

T\_NL  
1  
2  
3  
4  
5  
6  
7  
52  
55  
56  
70  
92  
92  
92  
94  
162  
162  
162  
162  
162  
163  
192  
193  
196  
197  
212  
228  
237  
249  
251  
253  
254  
255  
256  
257  
258  
322  
323  
275  
276  
277  
278  
279  
280  
92  
92  
50  
400

400  
401  
401  
402  
403  
404  
405  
406  
407  
408  
409  
410  
411  
412  
413  
413  
414  
415  
416  
417  
418  
419  
420  
421  
422  
423  
424  
425  
426  
427  
428  
429  
430  
431  
432  
433  
434  
435  
436  
437  
438  
439  
440  
441  
441  
442  
443  
444  
445

446  
447  
448  
449  
450  
451  
452  
453  
453  
453  
453  
453  
453  
453  
454  
454  
454  
455  
455  
457  
458  
458  
458  
458  
477  
477  
477  
477  
459  
460  
461  
462  
463  
464  
465  
466  
467  
468  
469  
470  
471  
472  
473  
474  
475  
478  
479  
480  
481

482  
483  
484  
485  
486  
487  
488  
489  
490  
491  
492  
493  
494  
495  
496  
497  
498  
499  
500  
501  
502  
503  
504  
505  
506  
507  
508  
509  
510  
511  
512  
513  
514  
515  
516  
517  
518  
519  
520  
521  
522  
523  
524  
525  
526  
527  
528  
529  
530

531  
532  
533  
534  
535  
536  
537  
538  
539  
539  
539  
539  
540  
540  
540  
541  
541  
541  
541  
260  
261  
262  
263  
264  
265  
266  
267  
269  
268  
270  
542  
543  
544  
545  
546  
547  
548  
549  
550  
550  
550  
550  
551  
552  
553  
554  
555  
556  
557

558  
559  
560  
561  
562  
563  
564  
565  
566  
567  
568  
569  
570  
570  
570  
570  
570  
570  
570  
570  
570  
570  
570  
571  
572  
573  
573  
573  
573  
573  
573  
573  
573  
573  
574  
575  
576  
577  
578  
578  
579  
580  
580  
580  
580  
580  
580  
580  
580  
580  
580  
580  
580  
581  
581  
582

583  
584  
585  
586  
587  
588  
589  
590  
591  
592  
592  
593  
593  
593  
593  
593  
593  
594  
595  
596  
460  
597  
598  
599  
600  
601  
602  
603  
604  
605  
606  
607  
608  
609  
610  
611  
612  
613  
614  
615  
616  
617  
618

Sheet1

T\_TALK,C,95

`b y`Please enter a player name of 2-12 characters:

`b r`Please enter at least 2 characters.

`b g`You must enter at least 2 characters.

`b y`You must enter at least 2 characters. `b r`Duh! ;)

`b g`You have one more try to enter a code name of 2-15 characters!

`b y`Sorry, that alias is taken. `b r`Please try Again.

`b y`What is your gender? (`b g`M`b y`)ale (`b g`F`b y`)emale

Are you sure you wish to continue?

Please enter alias:

Sorry, that alias does not exist. Name is case sensitive.

This will delete your character. Are you sure you wish to continue?

`b m`Phantom of the Catacombs uses the

Number Keypad Arrow Keys for Movement.

`b bl`You `b y`MUST `b bl`have your Num Lock on.

Ouch! Ouch! Ouch!

`b r`MOVEMENT:

`b bl`NumLock Arrow Keys

`b r` 8 UP

4 LEFT 6 RIGHT

2 DOWN

Gold:

`b w`Phantom of the Catacombs requires you have ANSI graphics. Continue?

What is your gender? (M)ale (F)emale

`b g`Sorry, that alias does not exist.

Code Bonus Experience!!

The Phantom carries your unconscious body out of the Catacombs.

To:

Sorry, that alias does not exist.

Chat: (\*) All (1) Personal (2) Screen/Hold (3) Pausing (4) Rewind

Screen Calls Turned On - Messages will be sent to screen.

Screen Calls Turned Off - Messages will be put on hold.

Pausing Turned On - Must press 'Y' to continue.

Pausing Turned Off - Auto advance messages.

Rewind approximately how many lines? 0-99

M

F

The Sysop has shelled to DOS

She/He will return in a few moments...

`b g`Current Player Alias:

`b g`This will delete Alias:

`b g`This will DELETE ALL PLAYERS AND RESET THE GAME. Continue?

