



ASKMAKER

David A. Cook
Thomas J. Zehner

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TASKMAKER™



Version 2

David A. Cook

Thomas J. Zehner

Experienced Users Who Don't Like To Read Manuals:

- ◆ If TaskMaker is already on your hard drive, check to see if a newer version is on the enclosed disk(s).
- ◆ There isn't an installer program. Simply drag the files directly from the disk(s) to your hard drive.

Contents

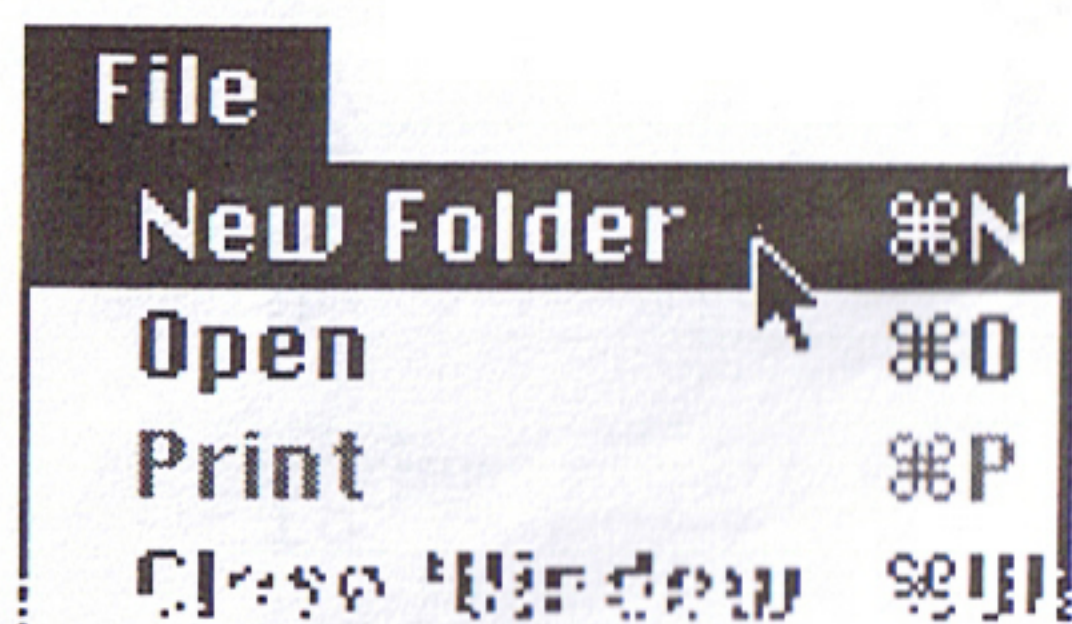
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Installation



1. Create a new folder on your hard disk.

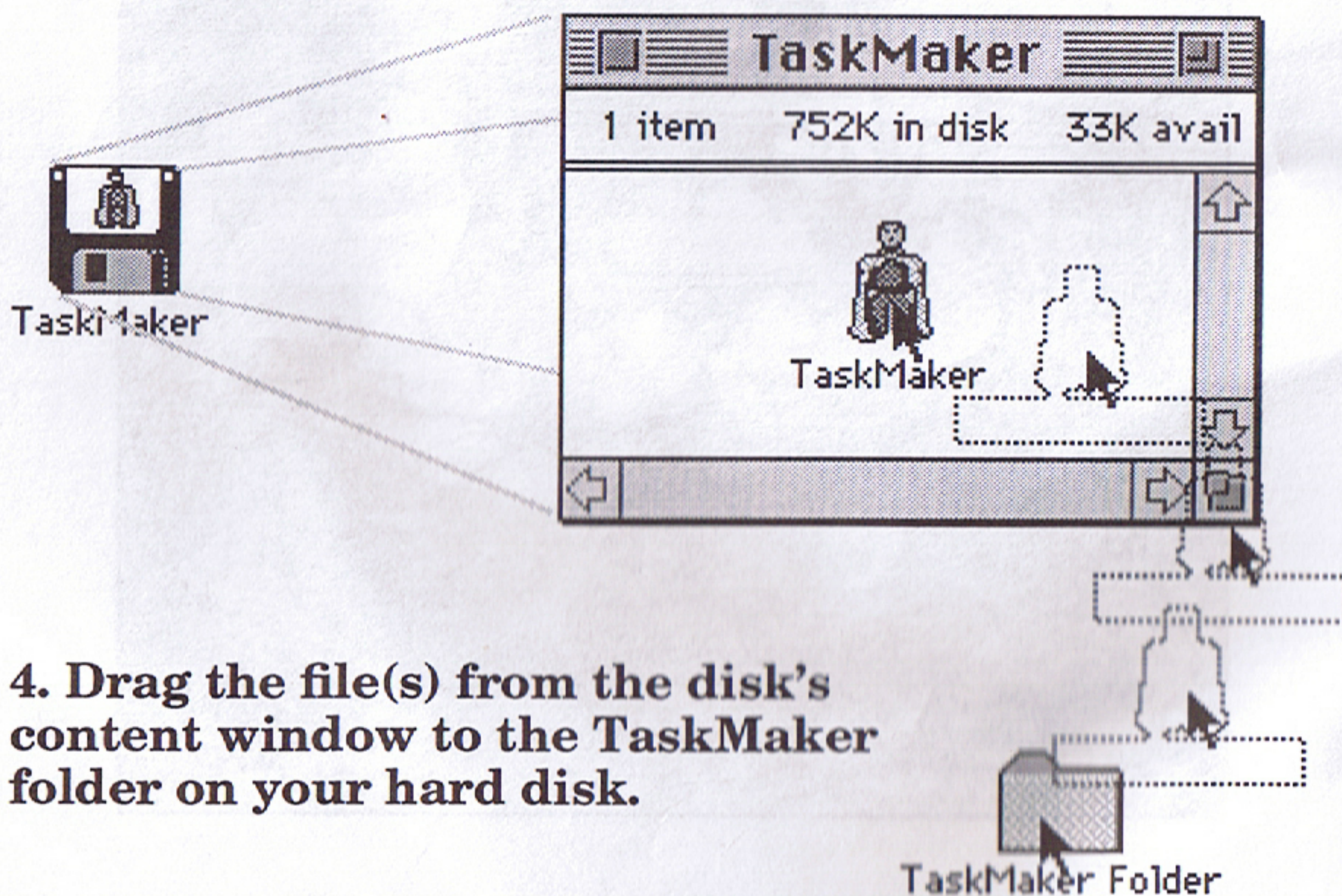


2. Name the folder "TaskMaker Folder."

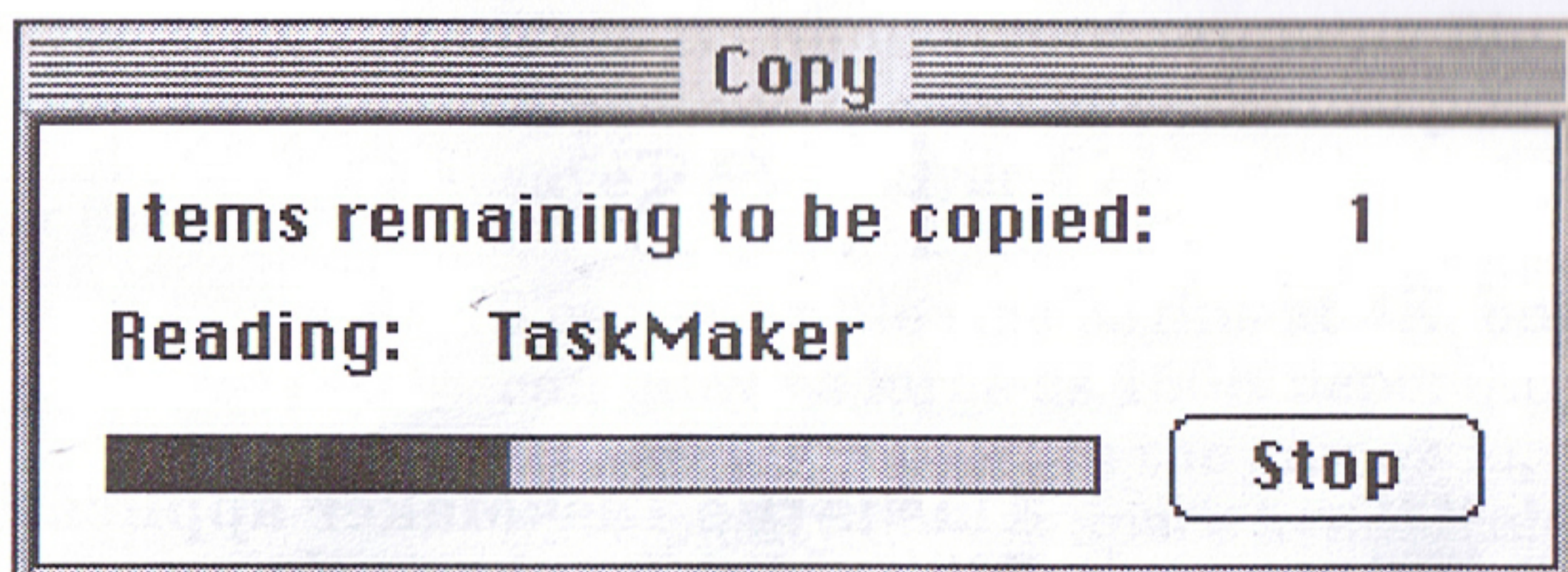
Or, pick a different name if you prefer.

3. Insert the **CD-ROM** or floppy disk #1.

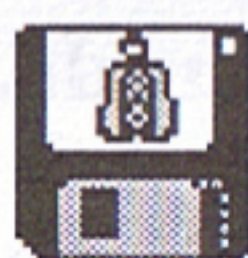
You may need to double-click on the disk icon for the contents window to show.



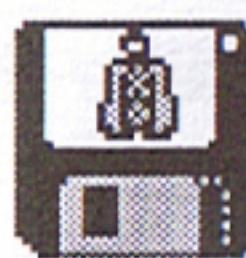
4. Drag the file(s) from the disk's content window to the TaskMaker folder on your hard disk.



The file is copied to your hard disk.



