

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**

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 |