GWENDOLYN

Artworx™

Artworx Software Company, Inc.
150 North Main Street • Fairport, New York 14450

GWENDOLYN

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Credits:

Game design: Marc R. Benioff and Joel A. Harris
Program: Marc R. Benioff
Graphics: Lisa Walsh and Douglas McFarland
Original music and sound: Jerry White

Loading Instructions:

1. Insert disk into disk drive.
2. Insert BASIC cartridge into computer.
3. Turn on computer
4. GWENDOLYN will load automatically.
5. Press the SELECT key to start a new game.
6. Press the OPTION key to continue a saved game.

A Long Time Ago...

A long time ago, in a kingdom, far far away, lived a royal family. There were four in the family; Stevius, the king; Deboria, the queen; Myrridian, the first son, and Joel, the second son. They were a happy family, and ruled over the land of Hillsborough.

When King Stevius died, his last will and testament passed the Crown on to his first son, Myrridian. This action infuriated Joel. In defiance to his father's decision, Joel left Hillsborough. He packed his belongings, and he said: "I am going to start my own Kingdom. A world of tunnels and caverns under the earth!". And so Joel left the Kingdom of Hillsborough, never to return.

Years later, Myrridian took a bride. She was Princess Klaudia of Beni. When the wedding day arrived, and as Myrridian was preparing for the festivities, there suddenly was a great rumbling from the east. Myrridian peered over the castle wall and saw an army of dwarfs approaching. A battle was fought and lost. The dwarfs searched the castle, and as they entered Klaudia's chamber, they seized her and read from a scroll: "The Troll Joel, Ruler of Tunnelworld, hereby takes Klaudia for his pleasure." The army then left with Klaudia in chains.

Myrridian was distraught. He vowed to his people: "I will not return until I find my Queen." And with that, he consulted with a wizard, took potions and several magical items - and left in search of Tunnelworld. He was never heard from again.

You are Prince Maracus, descendent of the House of Stevius. The Queen has died and the Royal Crown has been passed on to you. You are now the King of the Land.

After a long period of searching, you have selected a bride-to-be, the Princess Gwendolyn of Beni. Gwendolyn is the most beautiful lady in all of the land and soon she is to be yours. But the curse of Joel strikes again and, the night before your wedding, the army of dwarfs appears and abducts the Princess Gwendolyn.

The next morning, you vow to rescue your Princess. You summon three things: a list of the items which Myrridian took on his unsuccessful quest, a compass, and a suit of armor. And, with a bag of food, you are off to Tunnelworld to rescue Gwendolyn.

How To Play...

All commands are entered through the joystick. There are two menus that control the game. Menu 1 will always appear first.

Menu 1:

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                    N
                W       E
OBJECTS: NONE       S
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Press the joystick in the direction you wish to travel. When that direction begins to blink, press the red trigger button on the joystick. You will then move to the next screen in the direction indicated. The 'OBJECTS' phrase refers to the item available on the screen to pick up (key, rock, etc.).

You enter Menu 2 by pressing the trigger button without moving the joystick handle.

Menu 2:

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    >1.Direction Mode   4.Inventory
     2.Pick Up Object   5.Save Game
     3.Use An Object    6.Score
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Moving the joystick up and down will move the arrow to the various options. Select the function that you wish and press the trigger button. Option 1 returns you to Menu 1. Option 2 allows you to pick up what is listed as an OBJECT in Menu 1. Option 3 allows you to use the items that you have picked up. BE CAREFUL! Using an item where it has no relevance will cause that item to be blown up! Option 4 will give you an inventory of all items picked up (and not destroyed). Option 5 will save the game onto the disk for future play. Follow the prompts when booting GWENDOLYN to re-start a saved game. Option 6 will provide you with your current score.

What Myrridian Took...

When Myrridian left for Tunnelworld, he took several magical items. Here is a list of those items, just in case you find any of them.

1. Myrridian's Ring - Capable of melting iron.
2. Sorcerer's Potions - Capable of blowing up rooms.
3. The Skull Of Skerros - Able to destroy barriers.
4. Pick and Shovel - Good for digging tunnels.
5. A Hookah - A smoke pipe.
6. Myrridian's Gem - Can change one object to another.
7. A Siamese lamp - Capable of moving objects.

Hints...

GWENDOLYN is a progressive adventure, getting more difficult (and therefore more interesting) as you go along. It is most helpful if you prepare a map of your explorations. In this manner, you will be able to retrace your steps if need be, to retrieve important tools which may have blown up, or to find objects that you might have missed on earlier explorations.

The game may be stopped at any time and stored to disk. Follow the prompts to store the game on BOTH SIDES of the disk.