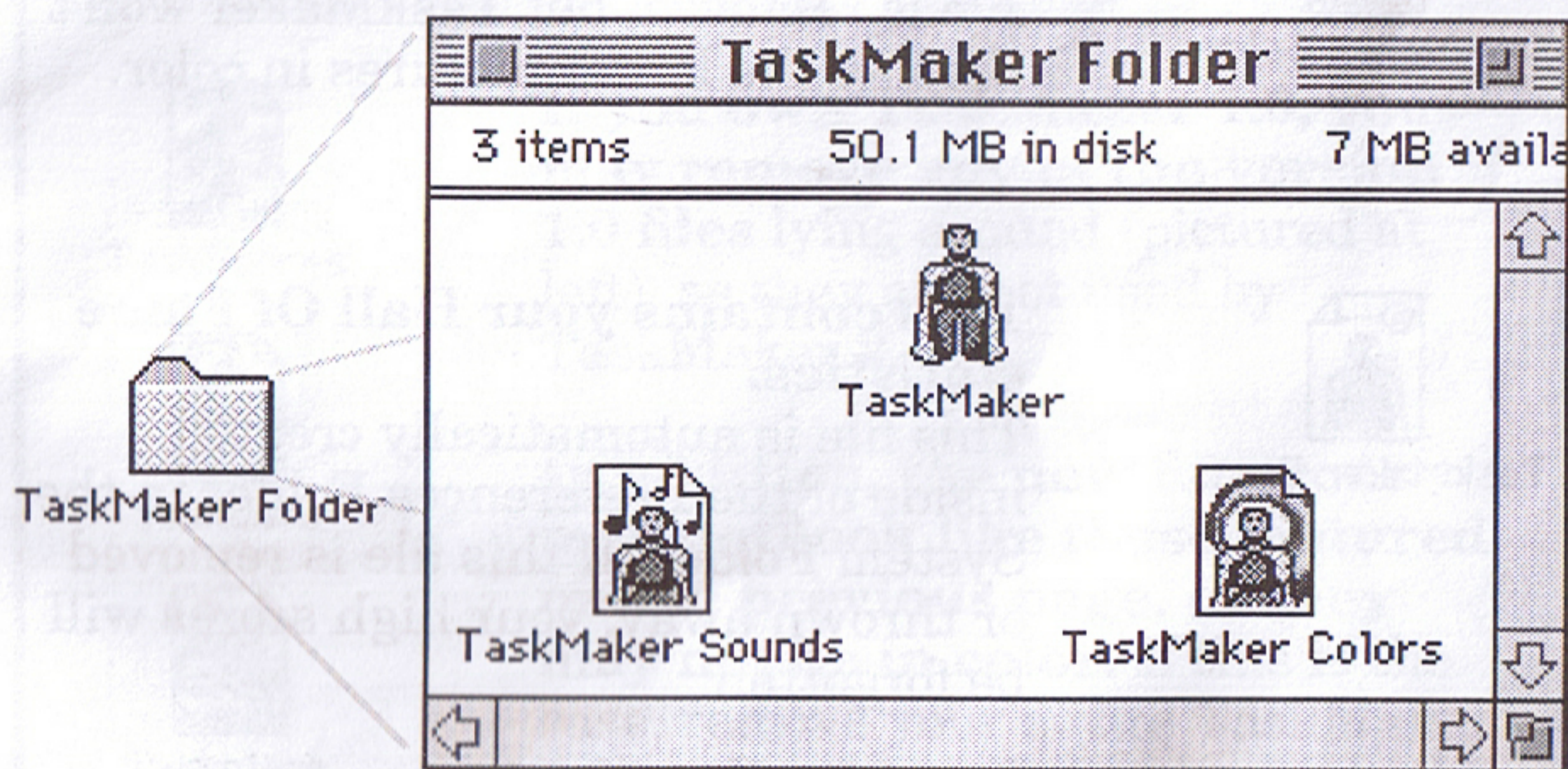
TaskMaker Disk 2



TaskMaker Disk 3

5. Repeat steps 3 & 4 for any additional disk(s).

TaskMaker fits on one CD-ROM, two high density floppy disks, or three double density floppy disks. So, some users won't receive a Disk 2 or Disk 3, because it's unnecessary.



Double-click to open the TaskMaker folder on your hard drive. **The contents of your TaskMaker folder should look similar to the picture above.**

If desired, copy any additional files (such as maps and update reports) included on the disk(s).

Files



TaskMaker

This is the TaskMaker application.
Double-click it to begin the game.



TaskMaker Sounds

This contains all of the sounds.
Some disk space can be saved if this file is removed, but TaskMaker won't make any sounds.



TaskMaker Colors

This contains color illustrations.
Some disk space can be saved if this file is removed, but TaskMaker won't display the larger pictures in color.



TaskMaker Prefs

This contains your Hall Of Fame statistics.
This file is automatically created inside of the Preferences Folder in the System Folder. If this file is removed or thrown away, your high scores will be forgotten.



Player Name

This is the player document file.
A new one is created each time you save a new player.

The player file size begins at 4K, but can grow as large as 150K depending on how far you get in the game. So, have plenty of disk space available!

Because the villages and dungeons have changed so much, old players from TaskMaker 1.0 are not compatible.

TaskMaker 1.0 Owners: Obsolete Files and Old Icons



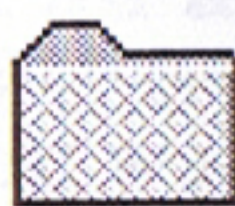
TaskScores



TaskData



Taskplace



World

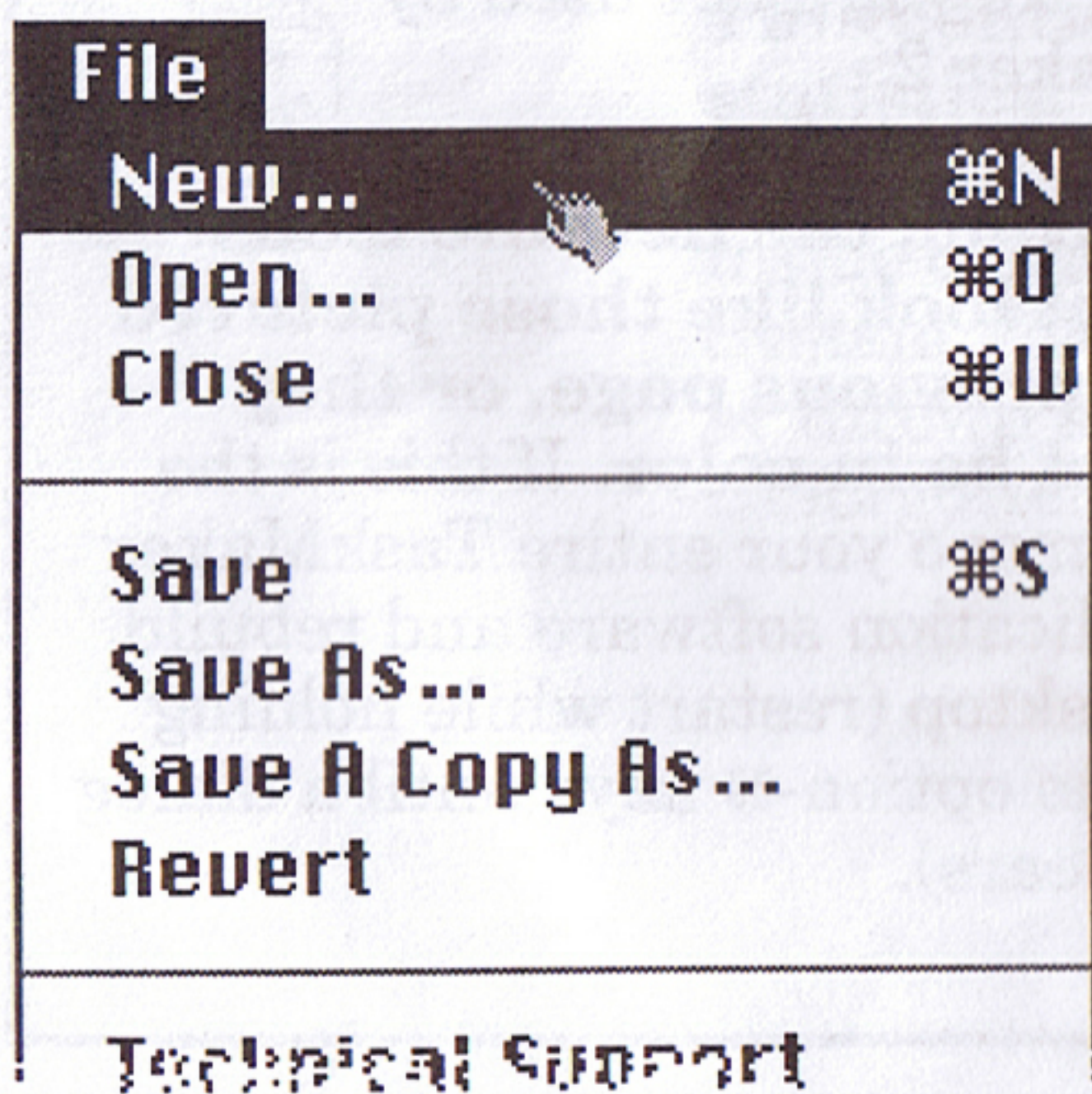
If you own TaskMaker 1.0, you may remove any of the version 1.0 files lying around (pictured at left), as they are not used by TaskMaker 2.

In addition, the new file icons may not look like those pictured on the previous page, or they may not be in color. If this is the case, remove your entire TaskMaker 1.0 application software and rebuild your desktop (restart while holding down the option-⌘ keys until a dialog box appears).