All players are now deleted.

Please do so now if needed.

You may also use the 5 for standing still.

`b y`(`b g`Q`b y`) `b m`Quit Editor

"You want to be a warrior! Beware! You will die!



Sheet1

"Har har har!" `b m`laughs Dracula.  
"Prepare to join us. Foooooooooooooeeeeevvvveeeeeerrrr!"  
`b m`howls the Zombie.  
You look around for the child's parents.  
None here! You decide to take the child with you!  
`b f r`BONUS! `b c`You survived without loss of life & can attempt the bonus quest!  
`b c`"The Severed Hand has just tickled you silly!" `b y`wails The Phantom.  
`b c`"You have just crossed the Zombie's path! Woe to you!" `b y`moans The Phantom.  
`b c`"You have been bitten by the vampire bat!" `b y`cries The Phantom.  
`b c`The Viper strikes with its venomous fangs!  
`b c`You have been gored by the Spiked Wall.  
`b c`You feel the frigid air of the Spook sapping your strength.  
The Phantom hovers over your near lifeless form and returns you home.  
`b m`ÿ `m`The fairy jumps in your pocket!!  
`c`You hear shrieking coming from your pocket! `b c`"Don't push!"  
`b c`"There's not enough room in here for both of us!" `c`A fairy flies away.  
You pull the fairy out of your pocket.  
She sprinkles a little fairy dust over the treasure chest!  
It opens!  
She REFUSES to sprinkle fairy dust over the treasure chest!  
"I don't like you!" `m`she pouts as she eludes your grasp and flies away!  
You reluctantly decide to leave the treasure for now and look for another fairy!  
A treasure chest! You pound on the lock several times.  
Perhaps if you find a fairy, she can use her magical fairy dust.  
The Bloody Hook steals a gem!  
The Bloody Hook slashes at you and you lose one Attack Strength.  
You feel a little weak as The Bloody Hook tears into your flesh.  
Bloody Hook rips into you! "You fight like a girl!" he yells. You're cursed.  
"You battle with the men, then be a MAN!" yells Bloody Hook. You're cursed.  
You add a gem to your pouch and look inside to see how many you have:  
You feel your Attack Strength increase by one for a total of  
You feel your Defense Strength increase by one for a total of  
You feel your experience increase by  
A little fairy giggles at you from behind a rock.  
You pluck up the little fairy and put it in your pocket.  
`b f r`HEY!! `b m`What's going on?  
You look inside your pocket. OH NO! You forgot you already had a fairy!  
It's a boy fairy and a girl fairy and they're smooching!  
The girl fairy slaps the boy fairy and flies away.  
They both giggle and fly off together.  
You watch as a little fairy dances a jig and flits into your pocket.  
`b c`"You have just been gobbled by a SKELETON!" `b y`wails The Phantom.  
You slowly turn the key in the lock  
You turn the knob. It's LOCKED!  
Perhaps you should obtain the key from the Phantom.  
You now have the key to the locked door!  
You turn the key in the lock! CLICK! It opens!  
You must find the key to the door before you can enter this chamber.  
You mount your horse and try to swim the treacherous river.



`w` / TO ALL  
MoonChat Aliens from All Over the Galaxy  
Node Sex Name Planet  
Dread  
Spiked  
Punchline  
Don't Wake the Sysop  
Jacob's Ladder  
Trekkie Tags  
Phantom of the Catacombs  
Fury  
Rage  
County Fair  
MoonChat  
`b bl`Last Reset:  
`b c`Packing & Reindexing Database.  
Reindexing High Scores.  
Packing & Reindexing Messages.  
Packing Chat.  
Deleting All & Packing Multi-Node Messages.  
Packing & Reindexing News.  
`b r`Maintenance complete.  
`b f r`UNREGISTERED! `b c `Please help your sysop register! ;)  
`b m`Multi-Node Options: `b c`[ `b r`\*`b c`] Node Chatter  
[ `b r`#`b c`] List MoonChatters [ `b r`!`b c`] MoonChat  
[ `b r`S`b c`] Scores  
[ `b r`H`b c`] High Ghost Busters  
[ `b r`G`b c`] Ghost Busters Room  
[ `b r`P`b c`] Lord Player List  
[ `b r`V`b c`] View Lord Stats  
[ `b r`J`b c`] Jot a Message to LORD  
[ `b r`N`b c`] News  
[ `b r`C`b c`] Sysop Chat  
`b m`Messages: `b c`[ `b r`W`b c`] Write Messages [ `b r`L`b c`] Look for Messages  
[ `b r`E`b c`] Earnings  
[ `b r`T`b c`] Terminate  
[ `b r`?`b c`] Help [ `b r`%`b c`] Colors [ `b r`R`b c`] Redraw  
[ `b r`K`b c`] Keys [ `b r`Q`b c`] Quit  
`b w`You have ANSI if you see this little smiley guy: `b c`  
requires you have ANSI graphics. Continue?  
"What pathetic pleas have you to send?" `c`asks Phantom. `w`(Blank line quits.)  
The Phantom disappears in a swirling gust of darkness!  
"You wish to send words of warning to someone in the realm?" `b bl`breathes Phantom.  
=- `b m`PHANTOM OF THE CATACOMBS `m`=-  
On the edge of the Realm lies a dark, foreboding graveyard.  
The superstitious whisper of a mysterious being robed in shades of midnight...  
a being who they say rules the underground chambers.  
A being known as...  
Phantom!

