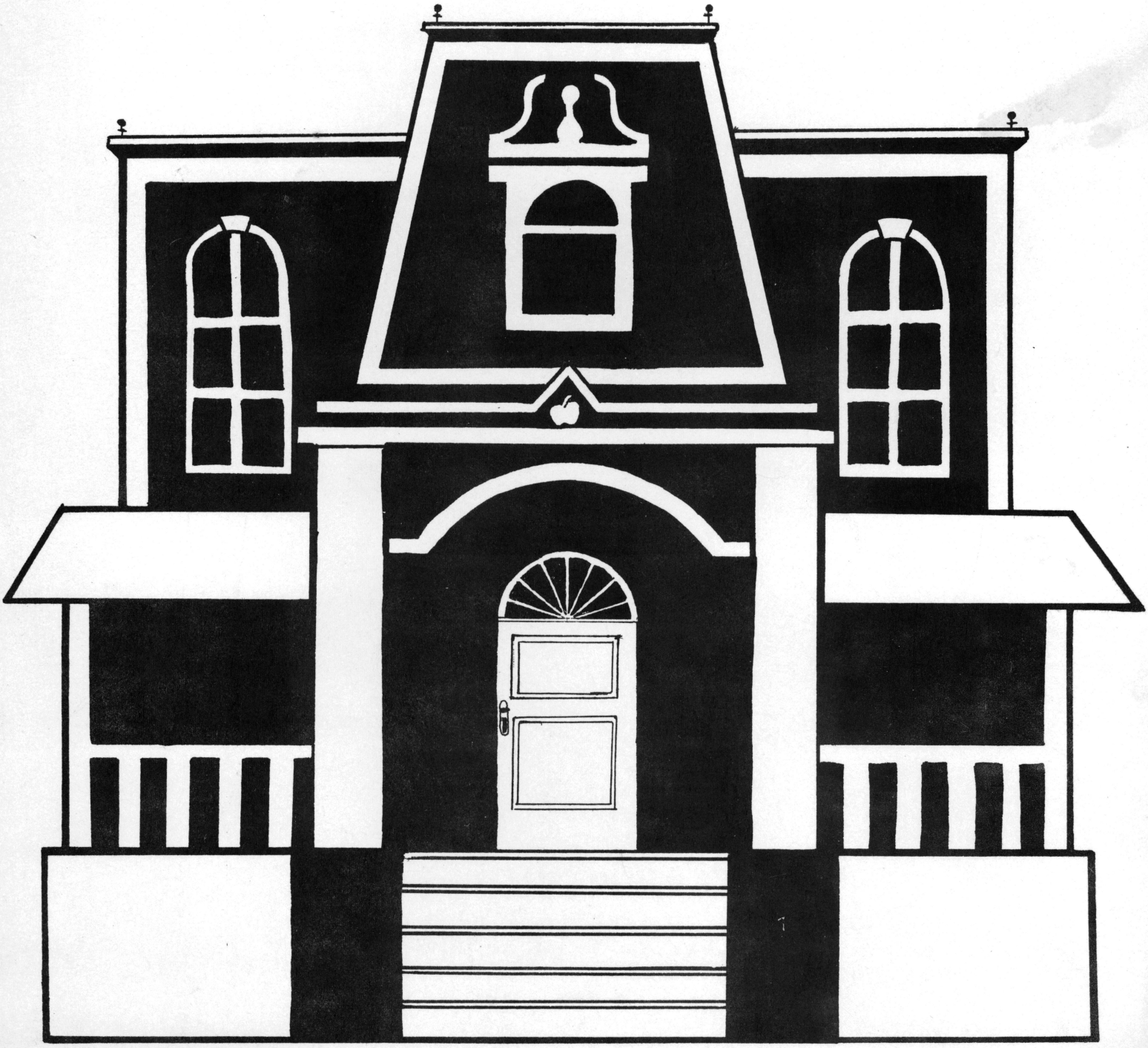
BENEATH APPLE MANOR

Don Worth



Beneath Apple Manor



by Don D Worth

illustrations by Stephen W Worth

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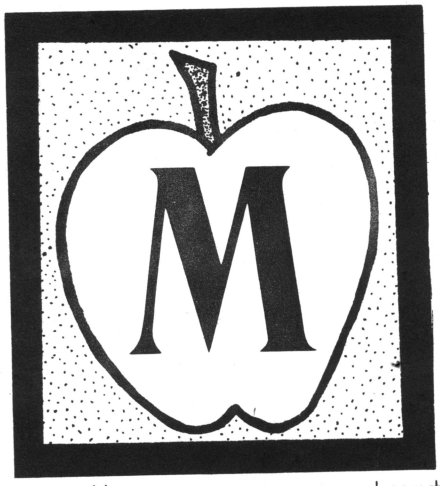


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BENEATH APPLE MANOR

A COMPUTER MODERATED FANTASY ROLE-PLAYING GAME



ANY YEARS AGO the last known descendent of the Apple family disappeared without a trace, leaving the ancestrial manor house deserted atop its wind swept crag. At the peak of their power the Apples had subjected the surrounding countryside to a reign of terror, sending out legions of hellish monsters at night to murder and pillage. For centuries countless wealth disappeared to be hidden somewhere within the manor. It was rumored that the seat of the family's power rested within a magical focus, shaped like a golden apple. Many have sought this prize but few have survived and it remains only a legend.

You are a young adventurer, trained in arms, seeking a good fight to hone your skills. You have heard tales of Apple manor and have decided to quest for its hidden treasures. Having learned a few spells from a mage you once befriended, you consider yourself better qualified than most to undertake such a perilous endeavor. Arriving at the manor you are disappointed to find the house proper to be gutted by fire. Upon further inspection, however, you locate a stone staircase leading down into a sub-terranean labyrinth, BENEATH APPLE MANOR.

THE GAME

Beneath Apple Manor (BAM) is a solitare role playing simulation game, loosely based upon several popular fantasy games such as Dungeons and Dragons, Tunnels and Trolls, etc. BAM allows you to play the role of an adventurer, exploring an under-ground maze of corridors, rooms, secret passages and the like, killing dangerous monsters and finding rich and powerful treasures. The dungeon complex consists of many floors or levels, each more dangerous than the last, but as you gain experience from vanquishing Green Slimes, Ghosts, and other fearsome critters, your capabilities will rise to meet each new challenge. Finally, in a dragon horde many levels below Apple manor you may even find the ultimate object of your quest, the fabled golden apple.

