

SUMMARY OF PLAY

The mighty Temple of Apshai, dedicated to that insect god who claims knowledge far superior to that of other gods, lies buried under a vast slide of earth. Over the years, a village grew up atop the buried temple; and, as generations passed, memories of the caverns faded into legend.

Then, during the reign of high priest Nemdal Geb, a movement began to excavate the old temple in search of the legendary gems and gold of the Apshaians. A noted engineer was hired, and first the ancient temple and then the ancient passages, one by one, were cleared. The underground gardens, with their strange, sunless growths, were rediscovered, as were the shops and, finally, the mines of the Apshaians. Nemdal Geb decided to continue the excavation in hopes of recovering the lost knowledge of the Apshaians. This proved to be an ill-fated decision indeed.

Shortly after the fourth passage was cleared, work parties began to disappear. Soon no one would enter the fourth passage, and eventually the other passages and the temple cavern itself became unsafe. Commerce dwindled and the population waned. The town was again facing disaster. In response to the people's outcries, Nemdal Geb led the other priests of Geb and the strongest warriors of the town in a quest to end forever the curse of Apshai. They entered the fourth passage, and none returned. Dare you join in search of lost wealth still, if legend speaks true, hidden there?

First, locate the special instructions on How To Load your particular computer version, and follow the directions. If *after* reading the instruction sheet you have problems loading the game, our Customer Service Department will be glad to help you.

When the game is loaded, you will find yourself in the Inn, where the Innkeeper retrieves a previously saved character, creates a new one for you, or allows you to create your own. The Innkeeper also queries you for purchasing the supplies you need. This portion of the game uses text only; you simply answer the questions put to you. After your character is generated and properly outfitted, you are transported to Room 1 in the dunjon level of your choice.

Use the commands on the other side of this card for playing in the dunjon. A more detailed explanation of the commands — along with complete descriptions of the monsters, treasures, rooms, and the adventures of Brian Hammerhand — can be found in the Book of Lore.

We invite you to project yourself into the labyrinthine dunjon. With your imagination, see and touch the treasures, hear and smell the creatures that inhabit the place. Discover for yourself the fantasy world in the **Temple of Apshai**.