Sheet1

Out of the shadows appears a haunting figure, garbed in a billowing cloak. The being extends a boney finger toward the cemetery.

`gy`[ `b m`M`gy`]ove Cautiously Forward

`gy` [ `b m`V`gy`]iew Scores

[ `b m`F`gy`]lee Back to the Realm

The Zombies roam the Catacombs.

Spooks, Writhing Worms, and Fiendish Zombies roamed the Catacombs.

PHANTOM

`b m`

A swirling purple mist engulfs you.

The air all around seems thin. You gasp for air...

And suddenly you find yourself back at the edge of town.

`m`The day was such a THRILLER! You think you'll come back tomorrow!

`b m`

The mist swirls to the point of boiling.

As quickly as he appeared, the Phantom is gone!

A thick black fog blocks the entrance to the cemetery.

The Phantom slowly disappears into the swirling blackness.

"Return home my child, perhaps you may visit another day."

You are already registered!

Please enter the password given to you by Nannette:

`b bg`Please enter your BBS name EXACTLY as shown with key information:

`b bl`Please enter the SYSOP name EXACTLY as shown with key information:

`b bg`Please enter your first registration key number:

`b bl`Please enter your second registration key number:

`b w`Congratulations! You are registered!

Sorry, this is an invalid key. You are not registered.

Sorry, this is not the correct password.

RUNNING REGISTRATION FOR DATABASE!

`b r`Name of person to give credit to for registration. Optional:

Sysop Instructions:

`b m`[ `c`1`b m`] Create CONFIG.CFG & SETUP.FIL files.

[ `c`2`b m`] Install New or Upgrade

[ `c`3`b m`] Enter Registration Key

[ `c`4`b m`] Instructions on adding nodes after installation.

[ `c`5`b m`] Reset Game. Delete all players & start over.

[ `c`6`b m`] Uninstall the Entire Game! It stinks!! ;)

[ `c`7`b m`] Quit

Edit the SETUP.FIL and enter your path and drop file names for each node.

Enter ONE LINE for each node: path & drop file name!

ALERT!!!! \*IF\* you copy your drop file into the running game's directory,  
DO NOT ENTER the PATH, \*just\* ENTER THE DROP FILE NAME ONLY!

`b f r`You have selected to RESET this game! Continue?

`b f r`You have selected to UNINSTALL this game! Continue?

`b f r`Was this game loaded as a LORD IGM?

`b f r`Do you wish to DELETE the MOONCHAT files in the MOONCHAT directory?

`b f r`Do you intend to use this as an IGM for LORD?

Upgrade/Install Complete!

Do you use a fossil driver? (Y/N)

Changing to read-only

Changing to read-write

A Shining Star Software Game or LORD IGM!

By Nannette Thacker `c`316-522-7829 316-522-7641 1:291/60 1:291/23 `b m`\* FREQ

<http://www2.southwind.net/~nannette> \* ftp.southwind.net users/n/nannette

`b f r`ALERT: We are about to create or make changes to your setup.fil

`b bl`If you make a mistake during install, you may edit setup.fil.

`b f r`Do you intend to use this as an IGM for LORD?

What is the path name to your LORD directory?

EXAMPLE: c:\doors\lord\

WARNING: This installation did not go successfully.

Please get your LORD game path and try again.

MOONCHAT is a new feature in Shining Star Software new programs and upgrades

which allows users in ALL SSS games (future versions of existing games) to

CHAT with one another on-line, no matter which SSS games are being played.

