

Sheet1

T\_NUMT\_TALK,C,95

1 `b y`Please enter a player name of 2-12 characters:  
2 `b r`Please enter at least 2 characters.  
3 `b g`You must enter at least 2 characters.  
4 `b y`You must enter at least 2 characters. `b r`Duh! ;)  
5 `b g`You have one more try to enter a code name of 2-15 characters!  
6 `b y`Sorry, that alias is taken. `b r`Please try Again.  
7 `b y`What is your gender? (`b g`M`b y`)ale (`b g`F`b y`)emale  
52 Are you sure you wish to continue?  
55 Please enter alias:  
56 Sorry, that alias does not exist. Name is case sensitive.  
70 This will delete your character. Are you sure you wish to continue?  
163 Dinar:  
193 What is your gender? (M)ale (F)emale  
212 `b g`Sorry, that alias does not exist.  
249 To:  
251 Sorry, that alias does not exist.  
253 Chat: (\*) All (1) Personal (2) Screen/Hold (3) Pausing (4) Rewind  
254 Screen Calls Turned On - Messages will be sent to screen.  
255 Screen Calls Turned Off - Messages will be put on hold.  
256 Pausing Turned On - Must press "Y" to continue.  
257 Pausing Turned Off - Auto advance messages.  
258 Rewind approximately how many lines? 0-99  
322 M  
323 F  
275 The Sysop has shelled to DOS  
276 She/He will return in a few moments...  
277 `b g`Current Player Alias:  
278 `b g`This will delete Alias:  
279 `b g`This will DELETE ALL PLAYERS AND RESET THE GAME. Continue?  
280 All players are now deleted.  
92 Please do so now if needed.  
50 `b y`(`b g`Q`b y`) `b m`Quit Editor  
464 Hit "Enter" to Send or Cancel Conversation.  
465 `b c`[`b m`S`b c`]ave [`b m`C`b c`]ancel  
466 `b m`No messages.  
467 `b r`From:`b g`  
468 `b r`To:`b bl`  
469 [`b m`R`b c`]eply [`b m`N`b c`]ext [`b m`D`b c`]elete [`b m`S`b c`]top  
470 `b m`No more messages.  
471 Leviathan's Reef Standings  
472 Node Sex Knight Experience  
473 `b w`Any Key...  
475 `b m`[`b r`M`b m`] Menu [`b r`Q`b m`] Quit  
478 `b f r`There's no one else in the land!  
479 `b r` Blank to go through List  
480 Lord  
481 Lady  
482 `w` / TO ALL

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483 MoonChat Aliens from All Over the Galaxy  
484 Node Sex Name Planet  
485 Dread  
486 Spiked  
487 Punchline  
488 Don't Wake the Sysop  
489 Jacob's Ladder  
490 Trekkie Tags  
491 Phantom of the Catacombs  
492 Fury  
493 Rage  
494 MoonDust's County Fair  
495 MoonChat  
496 `b bl`Last Reset:  
497 `b c`Packing & Reindexing Database.  
498 Reindexing High Scores.  
499 Packing & Reindexing Messages.  
500 Packing Chat.  
501 Deleting All & Packing Multi-Node Messages.  
502 Packing & Reindexing News.  
503 `b r`Maintenance complete.  
504 `b f r`UNREGISTERED! `b c`Please help your sysop register! ;)  
505 `b m`Multi-Node Options: `b c`[`b r`\*`b c`] Node Chatter  
506 [ `b r`#`b c`] List MoonChatters [ `b r`!`b c`] MoonChat  
515 `b m`Messages: `b c`[ `b r`3`b c`] Write Messages [ `b r`4`b c`] Look for Messages  
517 [ `b r`2`b c`] Terminate  
522 "Who would you like to send a message to?" `b bl`asks Mercury.  
523 Mercury takes off running to deliver your message!  
524 "What would you like to say?" `c`asks Mercury. `w` (Blank line quits.)  
525 -== `b m`LEVIATHAN'S REEF `m`==  
526 A great beast lurks in the depths of the sea.  
527 Is there one who is so fierce to dare to stir him up?  
528 His teeth are terrible, his scales are his pride. His sneezings are sparks  
531 of fire. Smoke, as a seething caldron, emits from his nostrils.  
532 When he rises up, the mighty are afraid. His name is Leviathan.  
533 `c`[ `b c`D`c`]are to Enter  
534 `c`[ `b c`S`c`]tandings  
535 [ `b c`F`c`]earfully Depart  
536 The towne streets are just beginning to show signs of life.  
537 Everyone stayed in their cottages, huddled in fear.  
538 REEF  
539 `b c`You look longingly toward the Reef. In the distance you see the deep  
539 boiling like a pot. You know it's the great Leviathan churning the waters  
539 with his wrath. Tomorrow is another day. Perhaps tomorrow you shall  
539 lay him low. Today you shall remember the battle.  
260 You are already registered!  
261 Please enter the password given to you by Nannette:  
262 `b bg`Please enter your BBS name EXACTLY as shown with key information:  
263 `b bl`Please enter the SYSOP name EXACTLY as shown with key information:

