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GEMSTONE HEALER



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TALE OF THE GEMSTONE...

At the dawn of time, the gods created the Heavens, the Earth, and the Underworld. They breathed life into Man and all creatures now living, including those despised and deformed Demons that inhabit the Underworld. Where the four directions met at the center of all creation, the gods made a giant cavern in which they forged the Gemstone, the focal point of the Earth's natural magic. This they entrusted to Man alone.

For countless eons, the Earth's inhabitants lived in peace, prosperity, and happiness. Man utilized the magic of the Gemstone to create simple magic that brought no harm.

In the dank Underworld, the evil Demons' jealousy of the great Gemstone's power grew and festered. The most twisted and disfigured of all the Demons was Nicodemius, whose name struck terror into the hearts of the unknowing. He coveted Man's power and prosperity and plotted to destroy him. Soon, the Demons created a volcano which served as a pathway from the Underworld to the Earth's surface. From their lair under the volcano, the Demons swarmed out onto the earth to plague the human race. But the magical powers of the Gemstone forced them back into the darkness of the Underworld. Not discouraged, the evil ones again plotted against Man. Then, in the largest gathering of evil forces ever seen upon the face of the Earth, the Demons launched a mighty siege. They killed all they came upon: Brave soldiers, innocent women with their babies,

and the keepers of the Gemstone. With the keepers dead, the Gemstone was unprotected, and the Demons stole it from its place on the Temple's high altar.

Mankind was devastated. The absence of the Gemstone caused the golden society created by magic to erode. Chaos ensued. A black plague swept the world. The few remaining magic items became objects of bitter duels, dividing brother against brother. The Gemstone seemed to have taken with it all of Man's goodness and hope.

The Demons expected to gain ultimate strength from the Gemstone, but found they could not use its powers. The gods had created the Gemstone so it could only be used by Man. Enraged, the Demons determined that Man would never be able to use the Gemstone's powers again. With hands of hatred, Nicodemius attempted to destroy the great stone, but was only able to fragment it into five pieces. These five pieces he concealed in his complex underworld lair. Then, in a last attempt to exhaust the Earth of its few remaining sources of magic, the Demons boiled up to the surface once again, scouring it for gold, treasures and magic items. Nothing was sacred. Tombs and graves were robbed of their bodies, and the tired bones made into mindless skeletons to guard the evil ones' lair.

Thus it was that you, Brave Warrior, undertook the task of retrieving the Gemstone. You entered the Demons' underground lair by way of a spinning gateway. You traversed their endless maze. You plucked the Gemstone from the midst of the Demons. And finally you escaped, with the Demons licking at your heels.

But now the Gemstone does not work.

You ponder the situation. You realize that there is only one person who can help you: An old wise man living in a far-off land. Known only as Wizard Un-named, legend says he was the last keeper of the Gemstone.

Your journey is long and hard. The Demons search for you everywhere. Although you consider it many times, you realize that you cannot give up; the weight of humanity is upon you. You become consumed by your task. In essence, you are your quest.

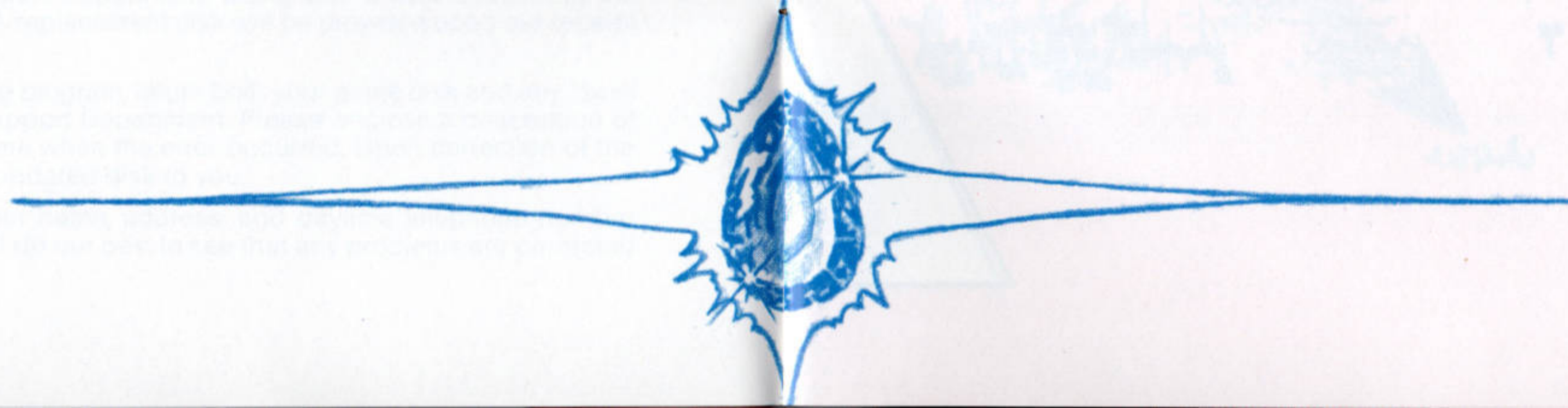
Deep in the heart of an isolated range of mountains, you find the castle of the Wizard Un-named. As you approach the castle, night descends and a mighty storm begins. Through the storm you see the Wizard standing illuminated before the great walls of stone. He says, "I have watched you since your journey began, and I know of your quest. For your quest is a quest for all men. Before I can help you, I must see the Gemstone." You unwrap the stone and cautiously hold it up. He stares deeply into the Gemstone for a long time. There is a long uncomfortable silence, but at last he nods his head. "The fundamental equilibrium of the five forces within the Gemstone was lost when it was split by Nicodemius. You must go to the

Center where the Gemstone was created and heal the wound within it. Very little is known of how the Gemstone was created, or of the Center, where the four elemental planes meet. With the aid of the Gemstone, the ancient keepers were able to traverse the Center. It is said that the Center was used by the keepers to forge magical items of untold power: The Scrolls of Paradoxus, the gateway everywhere, and a mighty sword, the Demon Killer.

I will create a spinning gateway to get you to the Center. Once there, find the magical hammer and chisel, and split the Gemstone on one of the six altars. Then place the pieces upon the remaining altars and use the tools necessary to heal each piece. This will restore the balance within the Gemstone. Alas, most of the information of how the Gemstone works died with the keepers. All that remains is a cryptic parchment, defining its nature and containing a few of my memories. To restore the Gemstone's magic, the five great forces within it must come together in a new, untainted alignment. Only with the full power of the Gemstone can mankind stand up to the Demons."

"Once you arrive at the Center you will be on your own, although I will always be with you. Undoubtedly the Demons already control the Center."

"A word of warning: Without the aid of the Gemstone there is no exit from the Center. Even Death is no escape."



The Wizard's Parchment



1.0 COMMODORE 64 PLAYERS

1.1 Loading

Turn on the disk drive, computer, and monitor. Insert the diskette and type **LOAD** "*",8,1.

1.2 Choosing the Map

After the game credits appear, you will see the main menu. The first thing you must do is to determine which map you will use for the game. The first time you play the game, and any time you want to make a new dungeon, you will need to prepare a map. To do this, enter a (P) and insert a blank disk when asked to do so (you can use the back of the disk if you wish). Note that anything on the disk will be erased when the map is made.

You will then be asked to name the disk. Enter any string of up to 15 characters. The computer will use the first 12 characters to create a random dungeon. You will then see an overview of the dungeon layout. You can change the dungeon by changing any of the first 12 characters, but the same first 12 characters will generate the same dungeon every time. It is suggested that you use the words "Gemstone Healer" for your first play of the game.

Once the dungeon has been generated, you will see the game menu (see next section). Choose the type of game you want to play. Insert the game disk and the map disk when asked to do so.

You may also play with a map that was made previously. To do this, enter a (U) before choosing the type of game to play. Insert the map disk. When the menu reappears, choose the type of game you want to play.

