CARFAX ABBEY

This is a 3 dimensional maze game, set in Carfax Abbey. The Abbey has
4 floors or levels, each level having 25 rooms in a 5 x 5 room matrix.
The rooms are numbered from left to right, beginning in the South-West
corner, with room 25 being at the North-East corner. The game begins
with the player entering at level 1 in room 3; that is the middle room
on the South elevation. The only other exit from the Abbey, is in one
of the rooms on the Northern elevation. It's exact location is unknown.

The object of the game is to locate and destroy Count Dracula. He is
somewhere in the Abbey. In order to destroy the vampire, you will need
to find the Crucifix, and to acquire spells to a minimum value of 200
magic points. The location of the Crucifix is unknown. Magic points
or spells are either found whilst exploring, or may be purchased from
Goblin traders. Meeting the Count before you have found the Crucifix
will result in the loss of half your energy! Once the Crucifix has
been located, the Count cannot harm you.

The screen display shows, at the top of the screen, small plans of each
level, with your own location. The main display shows the view from
your current position. You may turn to face North, South, East or West
by using keys N, S, E or W, or using joystick No. 1 if joystick control
has been selected. Moving to the next room, via the exit displayed, is
achieved by pressing ENTER, or pressing FIRE if using joystick control.

NOTE: Where no other instruction is displayed, action is advanced by
pressing any key or the joystick fire button. If no key is pressed,
the game will advance automatically after a short delay.
Pressing "P" will during the delay will "freeze" the game, which will
not then advance until any other key is pressed.

Views shown on the main display will include:
     A DOOR
     A LOCKED DOOR
     STAIRS LEADING UP
     STAIRS LEADING DOWN
     A CORRIDOR
     A LIFT (ELEVATOR)
     A WALL
The last of these MAY be misleading, as there are secret panels...

Secret panels will often allow entry into an adjacent room to which no
easy access is obvious. However, it is easy to lose your way in the
dark passages...
Using a secret passage depletes your energy total by 25 points.

You begin the game with an energy rating of 100%. The first visit to
any room increases your energy by 10 points. Subsequent visits to the
same room result in an energy LOSS of 5 points. The game ends if your
energy rating reaches 0%.

Whilst exploring, you may find a Skeleton Key. This may be used at any
time to unlock a locked door. Each use of the key depletes your energy
by 25 points. Once unlocked, the door remains unlocked until the game
ends. If you have enough gold, you may be able to purchase a key from
a Goblin.

Corridors, like doors, lead to adjacent rooms. However, the corridors
are frequented by various creatures including Ghosts, Goblins, Spiders,
Blobs and Skeletons! Some are friendly...

On your first passage through any Corridor, you may meet a Goblin.

These are harmless creatures who are prepared to exchange spells or
energy for gold. Goblins are usually honest...

If you find the Lift (Elevator), you may use it to transfer to any
floor. Use of the lift is free of charge.

As you explore the abbey, in order to assist you, maps are drawn of all
known areas. The maps are freely available from the STATUS screen,
which is accessible from the main display. Whilst exploring, you may
find a complete map of the floor on which you are located. Explored
areas are marked with an E, and your current position marked with "*".
Secret panels are only shown as such AFTER they have been discovered.

If you locate and destroy Count Dracula, a Magic Bonus of 500 points is
awarded. To gain a further bonus of 500 gold pieces, you must move to
one of the 2 exits and leave the abbey BEFORE your energy is exhausted.
Once the Count has been destroyed, no further energy gains are made
for exploring rooms. EVERY move, at this stage, uses 10 points.
You may exit from the STATUS screen, but no bonus will be awarded.

To load and run the program, you MUST use the LOAD program.

Character definitions and colours are set up and machine code graphics
routines are loaded by the LOAD program. The main program will not
run correctly if not loaded by the LOAD program!

The LOAD program will give instructions, if desired.

When the main program is run, you are prompted to select a game number.
This can be any number from 1 to 999, each number creating a different
layout for the Abbey. The layout procedure lasts for several minutes.
Progress may be monitored on screen.

After the layout has been completed, you must select keyboard or
joystick control. You are also asked whether or not the game is new,
or if a previously saved game is to be re-loaded.

NOTE: Games are saved using the layout number for reference. Only one
game for any particular layout may be stored on the same disk at any
time. Saving a game will overwrite any disk information for that
particular layout number.

Both CARF/LOAD and CARF (main program) have been extensively tested
and are believed to be Bug-Free. However, there are no guarantees!
If you do have any problems, please let me know.

The current version of the main program is just over 18k, leaving very
little room for additions. In spite of that, any ideas, suggestions,
comments, checks, Yankee dollars, moans, groans, magic spells, gold or
spare energy will be gratefully received! I hope you enjoy the game!

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If you are determined to beat the Count without any assistance at all then stop reading NOW. The following notes are offered to make the game a little easier to complete, although they will probably still leave you with quite a task!

Certain aspects of the game follow a particular pattern, and being aware of those patterns may give you a slight "edge".

The Abbey itself has a total of 100 rooms for you to explore. In spite of appearances to the contrary, EVERY room has at least 2 entrances. If a particular room appears to have only 1 way in, then at least one of the other walls MUST have a secret panel!

The three main items for you to find are the Crucifix, the Skeleton Key and the Count himself. They will be found only on levels 2, 3 and 4, and will ALWAYS be on different floors. No two will ever be found on the same floor.

If you have a Skeleton Key, there is a good chance that it will "escape" if you use a secret panel. If your key "escapes", it will always return to the room where it was originally found. If you purchased your key from a Goblin, it will still return to it's allocated room and level. If you have no key, but have at least 100 Gold Pieces, there is a very good chance that a Goblin will offer to sell you a key if you meet. Goblins can only appear on your first passage through any particular corridor.

Apart from the Goblin there are 8 different corridor creatures to meet. Three are friendly, five are not! The game is designed to ensure that, for every 16 "encounters", you will see each creature twice. Once the Count has been defeated, EVERY time you pass through a corridor, you will experience a "Close Encounter"! This may be helpful if you wish to meet or avoid a particular creature.

I hope the information above helps you to enjoy and complete the game.

David Vincent   December 1987