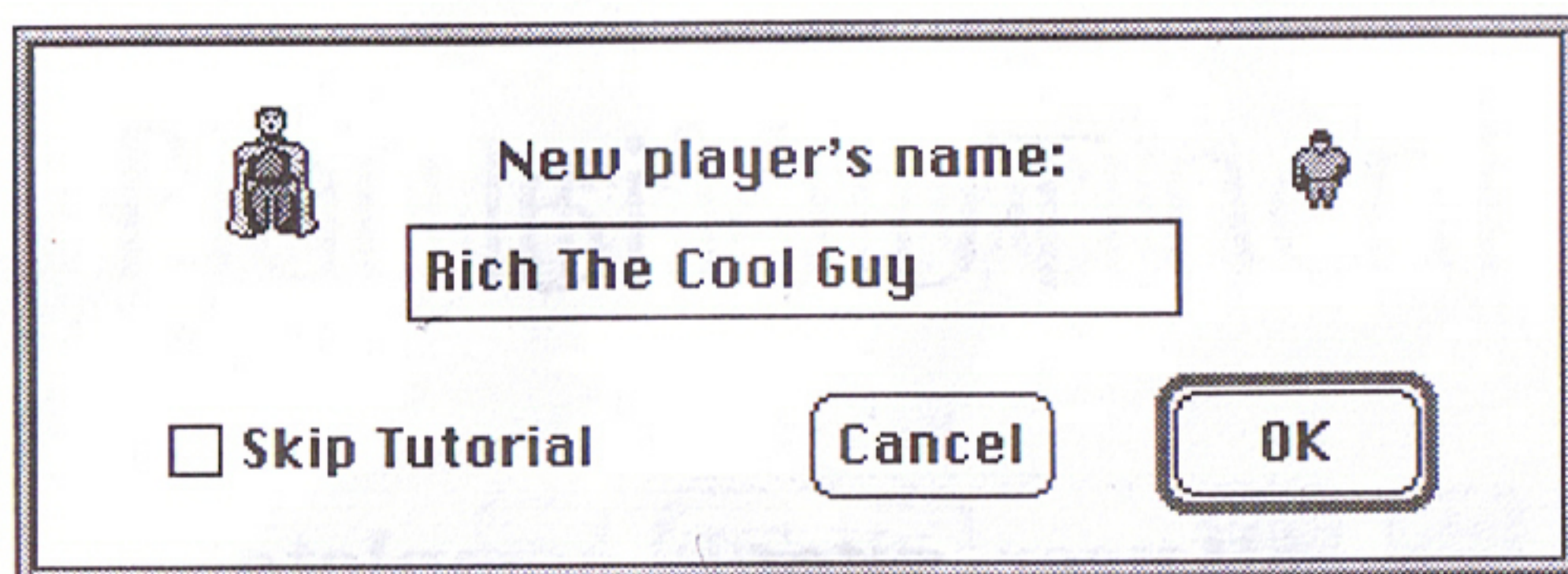
New Player



To begin a new game, click the New button in the opening dialog box.



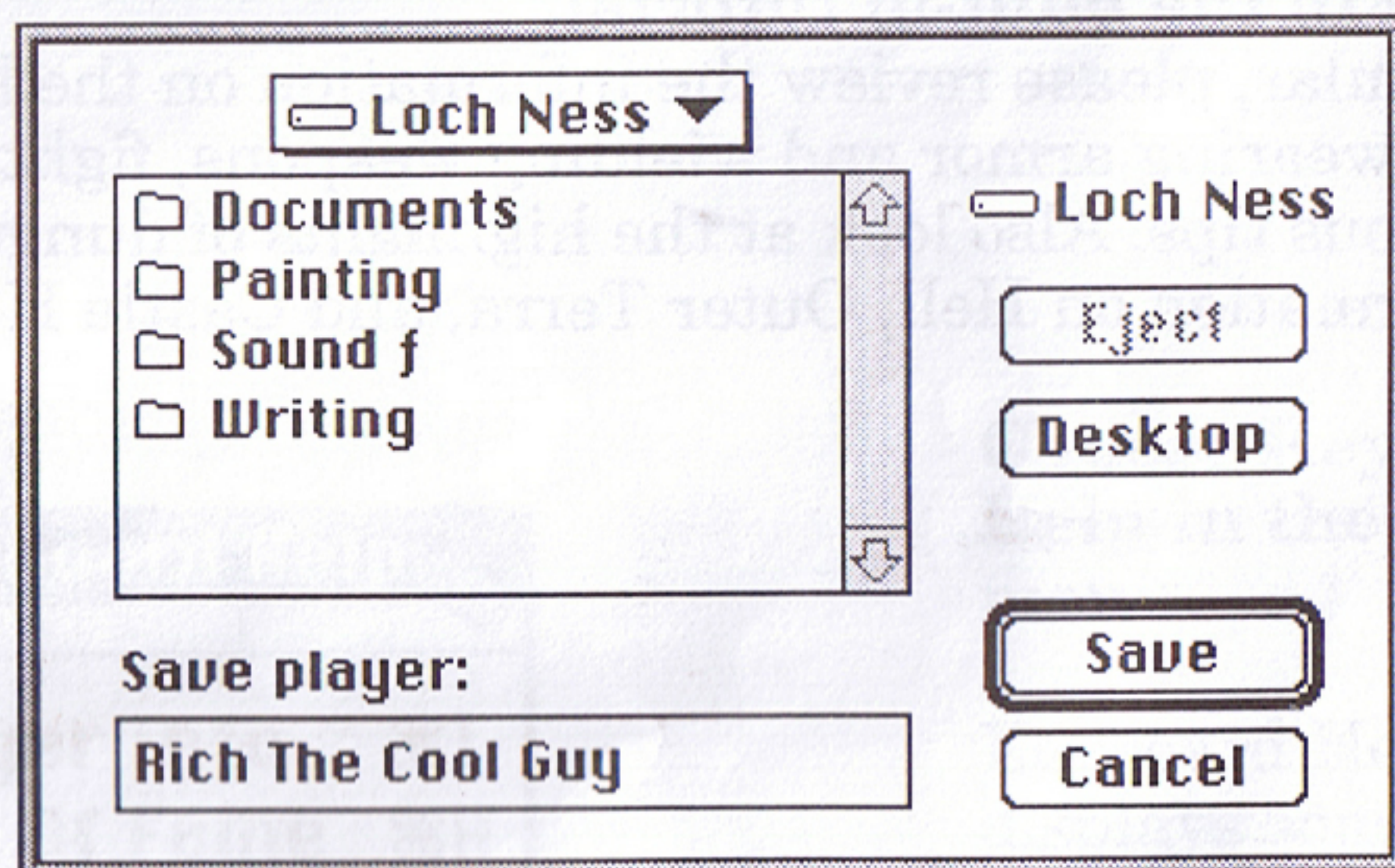
The opening dialog box (pictured above) is provided solely for convenience. You can also create a new player at any time by choosing New in the File menu.



Type your player's name.

You may wish to select the Skip Tutorial checkbox if you have completed the tutorial in a previous life. If you are already in the tutorial, you can skip the remainder of the tutorial by choosing Escape To Outer Terra in the Spells menu.

Click the OK button.



Find an appropriate place on your hard disk, and click the Save button.

Make sure you have enough space available on your hard disk. The player file begins at 4K, but can grow as large as 150K.

Tutorial

All users should complete the built-in tutorial at least once.

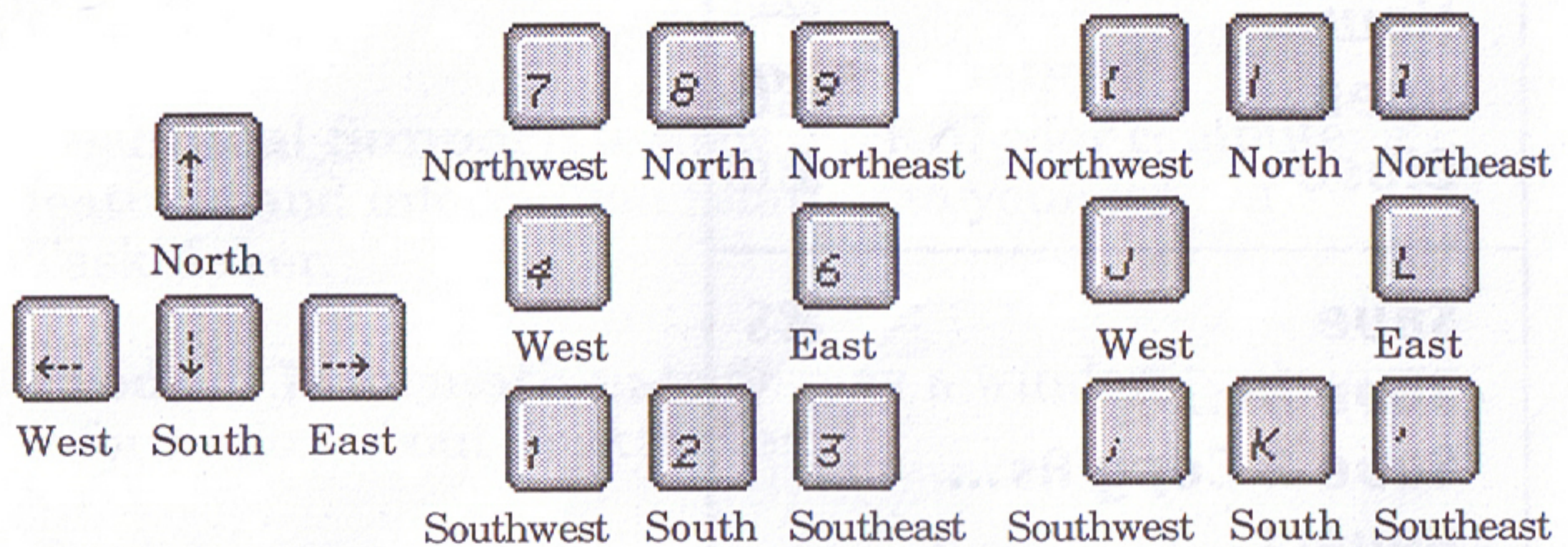
The built-in tutorial is extensive, and includes almost all instructions on play. This manual does not.

New players begin in the tutorial automatically, unless the Skip Tutorial checkbox is selected. At any time in the tutorial you may choose the Escape To Outer Terra spell to skip the remainder of the tutorial and begin the game.

There are a few subjects in this manual that are not covered in the built-in tutorial.

In particular, please review the information on the list display, wearing armor and wielding weapons, fighting, and various tips. Also look at the highlights of dungeons and information on Hell, Outer Terra, and Castle Hall.