1.3 Game Menu

You will see a menu allowing you to choose from (B) Beginner's game, (N) Normal game, (K) Kamikaze game, (O) Old game, (C) Command screen, (F5) Sound on/off, (Q) Quit game.

The three types of games — Beginners, Normal, and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster, but have capabilities not found in the Beginner's game. In the Beginner's level, magical items (see 4.0) have the effects listed. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an

item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 1.7). Pressing the **F5** key toggles sound between on and off. Quit game does just that, without saving anything in progress.

The Command screen option takes you to a menu that allows you to redefine the keyboard commands. For example, you may redefine the **SPACE BAR** instead of the **RETURN** key as the Search/Take command. To select the command you wish to change, move the cursor down to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command. You may move the cursor to the desired commands with a joystick (in port #2) or the cursor keys.

Although not listed on the Game Menu, you may press **Ctrl R** to blank out the bottom three high scores on the high scores display. Pressing the **SPACE BAR** pages you through the different opening screen displays, including the high score displays and the game menu.

1.4 Movement Commands

Joystick (in port #2): To move, push the joystick in the desired direction (diagonal moves are not allowed).

Keyboard: Press "I" to move up (↑), "J" to move left (←), "K" to move down (↓), and "L" to move right (→).

Players may use the joystick and/or keyboard commands at any time since both methods are available at all times.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the **SPACE BAR** to have your Warrior toggle in and out of **RUN** mode.

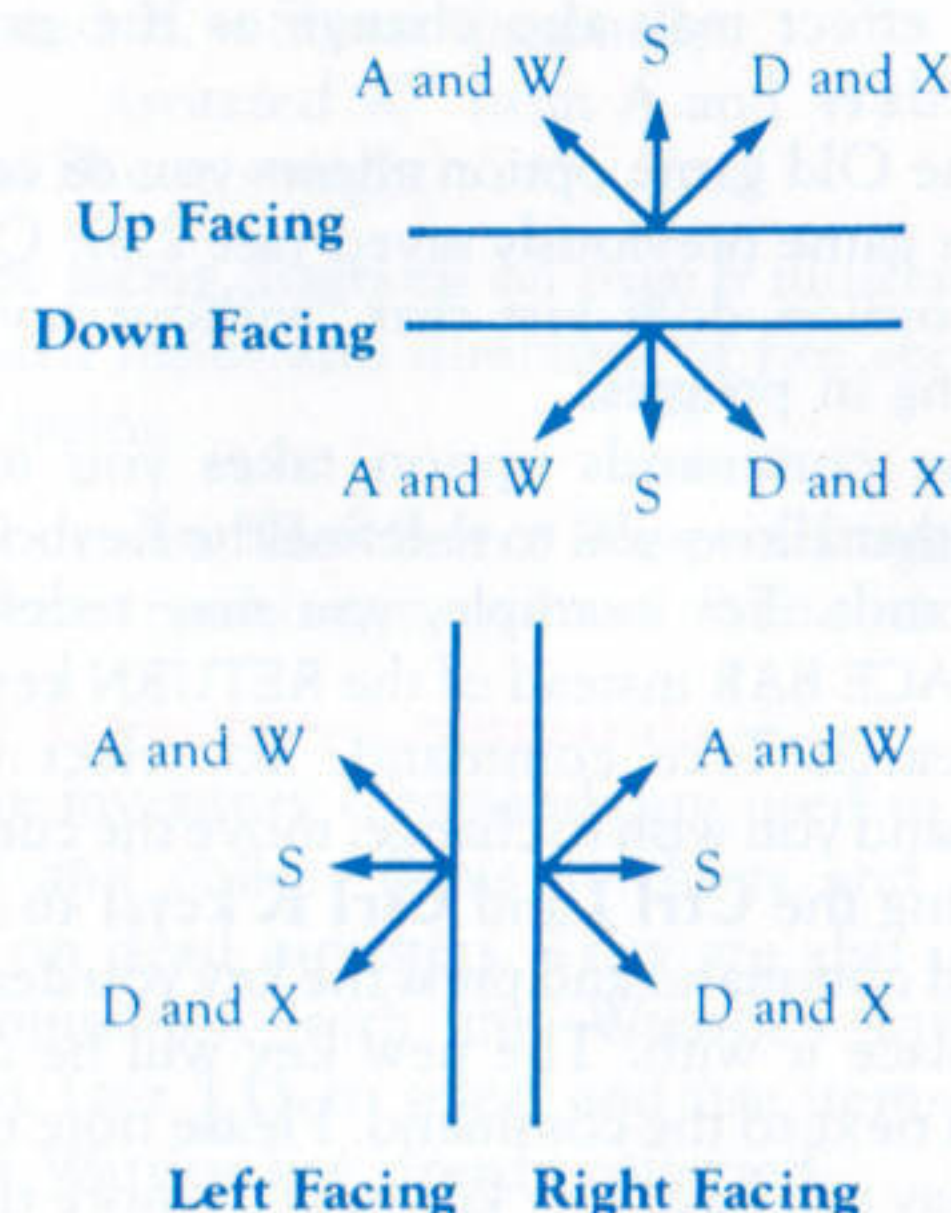
1.5 Fire Commands

Joystick (in port #2): To fire, press the button on the joystick and push the stick in the direction you wish to fire. You may fire in any direction (facing changes automatically).

Keyboard: Press the appropriate key to fire in the desired direction. Refer to the list at the top of the next page.

A and W = Shoot diagonally
D and X = Shoot diagonally
(rotated 90° from A and W)
S = Shoot straight
R = Select weapon (toggles between crossbow, sword and firebolts)

The diagrams below illustrate keyboard input and directions of fire according to facing.



1.6 Inventory Commands

The inventory commands are used to search for and collect items in chests and coffins or on dead monsters. They are also used in conjunction with the Warrior's Inventory Box (see 3.1)

to select and use items which the Warrior has already collected.

Inventory commands are as follows:

RETURN = Search/Take an item from a chest, coffin or dead monster.

P = Put down the item displayed in the Inventory Box.

SLASH (/) = Use the item in the Inventory Box.

SEMICOLON (;) = Search area/continue search.

PLUS (+) = Move Inventory Box left.

MINUS (-) = Move Inventory Box right.

Players using a joystick may execute the Search/Take command by pressing the button and letting go without moving the joystick.