Don't be misled. BAM is not another WUMPUS look-a-like. The dungeon construc-tion is two-dimensional and graphically represented. The monsters are different, each having unique capabilities and movement. Unlike most micro-based games, the thrill of exploration and discovery as well as the satisfaction of advancement will keep you playing for hours at a time. Although BAM is easier to learn to play than STARTREK, the strategies developed by an experienced player are many and complex.

BAM was written for the Apple II in Integer Basic and 6502 machine language. It consists of two main parts: An initialization program which constructs dungeon floor plans; and a run-time program with which the game is played. The program will run on cassette based systems from 16K and up or on diskette based systems from 32K.

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Dungeons and Dragons is a product of TSR Hobbies
Tunnels and Trolls is a product of Flying Buffalo

GETTING STARTED

The BAM package consists of a cassette and this booklet. The game can be configured for either a disk or cassette based Apple II. To store the game using a disk, perform the following steps:

```
 (reset)
*6(ctl)P                          (Boot DOS)
 CALL -35                         (Exit to the monitor)
 8ØØ:BØØR                         (Load side A of cassette)
 3DØG                             (Back to Basic)
 BSAVE BAMSUB,A$8ØØ,L$3ØØ         (Save machine language program)
 LOAD                             (Load first program on side B)
 SAVE BENEATH APPLE MANOR         (Save first Basic program)
 LOAD                             (Load second program on side B)
 SAVE BAM1                        (Save as second Basic program)
```

To run the game type:

```
RUN BENEATH APPLE MANOR
```

32K or more is required for disk based systems.