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264 `b bg`Please enter your first registration key number:  
265 `b bl`Please enter your second registration key number:  
266 `b w`Congratulations! You are registered!  
267 Sorry, this is an invalid key. You are not registered.  
269 Sorry, this is not the correct password.  
268 RUNNING REGISTRATION FOR DATABASE!  
270 `b r`Name of person to give credit to for registration. Optional:  
542 Sysop Instructions:  
543 `b m`[`c`1`b m`] Create CONFIG.CFG & SETUP.FIL files.  
544 [`c`2`b m`] Install New or Upgrade  
545 [`c`3`b m`] Enter Registration Key  
546 [`c`4`b m`] Instructions on adding nodes after installation.  
547 [`c`5`b m`] Reset Game. Delete all players & start over.  
548 [`c`6`b m`] Uninstall the Entire Game! It stinks!! ;)  
549 [`c`7`b m`] Quit  
550 Edit the SETUP.FIL and enter your path and drop file names for each node.  
550 Enter ONE LINE for each node: path & drop file name!  
550 ALERT!!!! \*IF\* you copy your drop file into the running game's directory,  
550 DO NOT ENTER the PATH, \*just\* ENTER THE DROP FILE NAME ONLY!  
551 `b f r`You have selected to RESET this game! Continue?  
552 `b f r`You have selected to UNINSTALL this game! Continue?  
554 `b f r`Do you wish to DELETE the MOONCHAT files in the MOONCHAT directory?  
556 Upgrade/Install Complete!  
557 Do you use a fossil driver? (Y/N)  
558 Changing to read-only  
559 Changing to read-write  
560 A Shining Star Software Standalone Game!  
561 By Nannette Thacker `c`316-522-7829 316-522-7641 1:291/60 `b m`\* FREQ  
562 <http://www2.southwind.net/~nannette> \* ftp.southwind.net users/n/nannette  
563 `b f r`ALERT: We are about to create or make changes to your setup.fil  
564 `b bl`If you make a mistake during install, you may edit setup.fil.  
570 MOONCHAT is a new feature in Shining Star Software new programs and upgrades  
570 which allows users in SSS games (future versions of existing games) to  
570 CHAT with one another on-line, no matter which SSS games are being played.  
570 PLEASE insert a PATH name for your MOONCHAT files to be used by all SSS games.  
570 In new games and upgrades, use the same path.  
570 If it doesn't exist, this directory will be created.  
570 YOU CANNOT LEAVE THIS BLANK!!! PLEASE USE A MOONCHAT DIRECTORY!)  
570 DIRECTORY NAME MUST NOT EXCEED 8 CHARACTERS!!  
570 EXAMPLE: c:\doors\moonchat (NO NO NO ENDING BACKSLASH!!!)  
571 I SAID NO TRAILING BACKSLASH!!!  
572 YOU CANNOT LEAVE THIS BLANK!!!!  
573 OPTIONALLY, you may have ANSI and ASCII bulletins created.  
573 PLEASE enter the path to your BULLETIN directory.  
573 Leave BLANK if you don't wish to create bulletins.  
573 The files: reefbull.ans and reefbull.asc will be created.  
573 DIRECTORY NAME MUST NOT EXCEED 8 CHARACTERS!!  
573 If it doesn't exist, this directory will be created.  
573 EXAMPLE: c:\bulletin (NO NO NO ENDING BACKSLASH!!!)

