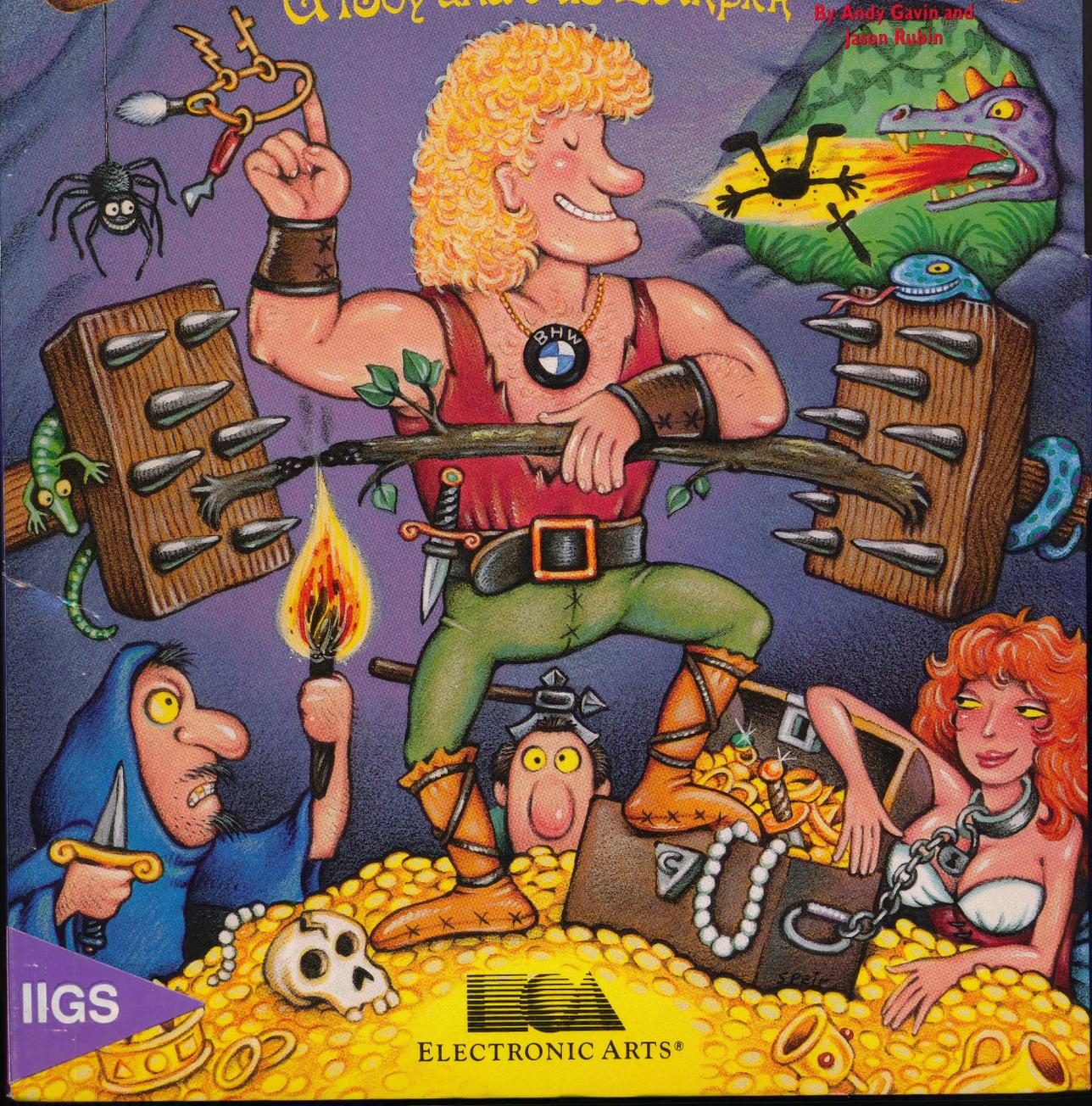# KEEF the THIEF

A Boy and His Lockpick

By Andy Gavin and Jason Rubin

IIGS

ELECTRONIC ARTS®

The Dangerous Adventures, Daring Exploits, and Delinquent Behavior of Keef the Thief.

STUNNING Scenes of Wealth Beyond Imagining!
CUNNING Horrors in Dungeon Corridors!
RUNNING Like a Bunny When Things Get Too Tough!

In taverns, cups runneth over, patrons falleth over, and adventurers blabbeth over and over.

Some folks are nice enough to leave their treasure lying around . . . but nasty enough to hide traps in it!

Sneak through dungeons with ease, searching and stealing, using simple menus that show your options at every situation.

Perhaps a drop of Dragon's Drool mixed with a sprig of Wart Weed will turn your foes into rutabagas!

Arm yourself well: you'll need more than lockpicks to fight off drooling fiends and killer chickens.

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ELECTRONIC ARTS®

Part # 305101

APPLE IIGS; 512K
NO ON-DISK COPY PROTEC-
TION: Manual required; 3.5" disk
drive required; Mouse optional
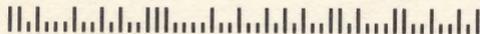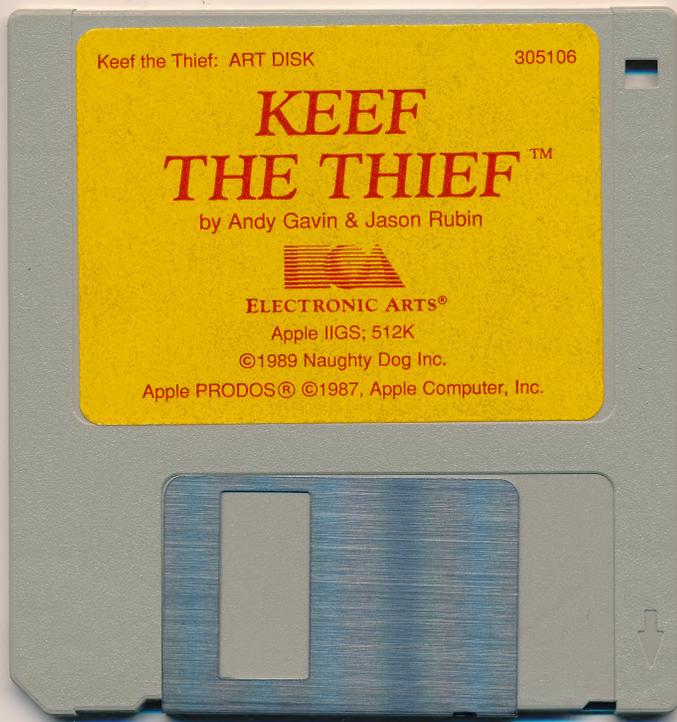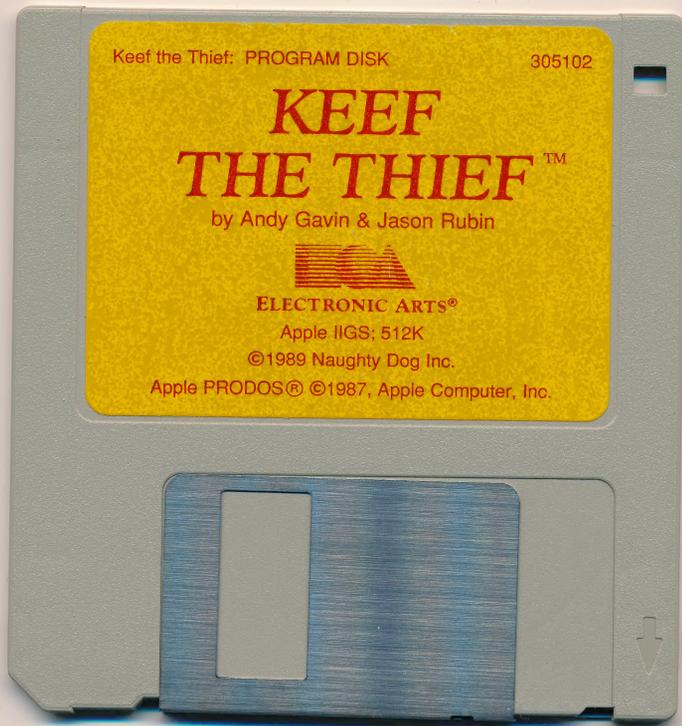Color monitor required; 1 player
KEEF THE THIEF   3051

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COMMAND SUMMARY CARD
KEEF THE THIEF™

Loading the Game

Before playing Keef the Thief, you should copy the two disks using GS/OS (System 4.0). Put the original disks away and play with your copies.

⸷   Your backup copy of the Keef the Thief Art disk must be called KEEF2.

Three Card Santi
After you load the game, you're taken to a mandatory game of Three Card Santi. This game was designed to keep the mentally deranged out of the Tri-City Area. You are shown three cards in order, and you must select what card logically follows the first three. Realizing that many people are new to the Area, the possible combinations are listed in the center pages of the Travel Guide. Click on the correct fourth card. As with all things, do something right and someone will ask you to do it again. Select the correct card the second time, and you're taken to the jungle just outside of Same Mercon.

Apple IIGS Floppy Disk Users
1.   Insert the Keef the Thief Program disk into drive 1. If you have a second disk drive, insert the Keef the Thief Art disk into drive 2.
2.   Turn the power on. Soon you see the title screen.
3.   When the music begins, you can click the mouse button to exit the title sequence.
4.   You must now win the mandatory game of Three Card Santi, as described earlier.
5.   Now you're ready to play. If you only have one disk drive, remove the Keef the Thief Program disk and insert the Art disk at the prompt.

Note: Make sure your computer is set to Fast mode in the Control Panel. See your user manual for more information on using the Apple IIGS control panel.

Apple IIGS Hard Disk Users

Keef the Thief runs on a ProDos hard disk under ProDos 16 system 2.1 (version 1.3) or later. Your computer must have at least 768K RAM to run Keef the Thief from your hard disk.

1. Create a folder named "Keef" on your hard disk.
2. Copy all the files from the Keef the Thief Art disk into this new folder, including the folder named Art and all its files.
3. Copy all the files from the Keef the Thief Program disk *except* the ProDos file and the files from the System, Art, and Icon folders into the new Keef folder. Anytime you get a message saying that the file already exists, don't worry; the files are the same and either one will work.
4. Copy all the files from the Icons folder of the Program disk to the Icons folder on your hard disk.
5. Copy all the files from the Art folder of the Program disk to the Art folder in the Keef folder on your hard disk. Anytime you get a message saying that the file already exists, don't worry; the files are the same and either one will work.
6. Rename Keef.Sys16 to Jung.Sys16. Close the Keef folder and then reopen it to see the face icon.
7. Run Jung.Sys16 by double-clicking on the face icon to start the game.