To run BAM on a 16K (or larger) cassette based system, perform the following steps:

```
 (reset)
*8ØØ:BØØR                         (Load side A of cassette)
*(ctl)B                           (Get into Basic)
 LOAD                             (Load first program from side B)
 LOMEM:2816                       (Make room for machine language program)
 RUN                              (Runs first program)
```

When the message...

```
CHAIN BAM1
```

appears, continue as follows...

```
LOAD                              (Load second program on side B)
GOTO Ø                            (Do not type RUN!)
```

Rewind the tape and begin playing BAM. During the course of the game if:

```
CHAIN BENEATH APPLE MANOR
```

appears, reload the first program on side B and type GOTO Ø. Never type RUN once the game has begun as this will start a new game. The machine language program on side A need only be loaded once at the beginning of each game. The constant loading of programs may seem like a lot of work for the poor cassette based player but the program loads are only required prior to each dungeon level or about every 20 to 30 minutes. Besides, BAM is worth it!

INITIALIZATION

When you run BENEATH APPLE MANOR (the first program on side B of the cassette) for the first time you will be asked to specify parameters for the game. They are:

NUMBER OF ROOMS
The recommended number of rooms per dungeon level is 5. This will usually produce a game lasting about four hours. More rooms per level lengthens the game, less shortens it. The number of rooms also dictates the memory requirements of the program. 16K users should not exceed 4 rooms per level due to memory limitations.

BLACK AND WHITE OR COLOR
Some older TVs do not produce easily distinguishable colors. It would be unfortunate to mistake an orange troll for a brown door and since not everyone can afford a color monitor, BAM allows either color or black and white (character) graphics on its map display. Try both modes and pick your favorite

DIFFICULTY FACTOR
The difficulty factor controls both the powers of the monsters relative to your attributes and the richness of the treasures. The higher the DF the more dangerous the monsters and the larger their treasures. Since the amount of treasure is scaled by DF the length of the game is also. Hence, a DF 10 game will last half as long as a DF 5 game. BAM has been play tested for scores of hours at DF 5 (average) which is a good starting point. If you get killed too often try a lower DF. For a fast and furious game try a higher DF, but beware! BAM is deceptively easy in the first few levels.

After all the above parameters have been set BAM constructs a dungeon level, placing rooms, corridors, doors, monsters, treasure and magic items. This usually takes about two minutes. Once complete the second "load" of BAM (BAM1) is brought in to begin play. Each time you descend to a "deeper" level of the dungeon, BENEATH APPLE MANOR (the first load) is loaded, a new dungeon level is constructed, and BAM1 is reloaded. This process of overlays is used to conserve storage and provide a maximum degree of functionality with the memory available.

difficulty factor 1



MILDLY UPSET DRAGONFLIES



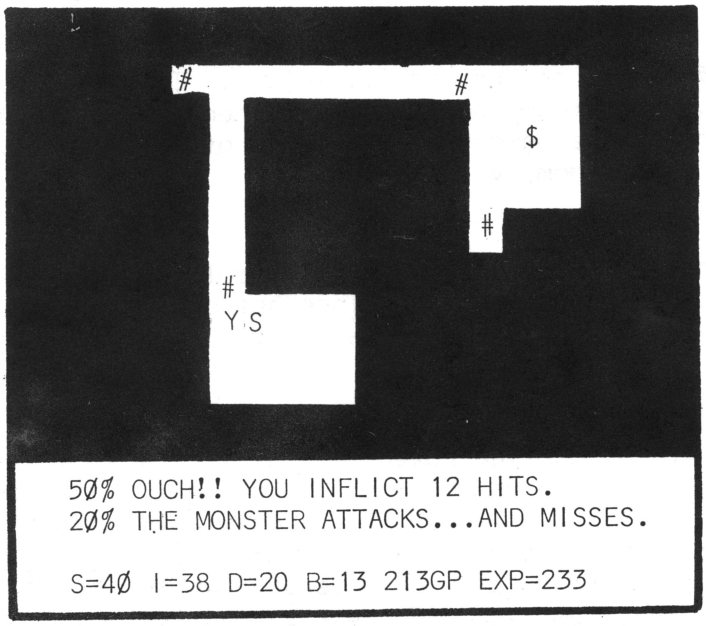
ENRAGED ANTS

d.f. 10



THE SCREEN

During the play of BAM the screen might look like this:



The top (graphics) portion of the screen is a map of the dungeon level you are working on and represents your memory of what you have explored so far. When you enter a level for the first time the screen is blank (or nearly so). In the example above (shown in black and white mode) "Y" is you, "#"s are doors, "S" is a Green Slime monster, and "$" is a treasure chest. The lighter areas are corridors and rooms while the black areas are either unexplored areas or solid rock. Just below the map is an area where BAM produces various messages to you. At the bottom of the screen is a read out of your current Strength, Intelligence, Dexterity, and Body (player attributes) as well as the gold you are carrying (in Gold Pieces, GP) and Experience points you have earned for killing monsters and finding treasure. These will be discussed in detail later.

THE MAP

As you explore a dungeon level a map is constructed for you in either low resolution color graphics or black and white characters in the upper part of the screen. This map represents your progress. The symbols used are as follows:

FEATURE	B & W	COLOR
open space	white block	grey block
solid wall or unexplored	black	black
you	flashing Y	blue block
door	#	brown block
treasure chest	$	yellow block
green slime	S	green block
ghost	G	white block
troll	T	orange block
purple worm	W	purple block
red dragon	D	magenta block

Normally, as you move along within the dungeon, you will see only those blocks of space adjacent to you and, if not blocked, diagonally adjacent.

PLAYER ATTRIBUTES

Throughout the game your adventurer can be described by the attributes shown at the bottom of the screen. There are four basic attributes: STRENGTH, INTELLIGENCE, DEXTERITY, and BODY. At the start of the game each of these attributes starts at a maximum level of 20. As play progresses the value of any attribute moves down and up but can never drop below zero or rise above its maximum. Given below is a description of each of these attributes.

STRENGTH
Strength is used to carry gold, smash through doors, and inflict damage on opponents. Your Strength is reduced with each attack during hand-to-hand combat, by hitting doors, and by damage inflicted upon you by ghosts. Normally strength points may be regained by resting. If strength drops to zero you can not fight.

INTELLIGENCE
Intelligence points are spent when casting magic spells. There are four spells, each requiring different amounts of intelligence: ZAP, HEAL, XRAY, and TELEPORT. These will be described later. Intelligence is regained by resting.

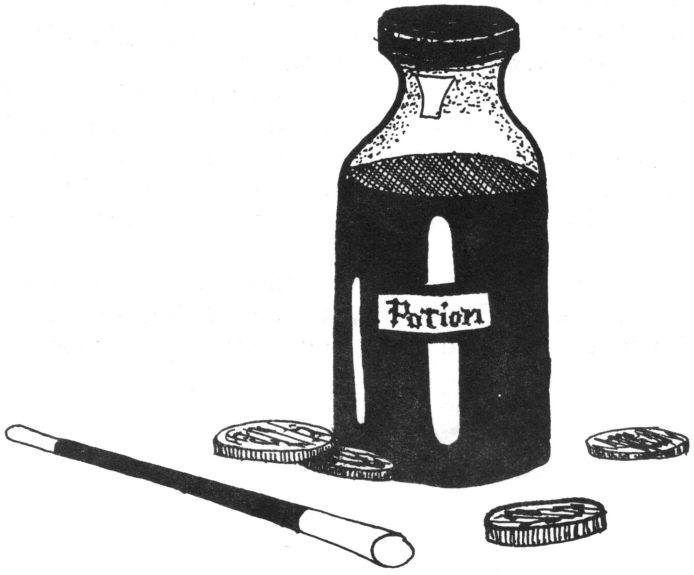
DEXTERITY
Dexterity represents the player's speed and agility. It is used to compute the probability of hitting an opponent and your speed when moving. It is reduced by walking or running and regained by resting. If dexterity is zero you can not move.