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574 Number of nodes (remote & local) : `w`  
575 ALERT!!!! \*IF\* you copy your drop file into the running game's directory,  
576 DO NOT ENTER the PATH, \*just\* ENTER THE DROP FILE NAME ONLY!  
577 What is the drop file path and name for node  
578 File missing. You need a setup.fil. Please read docs about setup.fil.  
578 Hit Enter to Continue.  
579 Installation Procedure:  
580 2. You'll need to know how many nodes you have.  
580 3. You'll need to know if you're running with or without a fossil.  
580 Most do. Fossils alleviate a lot of problems a sysop may have with games.  
580 4. If you have a registration key, you may enter it at this time as well.  
580 5. You'll need to know the path & name of your drop file:  
580 ie: DORINFO#.DEF, DOOR.SYS, etc.  
580 After filling in the blanks, this will create CONFIG.CFG & SETUP.FIL files.  
581 NOTE: If you are running multinode & require different settings per node  
581 BE SURE TO READ THE DOCS on setting up config files for multinode use.  
582 Do you wish to continue? (Y/N)  
583 Ok, thanks for reading. Hurry back! <g>  
584 Done!  
585 `b f r`REGISTERED TO:  
586 `b f r`THANKS TO:  
587 `b f r`That person is not on-line right now!  
588 `b m`Message Deleted.  
589 [`b m`C`b c`]hat [`b m`L`b c`]eave the Party  
590 What do you have to say?  
591 (S)ave (C)ancel  
593 Install new by typing: INSTALL CONFIG  
602 Female  
603 Male  
614 `b m`News: `m`[`b r`T`m`]`b m`oday's Again `m`[`b r`Y`m`]`b m`esterday's  
615 `m`[`b r`C`m`]`b m`ontinue `m`[`b r`C`m`]`  
616 `m`-=- `b c`Towne Crier News `m`-=-  
617 `b f r`Invalid command.  
712 `m`-=- `b y`Ye Olde Apollo, Trusty Moneychanger `m`-=-`b y`  
713 (`b c`D`b m`) Deposit Dinar  
714 (`b c`W`b m`) Withdraw Dinar  
715 (`b c`X`b m`) Exit to the Streets  
716 "How many dinar would you like to  
717 deposit?"  
718 withdraw?"  
719 `b bl`(1 for ALL of it)  
720 AMOUNT:  
721 "Have a nice day anyway, then," says Apollo, the trustworthy old man.  
722 "Done!" says the trustworthy old man, Apollo.  
723 "Sorry, you don't have that much," says Apollo, the trustworthy moneychanger.  
724 "Sorry, you don't have that much in your account," says ye old Apollo  
725 Dinar In Pouch:  
726 `c` Dinar in Treasury:  
773 ANSI ART by Joanna Watkins

774 [^b c`!`c`] MoonChat  
775 You look eastward and see billows of smoke rising from the depths of the sea.  
776 You realize the mighty Leviathan is chasing ships.  
787 "Which one of our fine warriors would you like to challenge?"  
788 Name or partial name or ENTER to go through list:  
540 You shriek in terror as you depart the province.  
541 You're in no condition to leave Hannah's Healing. Perhaps another day.  
520 `b w`You have ANSI if you see this little smiley guy: `b c`  
521 This game uses some ANSI. Do you wish to continue?  
605 Sorry, maximum you can carry or have in the Treasury  
605 is 2,000,000,000," sighs Apollo.  
606 "Sorry, you cannot have more than 2,000,000,000 in your account," sighs Apollo.  
607 "Sorry, you cannot carry more than 2,000,000,000," sighs Apollo.  
608 Welcome back Warrior! It's nice to see you again today!  
609 Warrior, you are seriously injured.  
609 You need to remain at the Healers. Try again another day.  
610 Mercury speeds to your call, `b c`"What would you like to do?"  
610 `c`(`b m`1`c`) `b c`Send a message  
610 `c`(`b m`2`c`) `b c`Check messages  
610 `c`(`b m`3`c`) `b c`Page the Sysop  
611 "See ya later!" `c`says Mercury as he swiftly departs.  
612 [^b r`1`b m`] High Scores [^b r`2`b m`] Terminate  
613 `b m`[^b r`\*`b m`] Node Chatter  
618 [^b r`#`b m`] List MoonChatters [^b r`!`b m`] MoonChat  
619 [^b r`?`b m`] Help [^b r`%`b m`] Color Help  
620 `m`-=- `b c`Leviathan's Reef - `b w`Hannah's Healing `m`=-=  
621 The room is filled with mats covered with crisp, white sheets.  
621 You hear moanings and groanings coming from several of the mats.  
621 You know these are the wailings of those who have been seriously  
621 injured in battle.  
622 A beautiful wood nymph garbed in white enters the room.  
623 A beautiful wood nymph flies on gossamer wings to your aid.  
624 "It's nice to have you here for a visit," says Hannah.  
625 "I always enjoy our visits," says Hannah.  
626 "But you don't need any healing. Stay healthy!"  
627 Hit Points:  
1001 Starfish...they can shake hands and poke each other in the eye at the same time!  
1002 If you see a shark fin swimming steadily toward you, don't start thrashing  
1002 around. Just swim steadily toward the shore saying, "JAWS was only a movie,  
1002 JAWS was only a movie..."  
1003 When on the Reef, don't flop around like a wounded fish! When a group of  
1003 sharks get together, look out! Feeding frenzy!  
1004 If you see a sea snake, you'd better back-paddle fast!  
1005 Only take the rough trails and ride the high tide when you possess an enchanted item.  
1006 Build up your attributes in all areas! You'll need them all.  
1007 Visit Eros...not only will your sweetheart benefit, but you will as well!  
789 Sorry, maximum you can carry or have in the Treasury  
790 `c` -=- `b c`Leviathan's Reef `c`=-=  
791 `b y`Mount Olympus