1.7 Other Commands

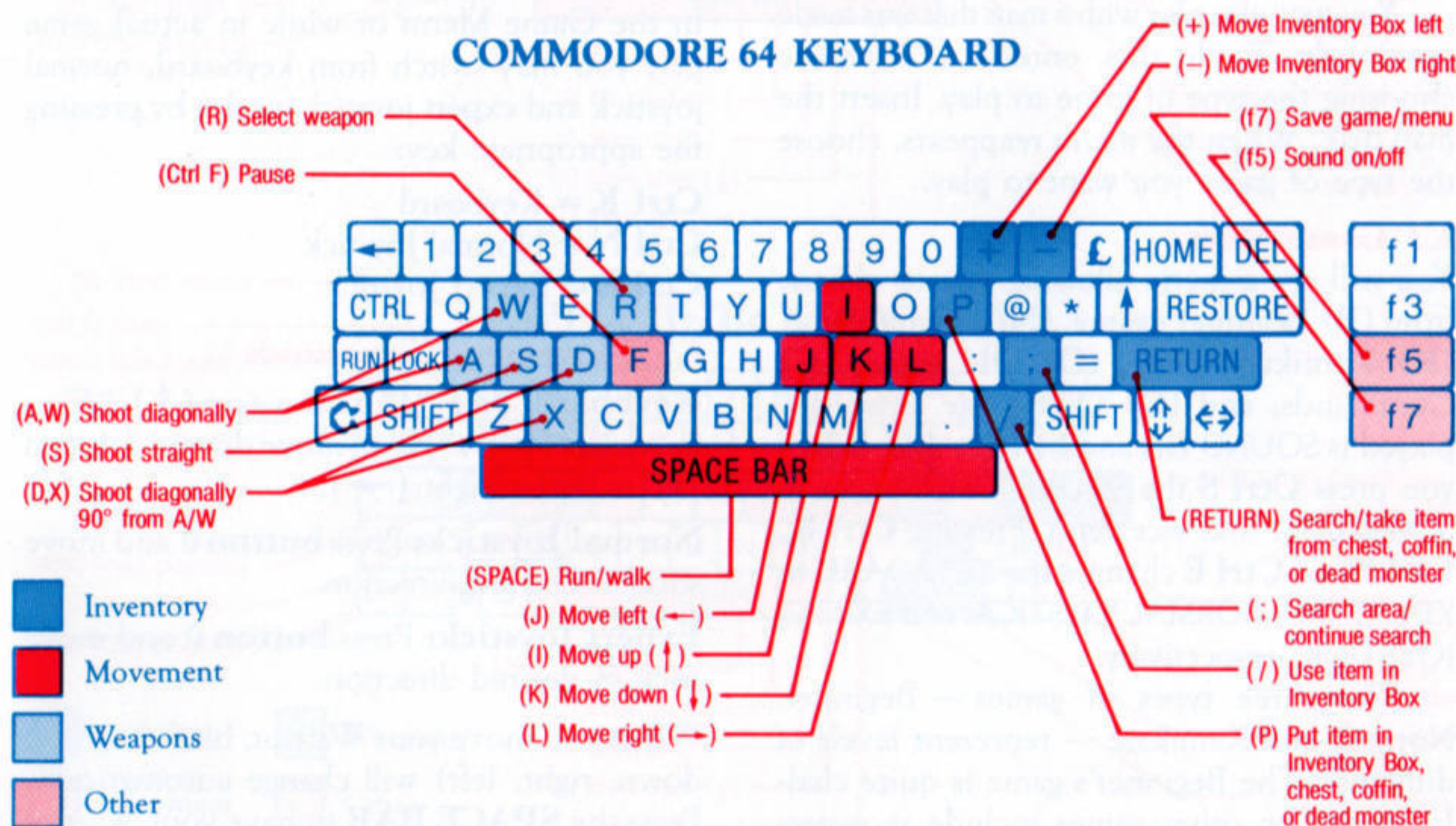
F5 = Sound on/off

F7 = Save Game/Menu. This will automatically save the game onto the game disk and return to the game menu. Starting a new game or continuing an old game erases the game previously saved on the disk.

Ctrl F = This command freezes or pauses the game. Press any key to continue.

1.8 Summary of Keyboard Commands for C64

C-64 keyboard commands are shown below.



2.0 APPLE PLAYERS

2.1 Loading

Insert the game diskette into drive one. Turn on the monitor and the power switch. Wait for the game credits to appear.

2.2 Choosing the Map

After the game credits appear, you will see the main menu. The first thing you must do is to determine which map you will use for the game. The first time you play the game, and any time you want to make a new dungeon, you will need to prepare a map. To do this, enter a (P) and insert a blank disk when asked to do so (you can use the back of the disk if you wish). Note that anything on the disk will be erased when the map is made.

You will then be asked to name the disk. Enter any string of up to 15 characters. The computer will use the first 12 characters to create a random dungeon. You will then see an overview of the dungeon layout. You can change the dungeon by changing any of the first 12 characters, but the same first 12 characters will generate the same dungeon every time. It is suggested that you use the words "Gemstone Healer" for your first play of the game.

Once the dungeon has been generated, you will see the game menu (see next section). Insert the game disk and the map disk when asked to do so.

You may also play with a map that was made previously. To do this, enter a (U) before choosing the type of game to play. Insert the map disk. When the menu reappears, choose the type of game you want to play.

2.3 Game Menu

You will see a menu allowing you to choose from (B) Beginner's game, (N) Normal game, (K) Kamikaze game, (O) Old game, (C) Commands, and (Q) Quit game. Also displayed is SOUND ON and KEYBOARD. When you press **Ctrl S** the SOUND ON changes to SOUND OFF and vice versa. Pressing **Ctrl K**, **Ctrl N**, or **Ctrl E** changes the KEYBOARD to KEYBOARD, NORMAL JOYSTICK, and EXPERT JOYSTICK, respectively.

The three types of games — Beginner, Normal, and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster, but have capabilities

not found in the Beginner's game. In the Beginner's level, magical items (see 4.0) have the effects listed. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 2.8). Quit game option does just that, without saving anything in progress.

The commands option takes you to a menu that allows you to redefine the Keyboard commands. For example, you may redefine the SPACE BAR instead of the RETURN key as the Search/Take command. To select the command you wish to change, move the cursor (pressing the **Ctrl J** and **Ctrl K** keys) to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have one key next to more than one command.

Although not listed on the Game Menu, you may press **Ctrl R** to blank out the bottom three high scores on the scores display. Pressing the **SPACE BAR** pages you through the opening screen displays, including the high score display and the game menu.

2.4 Joystick and Keyboard Modes

In the Game Menu or while in actual game play you may switch from keyboard, normal joystick and expert joystick modes by pressing the appropriate key:

Ctrl K = Keyboard

Ctrl N = Normal Joystick

Ctrl E = Expert Joystick

2.5 Movement Commands

Keyboard: Press "I" to move up (↑), "J" to move left (←), "K" to move down (↓), and "L" to move right (→).

Normal Joystick: Press **button 0** and move stick in desired direction.

Expert Joystick: Press **button 0** and move stick in desired direction.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the **SPACE BAR** to have your Warrior toggle in and out of RUN mode.

2.6 Fire Commands

Normal Joystick: Press down **button 1** and point stick in direction of fire.

Expert Joystick: Move stick in direction of fire and press down **button 1**.

Keyboard: Press the appropriate key to fire in the desired direction.

A and **W** = Shoot diagonally

D and **X** = Shoot diagonally

(rotated 90° from **A** and **W**)

S = Shoot straight

The facing diagrams on page 6 illustrate keyboard input and direction of fire according to facing.

All modes: **R** = Select Weapon (toggles between crossbow, sword and firebolts).

2.7 Inventory Commands

The inventory commands are used to search for and collect items in chests and coffins or on dead monsters. They are also used in conjunction with the Warrior's Inventory Box (see 3.1) to select and use items which the Warrior has already collected.

Inventory commands are as follows:

RETURN = Search/Take an item from a chest, coffin, or dead monster.

P = Put down the item displayed in the Inventory Box.

SLASH(/) = Use the item in the Inventory Box.

