

# THE PHILISTINE PLOY™



**DAVKA BIBLE ADVENTURE SERIES**

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# THE PHILIS

## PLAYING IN

### THE GAME SETTING

Welcome to the hills of Judea, fourteenth century B.C. You are a wandering Israelite searching for a huge hoard of wealth, the legendary Treasure of the Seven Nations. Your quest will end when you find and claim the treasure.

In your search you will need to withstand a number of tests. Their particular nature is yours to discover, but you can pick up a hint or two in advance by reading the Book of Judges in the Bible (we'd suggest a modern translation). However, this is not absolutely necessary.

One continual threat to you is a dangerous Philistine warrior. He knows you are after the Treasure, and he wants it for himself. He might ambush you at any time, wherever you may be. There is only one way to be safe from him—but you'll find that out firsthand!

### GETTING STARTED

To start playing, simply boot THE PHILISTINE PLOY on Side One. Don't remove the diskette from the drive, because PHILISTINE PLOY will use new material throughout the game. The game will tell you when to use Side Two.

### PLAYING THE GAME

Whenever you first get to a new location, you will receive a full description of the place. The computer will display up to four lines of text at a time. If a description is longer than this, the first few lines will appear, accompanied by a beep. Press the "RETURN" key to get the rest of the description.

Your progress through the lawless land is entirely guided by you. To move or act, enter a two-word command, usually a verb and a noun—like "TAKE SWORD" or "EXAMINE SCROLL." You may want to pick up an object, drop it, or use it. To move from place to place, use "GO \_\_\_\_\_" (NORTH, SOUTH, EAST, WEST, UP, DOWN) or simply enter the letter of the direction of movement (N, S, E, W, U, D).

### TIME LIMIT

You are limited to 500 moves during the game. If you exceed that number, you will fall in battle at the hands of the Philistines! To check how many moves you have left, type "TIME." You may do this any number of times, from any point in the game. "TIME," like any command, uses up a move in the game.

# PHILISTINE PLOY™

## INSTRUCTIONS

### HINTS

This is not a game to be finished in one sitting. In fact, it consists of four major episodes or campaigns. When you reach a new episode, interlude music will play to announce your arrival. If while playing you want to review your last several commands, hit "RETURN." The picture displayed before you will disappear. Previous lines of dialogue between you and the game will now be visible. A caption at the top will show your location. To restore the picture, hit "RETURN" again.

To see which objects you are carrying, type "INVENTORY" or just "INV."

### SAVING THE GAME

The further you progress into a game, the more it hurts when you lose. To prevent the need to continually start from scratch, save your game frequently. That is, make a copy of it that preserves your progress up-to-the-moment. Then whenever you lose a game, you can pick up the action again from that point.

To save your game, take any initialized diskette (for help with "initializing a diskette," see the Apple DOS manual). With a sticker, mark it "PHILISTINE PLOY DISKETTE." Take out the game diskette and put in your copy disk. Type "SAVE" and hit "RETURN." When prompted, enter any letter, A-Z, as a label for the saved game. Make a note of which letter you use, and take care not to assign it to a later game version if you still want to keep this one. Otherwise, the later version will wipe out the old one.

### RESTORING THE GAME

To resume play of a saved game, boot the PHILISTINE PLOY diskette normally and, when prompted, reply "YES," that you want to use a saved game. Hit "RETURN." Then remove the diskette from the disk drive and insert your save disk. Now, type the letter under which you saved the game you want. Remove the save disk and insert the master disk to continue the game.

You can re-use a saved game indefinitely without ever needing to re-save it. It is lost only if you save a later version with the same alphabetic designator.

### STOPPING PLAY

To stop playing THE PHILISTINE PLOY (without saving it), type "QUIT" and hit "RETURN," or simply turn off the computer.

# COMMAND SUMMARY

Always use two-word commands, followed by "RETURN," except when you need any of the following:

Pressing "RETURN"—displays the rest of a partially-revealed caption, or changes between "picture" and "text-only" mode.

INVENTORY or INV—tells you which objects you are carrying.

N, S, E, W, U, or D—moves you in a chosen direction.

QUIT—stops game in mid-play.

SAVE—copies your game at current state of progress.

TIME—shows number of moves remaining to you in the game.

THE PHILISTINE PLOY TOOK 3,000 YEARS TO CREATE!  
HOW LONG WILL IT TAKE YOU TO WIN?

If you've enjoyed The Philistine Ploy, ask about the rest of our Davka Bible Adventure Series.

Call or write us at

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Graphics routines from Penguin Software's Graphics Magician  
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