Player Movement



If your player is not facing in the direction that you wish to move, then **the first keypress turns your player, and subsequent keypresses move your player.**

Play	
Keyboard Help	
Player Info	⌘I
Hall Of Fame	⌘H
Pause	⌘P
Mute	⌘M

Choose Keyboard Help in the Play menu.

Keyboard Help displays some of the player movement keys pictured above, as well as additional keyboard information.

File Menu

File	
New...	⌘N
Open...	⌘O
Close	⌘W
Save	⌘S
Save As...	
Save A Copy As...	
Revert	
Technical Support	
 Product Information Register...	
Quit	⌘Q

New: to create a new player. See the New Player section in this manual for more information.

Open: to retrieve a previously saved player from the disk.

Close: to temporarily end usage of the current player. The player is saved on the disk if necessary and requested.

Save: to store the current player on the disk using the current filename and disk location.

Save As: same as Save, except you can specify a new filename or disk location.

Save A Copy As: same as Save As, except it stores a back-up copy of the current player.

Revert: to eliminate any changes made since the current player was last saved (same as Close without saving, and then Open).

Technical Support: to view a list of your computer's features and information relating to your copy of TaskMaker.

Product Information: to display a window containing information about TaskMaker.

Register: to type in your name and personal registration number. See the Registration card (or cover letter) for instructions and your personal registration number.

Quit: to exit from the TaskMaker application.

			
About Balloon Help...			
Show Balloons			
TaskMaker Product Information Technical Support Keyboard Help			

System 7 users will notice a few of the File menu commands are also conveniently located in the Balloon Help menu.

Commands Menu

Commands

 **Get Object...**

 **Put Object...**

 **Use Object (also to Eat & Drink)...**

 **Wear Armor/Wield Weapon...**

Action (Switch or Door)

Bestow Gift...

Determine Type & Mood

Examine Object, Person, & Floor

 **Transact (Talk, Buy & Sell)**

 **Fight Opponent**

Rest

Get Object: to pick up objects from the floor directly in front of you.

Put Object: to place objects from your pouch onto the floor. Also to deposit treasures and recycle trash.

Use Object: to consume a potion, food, or drink. Also to read a scroll or zap a wand.

Wear Armor / Wield Weapon: to outfit your player. See the Wear / Wield Display section in this manual.

Action: to open / close doors, curtains, compartments, and safes. Also to bend bars, dig dirt, push buttons, and deposit treasure.

Bestow Gift: to bribe someone to quit fighting or to bribe someone into revealing a secret.

Determine Type & Mood: to find out a creature's mood and to learn if a creature is evil. It also reveals a creature's approximate minimum health and power.

Examine: to learn the name of a person, floor, or object.

Transact: to talk to people, or to buy and sell in a shop (see the List Display section in this manual). Also to deposit all of your cash treasure into an Auto Teller.

Fight Opponent: to attack an enemy and swing your weapon.

Rest: to revive your health and other attributes.

Keyboard Shortcuts

You can choose any command in the Commands menu from the keyboard by typing the first letter of the command.

For example, typing lowercase 'e' chooses the Examine command.

Spells Menu

Spells

Attack Multiple Opponents

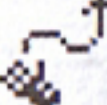
 **Blast Opponent**

Frighten Opponent

 **Hasten Self (Speed-Up)**

Heal / Cure Disease

Escape To Outer Terra

 **Grasp Distant Object...**

 **Illuminate Area**

 **Magically Map Area**

 **Other Spell To Invoke...**

Attack Multiple Opponents: to fight surrounding opponents simultaneously.

Blast Opponent: to fire a magic bolt similar to a wand. The maximum damage to the enemy is based on the level of the player's spirit, strength, and agility.

Frighten Opponent: to scare off a creature. If your player's total power (strength, level, armor, and so forth) is too low, the creature laughs in your face. Frighten is also useful to stop a friendly creature from fighting you, or to make a friendly creature leave a narrow corridor.

Hasten Self: to double the number of player turns in relation to monsters. Useful to double your fighting attacks, to zip over treadmills, or for speed to run away.

Heal / Cure Disease: to heal wounds and retard maladies (drunkenness, blindness, loss of hearing).

Escape To Outer Terra: to leave a trapped position in a dungeon or Hell. Costs one level of experience. This also can be used to exit from the tutorial early, without cost.

Grasp Distant Object: same as the Get Object command, except this works for any visible object which is ordinarily out of reach. Very useful, but chances are you'll forget about this spell.

Illuminate Area: to light-up an entire dungeon which does not normally have light. This spell takes the place of a torch; it is not the same as x-ray vision (which eliminates all of the black obscured areas on the screen).

Magically Map Area: to see a birds-eye view of the surrounding village or dungeon. This is a great spell, but only grants a crystal-clear view when the player reaches the seventh player level.

Other Spell To Invoke: to cast spells which are not listed in the Spells menu. Transacting with certain people reveals new spells, such as "Faux Pas" and "Gamble."

Keyboard Shortcuts

You can choose any command in the Spells menu from the keyboard by holding down the shift key and typing the first letter of the command.

For example, typing uppercase 'E' chooses the Escape To Outer Terra spell.

Play Menu

Play	
Keyboard Help	
Player Info	⌘I
Hall Of Fame	⌘H
Pause	⌘P
Mute	⌘M

Keyboard Help: to display the layout of commands available using the keyboard. There are a few additional keys not mentioned, especially around the numeric keypad.

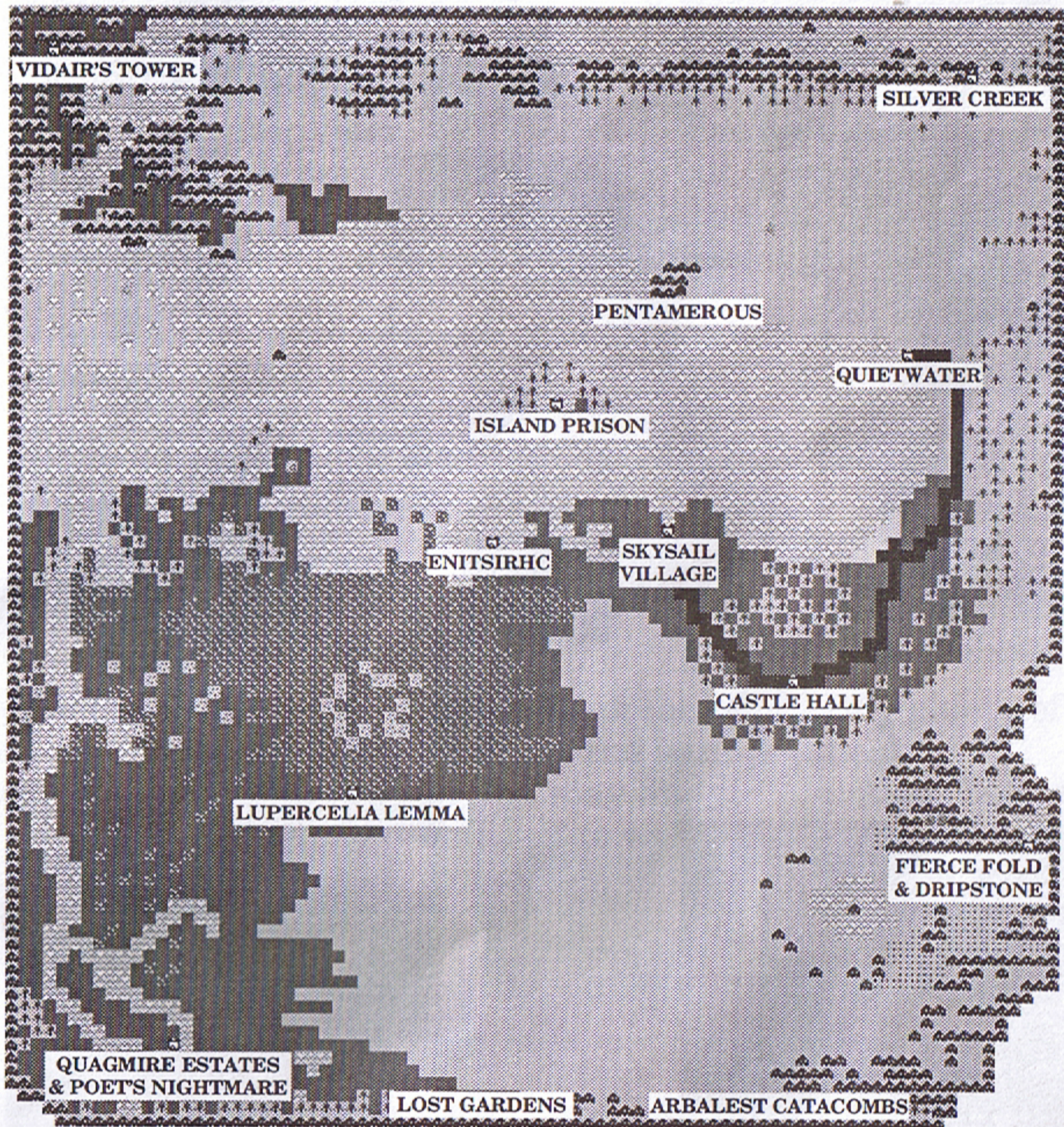
Player Info: to display the name, level, power, present task, state (drunk, hasted, blind, and so forth), amount of cash, and number of keys of the current player.

Hall Of Fame: to see all the high scores you have accumulated throughout your adventures. This list can be erased by throwing the TaskMaker Prefs file (which is located in the Preferences Folder in the System Folder) into the trash. If you do, you'll need to re-enter your registration number.

Pause: to temporarily halt the game. Choose this if someone in the real world rudely interrupts you. Choose Pause again, or any other command, to continue the game.

