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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`f `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.

Sheet1

Your horse weakens and sinks to the bottom.
You miraculously make it back to shore safely. You must seek another horse!
The underground river is too swift. You must find a horse to pass.
The stubborn old cuss refuses to go with you. You already have one anyway.
`b w`U You now have a strong, healthy stallion!

= THE DEEP ABYSS =-

"You must descend this deep abyss.
For every 100 yards you drop without
plunging into the sides of the abyss,
you earn one scattered MANDRAGORA ROOT
healing potions.
The abyss is 300 yards deep.
Fare thee well," `m`moans The Phantom.
You survived the 300 foot plunge!
You have reached the bottom of the
abyss without suffering harm!!
You slammed into the sharp
sides of the abyss.

= THE CATACOMB QUEST =-

Now, prepare to enter the
forbidden land of the ghastly.
...the gruesome realm of the lost.
...the horrifying chambers of the `b f r`CATACOMBS!
There *is* a way to complete each
quest without losing any healing potions.
You will receive a bonus if you
can accomplish this feat.
You see The Phantom moving steadily through the cemetery grounds.
"If you catch me, I will give you the key to the Mausoleum," `b c`he moans eerily.
"You have earned entrance to the Mausoleum," `b m`The Phantom hands you the key.
"Beware of the Cyclops following you! Don't cross their path."

Converting Earnings to Phantom of the Catacombs Experience
Hit "Enter" to Send or Cancel Conversation.

`b c`[`b m`S`b c`]ave [`b m`C`b c`]ancel

`b m`No messages.

`b r`From: `b g`

`b r`To: `b bl`

[`b m`R`b c`]eply [`b m`N`b c`]ext [`b m`D`b c`]elete [`b m`S`b c`]top

`b m`No more messages.

Phantom of the Catacombs Scores

Node Sex Knight Experience Quests/Tries

`b w`Any Key...

|-----|

`b m`[`b r`M`b m`] Menu [`b r`Q`b m`] Quit

`b f r`There's no one else left in the realm!

`b r` Blank to go through List

Lord

Lady

`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

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

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

f=FAIRY `y`Û=HORSE `b r`Æ=PHANTOM `gy`Ø=SKELETON `b y`Ü=SPOOKS `r`=SPIKES `b bl`p=CYCLOPS

`g` Û=VIPER

`b g`,`=WRITHING WORMS `b r`Ò=SEVERED HAND `w`¯=VAMPIRE BAT `b r`¿=BLOODY HOOK `b g`Ö=ZOMBII

☐=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!

三