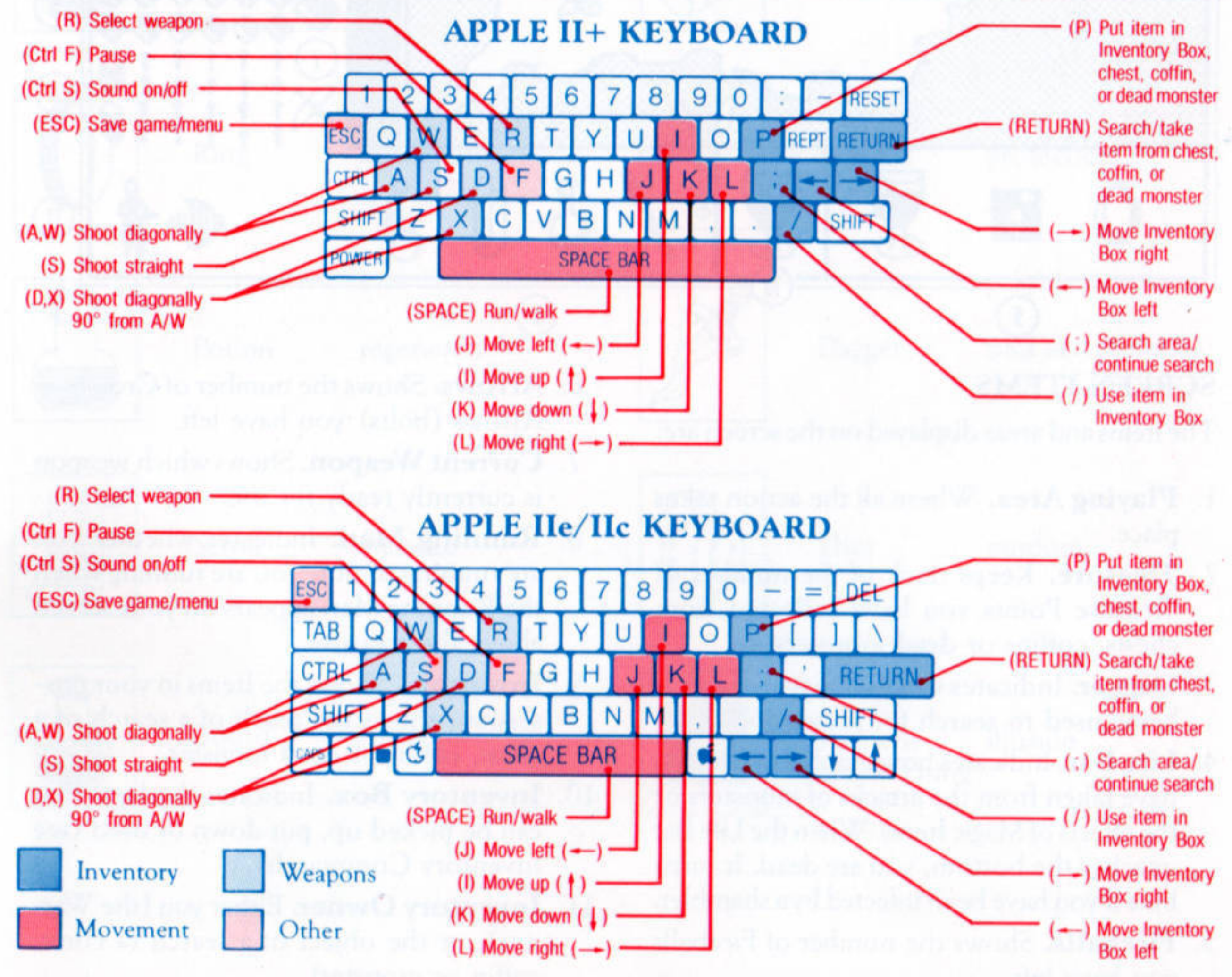
SEMICOLON (;) = Search Area/continue to search.

LEFT ARROW (←) = Move Inventory Box left.

RIGHT ARROW (→) = Move Inventory Box right.

Players using an Expert Joystick may Search/Take items by pressing the **0 button** with the stick centered. Pressing the **1 button** toggles your weapon from crossbow and firebolts when the stick is centered.

(continued on following page)



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2.8 Other Commands

Ctrl S = Sound on/off

Esc = Save Game/Menu. This will automatically save the game onto the game disk and return to the game menu. Starting a new game or continuing an

old game erases the game previously saved on the disk.

Ctrl F = Freezes or pauses the game. Press any key to continue.

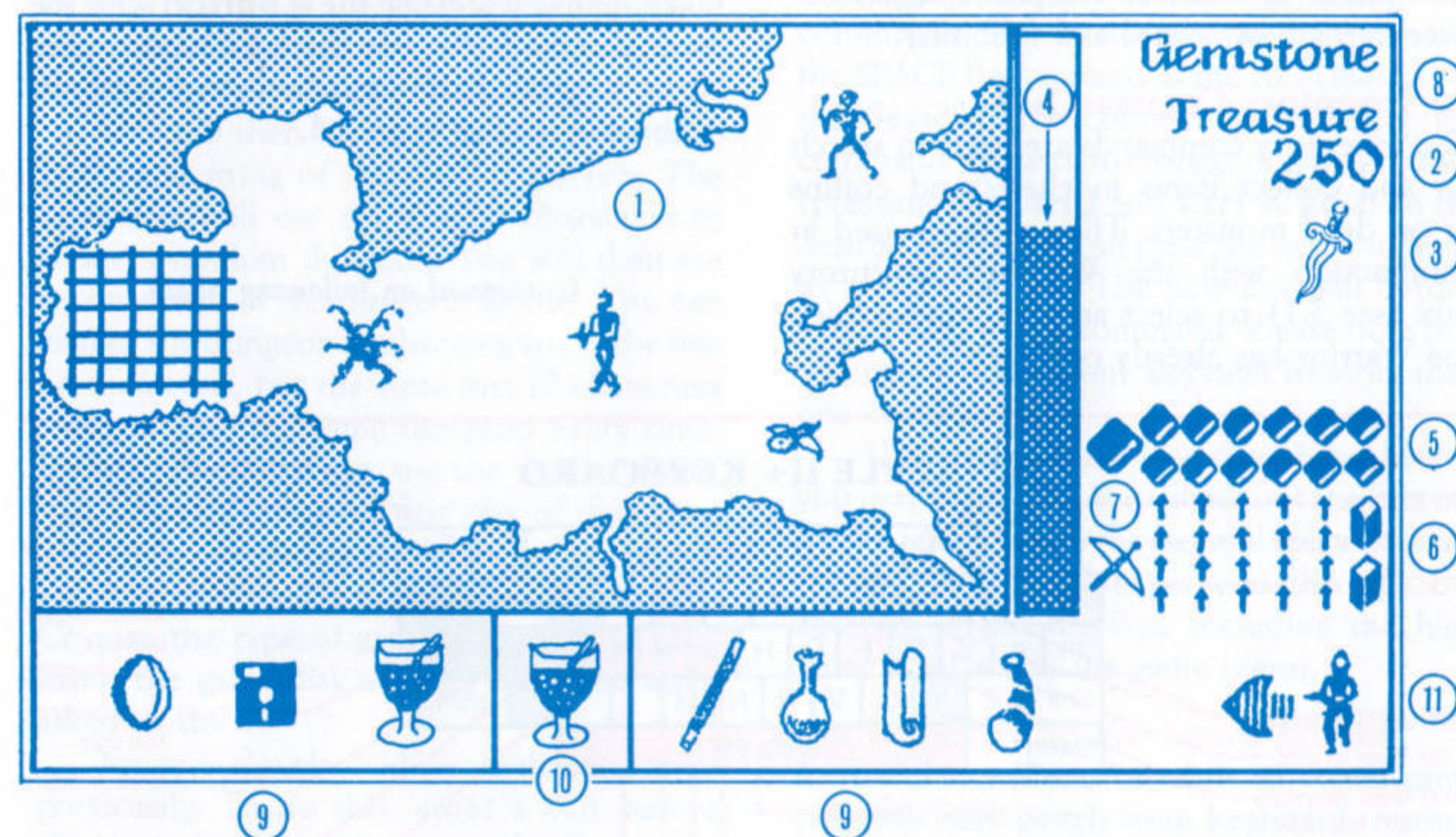
2.9 Summary of Keyboard Commands for Apple

Apple II+, IIc, and IIe keyboard commands are shown on page 8.

3.0 THE SCREEN

3.1 Apple and C-64 Screens

The GEMSTONE HEALER screen keeps you aware of everything you need to know:



SCREEN ITEMS

The items and areas displayed on the screen are:















1. **Playing Area.** Where all the action takes place.
2. **Treasure.** Keeps track of the number of Treasure Points you have collected from chests, coffins or dead monsters.
3. **Dagger.** Indicates whether magic dagger is being used to search for secret doors.
4. **Life Bar.** Indicates how much damage you have taken from the attacks of monsters or the effects of Magic Items. When the Life Bar reaches the bottom, you are dead. It turns blue if you have been infected by a shambler.
5. **Fireballs.** Shows the number of Fireballs you have left.
6. **Arrows.** Shows the number of Crossbow Arrows (bolts) you have left.
7. **Current Weapon.** Shows which weapon is currently ready for use.
8. **Running Man.** Indicates whether you are running or not. You are running when the Running Man appears on your screen above the treasure.
9. **Inventory.** Shows the Items in your possession; shows the result of a search of a chest, coffin or dead monster.
10. **Inventory Box.** Indicates the Item that can be picked up, put down or used (see Inventory Commands).
11. **Inventory Owner.** Either you (the Warrior), or the object of a search (a chest, coffin or monster).

