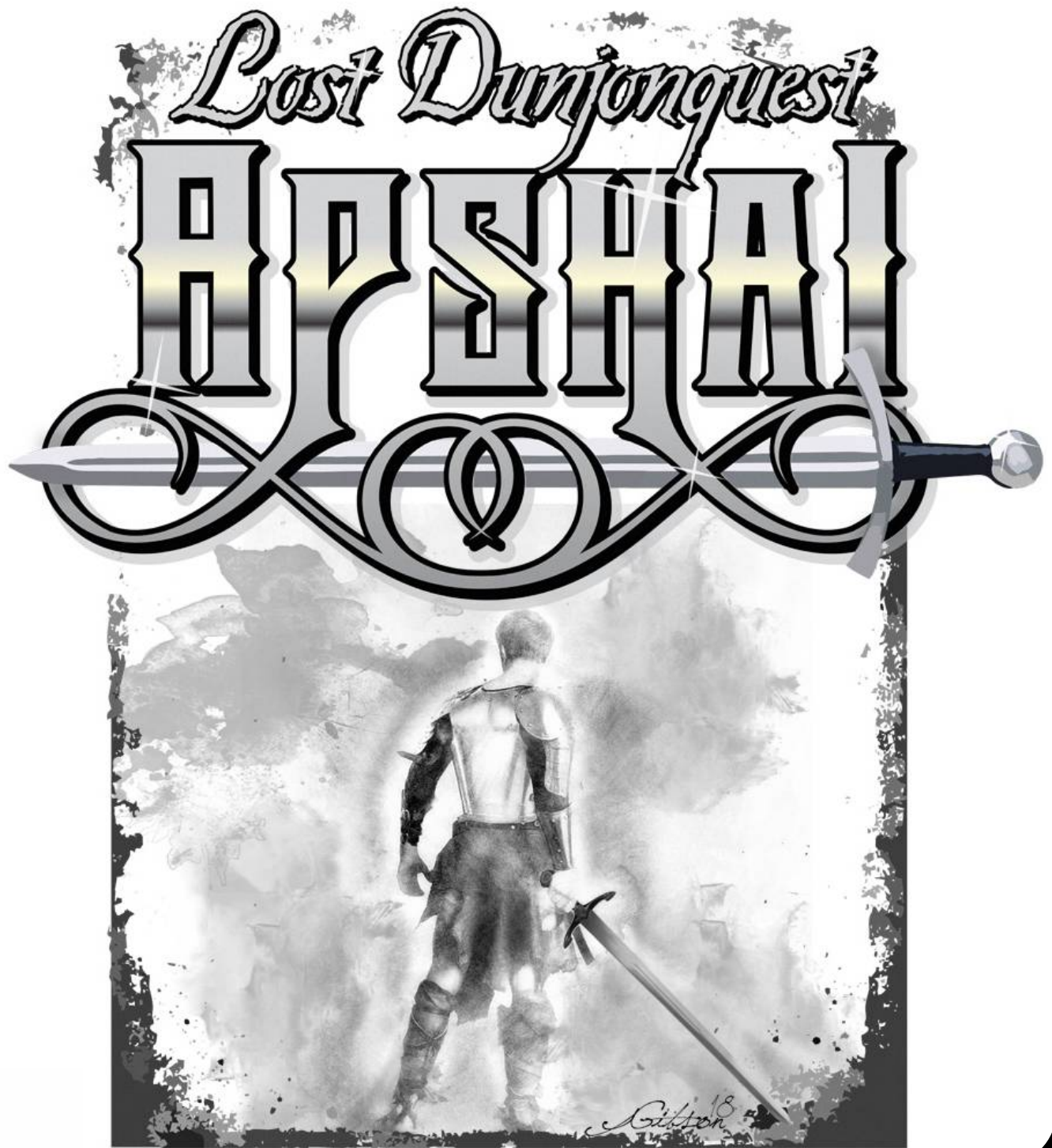


FOR THE ATARI 2600

GAME PROGRAM INSTRUCTIONS



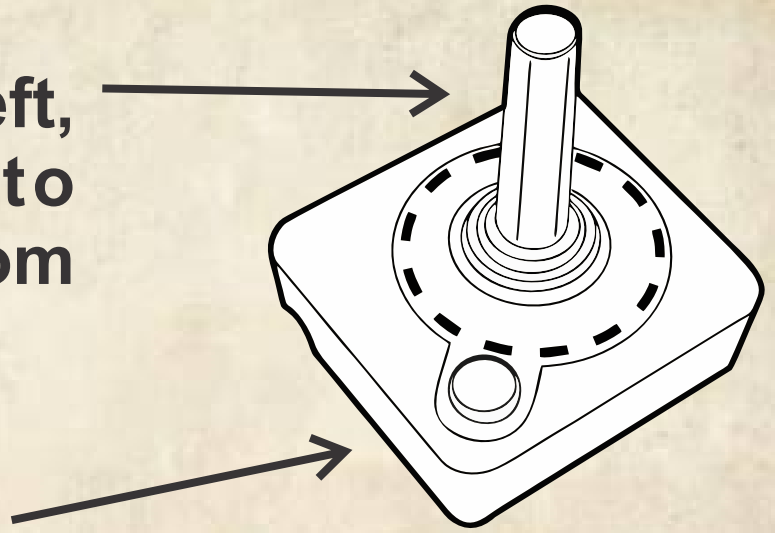
GIBSON GAMING STUDIO