Note: Make sure your computer is set to Fast mode in the Control Panel. See your user manual for more information on using the Apple IIGS control panel.

Keyboard Commands

The keyboard commands for menu selections are shown on the pulldown menus.

Dialog boxes

Press the up and down arrows to move the highlight up and down. Press **Q** to select the highlighted selection. Press **Return** to choose **OK** or **Continue**; press **Esc** to select **Cancel**.

Movement Sword

You can use the four arrow keys on the keyboard to move; they correspond to the four sides of the Movement Sword. Press + (or =) to go up and press - (minus) to go down.

Action Buttons

Some of the commands below use the same key, but never at the same time.

L	Look	L	Lock
H	Search	U	Use
G	Get	O	Other
E	Enter	F	Fight
T	Talk	R	Run
A	Ask	C	Cast
S	Show	M	Mix
H	Haggle	N	New
B	Buy	P	Map
S	Steal	Esc	Cancel
R	Remove		

Text Area

You can see up to 7 items at one time; press the number of the item you want, counting from top to bottom, left to right.

⬆ If there are more than seven items, the corner of the page is turned up in the lower right. Press the **spacebar** to turn the page.

Inventory

Press the key indicated to display the inventory box you want.

W	Weapons	R	Reagents
A	Armor	T	Artifacts
S	Spells	I	Items

Combat

Press a key to do what you want.

spacebar
First letter of abbreviation.

Attack
Qwik-Cast a spell (After selecting **Cast**)

Spell Mixing
Press a key to select the reagent you want.

D	Dragon's Drool	W	Wart Weed
P	Peppermint Sprigs	K	Kiki Root
T	Scorpion's Tail	B	Black Pearl
S	Skunk Juice	R	Narcissus Root
O	Eye of Owl	E	Phoenix Egg
H	Rhino Horn		
G	Glow Grass		

spacebar   Use next spell book.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:
- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 753 46465
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KEEF the THIEF

Travel Guide to the Tri-City Area
Contents

Goodbye, Keef. And Good Riddance!

...says the Eldest One as you stand before the Town Council...

We've been more than generous with you, but our patience has finally run out. For years I have known this day would come, and now that it's upon us, I'll be glad to be rid of you. Ever since you were abandoned as a baby in front of the Temple of Mem, I have known that you were destined to live a life on the streets.

Our Priests tried to train you in the ways of Mem, but you blasphemed your way into the gutter. Then our Lords tried to train you in the ways of Battle, but you angered the other apprentices with your victory dancing until they drove you away. Then our Wizard tried to train you in the ways of Magic, but your zeal for practical jokes put you on his black list, too. Finally, when there was no one else who would train you, you trained yourself in the ways of Theft.

Son, you have an attitude problem.

Well, we've had just about enough of you, Keef. We the Council hereby banish you to the jungle. I doubt that you know this, but this town is but a tiny flea on the body of a great dog. From this day forward, you are free to go anywhere you please, except here. Though I might say that some parts of the dog are better than others. For instance, I wouldn't climb down into any dark holes if I could help it.

...the Eldest One escorts you out of town, and finally the two of you are in the jungle alone...

Welcome to the Tri-City Area, my boy. It's a land rich with easy pickings for today's successful, cosmopolitan thief. You, on the other hand, might have some trouble. With only the rags on your back and a few meager gold pieces in your pocket, you'll be lucky to survive

three days. But I insist that you *do* survive — I have fifty gold pieces at four-to-one odds riding on it.

You have many talents that we cannot take from you. You're a priest without a prayer, a warrior without a weapon, a mage without a spell book, and a thief without a tool. There's a whole continent for you to conquer out there. To the south is Same Mercon, a very wealthy city, for starters. Since the fall of Telloc, the God-King, it's been the center of abundance and decadence for the whole Tri-City Area. If there's any justice in the world, you'll give those smug bastards a run for their money.

...with a not-so-gentle push, the Eldest One sends you on your way. Then he chuckles and calls after you one last piece of advice...

You won't find the natives of the jungle very hospitable, so you might want to find a stout tree limb to defend yourself with. And remember, young Keef, I don't ever want to see you here again. Not even if you *do* conquer the world and become God-King.

History of the Tri-City Area

The Eldest One was wrong when he said you did not know of the world at large. In the taverns you frequented while growing up (the really sleazy bars did not enforce the minimum drinking age), you heard many things about what lay beyond the city gates. There are those in the world who are cursed with a perfect memory; doomed to remember every experience they survive, every sensation they endure, and every word they hear. You are not so afflicted. In fact, you have a very bad memory.

But as a child in the Church of Mem, you did learn three arts of lasting value: how to read, how to write, and how to gossip. And you found that the idle words of others often became very important and useful, though they seemed frivolous and petty at the time. So with
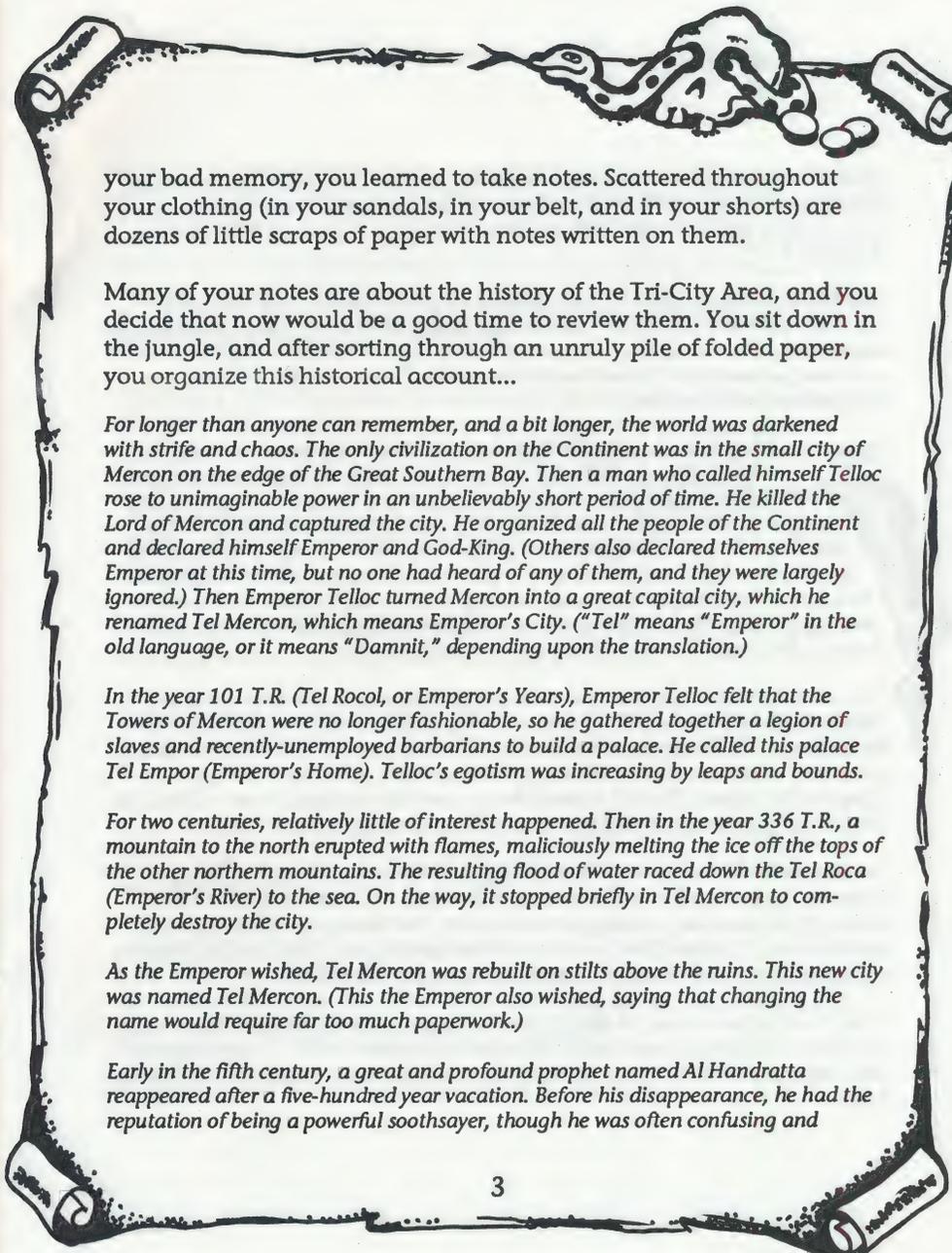
your bad memory, you learned to take notes. Scattered throughout your clothing (in your sandals, in your belt, and in your shorts) are dozens of little scraps of paper with notes written on them.

Many of your notes are about the history of the Tri-City Area, and you decide that now would be a good time to review them. You sit down in the jungle, and after sorting through an unruly pile of folded paper, you organize this historical account...

For longer than anyone can remember, and a bit longer, the world was darkened with strife and chaos. The only civilization on the Continent was in the small city of Mercon on the edge of the Great Southern Bay. Then a man who called himself Telloc rose to unimaginable power in an unbelievably short period of time. He killed the Lord of Mercon and captured the city. He organized all the people of the Continent and declared himself Emperor and God-King. (Others also declared themselves Emperor at this time, but no one had heard of any of them, and they were largely ignored.) Then Emperor Telloc turned Mercon into a great capital city, which he renamed Tel Mercon, which means Emperor's City. ("Tel" means "Emperor" in the old language, or it means "Damnit," depending upon the translation.)

In the year 101 T.R. (Tel Rocol, or Emperor's Years), Emperor Telloc felt that the Towers of Mercon were no longer fashionable, so he gathered together a legion of slaves and recently-unemployed barbarians to build a palace. He called this palace Tel Empor (Emperor's Home). Telloc's egotism was increasing by leaps and bounds.

For two centuries, relatively little of interest happened. Then in the year 336 T.R., a mountain to the north erupted with flames, maliciously melting the ice off the tops of the other northern mountains. The resulting flood of water raced down the Tel Roca (Emperor's River) to the sea. On the way, it stopped briefly in Tel Mercon to completely destroy the city.

As the Emperor wished, Tel Mercon was rebuilt on stilts above the ruins. This new city was named Tel Mercon. (This the Emperor also wished, saying that changing the name would require far too much paperwork.)