PLEASE insert a PATH name for your MOONCHAT files to be used by all SSS games.

In new games and upgrades, use the same path.

If it doesn't exist, this directory will be created.

YOU CANNOT LEAVE THIS BLANK!!!)

DIRECTORY NAME MUST NOT EXCEED 8 CHARACTERS!!

EXAMPLE: c:\doors\moonchat (NO NO NO ENDING BACKSLASH!!!)

I SAID NO TRAILING BACKSLASH!!!

YOU CANNOT LEAVE THIS BLANK!!!!

OPTIONALLY, you may have ANSI and ASCII bulletins created.

PLEASE enter the path to your BULLETIN directory.

Leave BLANK if you don't wish to create bulletins.

The files: phanbull.ans and phanbull.asc will be created.

DIRECTORY NAME MUST NOT EXCEED 8 CHARACTERS!!

If it doesn't exist, this directory will be created.

EXAMPLE: c:\bulletin (NO NO NO ENDING BACKSLASH!!!)

Number of nodes (remote & local) : `w`

ALERT!!!! \*IF\* you copy your drop file into the running game's directory,

DO NOT ENTER the PATH, \*just\* ENTER THE DROP FILE NAME ONLY!

What is the drop file path and name for node

File missing. You need a setup.fil. Please read docs about setup.fil.

Hit Enter to Continue.

Installation Procedure:

2. You'll need to know how many nodes you have.

3. You'll need to know if you're running LORD with or without a fossil.

Most do. You can load LORDCFG and check your setup there if unsure.

4. If you have a registration key, you may enter it at this time as well.

5. You'll need to know the path name to your LORD directory.

6. You'll need to know the path & name of your drop file:

ie: DORINFO#.DEF, DOOR.SYS, etc.

After filling in the blanks, this will create CONFIG.CFG & SETUP.FIL files.

install itself in 3RDPARTY.DAT, and announce itself in LOGNOW.TXT

NOTE: If you are running multinode & require different settings per node

BE SURE TO READ THE DOCS on setting up config files for multinode use.

Do you wish to continue? (Y/N)

Sheet1

Ok, thanks for reading. Hurry back! <g>

Done!

`b f r`REGISTERED TO:

`b f r`THANKS TO:

`b f r`That person is not on-line right now!

`b m`Message Deleted.

[`b m`C`b c`]hat a while [ `b m`N`b c`]othing to brag about right now

What do you have to say?

(S)ave (C)ancel

`b w`1. You should have unzipped PHAN\*.ZIP in its own directory.

`b w` Create a directory or subdirectory WITHIN your LORD directory.

If you wish to optionally run PHANTOM as a LORD IGM,

PHANTOM OF THE CATACOMBS requires you unzip

the PHAN\*.ZIP archive in its own DIRECTORY or SUBDIRECTORY.

Create a directory PHAN, PHANTOM or whatever name you choose.

Unzip the archive in the phantom directory,

and install new by typing: INSTPHAN SYSOP

It won't budge.

The Bloody Hook steals

CLICK! It opens!

`b m`"I will elude your grasp! You must use your WITS to catch me!" `b c`he laughs.

"To see a Key to each item, press 'K'," `b m`says Phantom.

"For detailed descriptions of the Creatures, press '?'."

"You cannot retrace your steps or move backwards," `m`says Phantom.

"When you can move no farther, you must press Q to Quit."

Bonus Code:

Female

Male

Has a Horse

No Horse

Has a Fairy

No Fairy

ï=TOMBS `b m`Å=GRAVES `g`=TREES `b y`o=GOLD `b bl`=GEMS `y`ð=EXPERIENCE %=STRENGTH

`b bl`=KEY `b r`=POTION

ÿ=FAIRY `y`ê=HORSE `b r`=PHANTOM `gy`□=SKELETON `b y`š=SPOOKS `r`=SPIKES `b bl`è=CYCLOPS

`g` ë=VIPER

`b g`÷=WRITHING WORMS `b r`ã=SEVERED HAND `w`î=VAMPIRE BAT `b r`"=BLOODY HOOK `b g`™=ZOME

°=TREASURE CHEST `b bl`~=RIVER

`b m`News: `m`[ `b r`T`m`] `b m`oday's Again `m`[ `b r`Y`m`] `b m`esterday's

`m`[ `b r`C`m`] `b m`ontinue `m`[ `b r`C`m`]

News

`b f r`Invalid command.

`b f r`25 More Quests `b m`with the registered version!

31E