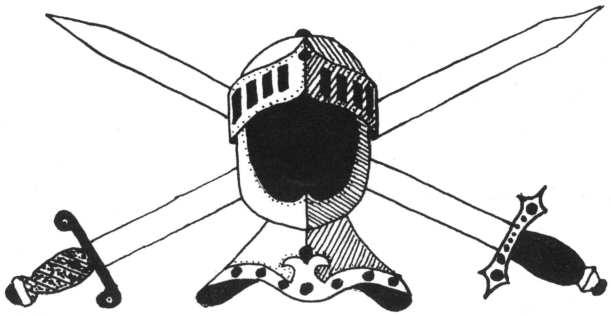
BODY
Your body points represent your ability to take punishment dished out by monsters and traps. Each time you are hit your body points are reduced to represent your taking wounds. Should they go to zero you are dead. Body points can only be regained through HEAL spells.

EXPERIENCE AND GOLD

As you kill monsters and find treasures you will be awarded experience points. These points may be traded on a 10 for 1 basis to increase the maximum levels of your attributes. Thus, if you had earned 310 experience points you could increase your maximums from 20 STRENGTH, 20 INTELLIGENCE, 20 DEXTERITY, and 20 BODY to 35 STRENGTH, 20 INTELLIGENCE, 35 DEXTERITY, and 21 BODY, for example. In other words, you would have 31 points to divide between your four attributes in any way you see fit.

As you obtain gold from treasure chests you may purchase better weapons and armor or get a "brain scan". Better weapons produce increased damage when you hit an opponent. Armor decreases your opponents' likelihood of hitting you. Brain scans are "insurance policies" you can "take out" against the possibility of dying. (See REINCARNATION)





THE MAIN STAIRCASE

Each time you begin a new level make a mental note of the square on which you began. This is the main staircase to the surface. You must return to this square to trade experience you earn for attribute points, spend gold, or go to a deeper level. When you move onto this space (at normal speed) you are given the option of temporarily leaving the dungeon. If you exit, all of your attributes are raised to their maximum and you are given the following options:

TRADE - Allows you to trade experience points for attribute points (10 for 1). Enter the number of attribute points to be added to STRENGTH, INTELLIGENCE, DEXTERITY, and BODY or Ø if no addition is desired.
WEAPON - Allows you to purchase a weapon with your gold. Available weapons are handaxe and sword. You are assumed to begin the game with a dagger.
ARMOR - Allows you to purchase leather, chain mail, or plate armor. You start with none.
SCAN - Checkpoints your status at present (for a price), allowing reincarnation to the last such "brain scan" should you die during the game.
DEEPER - Invokes the initialization load of the program to construct a new dungeon level based on your current attributes.
RETURN - Returns you to the dungeon level you were on at the main staircase square.
END - Ends the game.

Note that unless you can get the gold you find back to the main staircase you are not awarded any experience for it.

REINCARNATION

Have you ever played BREAKOUT to the point of almost clearing the screen and then missed the last ball? With BAM you always get another chance. If you want to count the number of times you are killed against yourself, fine, but thats <u>your</u> option.

When your fight against that purple worm goes sour and just as you plan to teleport away a wandering dragon appears and chews your head off, BAM will ask you if you want to be reincarnated. If you do, you will be returned to the main staircase, all of your attributes will be set to what they were at your last brain scan, and, of course, the gold you were carrying is dropped. If your last scan was several levels ago you might want to consider going "deeper" (in this case "higher") to find a level more commensurate with your new-old capabilities.

Note that after reincarnation it is a good idea to scan again ASAP since reincarnation reduces a scan by 10% each time it is used. Thus if you keep dying without any new scans you will eventually have <u>no</u> attribute points and then you really <u>are</u> dead!