Early in the fifth century, a great and profound prophet named Al Handratta reappeared after a five-hundred year vacation. Before his disappearance, he had the reputation of being a powerful soothsayer, though he was often confusing and

childish. His predictions were always written in verse, and his prophesies were often so obscure that they could only be understood after the foretold event had passed. This led many to believe that his brand of soothsaying was no better than reading horoscopes.

When he reappeared half a millennium later, he gave Emperor Telloc a prophesy called the Tel Profi (Emperor's Prophesy) and disappeared again. The Emperor was so distressed by what he read — though he was very vague on what he thought it meant — he sent an army into the southwest corner of the Continent after Al Handratta. The soldiers never returned.

Emperor Telloc waxed paranoid. He built a massive fortress in the north called Tel Hande (Emperor's Shield). He hid in Tel Hande for many decades, and he performed magical experiments he hoped would save him from Al's prophesy. Meanwhile, he completely forgot about his people. Finally, in the year 666 T.R., the starving peasants laid siege upon the fortress. Fearing for his life, Emperor Telloc cast an evil spell to save himself, but instead he disappeared in a puff of disgusting green smoke, fulfilling the prophesy himself. He was never seen again, and it is said that at the moment he vanished, Al Handratta could be heard in the jungle chanting, "I told you so! I told you so!"

The world fell into a long period of darkness that the people spitefully called Tel Dimon (Emperor's Darkness). Tel Empor fell into ruins and has long been abandoned to the jungle. Tel Hande closed its doors to all outsiders and is now a ruthless police state filled with descendents of the original inhabitants, called the Tel Yonge (Emperor's Children). They all believed that a hundred years ago, Emperor Telloc just stepped out for a moment, and that he would be returning in any minute.

Tel Mercon became a city-state that specialized in business and trade. One day a fisherman pulled a gold-encrusted object from the sea and used it to pay off his debts. On his deathbed, he whispered to his wife, "Tel Manhana, Simtoo Ligoulda," which means "Emperor's Arm, Ancient and Godsend Figure." (Or it means, "Damnit, you're kneeling on my hand," again depending on the translator.)

After the object was placed in the Tel Mercon Treasury, the city became the richest in the land, with luck and good trade that was almost supernatural. To commemorate this, they cut their ties with the old world by renaming the city Same Mercon (Jeweled City).
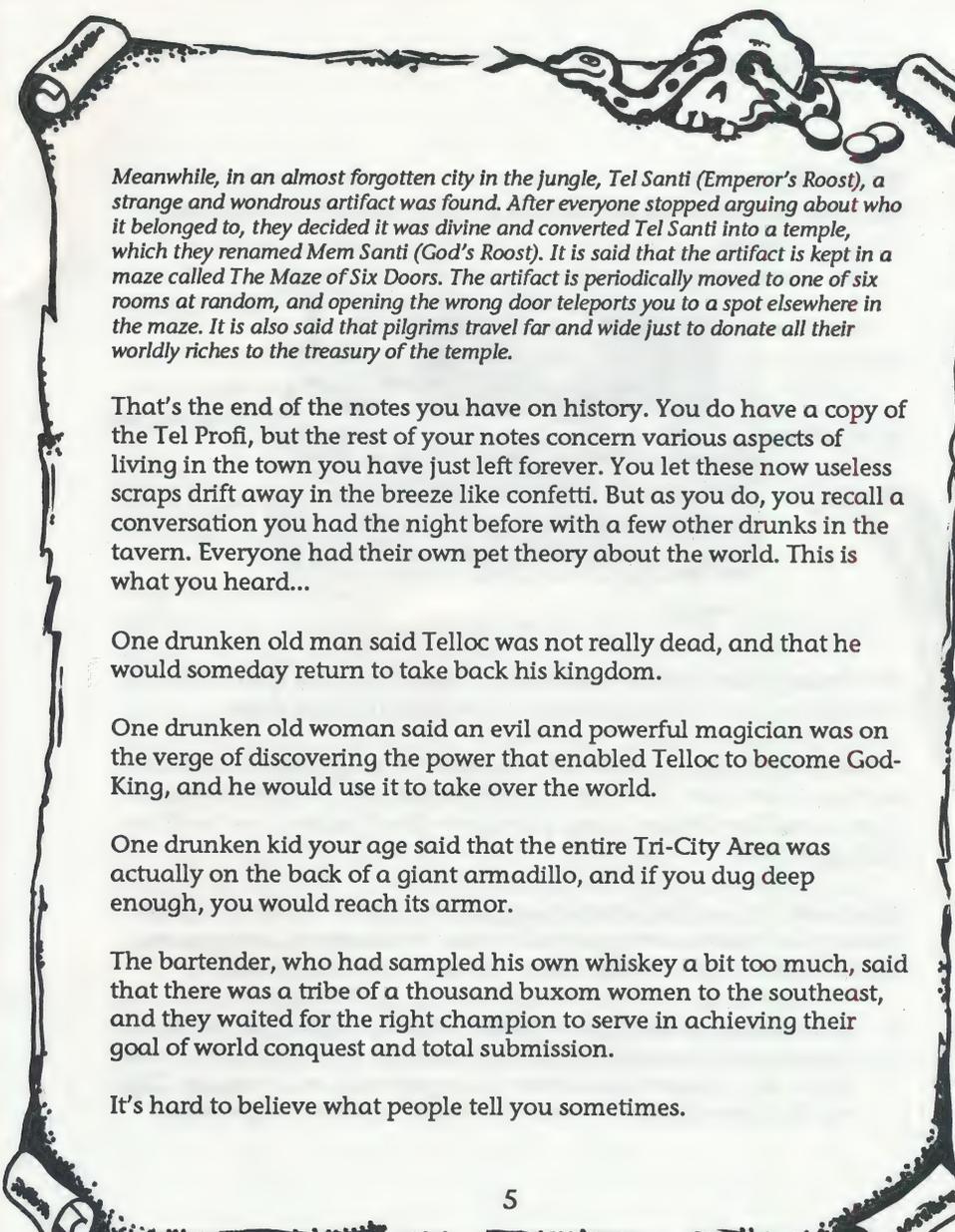
Meanwhile, in an almost forgotten city in the jungle, Tel Santi (Emperor's Roost), a strange and wondrous artifact was found. After everyone stopped arguing about who it belonged to, they decided it was divine and converted Tel Santi into a temple, which they renamed Mem Santi (God's Roost). It is said that the artifact is kept in a maze called The Maze of Six Doors. The artifact is periodically moved to one of six rooms at random, and opening the wrong door teleports you to a spot elsewhere in the maze. It is also said that pilgrims travel far and wide just to donate all their worldly riches to the treasury of the temple.

That's the end of the notes you have on history. You do have a copy of the Tel Profi, but the rest of your notes concern various aspects of living in the town you have just left forever. You let these now useless scraps drift away in the breeze like confetti. But as you do, you recall a conversation you had the night before with a few other drunks in the tavern. Everyone had their own pet theory about the world. This is what you heard...

One drunken old man said Telloc was not really dead, and that he would someday return to take back his kingdom.

One drunken old woman said an evil and powerful magician was on the verge of discovering the power that enabled Telloc to become God-King, and he would use it to take over the world.

One drunken kid your age said that the entire Tri-City Area was actually on the back of a giant armadillo, and if you dug deep enough, you would reach its armor.

The bartender, who had sampled his own whiskey a bit too much, said that there was a tribe of a thousand buxom women to the southeast, and they waited for the right champion to serve in achieving their goal of world conquest and total submission.

It's hard to believe what people tell you sometimes.

What You See

Below is a picture of all you need to conduct yourself as a true thief:

MENUS

FRONT VIEW

ACTION BUTTONS

MOVEMENT SWORD

STATUS INDICATORS

SCROLL

TEXT DISPLAY

The main picture represents your front view. It's either the territory in front of you, your combat screen, or your spell mixing cloth.

In the center of the screen below your front view is your list of action buttons. Select these functions to perform actions. For a description of how to use these buttons, and a complete list of actions, see the *Action Buttons* section.

The border around the screen changes color to tell you what is happening; like you're casting a spell, or you're sustaining damage, etc. For a complete list of border colors, see the *Border Colors* section.

🗡 You're often shown a list of people, places, or things in the text area or on a dialog box. If the list is longer than there is room to show, the bottom right corner of the page will be turned up. Click on this turned-up part to turn the page, or press the **spacebar**.

