

Elgaé the Enchanter! Finally being put to the test! Elgaé has been captured by Regör The Ruthless and his forces of evil. Along with his faithful apprentice Tarumod the swift, Elgaé has been placed in a cunningly devised dungeon, created by the many wizards who surround Regör. These wizards have convinced their leader that Elgaé is not nearly so bright as they. This dungeon is their proof. Seven levels deep, each level more difficult to navigate than the last.

Elgaé learned quite quickly of the deviousness of the dungeon. Within each room there was a key lying near one of the six doors to the room. The key easily fit into the lock of the door it lay beside. As Elgaé picked up the key and placed it into the lock, it glowed slightly, and as he turned the key he could hear doors unlocking all over the dungeon. Elgaé was no fool. He knew things could not be this simple. A simple teleport spell would allow him to pass through the door without the need of a key. Before opening the door he cried out to Tarumod, who exclaimed that a door had unlocked to the room he was in. Tarumod had opened it and ran swiftly to the next room, and as he had done so, the room he had been in was destroyed. Here then was the problem: With his magical power Elgaé could use the key in the lock, but could not use his power AND move swiftly out of the room. Whereas, Tarumod, could not use the power, but COULD make it out of a room before it was destroyed. Furthermore, the key did not open all doors, only those corresponding to the door near which the key lay. Thus, for example, if using the key to the NORTH door, he could easily open ALL doors to the NORTH within the dungeon.

As Elgaé began to negotiate the dungeons seven layers, he became more and more understanding of the nature of the dungeon, and his skills in navigating the dungeon increased. And as one would expect in a world in which (eventually) good always will triumph over evil, Elgaé traversed the seven levels and escaped the clutches of Regör - who upon hearing of Elgaé's escape, quickly banned his wizards from his lands.

The band of wizards, in a constant search for proof of their greatness, re-established their dungeon, and used it as a testing ground for other would-be wizards.

You are now given your chance to traverse the dungeon of the banned wizards. They will rate your performance based on the criteria shown below. As they've realized, there are none so great as the great Elgaé, they've made things a bit easier. They have placed on each level a number of fortune cookies. The cookies contain a mystical message which, when spoken, will increase your skill, much the same as Elgaé, and permit you greater power and will move you to the next level - during which time all cookies you've collected will be lost, but the power will remain. To invoke the powers you've gained, you need merely to eat one of the cookies.

So now, **become Elgaé**, and with Tarumod attempt the task of traversing the dungeon!

If you like, you may compete with another wizard and two may attempt to traverse the dungeon together.



The pertinent rules and scoring method is outlined below:

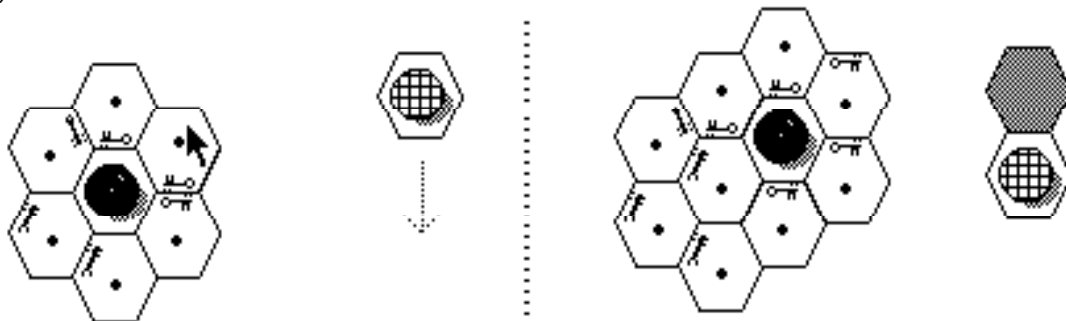
Basic Movement on a level

For ease of discussion, we will call the six room exists, NORTH, NORTHEAST, SOUTHEAST, SOUTH, SOUTHWEST, and NORTHWEST clockwise around a room.