MONSTERS

There are five basic types of monsters to be encountered in BAM. They are generally different in their difficulty but also, within a given monster type, their difficulty varies. For example, in general, a troll is more dangerous than a green slime. However, a troll on the first dungeon level may have lower attributes than one on the third level or even a slime on the deeper levels. As a rule, monsters on any given level are matched to the player's capabilities at the time he began that level. On the first levels, also, easier types of monsters will be found (i.e. slimes and ghosts but few if any dragons.)

Monsters can appear either as preplaced "room guardians" or at random times as "wandering monsters". Thus, the player must keep his attributes as high as possible at all times since he never knows when a wandering monster may "tap him on the shoulder".

Unless awakened by a noise, monsters do not move or initiate combat. Once alerted, however, they move toward the adventurer and attack him until they run out of strength or they die. Wandering monsters appear out of thin air next to you and are assumed to be initially alerted.

GREEN SLIMES

Slimes are the least dangerous of all the monsters as they inflict minimal damage when they hit you. They are easily hit but can take a lot of damage. Their real danger is in their ability to occasionally damage your armor (reduce plate to chain, chain to leather, etc.) Slimes have little if any treasure.

GHOSTS

Although Ghosts do not usually present a threat to your life they too have nasty abilities. When a Ghost hits you it reduces your STRENGTH, not your BODY. Damage done by a Ghost is to your maximum as well as current STRENGTH, so it can not be recovered by resting or HEALing. In this sense Ghosts are experience point drains since you must spend EPs to recover lost STRENGTH. Ghosts can only be hit by magical weapons (magic sword or ZAP spells), and can not be heard behind doors with a Listen command. Their treasures are usually better and more frequent than those of the slimes.

TROLLS

Trolls are tough hided creatures capable of regeneration. This means that they can HEAL themselves as you inflict damage upon them. They are harder to hit and do more damage in a single blow than Slimes or Ghosts and are therefore more dangerous. They have few body points, however. Trolls' treasures are better and more frequent than Ghosts' or Slimes'.

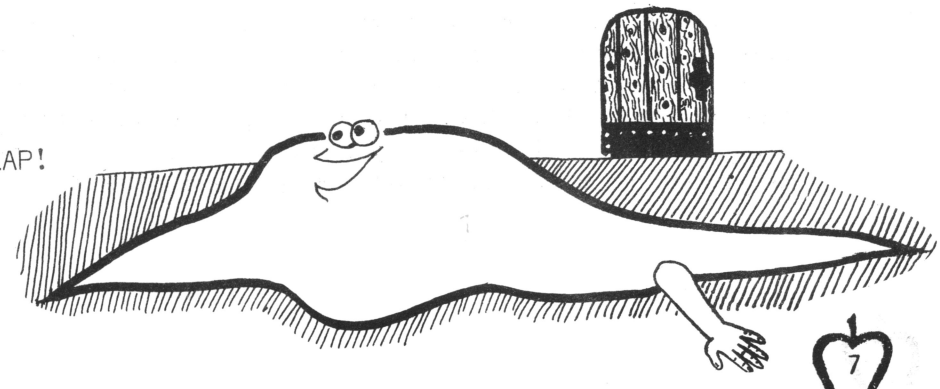
PURPLE WORMS

Worms are strong and tough but rather undexterous. If they manage to hit you they can, as a rule, kill you with one or two blows. Worms have twice your BODY points so several "raids" are usually necessary to kill one. Worm treasures are second only to Dragon hordes in value.

RED DRAGONS

Dragons are the most powerful of all the monsters. They have hides equivalent to magic armor, weapons like a magic sword, and twice your strength. Their only weak point is their body, which is half yours. Dragons can occasionally kill in a single blow. Their treasures are the richest and it is in such a dragon horde that you will find the golden apple.

NEVER LET A GREEN SLIME SIT IN YOUR LAP!



COMMANDS DURING PLAY

There are seventeen commands to BAM which can be invoked during play. This may seem like a lot but they can be learned quickly since they are the first letters of English words or phrases describing what you want to do. In general, you should type only a single character or numeral into BAM to do a command and do not follow it with a RETURN. Occasionally BAM will ask you for a clarification and a flashing cursor will appear. At this point multiple character input is allowed and a RETURN is required. If no cursor is evident then no RETURN is required. BAM indicates its readiness for a command by sounding the Apple's speaker.