6
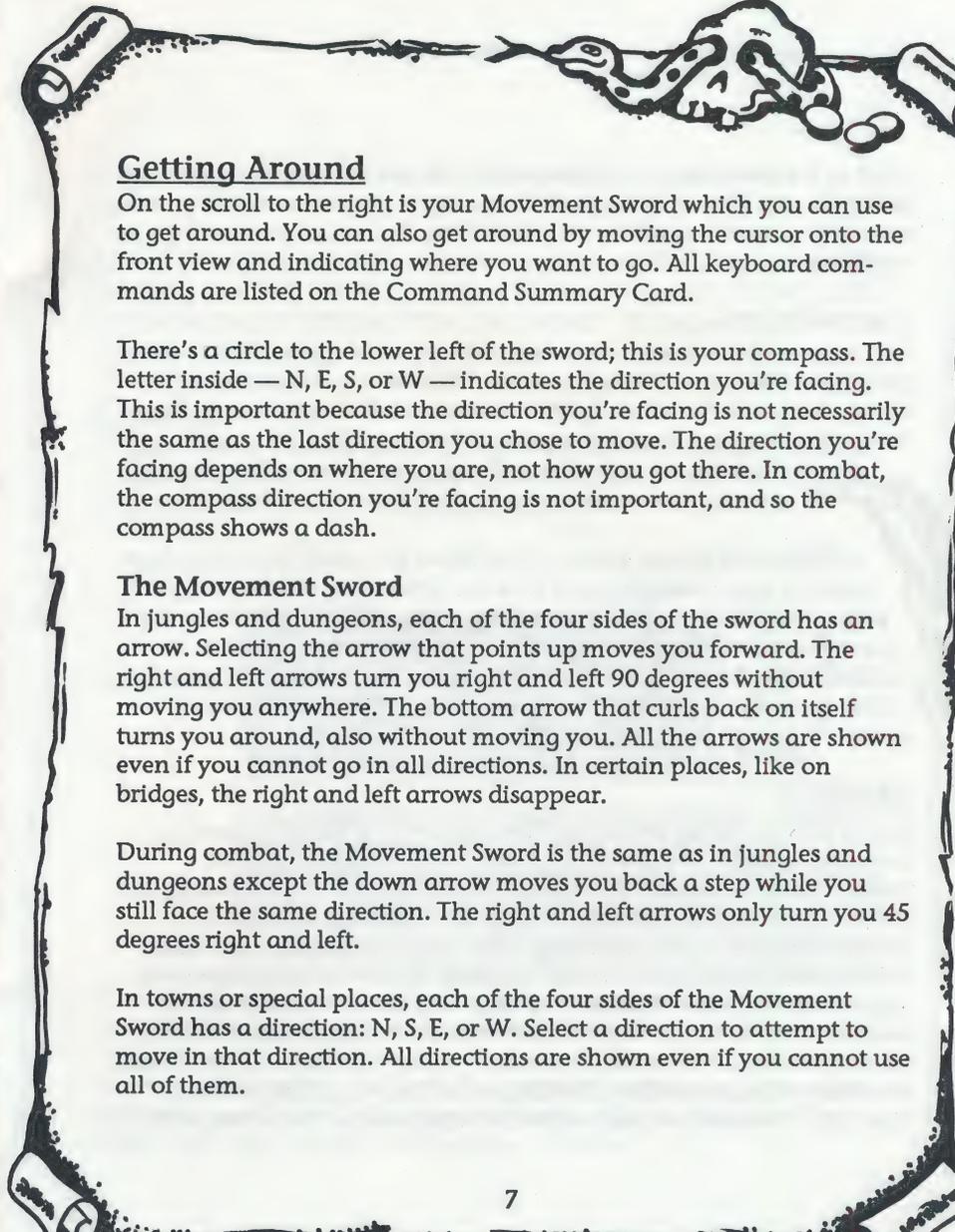
Getting Around

On the scroll to the right is your Movement Sword which you can use to get around. You can also get around by moving the cursor onto the front view and indicating where you want to go. All keyboard commands are listed on the Command Summary Card.

There's a circle to the lower left of the sword; this is your compass. The letter inside — N, E, S, or W — indicates the direction you're facing. This is important because the direction you're facing is not necessarily the same as the last direction you chose to move. The direction you're facing depends on where you are, not how you got there. In combat, the compass direction you're facing is not important, and so the compass shows a dash.

The Movement Sword

In jungles and dungeons, each of the four sides of the sword has an arrow. Selecting the arrow that points up moves you forward. The right and left arrows turn you right and left 90 degrees without moving you anywhere. The bottom arrow that curls back on itself turns you around, also without moving you. All the arrows are shown even if you cannot go in all directions. In certain places, like on bridges, the right and left arrows disappear.

During combat, the Movement Sword is the same as in jungles and dungeons except the down arrow moves you back a step while you still face the same direction. The right and left arrows only turn you 45 degrees right and left.

In towns or special places, each of the four sides of the Movement Sword has a direction: N, S, E, or W. Select a direction to attempt to move in that direction. All directions are shown even if you cannot use all of them.

Next to the sword are two arrows: select the one labeled **U** to climb up; select the one labeled **D** to climb down. Again, these arrows are shown even if you cannot climb in both directions. In combat you can't go up and down.

Cursor Control

In jungles and dungeons, or during combat, moving your cursor onto your front view turns it into an arrow. Near the top it becomes an up arrow, and near the left or right it becomes a left or right arrow. Near the bottom, in jungles and dungeons, it becomes the turnaround arrow. Clicking on your view with an arrow cursor is the same as selecting that same arrow on the Movement Sword.

In towns and special places, if you move the cursor onto your front view to a place you can enter (like the Open Gate of Same Mercon), your cursor becomes four converging arrows ✣ . Click to enter the place your cursor is indicating. When there are places to enter, the action button **Entr** is available. When you select **Entr**, you'll get a list in the text area of possible places to go. Select the place you want to enter.

Status

Below the Movement Sword on the scroll are your status indicators. From left to right they are: Sleep, Food, Health, and Gold. Each indicator is divided into three regions. For Sleep, Food, and Health, the lower right corner is blood-red. This is the bad end of the scale; representing Exhausted, Starving, and Dying respectively. The upper left corner is bright green. This is the good end of the scale; representing Awake, Fed, and Healthy. The large region in the center of the indicator will be a color somewhere between the two ends, indicating where you are on the scale. If you start getting into the red, you should consider getting some sleep, finding some food, or getting yourself fixed up. The scale for Gold works the same, except the bottom of the

scale is grey, meaning Broke, and the top of the scale is yellow, meaning Rich.

Move your cursor over these indicators and it will turn into an eye ◈. Selecting any indicator displays your status window which gives more details on your current condition. See "Status" in the *Keef Menu* section for more information.

Combat

At one point or another you're going to aggravate somebody enough to start a fight, either on purpose or by accident. When this happens, your front view changes to combat mode.
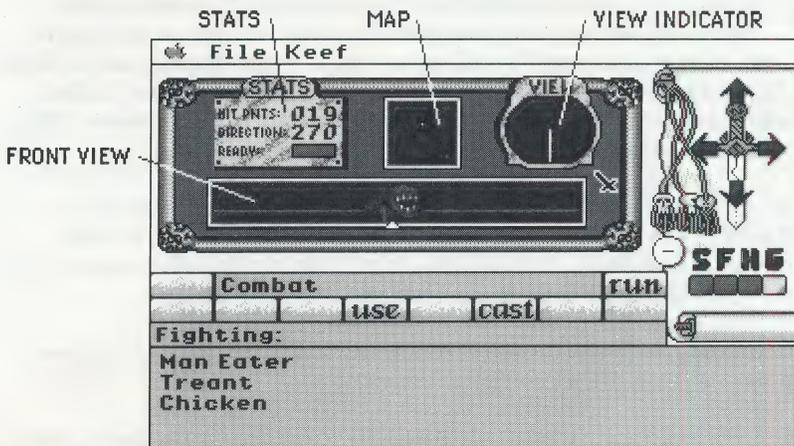
The front view shows what's in front of you. Your field of vision extends 45 degrees to either side of straight ahead.

The map shows where you and your opponents are in the immediate area: you are the white dot, enemies are the orange dots, and other colors represent obstacles, such as trees or rocks.
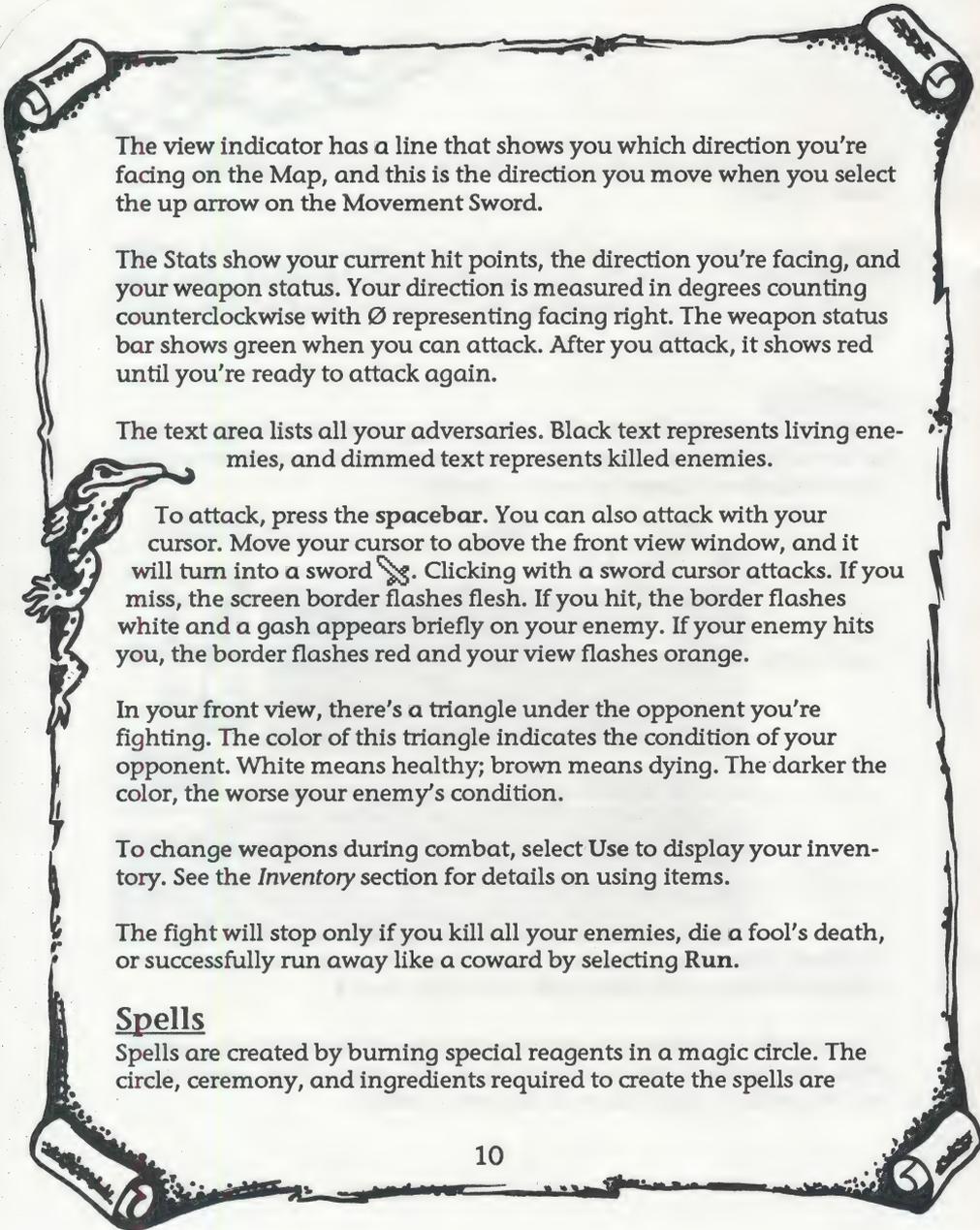
The view indicator has a line that shows you which direction you're facing on the Map, and this is the direction you move when you select the up arrow on the Movement Sword.

The Stats show your current hit points, the direction you're facing, and your weapon status. Your direction is measured in degrees counting counterclockwise with Ø representing facing right. The weapon status bar shows green when you can attack. After you attack, it shows red until you're ready to attack again.

The text area lists all your adversaries. Black text represents living enemies, and dimmed text represents killed enemies.

To attack, press the **spacebar**. You can also attack with your cursor. Move your cursor to above the front view window, and it will turn into a sword ⚔. Clicking with a sword cursor attacks. If you miss, the screen border flashes flesh. If you hit, the border flashes white and a gash appears briefly on your enemy. If your enemy hits you, the border flashes red and your view flashes orange.