beta v.4

USING THE CONTROLLER

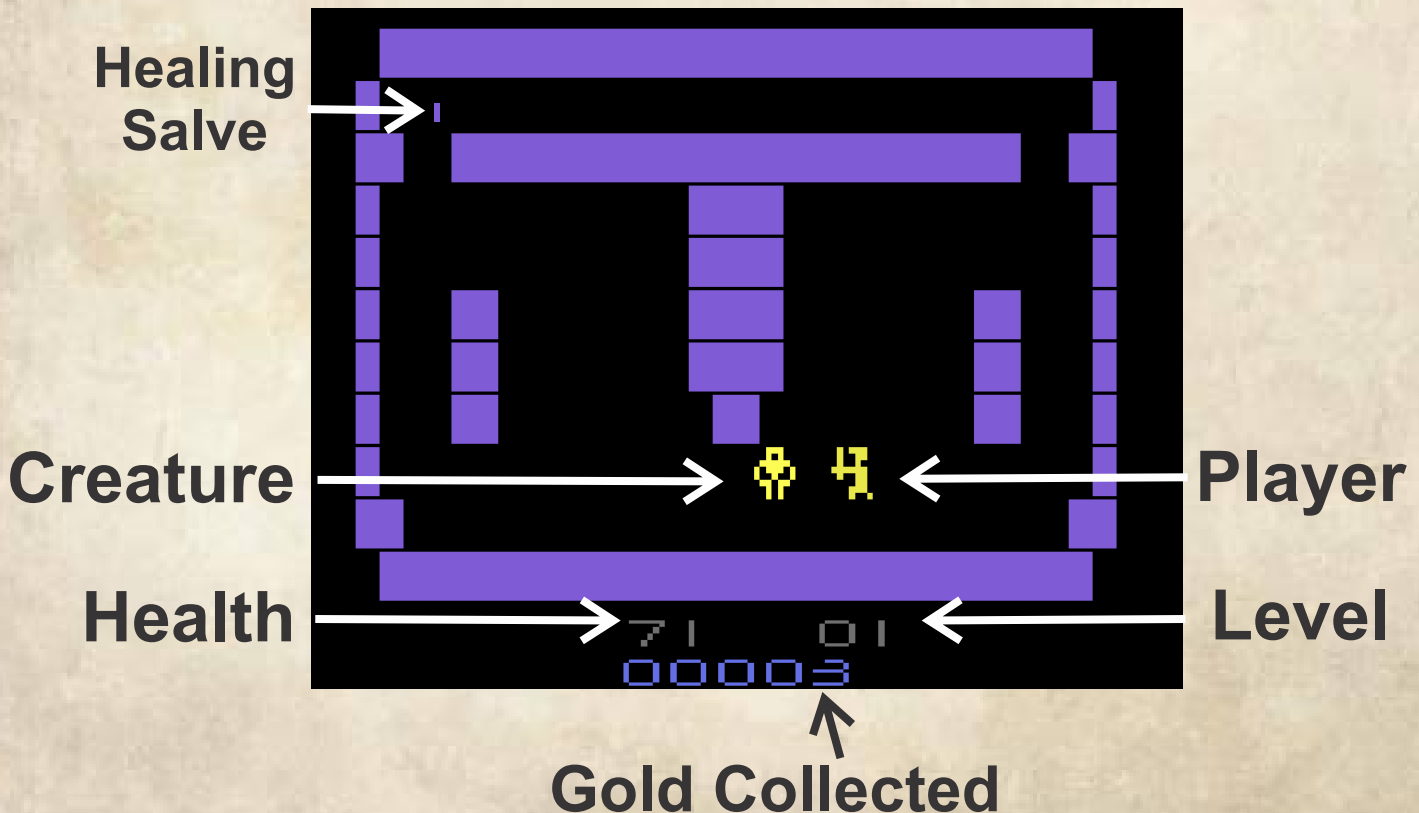
Move the joystick left, right, up, down to move to/run away from creatures.