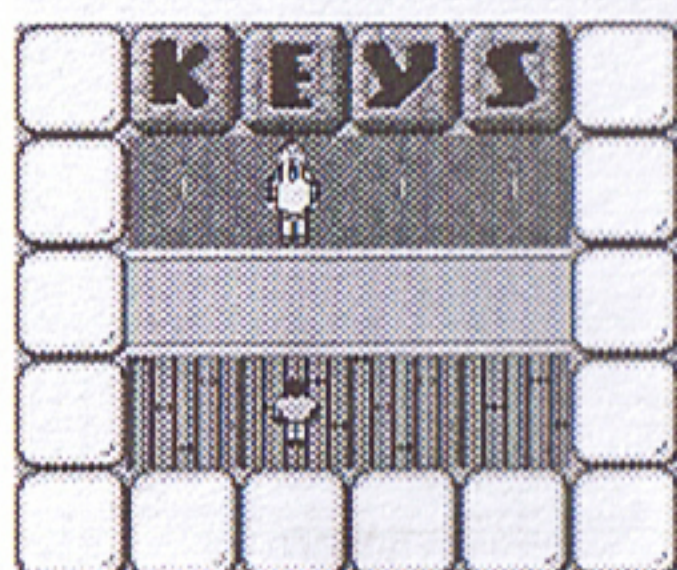
Mute: to toggle sounds off / on.

Outer Terra

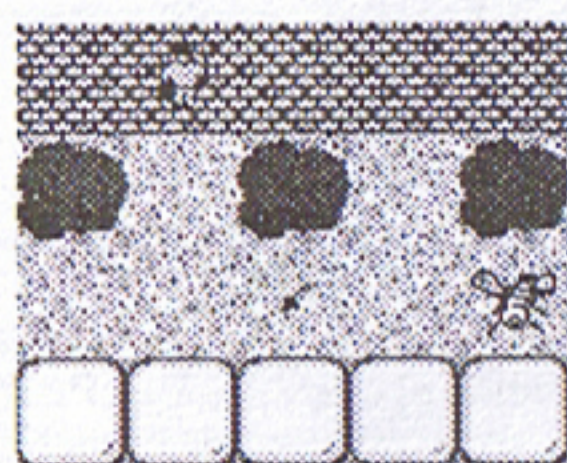


Castle Hall

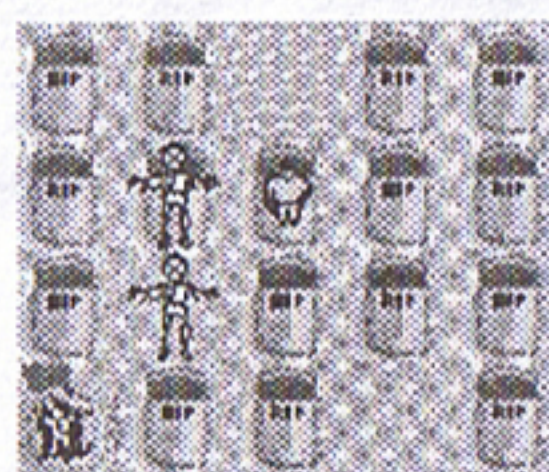
Castle Hall is the central location to the whole adventure. Return here after every completed task to rest up, sell treasures, and buy new equipment. It is important to fully explore the many streets and shops of this castle.



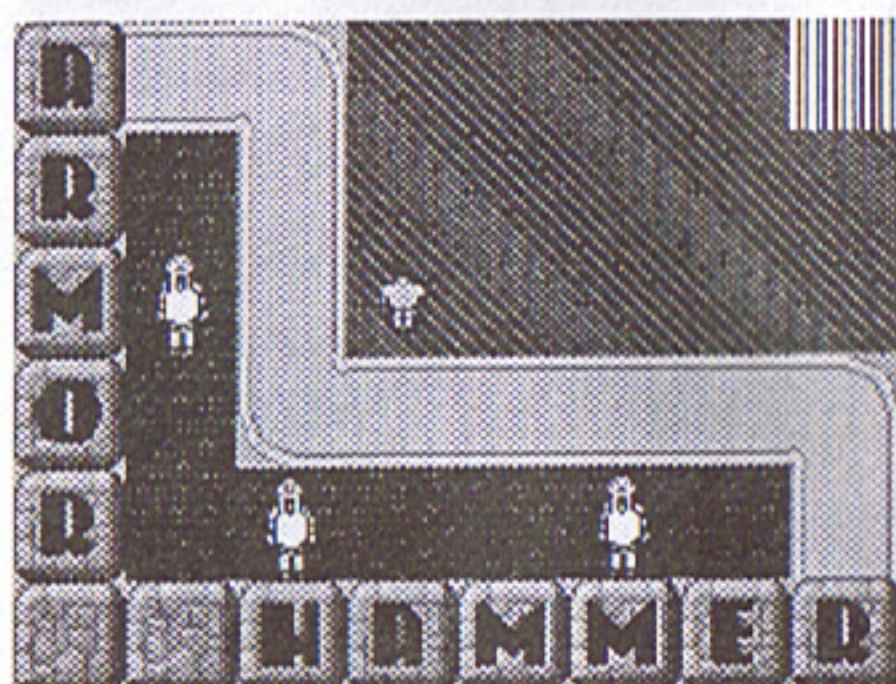
You'll save yourself a lot of hassles when you find the key shop.



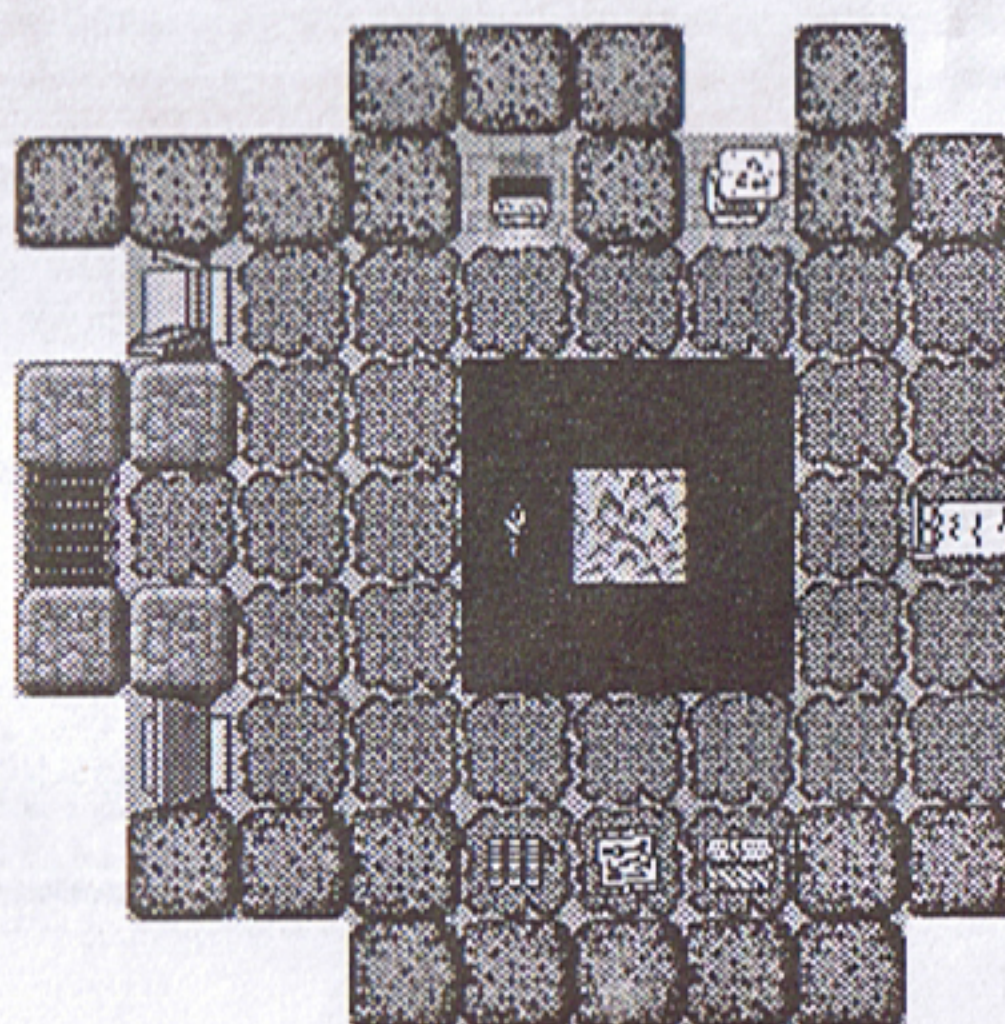
Who knows what objects you may find if you look carefully?



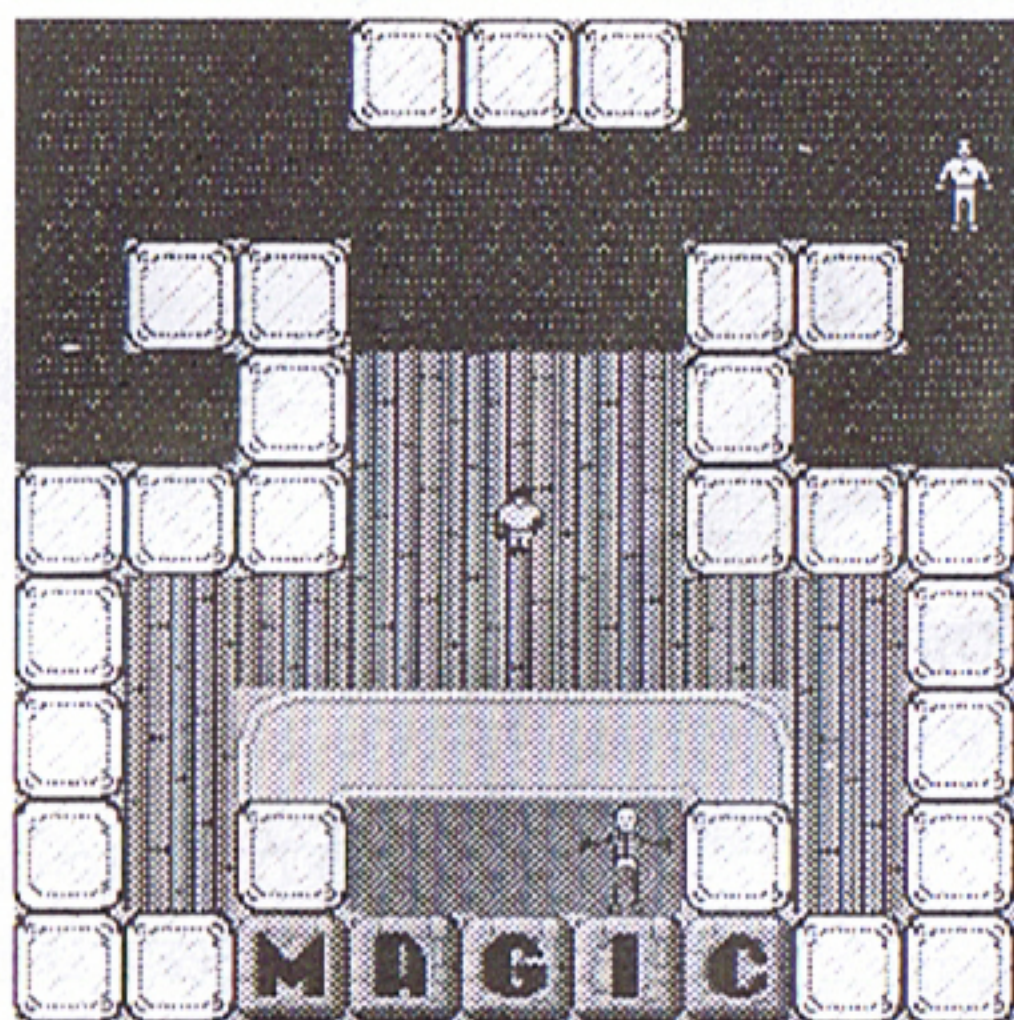
It's true that adventurers die with their boots on. Dig them up and see.