Note also that the description that follows refers to movement in terms of moving and clicking the mouse. However, near the end of the document there is a section showing easy keyboard commands to do everything which can be done with the mouse. This is helpful for two player games and for those who may have difficulty in maneuvering the mouse.


Elgaé's simplest move is accomplished by clicking the mouse in a room which is adjacent to the one he occupies. He is teleported to the room, and then the key within the new room determines where Tarumod will move next. This can be seen in the example below, where Elgaé moves to the square shown with the arrow, causing Tarumod to move to the square in the figure. That is, when Elgaé moved into the room to the NORTHEAST, which contained a key to open doors to the SOUTH, Tarumod, therefore moved into the room to the SOUTH. Once he left that room, it was destroyed.

(Elgaé is represented as 
and Tarumod by 
)



Notice that as Elgaé entered the next room, the rooms immediately adjacent to his current location have become visible, and the room he was last in now shows the key available there. Later, you will see how to check on which key is in the room you are currently occupying, least you forgot its contents.

If you watch closely after you click in the new room (and you have the animation speed in the OPTION Menu set slow enough), you will see Elgaé teleport from one room, into the next, and then see Tarumod leave the current room, rush into the next, and observe the destruction of the room he was in. You can eliminate the viewing of this action by merely speeding up the animation until it no longer will show.

As you move through the dungeon, you will find scattered randomly about, a number of fortune cookies. They are represented by .

Tarumod may enter such a room and collect the fortune cookie. (generally, it is at this time that you will notice a change in which wizard is watching your progress, and you will also see displayed the fortune enclosed in your acquisition. It might be a good idea to jot down the message, although it is not necessary).



Before you can move on to the next level, you must collect all cookies that are available on your current level (the number which exist on a level appears in the tally screen above the dungeon). At such a point your powers will increase and you will be teleported to the next level. However, any cookies you may have found and not eaten, will not make the trip with you.

At the next level, your acquired skill from the previous level will be yours, and you may invoke that skill by having Tarumod eat any cookies you now find. This is accomplished by invoking the "TELEPORT" or "JUMP" option in the "OPTIONS" menu. The choice available to you is dependent on the powers you have gained. Invoking TELEPORT will have you move, and JUMP will move Tarumod move. See below for the nature of the power.

You will notice as you enter the next level of the dungeon, certain rooms have already been destroyed. Actually, they have been replaced by support beams to support the levels above you. As you wander deeper and deeper into the dungeon, the supports become more numerous (and necessary for support), and thus make movement more difficult.

Now as to the powers you obtain at each level:

- level 1:** Alas, no special powers are yours except the ability to teleport to an adjacent room.
- level 2:** You may do a TELEPORT of yourself into any room which is visible to you. That is, where you have already been, or immediately adjacent to it. However, the power is limited, and where you wind up will be totally random.
- level 3:** You may have Tarumod JUMP to another room without moving yourself. But again, it will be only to a room you have seen, and it will be some random location.

- level 4:** You may TELEPORT yourself, however it could be that you will land on ANY (un-destroyed) room on the level, and it will be a random location. NOTE: if you land in a fortune cookie room, it will go unnoticed by you, but will become apparent once you leave the room. Thus making it available once again to Tarumod.
- level 5:** You may JUMP Tarumod to any un-destroyed room on the level. If it is to a room with a fortune cookie, he will pick it up.
- level 6:** Your skill to TELEPORT yourself has become perfect, and you may control EXACTLY where you teleport to. You will notice the cursor become a . And you may move freely around and click on any location you choose (other than a destroyed room, a fortune cookie room, or the room Tarumod occupies). You will then be sent immediately to that room.
- level 7:** Your skill to JUMP Tarumod around becomes perfect, and you may now send him to any location you choose (other than a destroyed room, or the one you occupy). You may jump directly to a room containing a fortune cookie. For the jump, you will notice the cursor become a .

SCORING:

Although using these acquired skills may seem the thing to do, be careful. The dungeon wizards are watching your every move, and you score is effected by your use of your powers. The scoring they do works as follows:

Teleport to an adjacent room:

SCORE 1 POINT if in doing so Tarumod moves to another room. But LOSE 1 POINT if Tarumod can't move into the room adjacent to the one who's door you've opened (i.e. its been destroyed, or its out of the dungeon itself).