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792 `b g` Amazonian Jungle  
793 `b bl` The Reef  
794 `c`=-=-  
795 You see massive smoke coming up from the top of Mount Olympus.  
795 Thunderings & lightnings fill you with a deep foreboding.  
795 This is a time when the gods are petty and cruel.  
795 Do you dare to challenge their powers?  
796 You look up at the lush canopy of leaves and vines overhead.  
796 You hesitantly step forward...many eerie things lurk in this jungle.  
797 The water laps at the edge of the reef. You sniff the odor of  
797 fish and salt in the air. Yes, today is a good day to explore  
797 the depths of the sea. May Poseidon be generous on your quest!  
798 (`b c`S`b m`) Swim in the `b c`S`b m` hallow Waters `b m`  
799 (`b c`S`b m`) Take the `b c`S`b m` mooth Path `b m`  
800 (`b c`P`b m`) Take Out Your `b c`P`b m` ouch  
801 (`b c`R`b m`) `b c`R`b m` ide the High Tide `b m`  
802 (`b c`R`b m`) Forge the `b c`R`b m` ough Trails `b m`  
803 (`b c`Y`b m`) Look At `b c`Y`b m` our Stuff  
804 (`b c`H`b m`) Hannah the `b c`H`b m` ealer (`b c`X`b m`) E`b c`x`b m` it to the Towne  
805 (`b c`S`b m`) mooth (`b c`R`b m`) ough (`b c`H`b m`) eal (`b c`Y`b m`) ou  
806 `b m` Zeus comes foward with his lightening scepter.  
806 `b r` "Leave this mountain and do not return until the Midnight dawns."  
807 You are too worn out to continue today. Try again tomorrow.  
808 `m`-!-=!-! `b c` BATTLE `m`-!-=!-!  
809 `b w` blocks your path!  
810 `b c`(`b m`A`b c`) `b m` Attack  
811 `b c`(`b m`Y`b c`) `b m` Your Stuff  
811 `b c`(`b m`P`b c`) `b m` Take Out Your Pouch  
812 `b c`(`b m`R`b c`) `b m` Retreat!  
813 `b c` laughs heartily! "Good show!"  
814 You have defeated  
815 You have earned  
816 `b c` "Perhaps you can use this in your quests!" `c` says  
817 `b c` You're handed a gift and `b r`  
818 `b gy` You have been defeated by `b r`  
819 `b gy` The last thing you see is the beautiful face of Hannah hovering over you  
819 as you fade into a deep slumber.  
820 Average Per Battle: Average Advance Price Per  
821 You could use better armor!  
822 Great armor!  
823 You could use some work on your defence!  
824 Good Defence! You blocked some of the blow!  
825 Great Defence! You blocked most of the blow!  
826 Your agility allows you to escape  
827 You could use a better weapon!  
828 Great weapon!  
829 If only you had more dexterity!  
830 A man garbed in a cloak of midnight approaches you.  
830 Extending a boney finger toward the door, Sage utters,