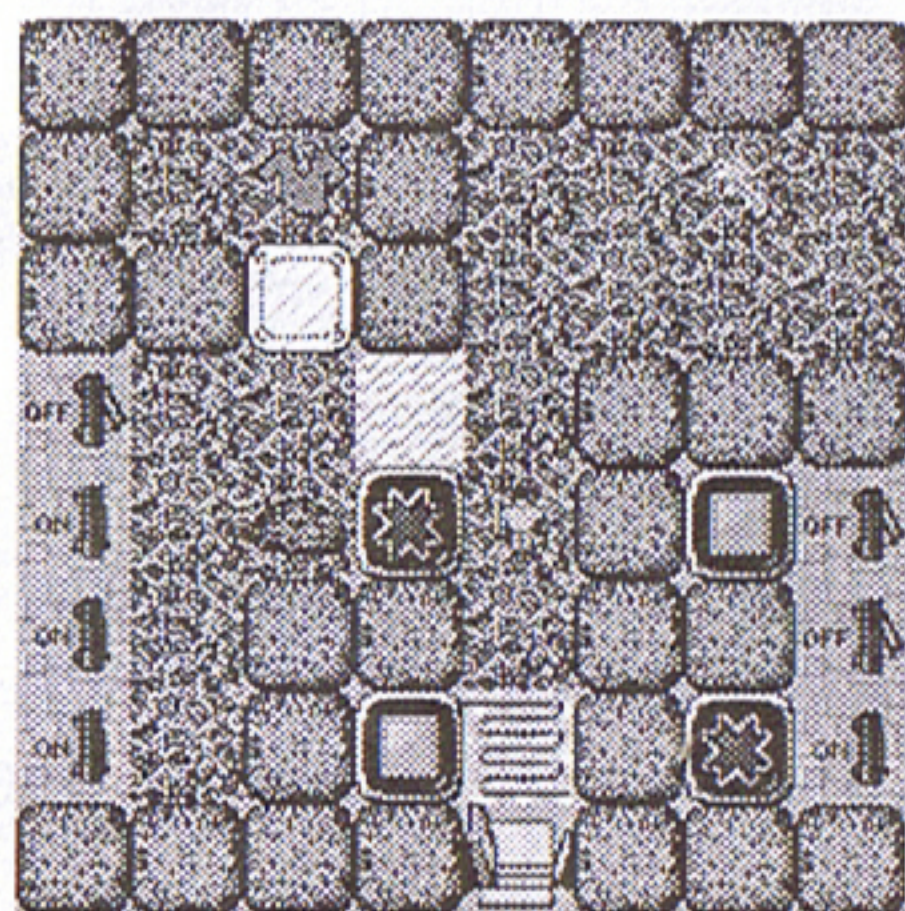
Sell your old weapons and armor, and buy better ones.



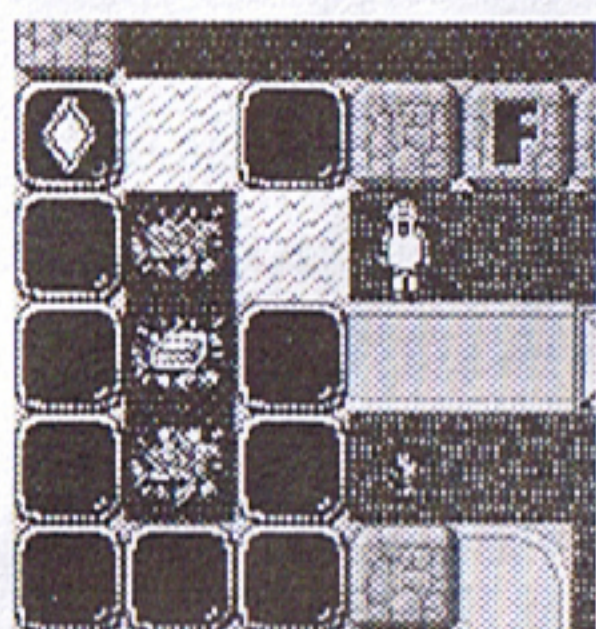
There's even a secret lair just waiting for you to claim!



The magic shop sells items that can get you out of desperate situations.



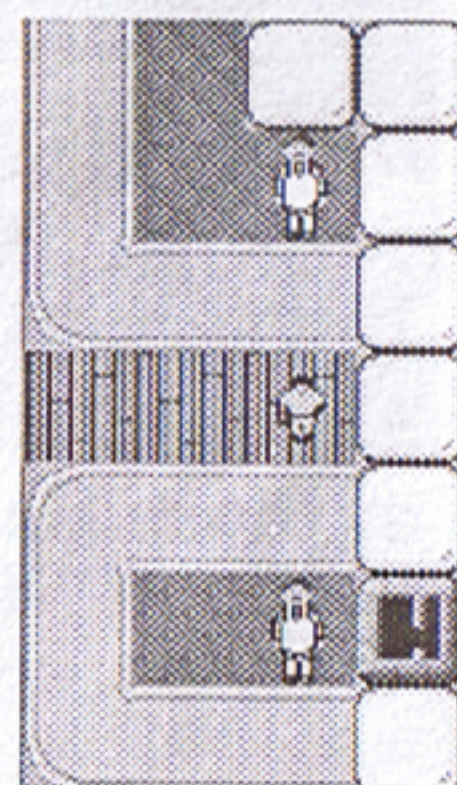
The switch room controls the drawbridges and force fields in this castle.



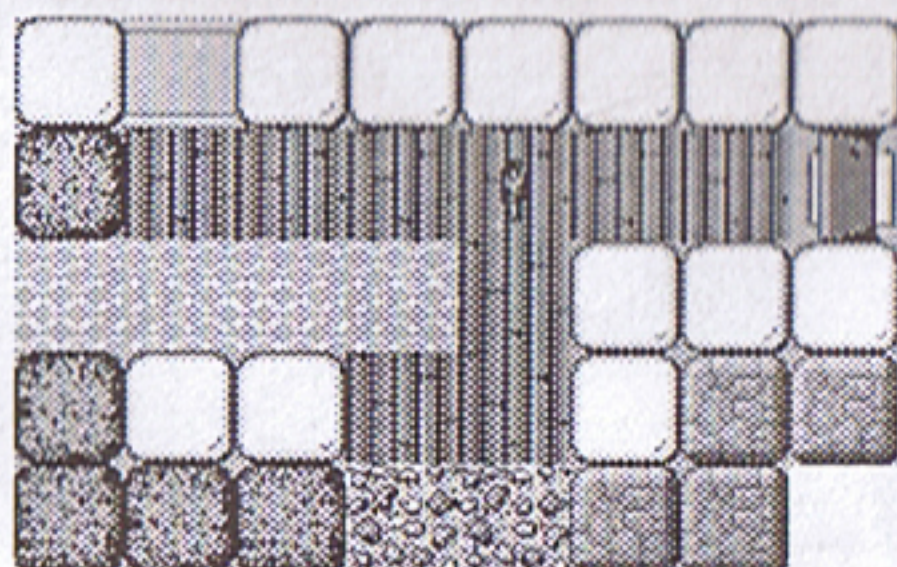
Rob the bank?



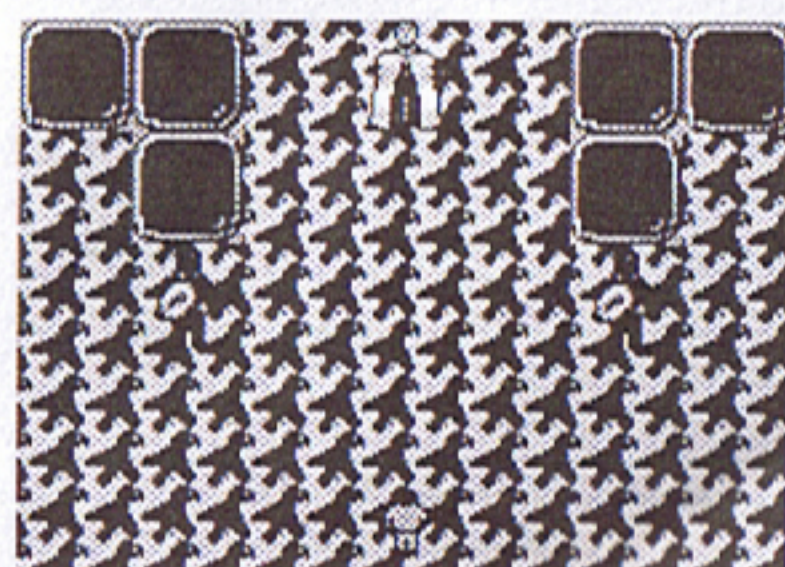
Don't drink too much at the bar, or you may find it difficult to walk home.



