

Game Manual

Welcome to HeroQuest: Keymaster!

You have been stupid enough to offend the famous wizard known as "the Keymaster". As punishment, he has spirited you away to a labyrinth of magical rooms. The only way to get out of the labyrinth is by collecting all of the magic keys.

Each room has doors to the other rooms. However, these doors only open for the one that has the magic key of that room.

To get the key you either need to defeat a monster or solve one of the Keymaster's riddles. If you can solve the riddle, he will give you the key and disappear. However, he will not hesitate to kill you if you give a wrong answer.

1. How To Play:

The game progresses in turns. At the beginning of a turn the game rolls two dice and gives you the result as action points. These determine how much you can do in one turn:

- Moving costs one action point for each step.
- The number of action points needed for an attack depends on the weapon you use.
- Using a life potion costs four action points.

To move around on the playing field, use the arrow keys on your keyboard. For most actions, like picking up items, going through doors and attacking enemies, you can use the space bar as shortcut key.

When you run out of action points, the game will automatically end your turn and roll new action points, unless you are in visual range of an enemy that could attack you.

2. The Sidebar:

The sidebar provides you with information on the health and abilities of the Knight. Keep a close eye on this information.

Under the information you find the action buttons. Most of these can be substituted with a simple push on the spacebar. However, there will be situations in which you will need to use the sidebar buttons, like if you want to pick up an item during battle, or if you want to use a life potion.

The lowest button is the Action button. It is a context-sensitive button that will change when you move over different objects. Normally, it will display the text "(No item)". However, when you move your knight on a cell that contains an object you can pick up, like, for example, a dagger, the text will change to "**Take item: Dagger**". When you move on a cell that contains a door, the button will change to "**Go through door**".

Name:	Knight
Keys:	0/4
Level:	1
Hit points:	30/30
Armour:	30/30
Strength:	25
Accuracy:	75%
Chance of evading:	35%
end turn	
Action points:	8
attack	
use life potion (1)	
Take item: Dagger	

3. Battles & Riddles:

In the labyrinth, you will encounter various enemies. Your knight has no ranged weapons, so he needs to come very close to an enemy to attack. You can attack both straight and diagonally.

The Knight can carry two weapons. This gives him the ability to keep a fast weapon while also carrying one that takes more action points to handle. That way, you have more chance of attacking an enemy even if you don't have many action points.

Beware of magic users: some enemies can cast spells on you that will attack you from a distance of several cells. The best defence is the offence: once you attack them from up close, they will usually switch to melee attacks.

But the most dreaded magic user is the one who doesn't attack you at all. In many of the rooms, the Keymaster himself will show up and ask you one of his riddles. Since the Keymaster can't be attacked, the only way to get out of the room is to solve his riddle. However, if you answer incorrectly, be sure that he will turn you into a sizzling pile of ash and charred bones.

4. Escaping the labyrinth

The only way to escape the labyrinth is by collecting the keys of all rooms.

In the first room, you will see that the knight comes out of a swirling red magical portal.

Once you have cleared all rooms and collected all keys, the magical portal in the first room will turn blue, and will allow the knight to get home again.