In your front view, there's a triangle under the opponent you're fighting. The color of this triangle indicates the condition of your opponent. White means healthy; brown means dying. The darker the color, the worse your enemy's condition.

To change weapons during combat, select **Use** to display your inventory. See the *Inventory* section for details on using items.

The fight will stop only if you kill all your enemies, die a fool's death, or successfully run away like a coward by selecting **Run**.

Spells
Spells are created by burning special reagents in a magic circle. The circle, ceremony, and ingredients required to create the spells are

contained in spell books in the form of scrolls. As you begin your new life in the country, you have no spell books, so you must find one before you can mix spells.

Once you get your hands on a spell book, read it to see what spells you can create. To read it, select **Use**, and then double-click on the name of the scroll. Press the **spacebar** to turn the pages. Select **OK** to return to your main screen.

Mixing Spells

In the description of each spell are clues as to which reagents are needed to mix that spell. Acquire these reagents, then enter mixing mode by selecting Mix. This shows you your bearskin mixing cloth, along with your spell flame and your stock of reagents.

All spells require from one to three reagents. Select a reagent by clicking on it on your mixing skin. A square appears around your selection and the name of the reagent appears in the text area to confirm your choice. (Before you select any ingredients, the text area

says "nothing.") Also in the text area is the name of the magic circle you're using to mix your spells. If you don't want to use that reagent, select it again to put it back. Or you can select NEW which puts all your selected reagents away so you can start over.

When you feel you have the correct reagent combination, select Mix to ignite the reagents with the proper ceremony. If you're successful, the screen flashes purple and the name of the spell you created is displayed at the top of the screen. If you're unsuccessful, your attempt will fizzle miserably. Try something else. If you want another look at your current spell book, select Look.
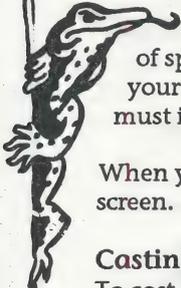
If you get hold of another spell book, you have another set of spells you can mix. Press the spacebar or click in the circle on your mixing skin to cycle through your spell books. Remember, you must ignite the correct reagents in the proper circle to mix any spell.

When you're done mixing spells, select Cncl to return to the main screen.

Casting Spells

To cast a spell, select Cast. Your list of spells appears. At the bottom of the list is your magic points. The number on the right is your total number of possible magic points, based on your wisdom. To the left is the number of magic points you currently have, and this number decreases with each spell you cast (e.g., 13/17). Sleeping if you're tired, or just not casting spells for awhile, increases your available magic points. Your maximum number of magic points rises as you gain experience and wisdom.

Double-click on the spell you want to cast, and the border flashes purple. The amount of magic points required to cast that spell is deducted from your total current magic points. If you don't have enough magic points to cast the spell you chose, the screen flashes red,

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Three Card Santi
Card Combinations

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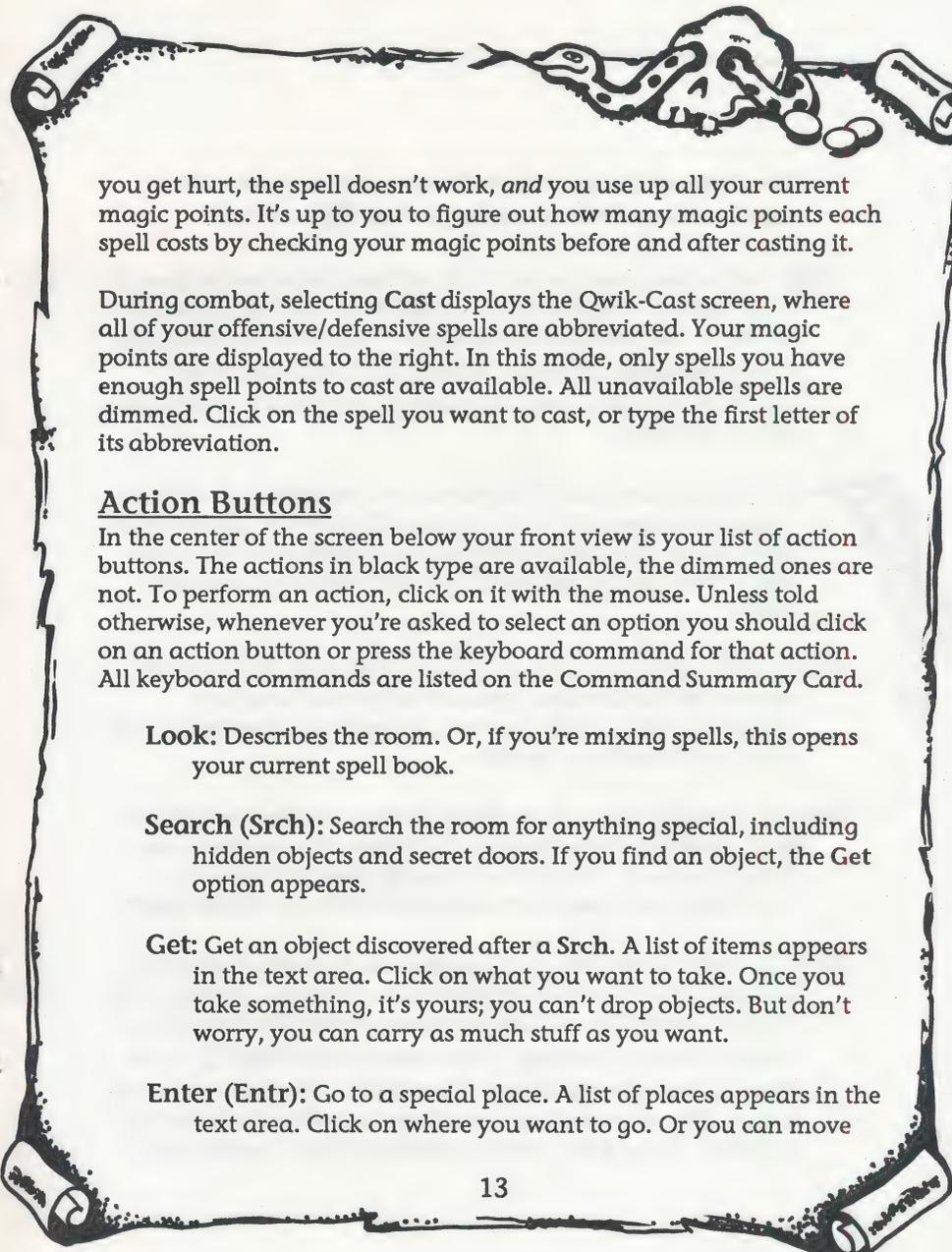
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you get hurt, the spell doesn't work, *and* you use up all your current magic points. It's up to you to figure out how many magic points each spell costs by checking your magic points before and after casting it.

During combat, selecting **Cast** displays the Qwik-Cast screen, where all of your offensive/defensive spells are abbreviated. Your magic points are displayed to the right. In this mode, only spells you have enough spell points to cast are available. All unavailable spells are dimmed. Click on the spell you want to cast, or type the first letter of its abbreviation.

Action Buttons

In the center of the screen below your front view is your list of action buttons. The actions in black type are available, the dimmed ones are not. To perform an action, click on it with the mouse. Unless told otherwise, whenever you're asked to select an option you should click on an action button or press the keyboard command for that action. All keyboard commands are listed on the Command Summary Card.

Look: Describes the room. Or, if you're mixing spells, this opens your current spell book.

Search (Srch): Search the room for anything special, including hidden objects and secret doors. If you find an object, the **Get** option appears.

Get: Get an object discovered after a **Srch**. A list of items appears in the text area. Click on what you want to take. Once you take something, it's yours; you can't drop objects. But don't worry, you can carry as much stuff as you want.

Enter (Entr): Go to a special place. A list of places appears in the text area. Click on where you want to go. Or you can move

the cursor on the front view where you want to enter (the cursor becomes four converging arrows ✥), and click.

Talk: Talk to people you meet. A list of people appears in the text area. Click on who you want to talk to. Or you can move the cursor on the front view to the person you want to talk to (the cursor becomes a dialogue balloon 🗨), and click. Since you're new in town, plan on talking to people a lot to find out what's going on.
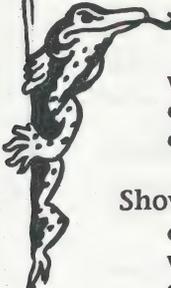
Ask: Ask questions of the person you are talking to. A list of questions appears in the text area. Click on the question you want to ask. The number to the right of each question is the cost in gold pieces; and you'll find that talk isn't necessarily cheap.

Show: Offer an item to someone you're talking to. A list of items appears in the text area (you can only show items, not weapons, armor, spells, reagents, or artifacts). Use show to sell stolen merchandise to people.

Haggle (Hagle): Attempt to reduce prices when you're trying to buy something. Sometimes you'll irritate the merchant and the prices go up. You can only haggle once per store. You must sleep in an inn before you can return and haggle again.