Tarumod picks up a fortune cookie:

SCORE 10 POINTS. But this could be offset by EATING the cookie, as seen below.

Teleport yourself to a non-adjacent room:

LOSE 10 POINTS. Therefore, if you avoid using fortune cookies you wind up with a net gain of 10 points. Note that if you do not currently have enough points to lose the 10 points you will not be permitted to do the teleport.

Jump Tarumod to a non-adjacent room:

LOSE 15 POINTS. Therefore, avoid using this whenever possible. i.e. only to get yourself out of dire straights. (you wind up with a net loss of 5 points).

Minimum score:

Your score will never go below zero.

Complete all 7 levels:

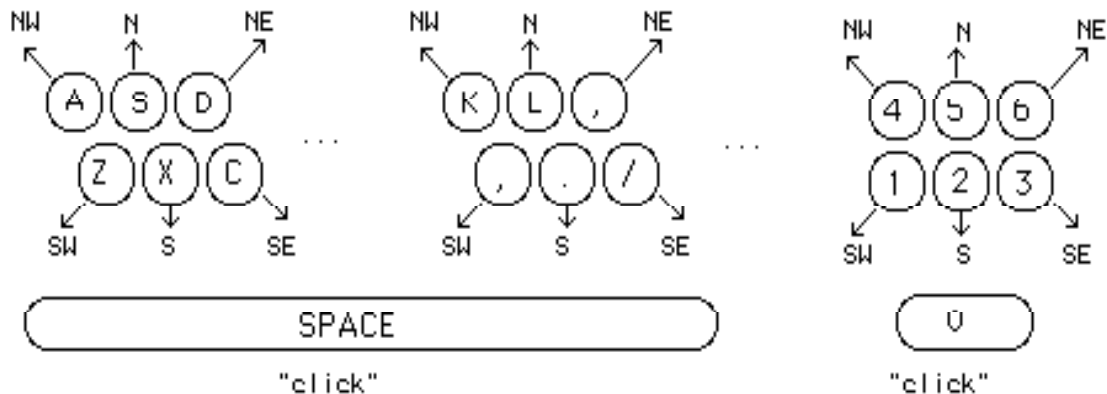
Give yourself a pat on the back, then go try again and attempt to best your previous score. Or try the two player version.

Be advised: that the rooms of the dungeon will be totally re-arranged before you attempt to traverse it again.

Other features of the game.

keyboard mode:

keys corresponding to movement in the six direction are laid out in three sets on the keyboard: the {A S D - Z X C} set, the {K L ; - , . /} set, and lastly the {1 2 3 - 4 5 6} set. The SPACE bar and the number 0, act as a MOUSE CLICK command. The directions correspond to {NORTHWEST NORTH NORTHEAST - SOUTHWEST SOUTH SOUTHEAST} as shown below:



During TELEPORT's and JUMP's you may also use these keys to freely move the teleport cursor to the square of your choice.

Previewing moves:

Sometimes, when you and Tarumod are widely separated, it may be difficult to easily tell where Tarumod will move when you move. Holding down the SHIFT key, as you move over rooms, will show where things will wind up should you click. A frame around the destination room will appear showing where Tarumod will wind up. Using CAPS LOCK, will allow this without having to hold down a key.

Special things you may do:

There are a number of things you can do to make play "easier". However, If they are used, the wizards will not record your score in the high score table. These features are:

The UNDO or control-Z option [from the EDIT menu] will take back the last move made. It is a multiple UNDO, and in fact, you can UNDO continually to the start of the game.

The REPLAY or control-R option [from the PLAY menu], however, is an easier way to get back to the beginning. It will replay the current level as if you just entered. All rooms will be exactly as they were when you started the level.

The LOOK or control-L option [from the EDIT menu] will display what is in ALL rooms on the current level.

The SAVE or control-S option [from the FILE menu] will allow you to save the current game in the current state, for continuing later.