Buy plenty of healing potions before you journey onward.



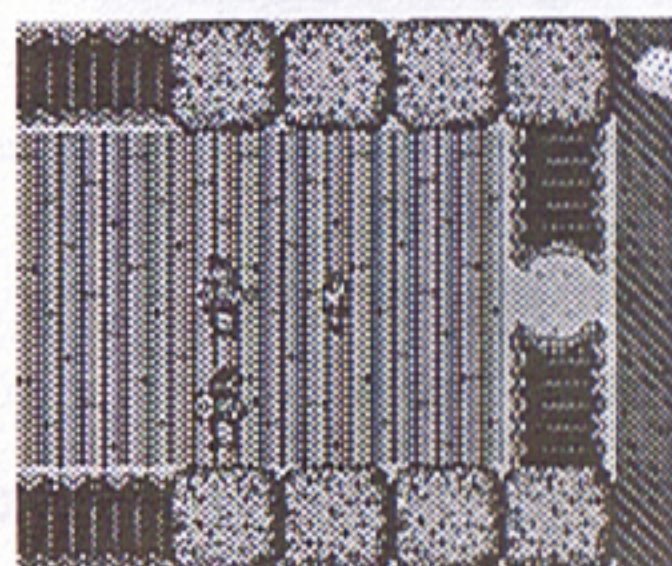
Find the port. It comes complete with food, supplies, and a back door to your lair.



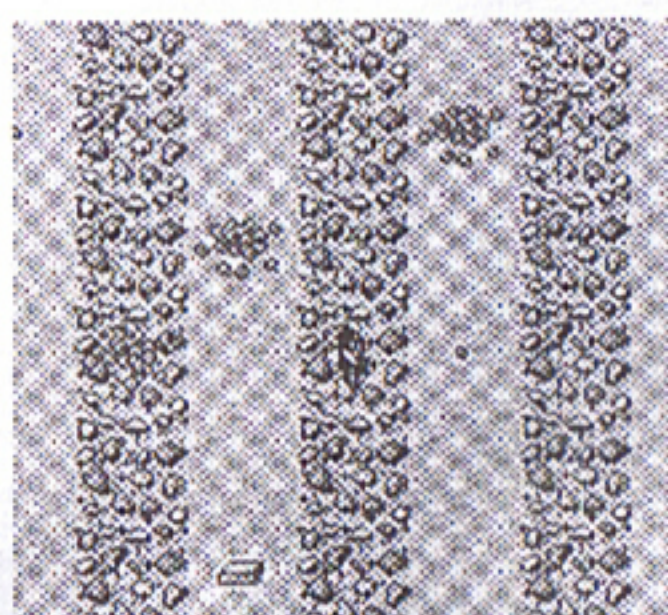
Begin and end each adventure by speaking with the TaskMaker!

Dungeons

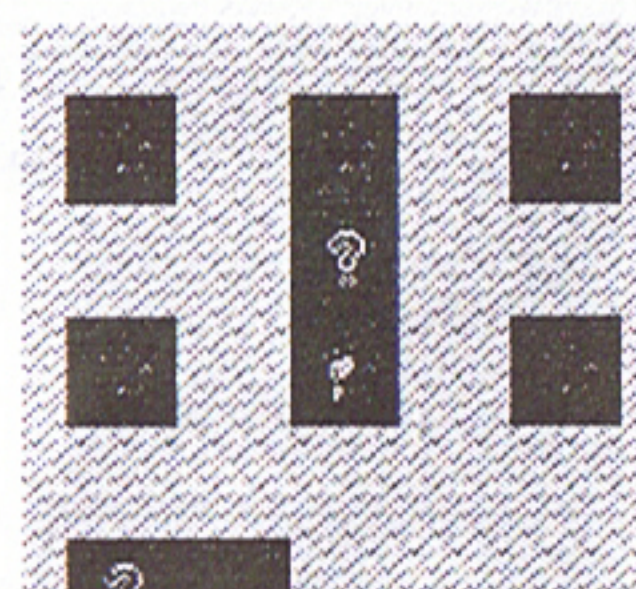
TaskMaker contains 16 dungeons (or villages), not including Outer Terra, Hell, and the Tutorial. Here are some highlights of the dungeons, in no particular order.



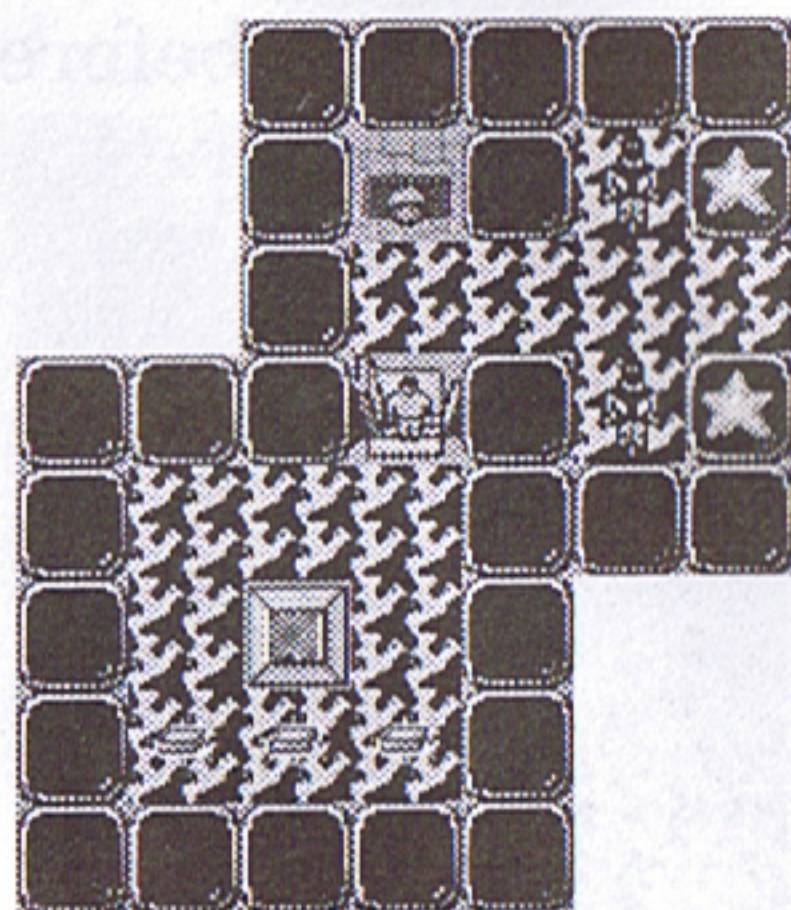
Beginners should fully explore Skysail Village.



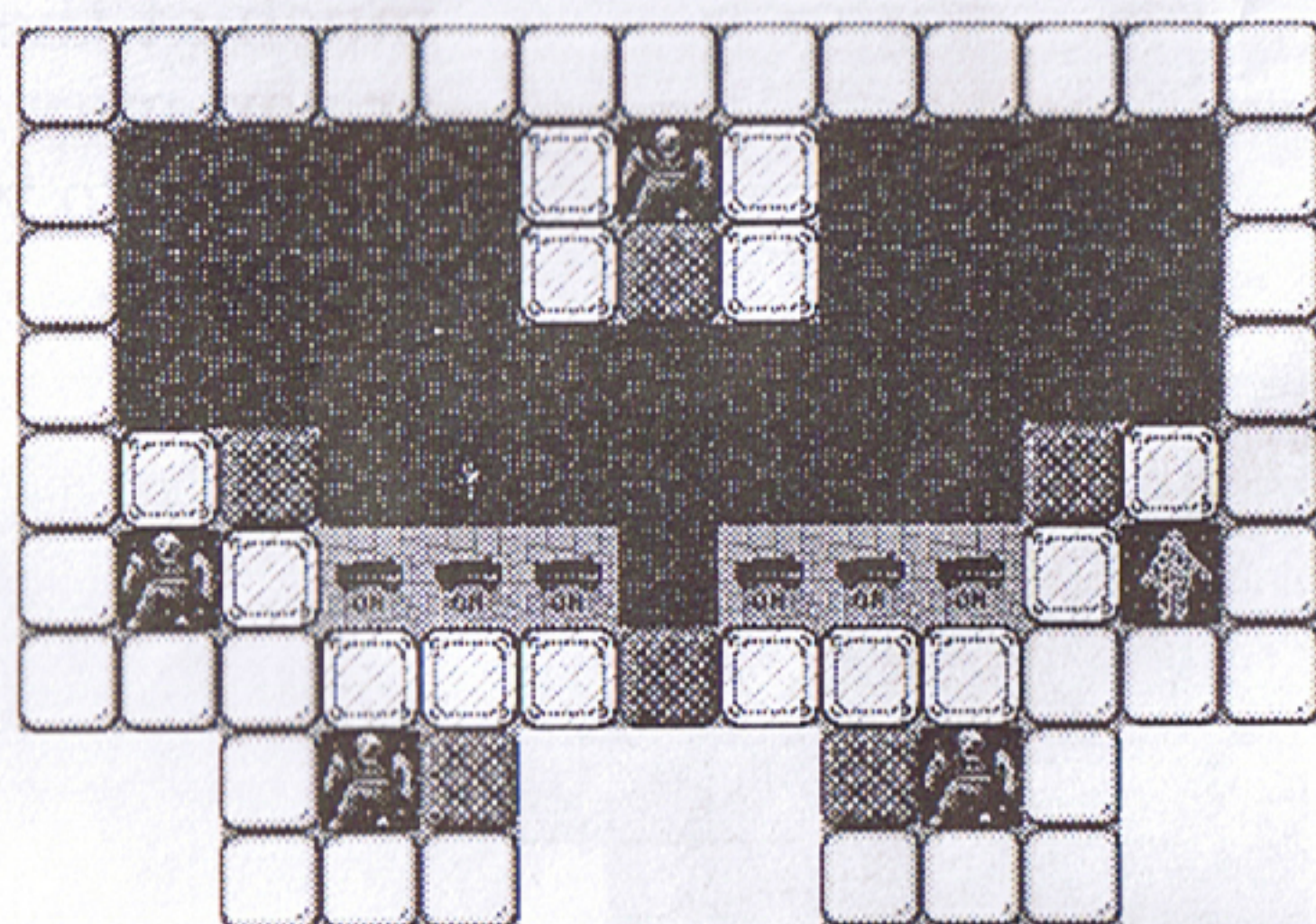
Silver Creek's mines make you wish you had a bigger pouch.