MOVEMENT COMMANDS

N Move North (Up) on the map
S Move South (Down)
E Move East (Right)
W Move West (Left)
R Run in panic from a monster. Running halves your DEXTERITY. You will be asked for a direction if there is more than one.



DOOR BREAKING

B Bash through adjacent door. Doors do not always open on the first try so if one fails to open keep trying. Bashing (and Kicking) doors does make a lot of noise though, attracting monsters. Although Bash is more effective than kick it will usually carry you past the door square, into the room behind, with the door closed behind you!
K Same as Bash but half as effective. Leaves you on the door square (holding the door open).

SENSORY

L Listen at an adjacent door. If a monster lurks behind it you will hear him.
I Inspect all adjacent wall squares for a secret door. Secret doors do not appear on the map until the I command is used. They then appear and function as a normal door. Inspection takes time so beware of wandering monsters.

COMBAT

A Attack adjacent monster with your weapon. Your probability of hitting as a % and the damage you inflicted on the monster is given in a message, for example:
80% YOU INFLICT 3 HITS.
Each attack drains your STRENGTH a little.

CHESTS AND GOLD

O Open an adjacent treasure chest. If it's locked you may spring the trap so keep your attributes up. The chest may contain either gold or a magic item. Magic items are usually either self-explanatory or their function becomes apparent in time. The Open command may also be used on doors (silently!) if you have the appropriate magic item.
D Drop excess gold. Should you become too weak (or greedy) to carry gold you find, this command will make it possible to move by dropping your excess gold. Dropped gold is placed in a random chest somewhere in the dungeon level.

RESTING

1-9 Causes you to wait (and rest) that many turns. For each turn you rest you gain additional attribute points for STRENGTH, INTELLIGENCE, and DEXTERITY up to their maximums. If a monster attacks you before the indicated number of turns is up, the resting is prematurely ended to allow you to defend yourself.

Ø Rest as many turns as necessary to bring all attributes up to their maximums. (Note: Only HEAL spells will increase the BODY attribute.)

SPELLS

Z ZAP spell. Attacks an adjacent monster with a powerful lightening bolt. DEXTERITY is used to compute the probability of hitting as if you were wielding a magic sword. Inflicts a random amount of damage up to one half your INTELLIGENCE. You must have enough INTELLIGENCE to cast a maximum ZAP to use this command. Cost: as many INTELLIGENCE points as damage actually done.

H HEAL spell. Restores a small increment of BODY points at the cost of an equal quantity of INTELLIGENCE points.

X XRAY vision spell. Shows you all squares in a 3 square radius around you. Allows you to see through doors, walls, etc. Cost: initially 20 INTELLIGENCE; increases at deeper levels.

T TELEPORT spell. Drops all gold you are carrying and sends you to a random spot in the dungeon level. Cost initially: 10 INTELLIGENCE points.

SUMMARY OF COMMANDS

COMMAND	MEANING	COST
N*	North	some DEXTERITY and one to two turns
S*	South	"
E*	East	"
W*	West	"
R*	Run in panic	half DEXTERITY and one turn
B*	Bash in door	some STRENGTH and one turn
K*	Kick in door	some STRENGTH and one turn
L	Listen at door	no cost
I	Inspect for secret doors	3 turns
A*	Attack monster	some STRENGTH and one turn
O*	Open chest	one turn (BODY damage if trapped)
D	Drop gold	gold only
1-9	Wait # turns	# turns
Ø	Wait until rested	Ø or more turns
Z*	Zap monster	up to ½ INTELLIGENCE and one turn
H	Heal spell	one tenth INTELLIGENCE and one turn
X	Xray vision spell	¼+15 INTELLIGENCE and 3 turns
T*	Teleport spell	gold, ¼+5 INTELLIGENCE and one turn

Starred commands can or do make noise which attracts monsters within a 3 square radius.