Use the fire button to swing sword and kill creatures.



GAME SCREEN

Press fire button at title screen to start game.
This version only works on NTSC consoles

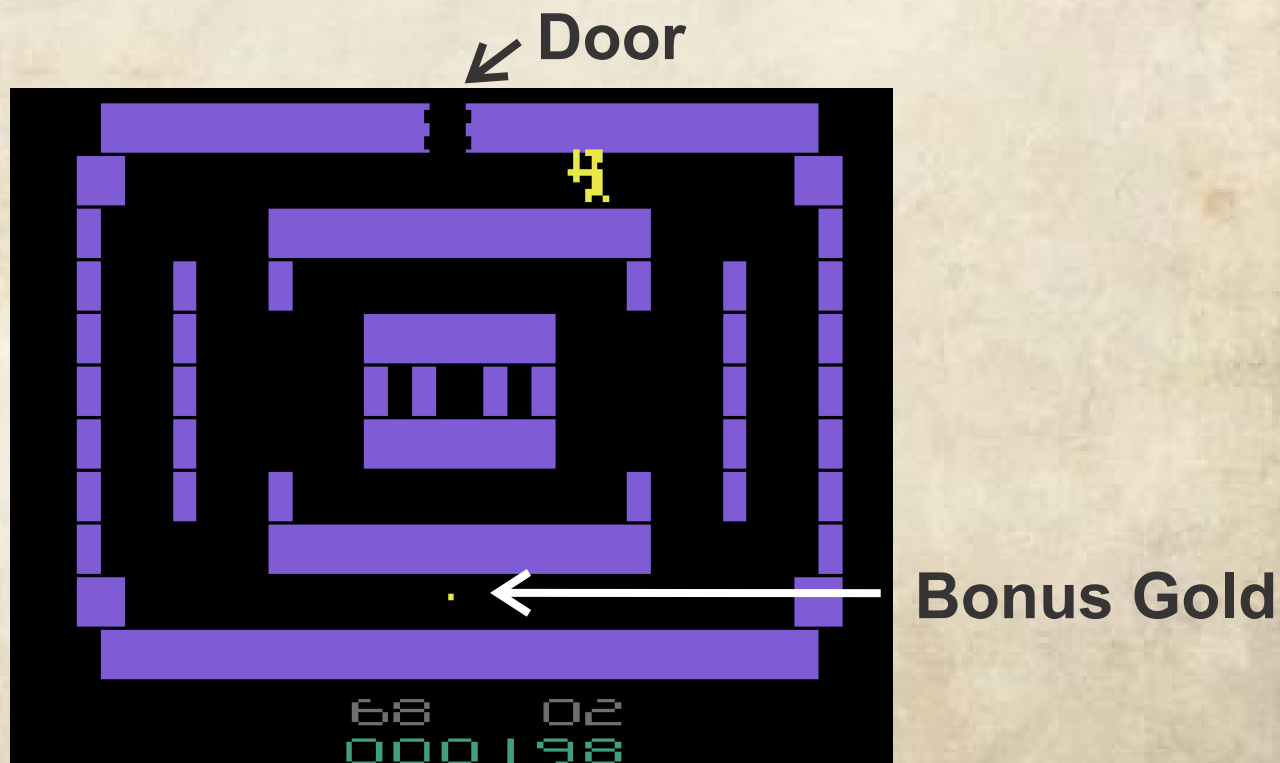


YOUR DUNJONQUEST STARTS HERE

Searching for high adventure you are teleported into the forgotten dungeon of Apshai. Carrying nothing but a sword and light amour you must fight through 10 creatures per level to advance with each level being a little harder than the last.