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831 You hear the sounds of many musical instruments through the  
831 thick oak door. A quick clippity cloppity reveals Vixen, the Satyr.  
832 You slowly push open the heavy door and hear a gentle  
832 clip clop from the other side. A tall centaur comes to view.  
833 `b w`"Sorry, only Humans are allowed in the Magus' Guild."  
834 `b w`"Go away bean brain! Only Satyrs are allowed in the Rogue's Guild."  
835 `b w`"Only Centaurs are allowed in the Warrior's Guild," `b c`informs Chiron.  
836 `b w`"Great balls of fire! Another Magus! What be your pleasure?"  
837 `b w`"Come in fellow Satyr. We will ROCK you!!"  
838 `b w`"We are the Champions, my friend. Welcome warrior," `b c`grins Chiron.  
839 ==- `b m`Magus' Guild `m`=-=-  
840 ==- `b m`Satyr's Guild `m`=-=-  
841 ==- `b m`Warrior's Guild `m`=-=-  
805 (`b c`E`b m`)mbark on Quest (`b c`X`b m`) Exit  
820 Level: Attributes Hit Pts: Dinar+/Exp: Battles: Exp: Weap/Armor  
842 (`b c`E`b m`) `b c`E`b m`mbark on a Quest  
843 You used all of your quests for today!  
844 `m`(`b c`A`m`) `c`Ask how many points to advance?  
844 `m`(`b c`R`m`) `c`Request a Promotion  
844 `m`(`b c`X`m`) `c`Exit  
845 You are ready to attempt an advance.  
846 "Not today. Try again tomorrow."  
847 "So you think you are ready to advance," `c`says  
848 Sage  
849 Vixen  
850 Chiron  
851 Let us put you to the test.  
852 escorts you down a long dark tunnel  
853 takes you into a large chamber filled with other  
854 Mugus'  
855 Rogues  
856 Warriors  
857 and brings out a dreadful beast. `b c`"You may begin the test."  
858 "You disgrace! Get out of here and don't show your face here again today!"  
859 `c`MoonDust comforts you, `b c`"It's not whether you win or lose that counts,  
860 it's how you play the  
861 `m`Hannah flies into the chambers, `b m`"Loser, Loser, LOSER!"  
862 "Let me heal you now!," `m`she giggles.  
863 Perhaps you'd like to terminate and start over?  
863 (`b r`T`b w`)erminate (`b r`N`b w`)o, I'll play tomorrow.  
864 ==- `b c`Mercury's Messengers `c`=-=-  
865 `b m`[`b r`R`b m`] Redraw  
866 "Oh you poor thing!" `b m`sympathizes Hannah.  
867 "I can heal you for  
868 dinar per hit point."  
869 (H) `b c`H`b m`eal All Possible  
869 (P) `b c`P`b m`artial Heal  
870 (X) E`b c`x`b m`it to the Towne  
871 (X) E`b c`x`b m`it

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872 "How many points would you like healed?" asks Hannah.  
873 "Sorry, you don't have enough dinar for any healing," says Hannah with a sigh.  
874 Hannah spreads a creamy ointment, the color of moonbeams, on your wounds.  
875 Queen MoonDust gives you a bag with `b y`100 dinar `b c`-- your reward  
875 for joining as her warrior to battle the beasts of the land.  
876 Your Choice  
876 `b c`(`m`1`b c`) Human  
876 (`m`2`b c`) Satyr  
876 (`m`3`b c`) Centaur  
876 `c`Choice:  
877 You have chosen Human. You belong to the Guild of the Magus.  
878 You have chosen Satyr. You belong to the Rogue's Guild.  
879 You have chosen Centaur. You belong to the Warrior's Guild.  
880 Race :  
880 Gender :  
880 Location :  
880 Experience :  
880 Hits :  
880 Max Hits :  
880 Level / Rank :  
880 Weapon :  
880 Armor :  
880 Strength :  
880 Defence :  
880 Dexterity :  
880 Agility :  
880 Wisdom :  
880 Charisma :  
880 Romance :  
880 Potions Bought:  
880 Sweetie Points:  
880 Quests :  
881 Human  
882 Satyr  
883 Centaur  
884 Dinar In Pouch :  
884 Dinar In Treasury :  
884 Beast Battles :  
884 Olympus Battles :  
884 Player Battles :  
884 Player Wins :  
884 Mercenaries :  
884 Failed Level Raise:  
884 Battled Leviathan :  
884 Node :  
884 Pouch 1 :  
884 Pouch 2 :  
884 Pouch 3 :  
884 Pouch 4 :