FOR ADVANCED PLAYERS ONLY

By now you should have a pretty good idea of how BAM is played. If not, most questions can be answered by playing, so put the book down and try it. If you have been playing, here are some fine points which showed up during play testing:

* Whether you get the ZAP wand or the magic sword first determines if you will concentrate on Attacks or ZAPs as your primary offense. Having neither, Attacks are usually more reliable in terms of damage (if not in probability of hitting) and cost you less. If you are using Attacks you must concentrate on building STRENGTH and DEXTERITY; for ZAPs INTELLIGENCE, and, to a lesser degree, DEXTERITY. Since in the early parts of the game the monsters do little damage, BODY can be more or less ignored (at least until Trolls appear.

* The safest place to rest is on a single corridor square between two doors, since no monster can occupy a door space. If no such friendly geography exists, rest <u>on</u> a door. If a monster appears to the east, step west, slamming the door in its face.

* Monster attributes are created based upon a Player Factor (PF) which is computed as the average of your attributes at the time a level is constructed. Thus, attaining the potion that doubles your strength at the end of a level puts you at a disadvantage on the next level since your PF has been forced up above your INTELLIGENCE, DEXTERITY, and BODY levels. Since magic spell costs are based on PF you should never let your INTELLIGENCE maximum get below ½ the average of your attributes when you go to a new level.

* During the early levels concentrate on S, I and D, especially S. In the median levels D becomes more important, I less so, and B can't be ignored any more. At the deepest levels concentrate on D and B. Monsters here are harder to hit.

* Your rating, given on the screen following dungeon construction, is an indicator of the kinds of monsters you will face most often on the next level:
  Warrior=Slimes, Hero=Ghosts, Swashbuckler=Trolls, Champion=Worms,
  Superhero=Dragons, Lord=almost all Dragons

* As you enter a level your first task should be to get some easy experience if possible. Stick close to the main staircase and try to steal a treasure without fighting. Since monsters are based on your PF at the start, this gives you an edge in later combat.

* Once you find the magic item on a level it is usually best to go deeper right away. Any more gold you find on the current level will make the next level tougher and you don't want to fight dragons until you find all the magic items you can.

* Buy a weapon before you spend gold on anything else. Don't get too armor conscious; Slimes have a way of dealing with expensive plate armor.

* Whenever you drop gold on a level it goes to the same chest (not exactly "random" as we said before) unless the magic item has been found in which case it goes to that chest.

* Since there can only be as many monsters on a level as rooms, one school of thought is to "flood" an empty room with wandering monsters so they won't appear later elsewhere.



* Unless they stay next to you monsters only remain "awake" or alerted 5 turns. This can at times be used to advantage to lure a creature away from its treasure.

* Never use so much INTELLIGENCE that you don't have an ace in the hole, TELEPORT. Establish its cost on each level and always have enough INTELLIGENCE left to do at least one. Running is usually preferable as it drops less gold and uses DEXTERITY.

* To save the status of the game, record the contents of the following variables (by PRINTing them) and reassign them after starting a new game to resume:
PS, PSM, PI, PIM, PD, PDM, PB, PBM, EXP, GOLD, BANK, BSS, BSI, BSD, BSB, BSE,
MI(1), MI(2), MI(3), MI(4), MI(5), MI(6), MI(7)
Be sure to go deeper after resetting these.

* Although BAM has been carefully debugged there is always the possibility of a failure. If you accidentally get a string error, end the game, or some other error throws you out, do the following to try to get started again:
```
POP          (repeat until you get a return error)
GOTO 18ØØØ (returns to command input state)
```



BAM DEVELOPMENT

BAM was a labor of love for a fanatic dungeon master. As such I would love to talk about it with anyone who is interested. If you have an interesting strategy, observation, or question, or would like to add to BAM, please feel free to contact me, care of the Software Factory. I am now working on versions for other micro-computers and would welcome help in that effort.

Don D Worth

S.W. 78