Some creatures are easier to kill than others while some move slower but are harder to kill. Each has their own unique stats. As you lose health points healing salves will random appear around the screen. Some rooms are easier to get the healing salves while others are harder to get.

After you kill 10 creatures a door will appear and you will be able to advance to the next level.



ROOM TIME LIMIT

You have roughly 45 seconds to clear a room. Every 11.25 seconds the score will change color. When it changes to red your almost out of time.

The time limit stops when you clear the room but if you run out of time the game is over.



Red Score means your almost out of time.

There is plenty of time to clear a room but it does add a balance to the game between killing creatures, getting healing salve and time management.

CREATURES OF APSHAI



NAME: CAVE BAT
MOVES: VERY FAST
ATTACKS: VERY LIGHT
BATS CAN FLY OVER WALLS

THOUGH BATS ARE EASY TO KILL BUT THEY MOVE VERY FAST AND CAN QUICKLY STRIP AWAY HEALTH POINTS



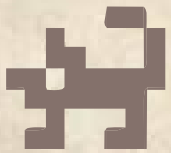
NAME: PIT SNAKE
MOVES: MEDIUM
ATTACKS: LIGHT

SNAKES ARE NASTY. IT'S BETTER TO KILL THEM RIGHT AWAY.



NAME: SKELETON
MOVES: FAST
ATTACKS: LIGHT

WHAT'S A DUNGEON WITHOUT A FEW UNDEAD THINGS TO KILL.



NAME: CAVE RAT
MOVES: MEDIUM
ATTACKS: MEDIUM

CAVE RATS CAN RUIN YOUR DAY IF YOU DON'T KILL THEM QUICKLY.



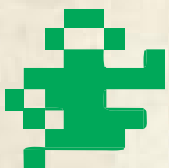
NAME: GIANT FUNGAI
MOVES: SLOW
ATTACKS: HIGH

IT MAY MOVE SLOW BUT DON'T LET IT TOUCH YOU



NAME: RED SPIDER
MOVES: MEDIUM
ATTACKS: MEDIUM

IT'S A SPIDER, KILL IT



NAME: GHOUL
MOVES: MEDIUM
ATTACKS: HIGH

GHOULS CAN ATTACK AT A SHORTER DISTANCE. BE CAREFUL, DON'T LET ONE GET ON TOP OF YOU.



NAME: ARMORED STATUE
MOVES: VERY SLOW
ATTACKS: VERY HIGH

MOVES SLOW BUT ATTACKS ARE HEAVY. IT TAKES A FEW SWIPES TO KILL ONE.

YOU DIED

If you run out of health points or run out of time the game is over.
Press the reset button to restart game



GLAD YOU TOOK THE TIME TO READ MY GOOFY MANUAL

My name is Justin Gibson and I have been playing video games ever since I was tall enough to roll a quarter into a machine in the mid 70's

I've been making games mainly as a hobby off and on since 1984. My first game was a steeplechase clone on my Commodore 64.

In the mid 90's I did a little gaming work for a few indie companies but I found it boring and tedious. I kind of like my game making as a hobby.

I put together Apshai as a homage to the old EPYX games. Apshai was one of my favorites back in the day. Nothing more than a simple game to see how high of a score you can get.

I made this an Atari 2600 game mainly for the challenge and also it may be a work up to a very large Atari game I'm planning.

Thanks for playing,

A handwritten signature in black ink that reads "Gibson". The signature is written in a cursive, flowing style with a long, sweeping underline that extends to the left.

“When you strip away the fancy graphics and sound all games are just a version of Pong”