4.0 MAGIC AND OTHER ITEMS

4.1 Magic Items

Magic items found in GEMSTONE HEALER are listed below. In the beginner's level, the items have the effects listed below. Normal

and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

MAGIC ITEM	NAME	EFFECT	MAGIC ITEM	NAME	EFFECT
	Goblet	heal		Crystal Ball	annihilation
	Wand	freeze		Book	cure disease
	Bottle	poison		Horn	life
	Ring	invisibility		Sceptor	protection
	Potion	regenerate		Dagger	find secret doors
	Scroll	message		Dice	random
	Gourd	poison		Ancient Black Thing	illusion

4.2 Tools

Splitting Tools:

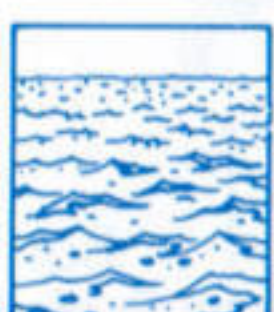
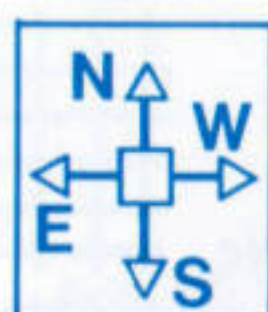
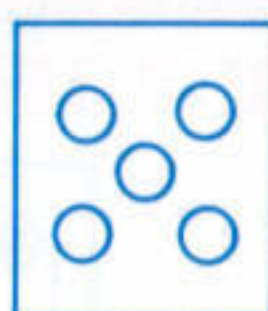


Hammer



Chisel

Healing Tools (arranged in random order):



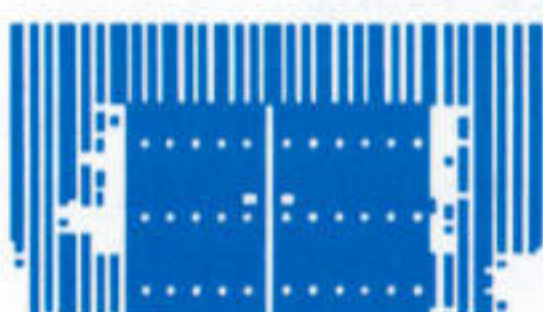
4.3 Other Items



Coffin



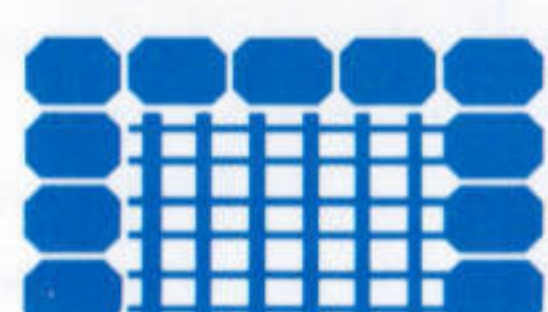
Chest



Doors (there are also secret doors)



Archways



Grates

4.3 Other Items (continued)



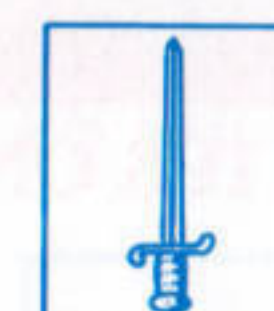
Magic Bolts



Crossbow and Arrows



Altar



Normal Sword



Demonlayer Sword



The Gemstone

5.0 CAST OF CHARACTERS



Contagious Shambler

A diseased and vicious monster that collects garbage and wastes from the caverns.



Thieving Flyer

A blood sucking terror.



Skeleton

Animated dead bodies of your predecessors.



Gas Plant

Exploding hydrogen plant.



Giant Amoeba

A reproductive nightmare.



Ghost

Souls trapped by the Demons.



Summoning Eye

Watch guard for the Demons.



Lesser Demons

The vile beings who stole the Gemstone.



Greater Demons

The vile beings who stole the Gemstone.



Nicodemius

The most twisted of all the Demons, with skin the color of blood.

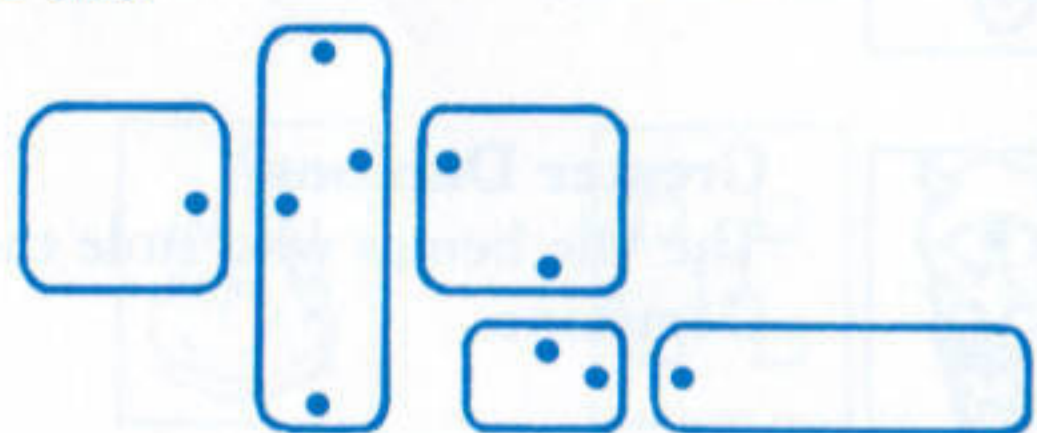


Brave Healer

Yourself.

6.0 TIPS ON STRATEGY

- Practice moving and firing in the first room.
- Keep your distance from monsters when in combat. Use your Crossbow, saving your Fireballs for the Demons in the Maze, and other sticky situations. Swords are only effective at close range and can break. Use a running attack during sword combat.
- Remember to search for doors. When you use your dagger, the dagger symbol will appear on the right side of the screen. If you are in a room with a secret door, the dagger will flash. You must then feel the walls for the secret door.
- Use Inventory Commands to search monsters, chests and coffins for gold, weapons and magic items.
- Do not forget your magic items. They are very powerful.
- Keep moving toward your main goal, healing the Gemstone.
- Map the dungeons: This is the key to winning the game and collecting the bonus. It is advisable to use a mapping system that shows both the shape of a room and the location of all doors. (Note: doors, grates, and magic portals are interchangeable, but are always in the same location). The start of a map looks like this:



Dots indicate the presence of a door.

Go through every door you can. The healing tools are deep in the dungeon.

- Know your magic: In a Beginner game, scan through your possessions and be aware of their uses. In a Normal or Kamikaze game, you should test a few of your items as soon as possible. Six items will have the same powers as the Beginner game. The longer you explore, the more chance there is of two items switching powers. So if your trusty shield spell turned you invisible, try the item that used to make

you invisible — it might be a shield. The last note about magic is that every item has only one use. Use it and it's gone. But there is a 10% chance of the item remaining.

- Shamblers should be killed as quickly as possible. If you contract a disease, and do not have the cure, you may find yourself in trouble. This is especially true in the Normal or Kamikaze games when the cure could be any of ten items. (Note: Disease is temporary. If you have healing, regeneration, or life, you may be able to ride out the infection.)

- Study the types of treasures found on different monsters. The fact that skeletons often carry crossbow bolts may save your life.

- There is a maximum number of items you can carry, so put down poison as soon as you discover it. Life magic only works to resurrect you three times per game, so carrying more than that is a waste. If you cannot carry an item you have discovered, you may wish to use it immediately (especially if it is an illusion or shield item).

- If you have range in combat, use it. Don't worry about losing ground; think of what's behind you as familiar territory. Fire a few shots and move back. Monsters only do damage when they hit you.