The OPEN or control-O option [from the FILE menu] will start up from where a previously saved game left off.

Note that use of any of the above options invalidates your ability to save your score in the high score table. However, you may continue to play the game for as long as you like.

If you start a NEW GAME or control-N option [from the PLAY menu] or QUIT or control-Q option [from the FILE menu], without having used any of the above options, and your score is within the top 5 recorded scores, you will be given the opportunity to save off your score with your name in the table.

If you click on the SOLITAIRE or control-A, PERSON VS. PERSON or control-P [all from the PLAY menu], a new game begins using that option, and NEW GAME's after that point will continue with that type of play. See below for a description of the games other than SOLITAIRE (which is the default mode, and that which we have been describing). Note that high score recording only applies to the SOLITAIRE mode of play.

The FASTER ANIMATION or command- > option and the SLOWER ANIMATION or command - < option [from the OPTIONS menu] speed up or reduce the viewing time of the movement within the rooms. Use these as you see fit, and in whatever way makes the play seem most comfortable to your individual tastes.

The TELEPORT or command-T option and JUMP or control-J option [from the OPTIONS menu] have been described above.

The EXPERT LEVEL or command-E option [From the OPTIONS menu] provide a unique challenge for the more experienced player: The play is the same as is described above, however, there is a time limit on making a choice of which move you are going to make. Once that period expires, you will lose a point. In two player mode, you will also lose your turn, and play will go to the other player.

Two player:

Here, the rules are basically the same, however, there are two players controlling Tarumod's moves. Thus care must be taken to avoid moving Tarumod too close to a fortune cookie, thus permitting the opponent to get it. A lot more skill is required because of this. The wizards will keep track of who was the player to retrieve the cookie, and that player will be the only one allowed to use it. The information about this status is displayed in the tally area. Note that this is competition mode only, and no high-scores are recorded at the end of play. Also, the UNDO feature will always UNDO two moves, to permit the opponent to re-make their last move to the same location if they desire, before you make your next one over. As there is only one mouse, The keyboard equivalents will probably be useful for one or both of the players, rather than passing the mouse back and forth. Both scores are displayed in the tally section, and a small coy fish near the score shows which players move it is.

Hints on techniques for traversing the dungeon:

In the early levels it is far more important to find all of the fortune cookies and get to the next level than it is to score points. Too much time spent on collecting points may leave Tarumod or yourself boxed in, and incapable of reaching the next level.

Tend to move into rooms that will show more rooms. That is, near the edges of what you can see. Sometimes this may be difficult without maneuvering Tarumod into a corner, but as some of the powers are dependent on the rooms you can actually see, it is desirable to try for this whenever possible.

Sometimes, Tarumod will move into a room which contains a fortune cookie, and you will not have seen the room yourself. Watch the tally sheet above the playing area for a change in wizards and the display of the message of the cookie.

The tally sheet shows how many cookies exist on each level, how many you have found, and how many are still available to be eaten. Notice that "found" means those which Tarumod has retrieved. Just having seen them in a nearby room is not sufficient. Tarumod must pick up ALL cookies on the level to allow you to go to the next level. Note that eating one exercises the power (where appropriate), but it still counts as having been "found"

Some find the SHIFT key and CAPS LOCK key quite useful for pre-determining Tarumod's moves, especially in the early levels. Whereas many who's forte is strategy might find it distracting. It is there for your use if desired.

Remember, the recording of high scores is simply a "personal best" criteria, and is meant for those who have the time to sit and play through a complete game without using OPEN/SAVE, UNDO, LOOK, or REPLAY. Don't let it affect your enjoyment of the game. This may especially be the case if you accidentally hit the wrong move and have to back up (UNDO).

Unfortunately, as in real life, *"Sometimes the dragon wins"*. That is, since the rooms, keys, fortune cookies, and barriers, are laid out randomly, it may happen (especially in an advanced level with many obstacles), that it will be impossible to traverse past a particular point and you will be stuck. Get the best score you can and then quit. However, as is NOT often the case in real life, you get as many chances to try again as you wish, so don't be discouraged. Simply start again.