Buy: Purchase items from people or places. If there is more than one store, a list of stores appears in the text area. Click on the one you want. You can also choose your store by moving the cursor onto the front view (it becomes a dollar sign 💲), and then click to select that store. Now Click on the item you want to buy. The amount of gold you have is listed just above the text area. If you want to buy something from a person, you
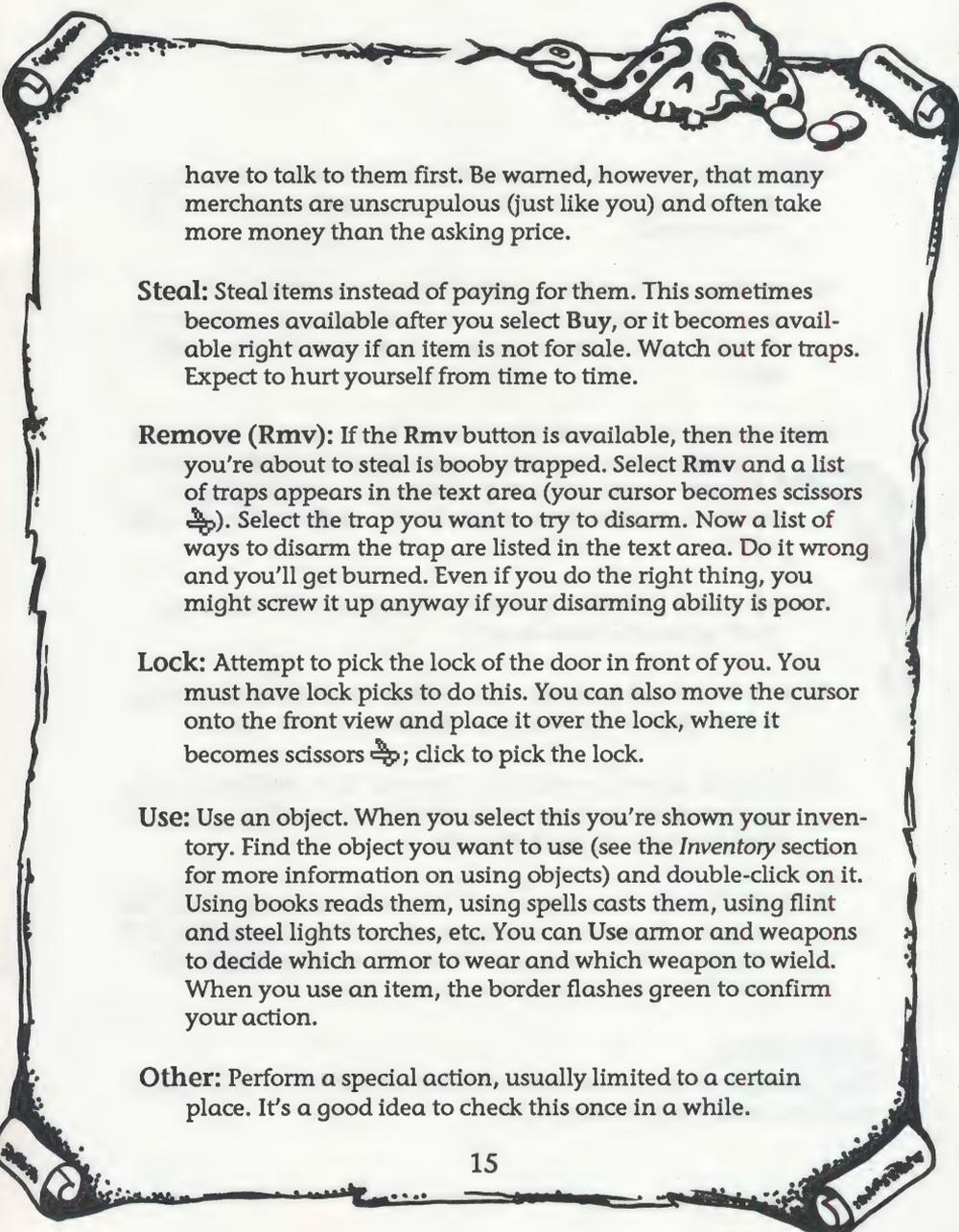
have to talk to them first. Be warned, however, that many merchants are unscrupulous (just like you) and often take more money than the asking price.

Steal: Steal items instead of paying for them. This sometimes becomes available after you select **Buy**, or it becomes available right away if an item is not for sale. Watch out for traps. Expect to hurt yourself from time to time.

Remove (Rmv): If the **Rmv** button is available, then the item you're about to steal is booby trapped. Select **Rmv** and a list of traps appears in the text area (your cursor becomes scissors ✂). Select the trap you want to try to disarm. Now a list of ways to disarm the trap are listed in the text area. Do it wrong and you'll get burned. Even if you do the right thing, you might screw it up anyway if your disarming ability is poor.

Lock: Attempt to pick the lock of the door in front of you. You must have lock picks to do this. You can also move the cursor onto the front view and place it over the lock, where it becomes scissors ✂; click to pick the lock.

Use: Use an object. When you select this you're shown your inventory. Find the object you want to use (see the *Inventory* section for more information on using objects) and double-click on it. Using books reads them, using spells casts them, using flint and steel lights torches, etc. You can Use armor and weapons to decide which armor to wear and which weapon to wield. When you use an item, the border flashes green to confirm your action.

Other: Perform a special action, usually limited to a certain place. It's a good idea to check this once in a while.

15
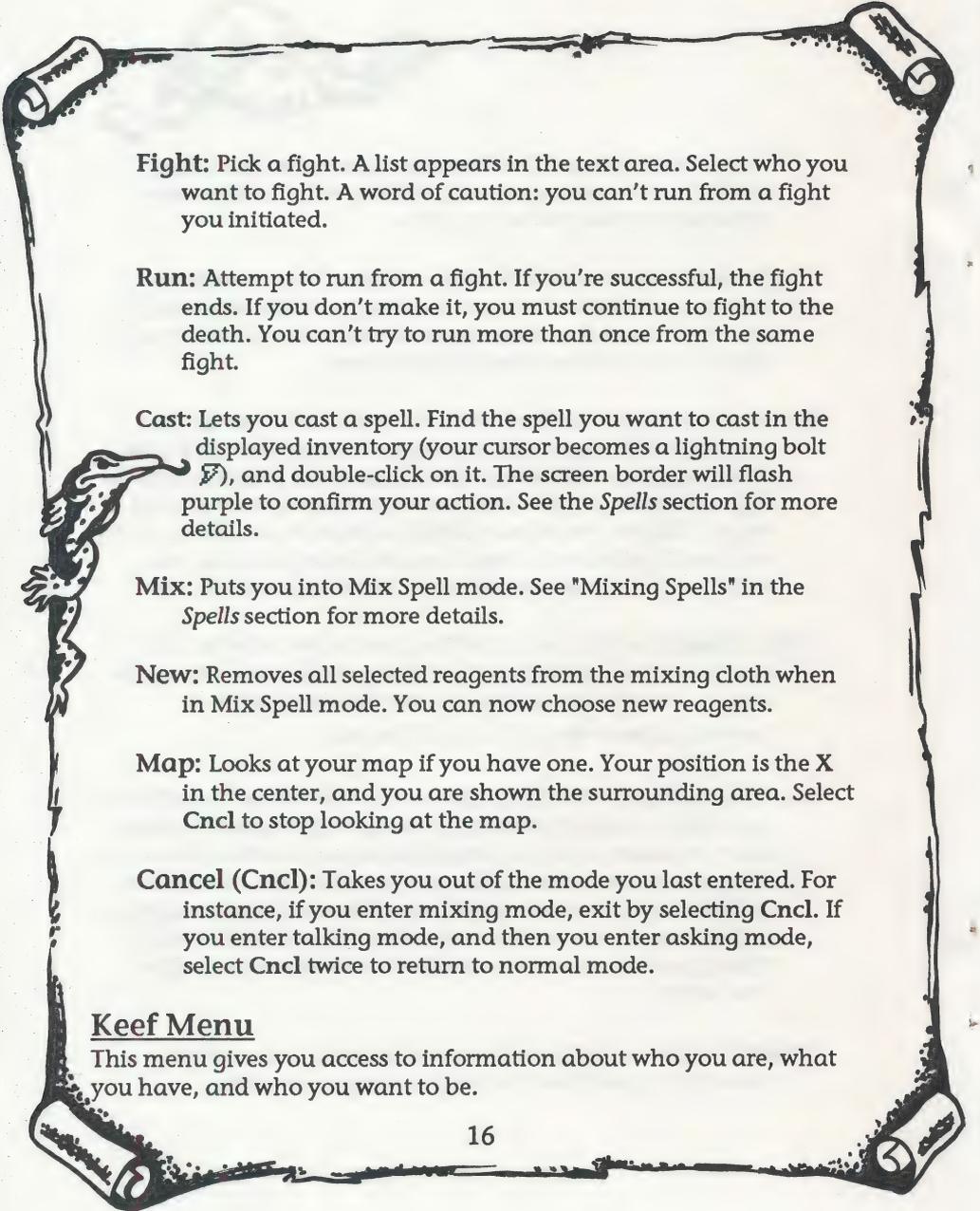
Fight: Pick a fight. A list appears in the text area. Select who you want to fight. A word of caution: you can't run from a fight you initiated.

Run: Attempt to run from a fight. If you're successful, the fight ends. If you don't make it, you must continue to fight to the death. You can't try to run more than once from the same fight.

Cast: Lets you cast a spell. Find the spell you want to cast in the displayed inventory (your cursor becomes a lightning bolt 🗲), and double-click on it. The screen border will flash purple to confirm your action. See the *Spells* section for more details.

Mix: Puts you into Mix Spell mode. See "Mixing Spells" in the *Spells* section for more details.

New: Removes all selected reagents from the mixing cloth when in Mix Spell mode. You can now choose new reagents.

Map: Looks at your map if you have one. Your position is the X in the center, and you are shown the surrounding area. Select **Cncl** to stop looking at the map.

Cancel (Cncl): Takes you out of the mode you last entered. For instance, if you enter mixing mode, exit by selecting **Cncl**. If you enter talking mode, and then you enter asking mode, select **Cncl** twice to return to normal mode.

Keef Menu

This menu gives you access to information about who you are, what you have, and who you want to be.

Status

Select **Status** to check your current state of being. Many of the scales are shown in percentages, where the higher the percent, the better you are in that category. Select OK to resume the game.

Strength: Affects the amount of damage you give and receive in combat.

Speed: Affects how well you hit and dodge in combat, as well as your ability to run from a fight.

Constitution: Your ability to endure, which sets your hit points.

Wisdom: Your accumulated wisdom, which determines your magic points.

Luck: This affects that random element that afflicts us all, including success at disarming traps, running from a fight, etc.

Charisma: Affects how well you deal with people you want something from. Higher charisma helps you haggle.

Health: Your current percentage of your maximum hit points.

Hit Points: The number of hit points you currently have next to your total possible. Your total possible hit points is your physical state when you're healthy, and is based on your constitution. Getting hurt reduces your current hit points; if you reach 0, you're toast.

Nutrition: How hungry you are; 100% means you're not hungry.

Sobriety: How drunk you are; 100% means you're completely sober.

Sleep: How tired you are; 100% means you're wide awake.

Gold: The number of gold pieces you have. You cannot carry more than 9999 gold pieces.

Magic Points: The number of magic points you currently have to the left of your total possible. Casting spells reduces your magic points; if you reach 0, you can't cast any more spells.

Experience: The number of experience points you've accumulated. You gain experience to gain levels.

Level: Your current level. Your attributes increase as you gain levels.
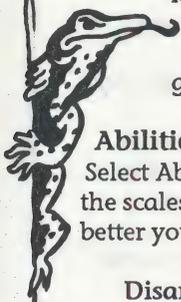
Abilities

Select Abilities to check the current status of your abilities. Many of the scales are shown in percentages, where the higher the percent, the better you are in that category. Select OK to resume the game.