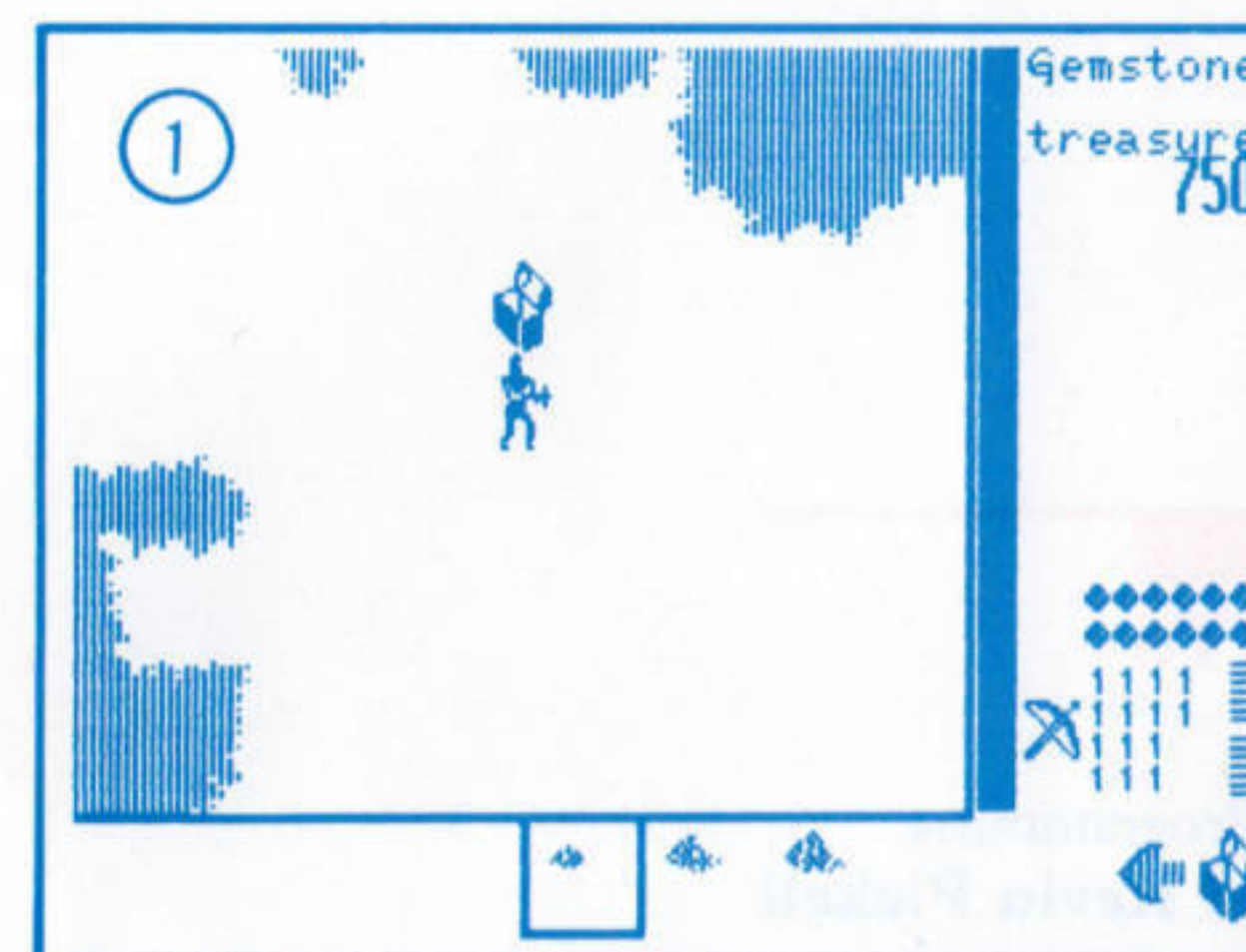
- It isn't necessary or wise to kill everything in a room. If you are protected, use the protection to move on quickly. (Note: After healing the Gemstone, you won't have time to kill everything.) Monsters will ignore invisible or illusion-cloaked warriors unless you shoot first. Save a few of these useful items for use after you heal the Gemstone (when the Demons come out).

- Stay sharp. You can hear a monster long before you see it, and you can thus be prepared for an attack. Listen for the different sounds made by the monsters and decide: Fireball, crossbow, or magic item?

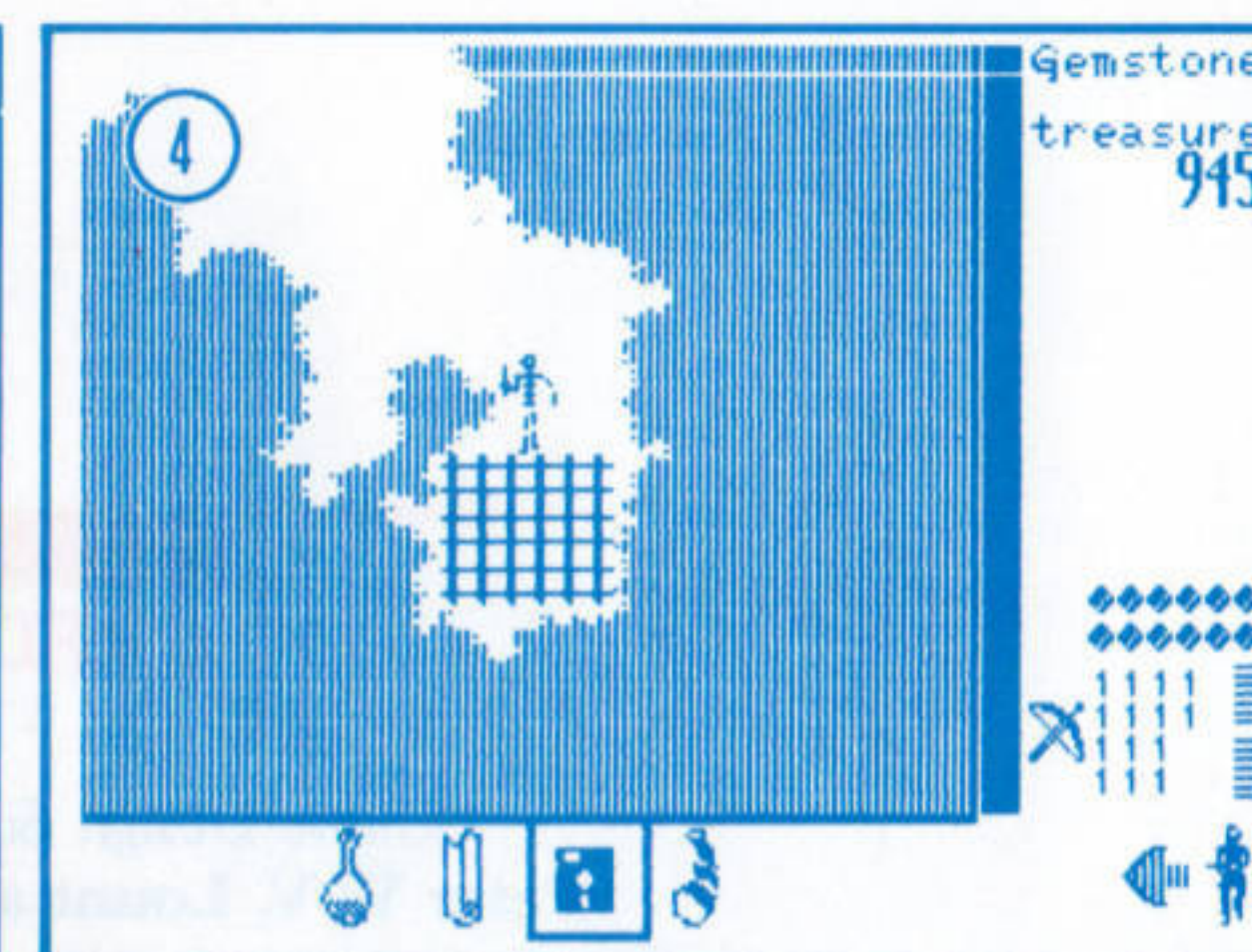
- Read all scrolls. They provide invaluable clues to winning the game.