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884 Pouch 5 :  
884 Pouch 6 :  
884 Pouch 7 :  
884 Pouch 8 :  
885 Yes  
886 No  
887 == `b m`Attributes `m`==  
888 `c`Strength: `b c`Affects how hard you hit in battle.  
888 `c`Dexterity: `b c`Affects how often you hit or miss your opponent in battle.  
888 `c`Defence: `b c`Affects how much of the blow you can block in battle.  
888 `c`Agility: `b c`Affects how often you can evade your opponent's blow.  
888 `c`Wisdom: `b c`Affects the success of using the enchanted items you obtain  
888 `c` while on quests.  
888 `c`Charisma: `b c`Affects how well you are liked by the shopkeepers in the stores.  
889 == `b m`Race `m`==  
890 Human: `b m`In this land of mythical enchantment, the human's only  
890 defense is his ability to learn to control the elements of the Earth.  
890 He belongs to the Magus Guild. The human has learned that if you mix  
890 a little of this and a touch of that, you can sometimes blow your  
890 opponent to the next kingdom!  
890 `c`Satyr: `b c`The Satyr is a god of the woods. He loves revelry, lechery  
890 and mirth. He has the legs, tail and ears of a goat, and a torso and  
890 head of a man. He belongs to the Rogue's Guild. In battle, the Satyr  
890 uses a bit of woodland magic mixed with his musical prowess to  
890 conquer his foes.  
890 `b`Centaur: `b bl`The Centaur has the torso and head of a man, but the body  
890 of a horse. In battle, the Centaur prefers a direct approach -- he  
890 laughs his enemy full in the face -- and attacks head on and boldly.  
890 He belongs to the Warrior's Guild. The Centaur prefers the use of  
890 conventional weaponry in battle.  
891 Strength Defence Dexterity Agility Wisdom Charisma  
892 Accept this roll? (No to reroll)  
893 `c`== `b c`Delphi the Oracle `c`==  
894 `c`[ `b c`F`c`]ree Advice  
895 Get some free advice tomorrow. There are others waiting in line.  
896 Pouch 1:  
896 Pouch 2:  
896 Pouch 3:  
896 Pouch 4:  
896 Pouch 5:  
896 Pouch 6:  
896 Pouch 7:  
896 Pouch 8:  
897 It costs 50 dinar to tell you about an item.  
898 You don't have enough dinar.  
899 Do you want to pay?  
900 Which item?  
901 That item is empty!  
902 `c`== `b c`Pouch `c`==

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903 (0 to cancel)  
904 Which item would you like to use?  
905 `c`-=-= `b c`MoonDust's Palace `c`-=-=  
906 `c`(`b m`C`c`) `b c`Chat with MoonDust about your Strengths & Weaknesses  
906 `c`(`b m`L`c`) `b c`Level Amount Averages  
906 `c`(`b m`H`c`) `b c`Hall of Scrolls  
906 `c`(`b m`M`c`) `b c`Hall of the Magus' Guild  
906 `c`(`b m`R`c`) `b c`Hall of the Rogue's Guild  
906 `c`(`b m`W`c`) `b c`Hall of the Warrior's Guild  
907 `c`-=-= `b c`Aphrodite's Pub `c`-=-=  
908 `c`(`b m`T`c`) `b c`Toga Party  
909 `c`(`b m`A`c`) `b c`Arm Wrestle Hercules  
910 `c`(`b m`A`c`) `b c`Arm Wrestle Zena  
911 `m`(`b m`X`m`) `b m`Exit  
912 Hercules seats himself at your table.  
913 Zena seats herself at your table.  
914 "So, you'd like to arm wrestle me? I'll wager you  
915 "You don't have enough dinars."  
916 You both lock hands together and Aphrodite shouts, "BEGIN!"  
917 "Good show,  
918 !" Aphrodite grins, as you take the lead.  
919 "Come on,  
920 !" Aphrodite grins, "Show some muscle!"  
921 With a burst of strength  
922 finally pushes your arm to the table!  
923 "Thanks for the dinars!" says  
924 "Of course the dinars will be given to the poor."  
925 "You didn't look very buff anyway!" grins  
926 Hercules.  
927 Zena.  
928 Any Key to Continue..."Q" to Quit  
929 You chose to quit this quest.  
930 This item can only be used on The Reef!  
930 It crumbles in your hand and dissolves into dust!  
931 `b f r`A sudden wind blows!  
931 `b y`You find yourself back where you started.  
932 YOU HAVE ENTERED VIA QUEST MODE!  
932 IF YOU ARE CREATING & TESTING: we recommend you run tests in a UNIQUE  
932 directory apart from the game that you are running LIVE on your BBS.  
932 Create a unique directory and unarchive the zip and set it up as before.  
932 If you want existing players in your test game, simply copy the players.\*  
932 files to your new test directory.  
932 If you have run this in your live game, you can use #2 to delete your  
932 character. But after all, if you have this test character in the LIVE  
932 Version, it may not be fair to those who are playing the game.  
932 Quest Mode gives you the ability to: View Quests that are loaded.  
932 Delete Quests from the list.  
932 Add Quests to the Quest Sets List.  
932 To Activate the Quest Menu Items, load Reef under Quest Mode:

## Sheet1

932 Reef Quest  
932 If you are using Quest Mode to INSTALL/REMOVE Quests, when you are done  
932 you can delete your character with #2 if you created a unique character.  
932 If you used your sysop name to log in, you can just leave it in the game.  
894 `c`[`b c`A`c`]sk about an Item  
894 `c`[`b c`X`c`] Exit  
933 `b m`Sysop Commands:  
933 `b c`(`b m`1`b c`) `b m`View & Test Loaded Quests  
933 `b c`(`b m`2`b c`) `b m`Load or Update a Quest Set  
933 `b r`-- YOU MUST UPDATE IF NEW QUESTS ARE ADDED TO AN EXISTING SET!  
933 `b w`Unzip the quest set in a UNIQUE DIRECTORY. Be prepared with path.  
933 `b w`DO NOT PUT MULTIPLE SETS IN THE SAME DIRECTORY!!!!  
    `b w`EXAMPLE: c:\games\quests\sphinx"  
933  
    `b w`      : c:\games\quests\bucc"  
933  
933 `b w`                  ^ or identifying name  
934 `b m`Development Commands:  
934 `b c`(`b m`3`b c`) `b m`Set Path to Test Quests  
935 `b w`CURRENT PATH: `b g`  
936 `b c`(`b m`4`b c`) `b m`Test Quest from Text File  
936 `b c`(`b m`5`b c`) `b m`Create Encrypted file from Text File  
936 `b c`(`b m`6`b c`) `b m`Test Quest from Encrypted File  
936 `b c`(`b m`Y`b c`) `b m`Your Stuff  
937 `b m`(?) Instructions  
937 `b m`(X) Exit  
938 == `b c`Eros' Potions `c`==  
939 'We have quite a selection of gifts. We will deliver the item to  
940 your special someone for you. What is the name of the warrior?'  
941 (`b c`1`b m`) See a List  
941 (`b c`2`b m`) Ready to give name  
941 (`b c`3`b m`) Ask to Visit the Upper Chambers Quest  
941 (`b c`4`b m`) Nevermind  
906 `c`(`b m`Y`c`) `b c`Your Stuff  
906 `c`(`b m`S`c`) `b c`Standings  
906 `c`(`b m`D`c`) `b c`Dungeon Quest  
906 `c`(`b m`T`c`) `b c`Tower Quest  
906 `m`(`b m`X`m`) `b m`Exit  
942 `c`(`b m`G`c`) `b c`Go to Your Chambers  
943 `c`(`b m`C`c`) `b c`Chat with Aphrodite  
943 `c`(`b m`Y`c`) `b c`Look at Your Stuff  
943 `c`(`b m`S`c`) `b c`Warriors Standings  
943 `c`(`b m`L`c`) `b c`Talk to Salmonilla, the Loan Shark  
943 `c`(`b m`B`c`) `b c`Back Room Quest  
944 `gy``== `b w`Salmonilla, The Loan Shark `gy``==  
945 In a dark, dusty corner of the pub you see a cowed figure.  
945 You approach cautiously... the cowed head raises and you shudder  
945 as you see the creature's horrible facial features. Grinning at you  
945 with a row of rotten teeth, you wonder if you should continue.