**Disarming:** How adept you are at disarming traps.

Stealing: How adept you are at stealing items.

Unlocking: How adept you are at picking locks.

Lock Picks: The number of lock picks you're carrying.

Flints: The number of flints you're carrying. (You don't need torches, just flint and steel. Dungeons have torches on the walls.)

Weapon Strength: Affects how much damage you can inflict during combat.
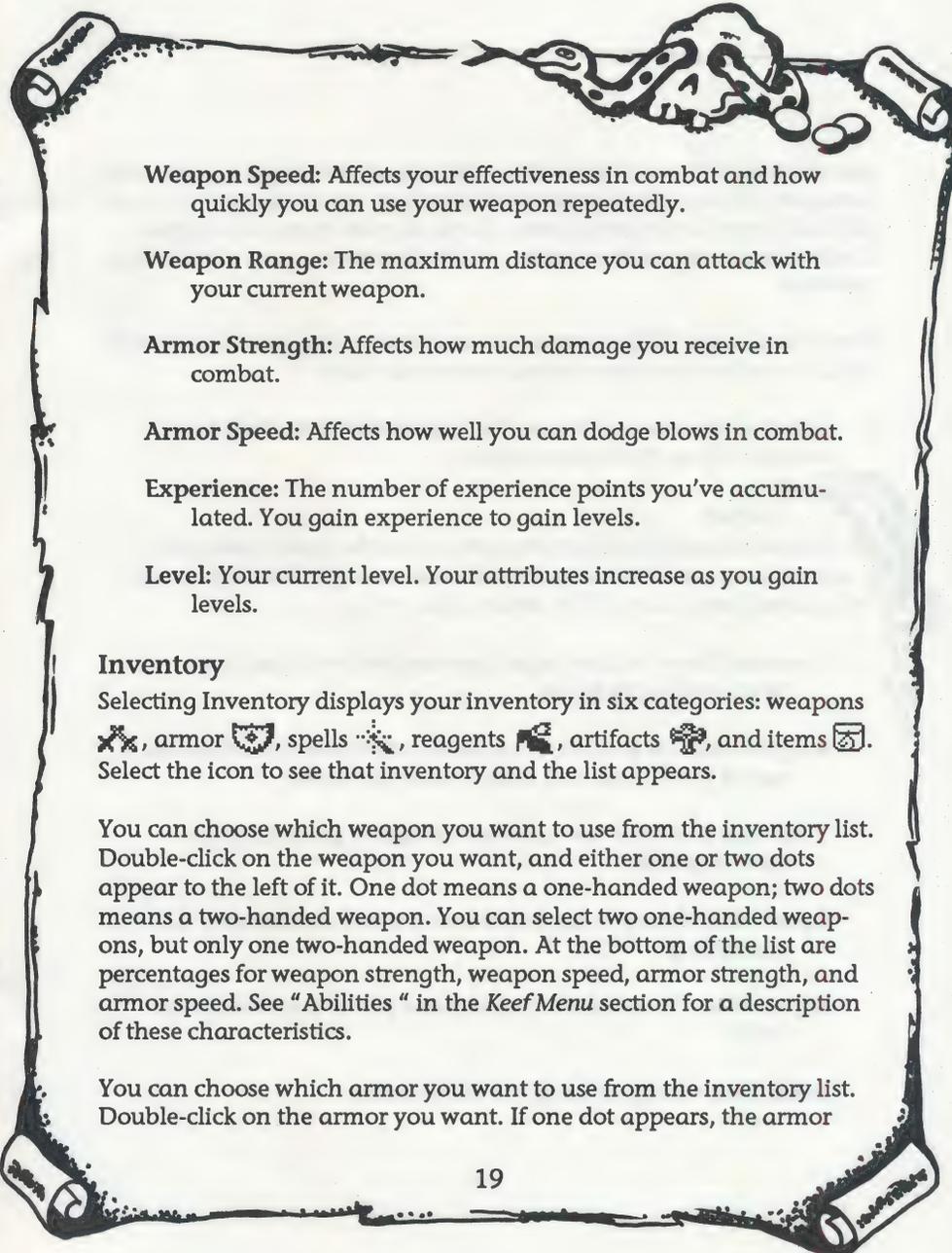
Weapon Speed: Affects your effectiveness in combat and how quickly you can use your weapon repeatedly.

Weapon Range: The maximum distance you can attack with your current weapon.

Armor Strength: Affects how much damage you receive in combat.

Armor Speed: Affects how well you can dodge blows in combat.

Experience: The number of experience points you've accumulated. You gain experience to gain levels.

Level: Your current level. Your attributes increase as you gain levels.

Inventory

Selecting Inventory displays your inventory in six categories: weapons ⚔️, armor 🛡️, spells ✨, reagents 🔥, artifacts 🎋, and items 🗺️. Select the icon to see that inventory and the list appears.

You can choose which weapon you want to use from the inventory list. Double-click on the weapon you want, and either one or two dots appear to the left of it. One dot means a one-handed weapon; two dots means a two-handed weapon. You can select two one-handed weapons, but only one two-handed weapon. At the bottom of the list are percentages for weapon strength, weapon speed, armor strength, and armor speed. See "Abilities " in the *Keef Menu* section for a description of these characteristics.

You can choose which armor you want to use from the inventory list. Double-click on the armor you want. If one dot appears, the armor

must be held with one hand (like a shield) and that hand cannot hold a weapon. If two squares appear ▮▮ then they are gloves, and you can still hold something else with each hand. A helm means the armor is a helmet and a breast plate means it's body armor — one of each to a customer.

If you want to use different weapons and armor, first select Hands and Skin. Now select the weapons and armor you want.

† Selecting **OK** does *not* choose the highlighted item. You must double-click on the object to use it.

Score

This lists the different aspects of your quest for power and glory, broken down into five categories: treasure, magic, thieving, quest, and experience. Select **OK** to resume the game.

**Treasure:** Based on how much treasure you've taken from monsters you've killed.

Magic: Based on your wisdom, success at casting spells, and how many spell books and magic items you have.

Thieving: Based on how successfully you've practiced your thieving skills.

Quest: How close you are to achieving world domination. Call it a gut feeling.

Experience: The number of experience points you've accumulated.

Total: The average of all of the above scores.
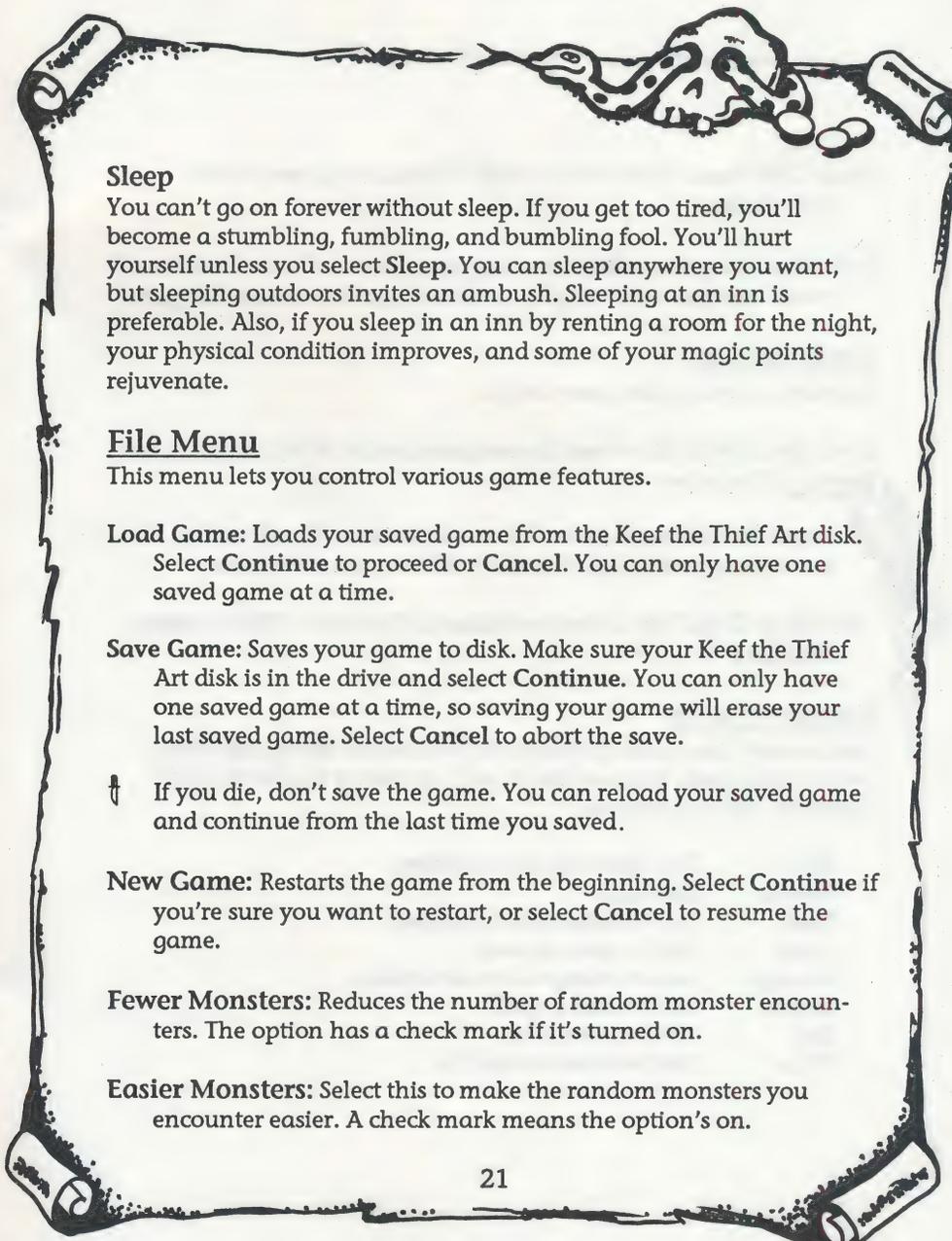
Sleep

You can't go on forever without sleep. If you get too tired, you'll become a stumbling, fumbling, and bumbling fool. You'll hurt yourself unless you select **Sleep**. You can sleep anywhere you want, but sleeping outdoors invites an ambush. Sleeping at an inn is preferable. Also, if you sleep in an inn by renting a room for the night, your physical condition improves, and some of your magic points rejuvenate.

File Menu

This menu lets you control various game features.

Load Game: Loads your saved game from the Keef the Thief Art disk. Select **Continue** to proceed or **Cancel**. You can only have one saved game at a time.