GOOD LUCK!

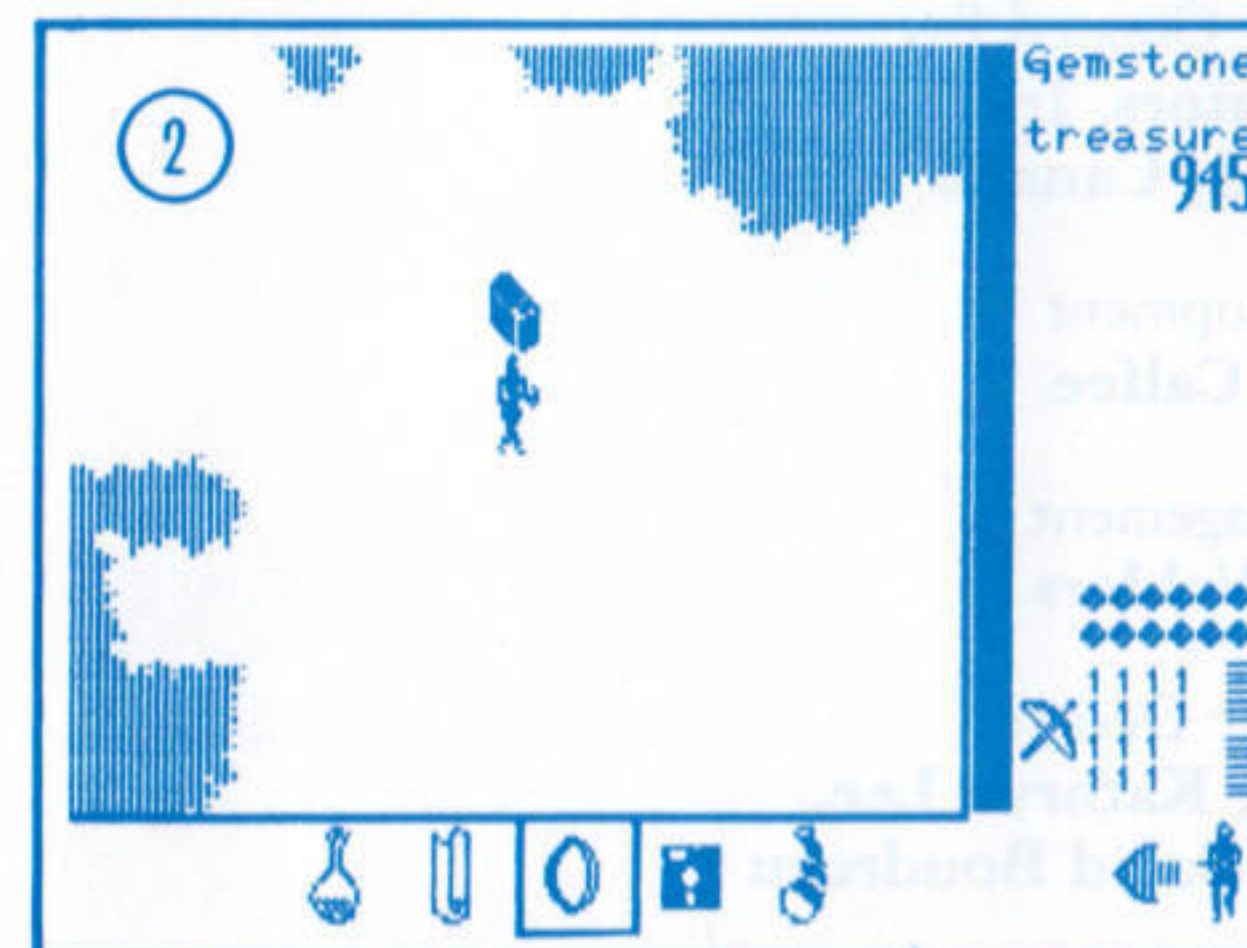
7.0 EXAMPLES OF PLAY



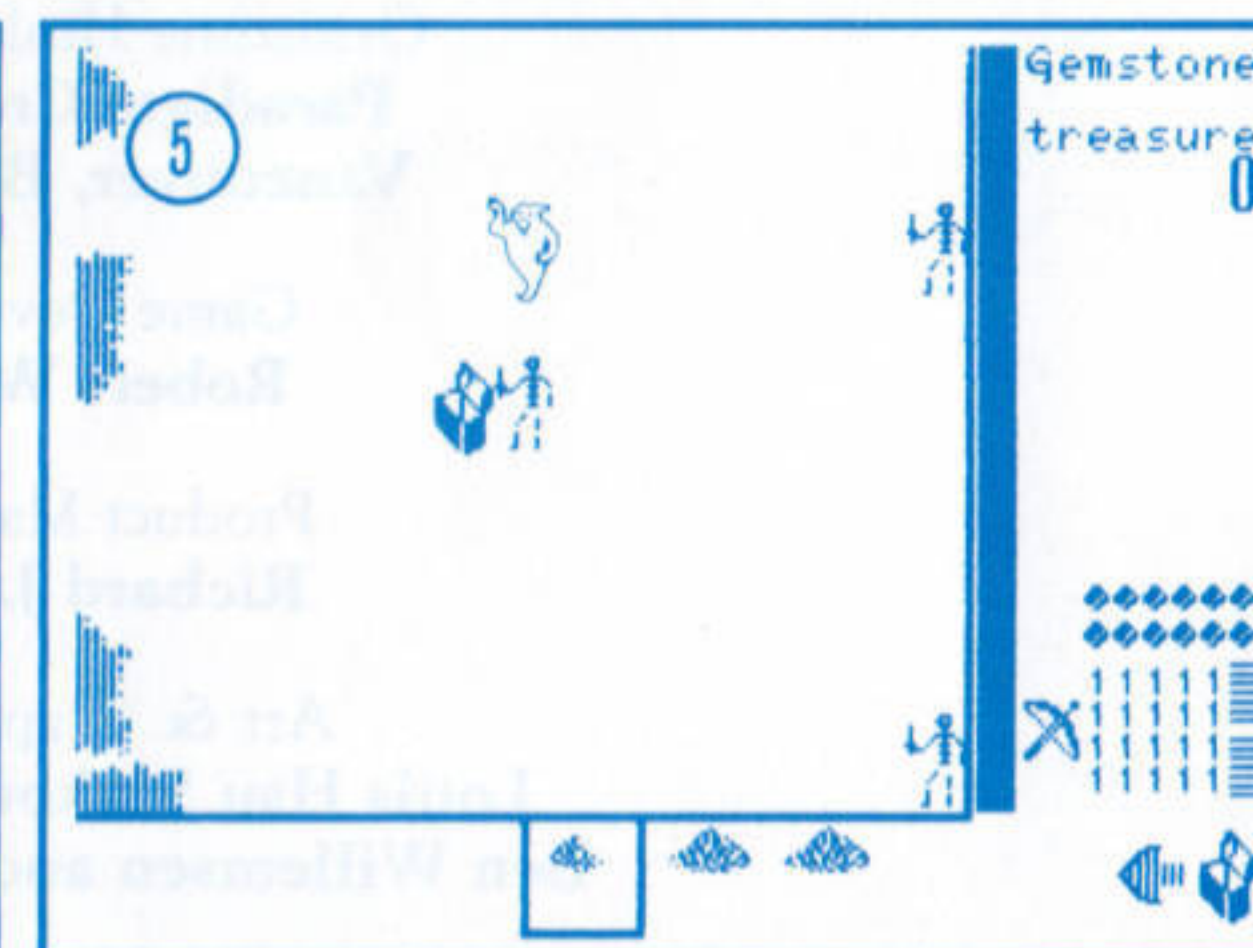
The Warrior searches a room for chests. Upon finding one, he opens it and discovers some Gold!