Sheet1

946 `gy`(`b m`1`gy`) Ask to Borrow Some Dinars  
946 (`b m`2`gy`) Check on the Status of Your Loan  
946 (`b m`3`gy`) Make a Payment on Your Loan  
946 (`b m`4`gy`) Leave this Vile Man  
947 -= `b bl`Your Chambers `bl`=-  
948 `c`(`b m`H`c`) `b c`Hire A Mercenary  
948 `c`(`b m`G`c`) `b c`Go To Sleep  
948 `c`(`b m`L`c`) `b c`Leave Chambers  
949 `b m`---= `b c`The Lottery `b m`---=  
950 `b c`Apollo approaches you.  
951 You have great strength. You should be able to hit hard in battles.  
952 Your strength is average. For harder hits in battle, work on it.  
953 Your strength is a hindrance to how hard you hit in battles.  
954 Your charisma great. Eros will give you great trade-ins on weapons  
954 and armor.  
955 Your charisma is average, but for better weapon & armor trade-ins,  
955 you could work on increasing it.  
956 You aren't getting very good trade-ins on weapons & armor  
956 with such low charisma.  
957 With this much defence, you should be very good at blocking your  
957 opponent's blows in battle.  
958 Your defence is fine, but if you increased it, you would be better  
958 able to block your opponent's blows in battles.  
959 With this lousy defence, you're probably getting hit full force with  
959 every blow of your enemy's weapon!  
960 Your agility is great and should allow you to avoid being hit in  
960 battles.  
961 You have average agility, but if you worked on it a bit more, you  
961 could do better at avoiding being hit in battles.  
962 You're probably getting hit in battles on every blow. If you work on  
962 your agility, you can avoid this.  
963 Your dexterity is great and you're probably hitting your opponent  
963 in battles with nearly every blow!  
964 You have average dexterity. Increase it if you want to do better at  
964 consistently hitting your opponent in battle.  
965 You're probably missing your opponents in battle quite a bit.  
965 Improve your dexterity to have better hits.  
966 You have great wisdom and will be successful at using the items  
966 in your pouch!  
967 Your wisdom is average. If you wish to be more successful at using  
967 the items in your pouch, try to increase it.  
968 You're not going to be very successful at using the items in  
968 your pouch with such low wisdom.  
969 Your weapon is below average for your level. Do not let  
969 it get any lower or you will surely be defeated in battles.  
969 Your weapon is hindering you from being successful in battles.  
970 Your weapon is made for a baby! You will surely lose every battle!  
971 Your weapon is average for your level.  
972 Your weapon is above average for your level!

Sheet1

973 Your weapon is made for a CHAMPION! You will surely win every battle!  
974 Your armor is below average for your level. Do not let  
974 it get any lower or you will surely be defeated in battles.  
974 Your armor is hindering you from being successful in battles.  
975 Your armor is made for a baby! You will surely lose every battle!  
976 Your armor is average for your level.  
977 Your armor is above average for your level!  
978 Your armor is made for a CHAMPION! You will surely win every battle!  
979 `b m`Continue?  
980 (A) One  
980 (B) Two  
981 `b y`You don't have enough dinars for that many mercenaries.  
980 (C) Nevermind  
982 You may hire up to 2 mercenaries for one day.  
982 Mercenaries will protect you from challengers.  
982 Any challenger will have to battle your mercs first and won't  
982 be allowed to heal in between battles.  
982 `b y`A challenger your level will battle one of your mercs.  
982 If a challenger is greater than your level, s/he will have to  
982 battle your maximum number of mercenaries.  
982 Challengers less than your level, will battle no mercs.  
983 `b bl`You see a mysterious island in the distance. You may enter the island  
983 in exchange for an orb.  
984 `b g`You see a mysterious canopy floating down from the jungle heights.  
984 You may step onto the canopy in exchange for an orb.  
985 `b y`You don't have an orb. You sorrowfully stay behind.  
986 Do you wish to enter for an orb?  
987 `b r`You stay behind as the mysterious floating island disappears.  
989 An orb mysteriously disappears.  
990 `b w`You find yourself upon a huge mystical Island.  
990 You feel the island slowly begin to move. It is rumored that  
990 the island sits on the back of a massive, giant tortoise.  
991 `b g`As the floating canopy lowers, you step upon it.  
991 You feel the canopy slowly beginning to rise into the air again.  
991 You look down to see the jungle floor getting smaller and smaller.  
992 `b c`You see a building in the distance and decide to investigate.  
993 `bl`=- `b bl`Floating Island of Dark Waters `bl`=-  
995 Esther, the beautiful oceanid nymph, greets you.  
996 Lydia, the beautiful wood nymph, greets you.  
997 Erik, the handsome oceanid merman, greets you.  
998 Newell, the handsome wood sprite, greets you.  
999 `c`(`b m`1`c`) `b c`Hire A Mercenary  
999 `c`(`b m`2`c`) `b c`Purchase a Tankard of Drew Brew  
999 `c`(`b m`3`c`) `b c`Sneak a Kiss  
999 `c`(`b m`Y`c`) `b c`Your Stuff  
999 `c`(`b m`X`c`) `b c`Exit  
994 `g`=- `b g`Floating Canopy in the Jungle `g`=-  
988 `b r`You stay behind as the mysterious floating canopy disappears.