

Corinth, January 7, 1997

Dear earth contender:

My name is Darius. I am the guardian of the sacred geyser of Karamanga. Every millennium my people select a ghayan, a warrior of exceptional skills, to lead them through the cycle of renewal. I am writing to you, to invite you to the trials. Should you accept this call to glory, you will embark on the maykriam, the sacred quest to unleash the geyser.

According to legend, on the tenth day of each thousandth year, my people must face the En'kabat. For forty days and forty nights, the spirits of Galba and Tsin-se, freed from hell by the mighty one, are allowed to roam through the valley of corinth to visit tribulations on the innocent. In the book of Walo it is written: "Beware of the rainbow pyramids, for the spirits who ride them are death; drought and hell shall follow them". To combat the effects of the drought you, our ghayan, will have to solve the riddle of life and build the keys that unleash the mystical powers of the geyser.

During the maykriam, Xilo and Ogu, the twin gods of lightning and iron, will offer you the pieces with which to build the keys. You will be offered two pieces at a time: one that can help you in your quest, and one that can set you back. Choose quickly, for if you fail to choose after two seconds, they will burden you with both pieces.

The trial is a computer simulation of the maykriam. As in the legend, our simulation presents you with two pieces to choose from. To chose the light colored one, press 4. To choose the dark one, press 6. To receive both pieces press any other key. Here as well, If you fail to make a choice after two seconds, you are given both pieces.

Once your selection is in the geyser, to move it to the left, press 4, and to move it to the right, press 6. To rotate your selection clockwise, press 5 and, to rotate it counterclockwise, press 8. Once the piece is where you want to place it, press 7 to fix it. Otherwise, the piece will travel until it reaches the bottom of the geyser (pieces become blue when they are fixed). To speed up that descent you can press the space bar.

The key is represented by the purple shape in the middle of the octagon. A key is considered built if the purple shape is filled entirely with blocks, and there are no other pieces in the black area of the octagon. Note that no pieces should protrude outside the contours of the purple area. To get rid of pieces that are outside the

key you may use the erasers at your disposal. Furthermore, if you build a complete line of blocks, the blocks forming that line will disappear as well as any blocks in the line immediately above them. Therefore, you may build lines of blocks to get rid of unwanted pieces. The unfixed blocks that are above the cleared lines will fall by two lines if they are not prevented from falling by a fixed block; fixed blocks do not move. You get a free eraser for every 5 complete line you form. The number of line you clear is carried across levels. You can not have more than 3 erasers.

Note that, while you are given some erasers randomly, you only have a limited number that you can call at will. To activate them, press "e"; use them wisely. Beginners are given 3 erasers at the start of each level of play, advanced players are given fewer erasers to start as the level of play increases. They are expected to earn their erasers. You can make an unwanted eraser disappear by fixing it.

You receive 40 points for building a complete line and 250 points times the Bonus for activating the geyser. The Bonus decreases with time, so the latter is precious. While you may be constantly tempted to choose the smaller pieces, be aware that the bigger pieces used wisely can help you build keys more rapidly. The simulation has 12 different keys and 12 different speeds. The keys change and the speed increases as the level of difficulty increases.

If you can not see the boundaries of a key (*purple area*), you can use the function *"highlight key"* under the menu option, to highlight the borders of the latter. If you can not determine where a line starts or end, you can use the function *"highlight geyser bounds"* option under the option menu, to show you the bounds of each line. You may save your score if you wish. There is a function *"Save Score"* under the Option menu. Note that this function is only active immediately after the end a game.

You may also design your own key or purple shape for a one level game. When you choose *"Create Gauntlet"* under the Gauntlet menu, the octagon becomes a grid. If you put the cursor on one of the squares that comprise the grid and click on the mouse, the latter becomes purple. Your key will be made of these purple squares. After you have created the shape you desire with the purple squares, select the number of erasers you wish to have at your disposal, by using the Number Erasers menu. When you are done, choose *"End creation"* under the Gauntlet menu. To start the game that uses the purple shape you have created, select *"Answer Gauntlet"* under the Gauntlet menu. Choose the speed at which you wish to play by using the Skill Level menu.

Finally, you must have a color monitor. I recommend a machine at least as powerful as a Quadra. You must be running system 7.0 or a

later version as well as 32 bit Quickdraw. Please, put the file "*High Score File*" in the preference folder of your system folder. May the mighty one be with you.

Sincerely yours,

His holiness Darius the first.

PS: In this demo version, you may see and activate the geyser for demonstration purposes by pressing "g". You can only do so in the middle of a game. After the geyser has been activated, you will go back to exactly where you were before the activation.

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