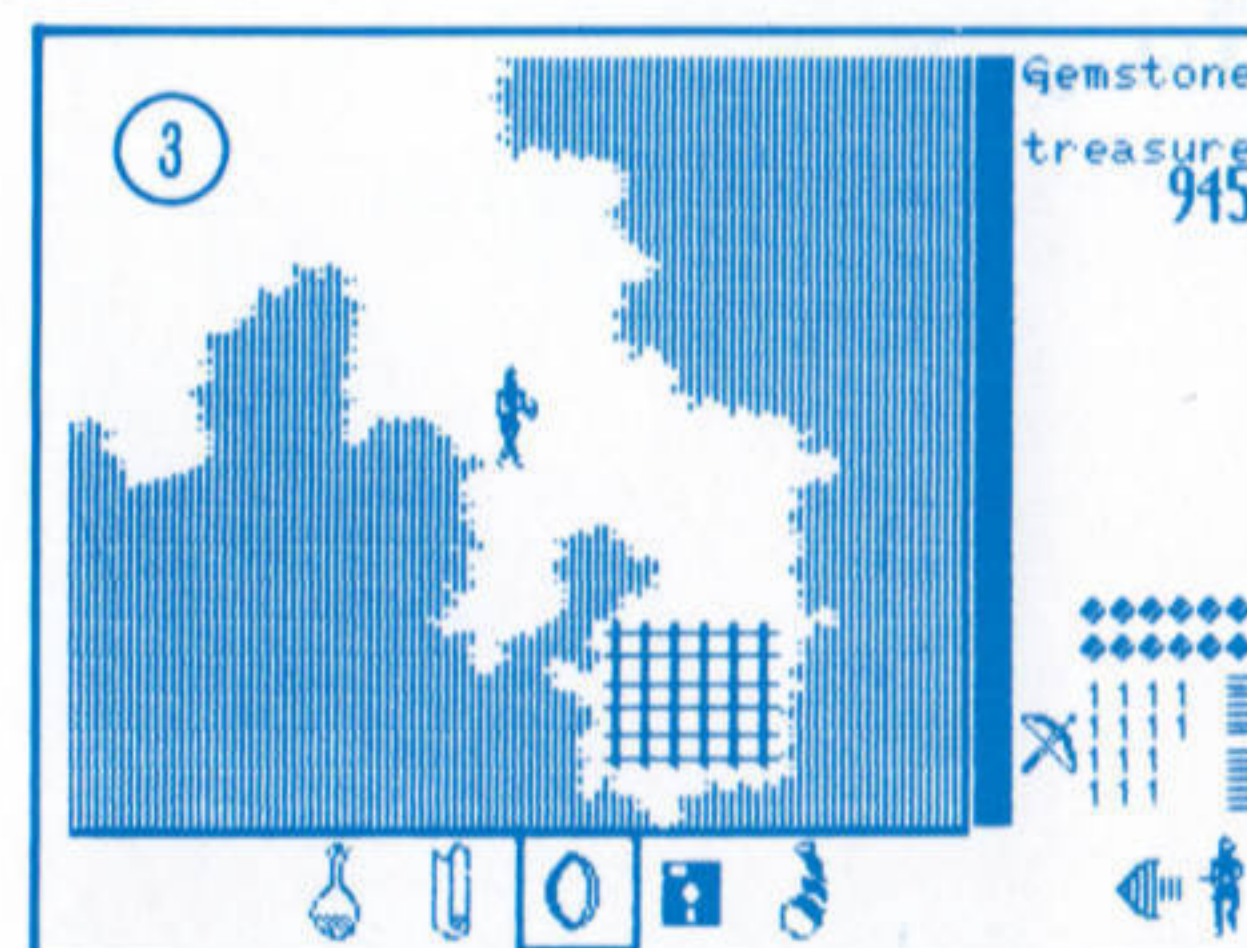
He puts the Ring on and to his amazement his body has been transformed into a skeleton.



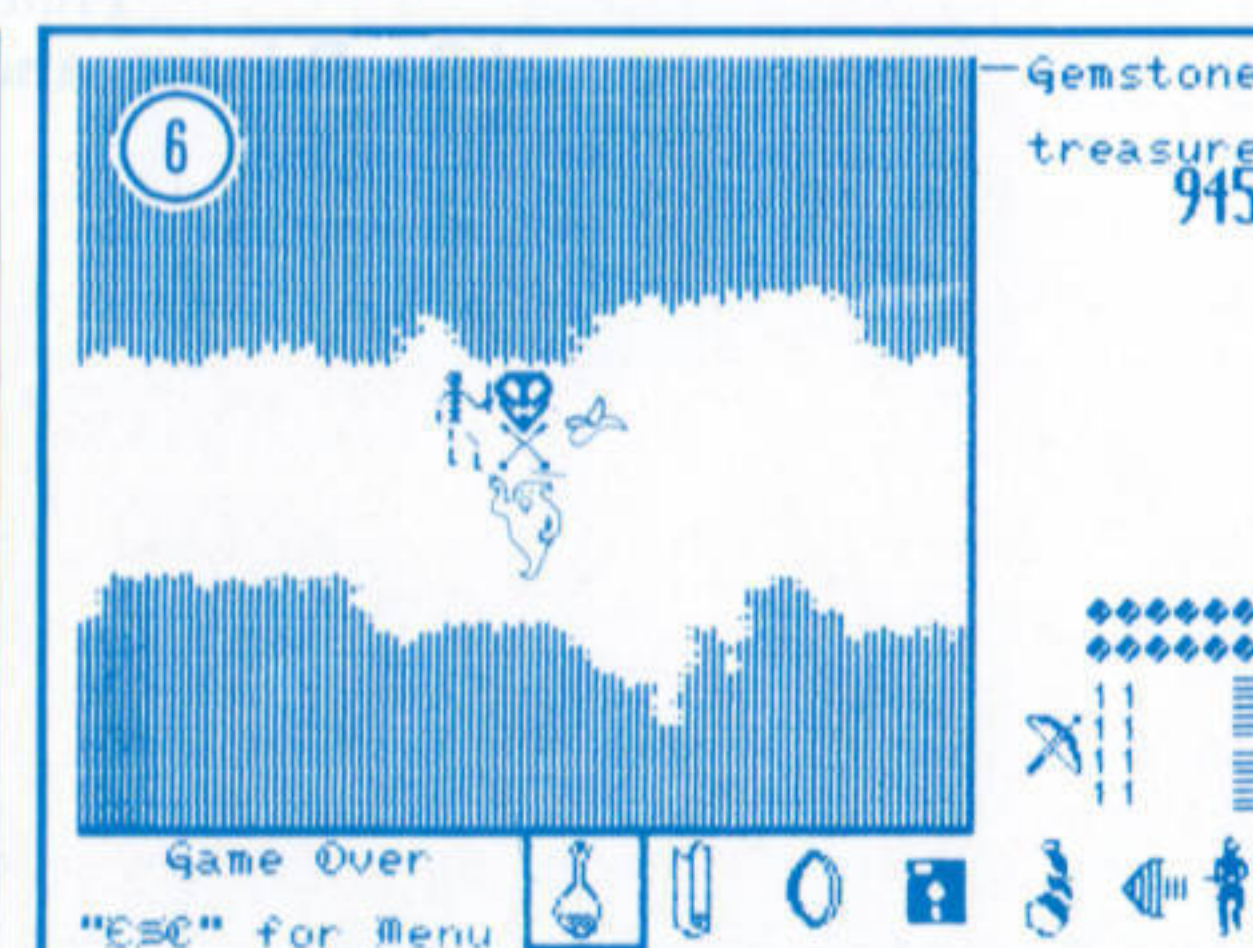
He takes the gold and considers his next move.



The Warrior, disguised as a skeleton, searches a chest while the ghost and two real skeletons are none the wiser.



The Warrior then proceeds to a large grated door near the south end of the room. He decides to use his Ring when he gets to the door. (Note the Inventory Selection Box at the bottom center of the screen).



He was too careful and too slow. To his shock, he changes back to his own form and is overwhelmed.

And now, his spirit, as one of the Demons' twisted creations, will wander the Demons' Lair forever.

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