Save Game: Saves your game to disk. Make sure your Keef the Thief Art disk is in the drive and select **Continue**. You can only have one saved game at a time, so saving your game will erase your last saved game. Select **Cancel** to abort the save.

† If you die, don't save the game. You can reload your saved game and continue from the last time you saved.

New Game: Restarts the game from the beginning. Select **Continue** if you're sure you want to restart, or select **Cancel** to resume the game.

Fewer Monsters: Reduces the number of random monster encounters. The option has a check mark if it's turned on.

Easier Monsters: Select this to make the random monsters you encounter easier. A check mark means the option's on.

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Music On: Turns the music on or off. A check mark means the option's on.

Quit: Quits the game without saving your progress. Select **Continue** if you're sure you want to quit, or select **Cancel** to resume the game.

Apple Menu

This menu contains the game credits.

**About Keef:** Select this to see the program credits. Select **OK** to resume the game.

About SoundTrack: Select this to see the SoundTrack credits. The current song is highlighted. Select **OK** to resume the game.

Naughty Dog, Inc: Shows the Naughty Dog page. Click to resume the game.

Border Colors

The border of the screen flashes to tell you certain things, like when you've cast a spell, bumped into a wall, etc. Below is a list of all the colors and what they mean.

Blue	You hear a guard's footstep.
Brown	Normal.
Flesh	You've attacked and missed.
Green	You've used an item.
Orange	You've bumped into something.
Purple	You've cast a spell.
Red	You've been hurt.
White	You've attacked and hit.
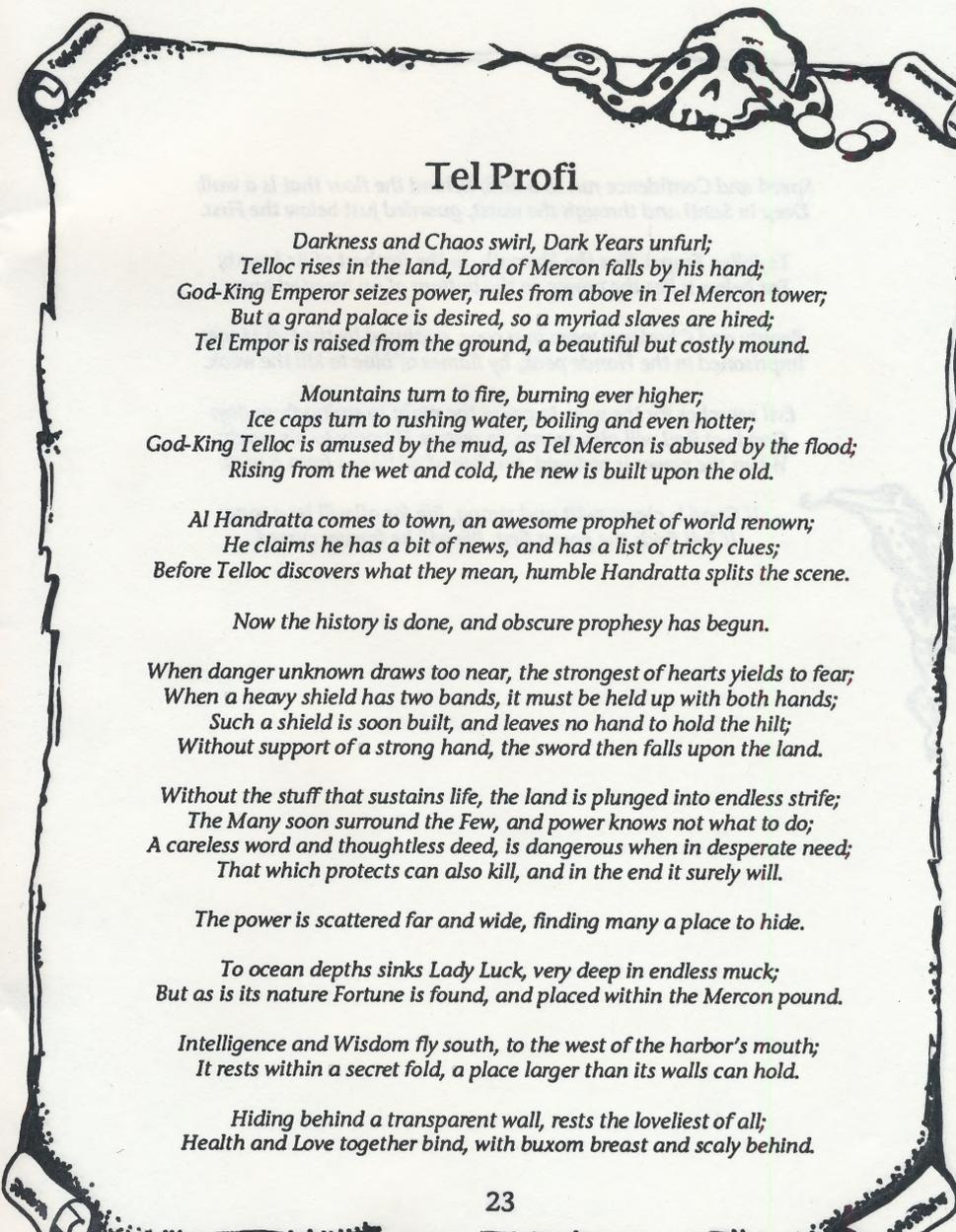
Tel Profi

Darkness and Chaos swirl, Dark Years unfurl;
Telloc rises in the land, Lord of Mercon falls by his hand;
God-King Emperor seizes power, rules from above in Tel Mercon tower;
But a grand palace is desired, so a myriad slaves are hired;
Tel Empor is raised from the ground, a beautiful but costly mound.

Mountains turn to fire, burning ever higher;
Ice caps turn to rushing water, boiling and even hotter;
God-King Telloc is amused by the mud, as Tel Mercon is abused by the flood;
Rising from the wet and cold, the new is built upon the old.

Al Handratta comes to town, an awesome prophet of world renown;
He claims he has a bit of news, and has a list of tricky clues;
Before Telloc discovers what they mean, humble Handratta splits the scene.

Now the history is done, and obscure prophesy has begun.

When danger unknown draws too near, the strongest of hearts yields to fear;
When a heavy shield has two bands, it must be held up with both hands;
Such a shield is soon built, and leaves no hand to hold the hilt;
Without support of a strong hand, the sword then falls upon the land.

Without the stuff that sustains life, the land is plunged into endless strife;
The Many soon surround the Few, and power knows not what to do;
A careless word and thoughtless deed, is dangerous when in desperate need;
That which protects can also kill, and in the end it surely will.

The power is scattered far and wide, finding many a place to hide.

To ocean depths sinks Lady Luck, very deep in endless muck;
But as is its nature Fortune is found, and placed within the Mercon pound.

Intelligence and Wisdom fly south, to the west of the harbor's mouth;
It rests within a secret fold, a place larger than its walls can hold.

Hiding behind a transparent wall, rests the loveliest of all;
Health and Love together bind, with buxom breast and scaly behind.

Speed and Confidence run to a hall, behind the floor that is a wall;
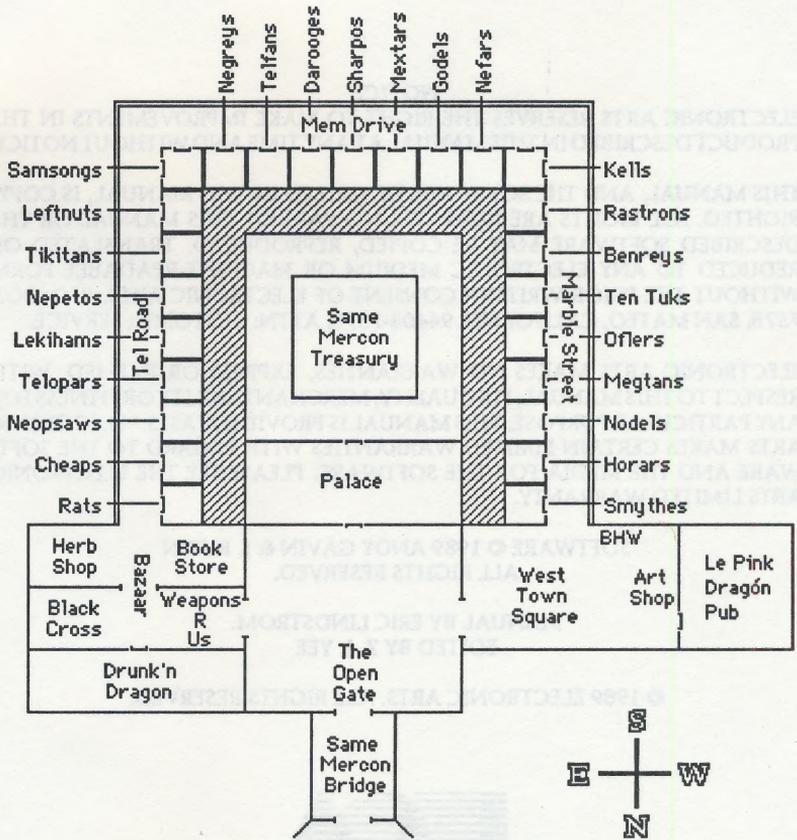Deep in Santi and through the worst, guarded just below the First.

To fallen Empor flies the Strength, to the farthest of its length;
Far below it lies the power, in the bottom of an inverted tower.

Beauty and Charisma weep in a cage, captured by the Evil Mage;
Imprisoned in the Hande peak, by flames of blue to kill the weak.

Evil searches for the way, to cause the night to spring from day;
Good yet Bad will also search, to restore Humpty to his perch;
When the power is restored, the fate of all hangs from a cord.

If Good is clever swift and strong, life for all will be a song;
If Evil finds the power first, life will be forever cursed.

Same Mercon

City Map

Negreys · Telfans · Darooges · Sharpos · Mextars · Godels · Nefars

Mem Drive

Left side (Tel Road): Samsongs · Leftnuts · Tikitans · Nepetos · Lekihams · Telopars · Neopsaws · Cheaps · Rats

Right side (Marble Street): Kells · Rastrons · Benreys · Ten Tuks · Oflers · Megtans · Nodels · Horars · Smythes

Same Mercon Treasury

Palace

Bazaar

Herb Shop · Book Store · Black Cross · Weapons R Us · BHW · West Town Square · Art Shop · Le Pink Dragón Pub

Drunk'n Dragon · The Open Gate

Same Mercon Bridge

S · E · W · N

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EDITED BY Z. J. YEE

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