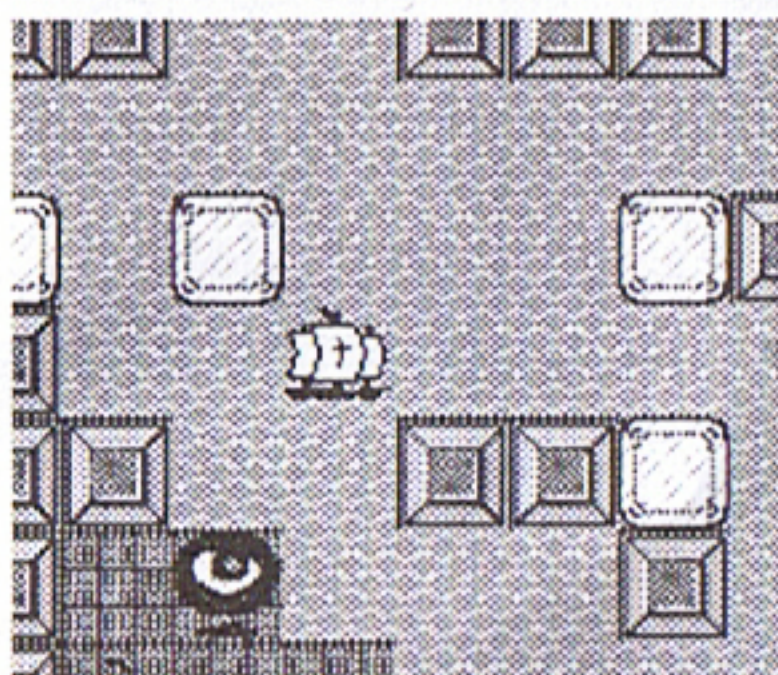
Teleports, traps, and force fields; Fierce Fold.



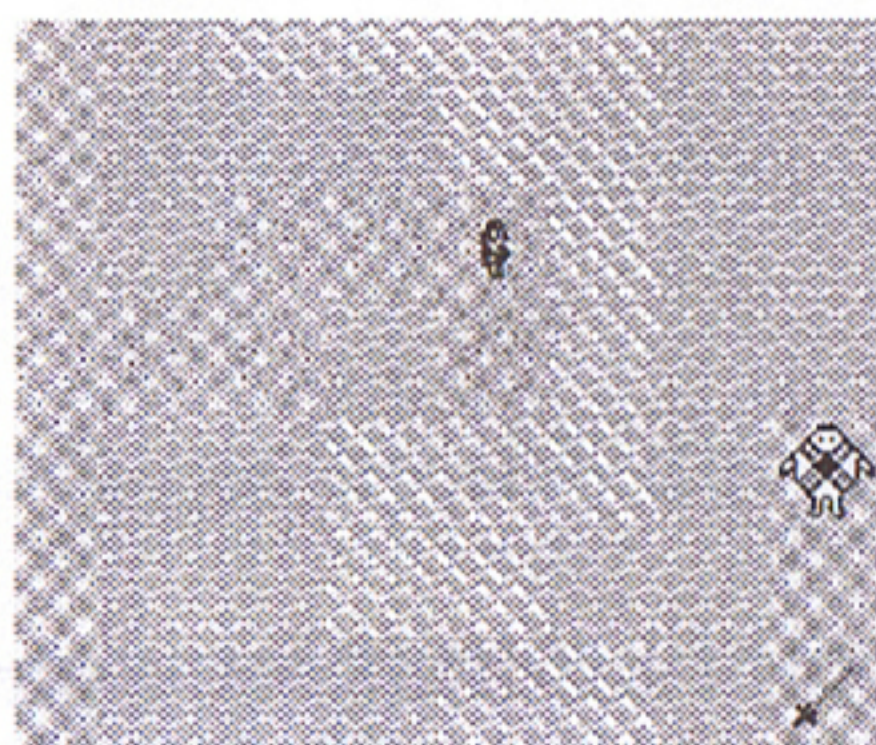
Always do a double-take, especially in Quietwater.



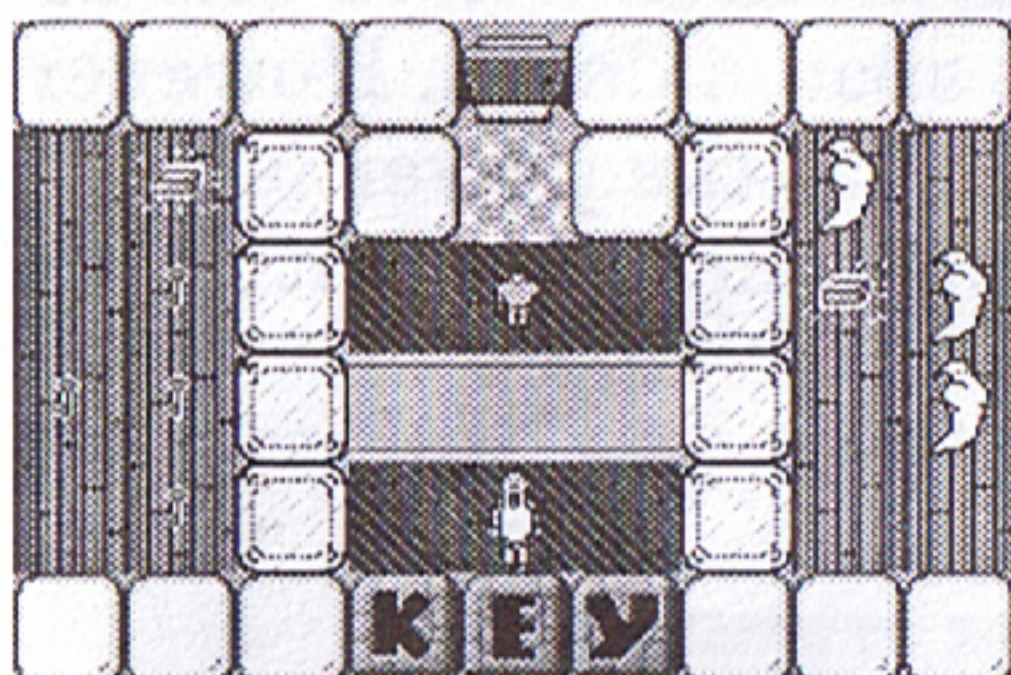
In Enitsirhc: one of the switches releases the exit, but the other five switches release monsters.



Sail through the sunken ruins of Quagmire Estates.



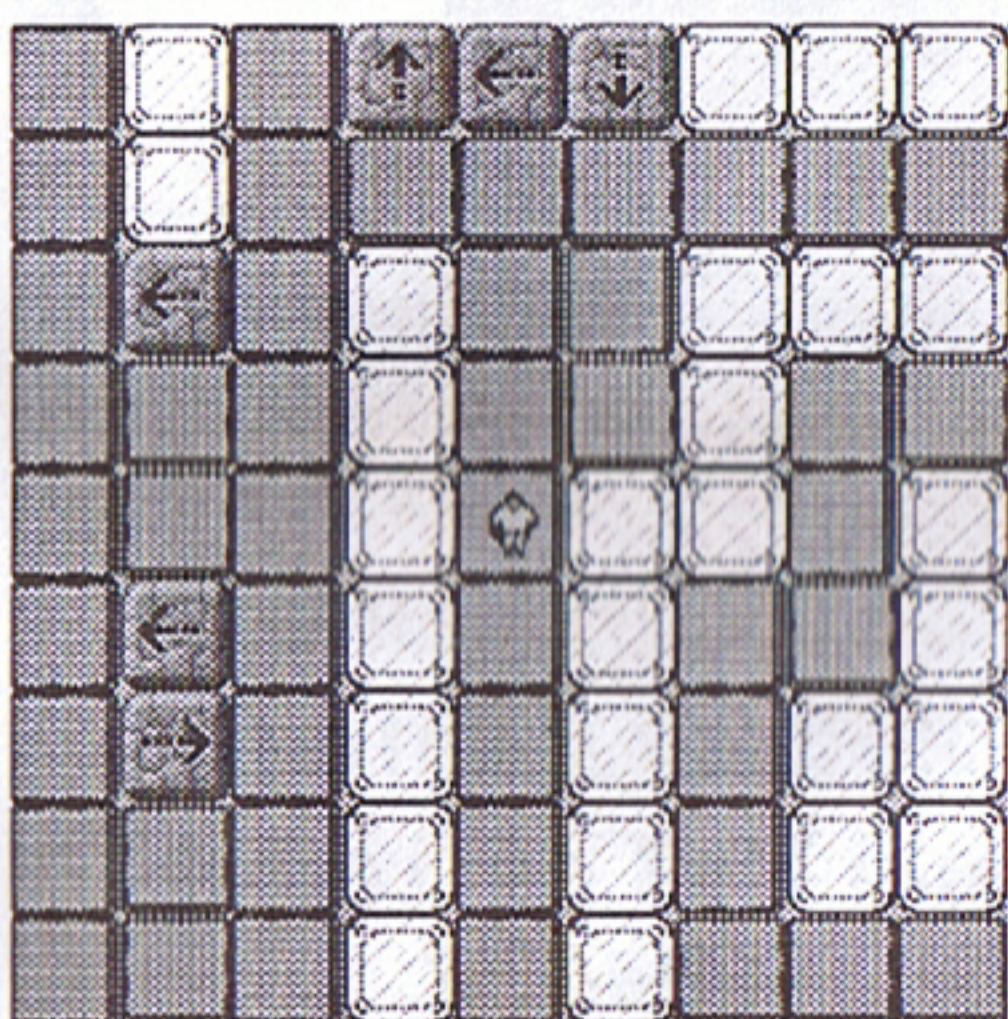
Cross Enitsirhc's ocean by walking on a living sandbar.



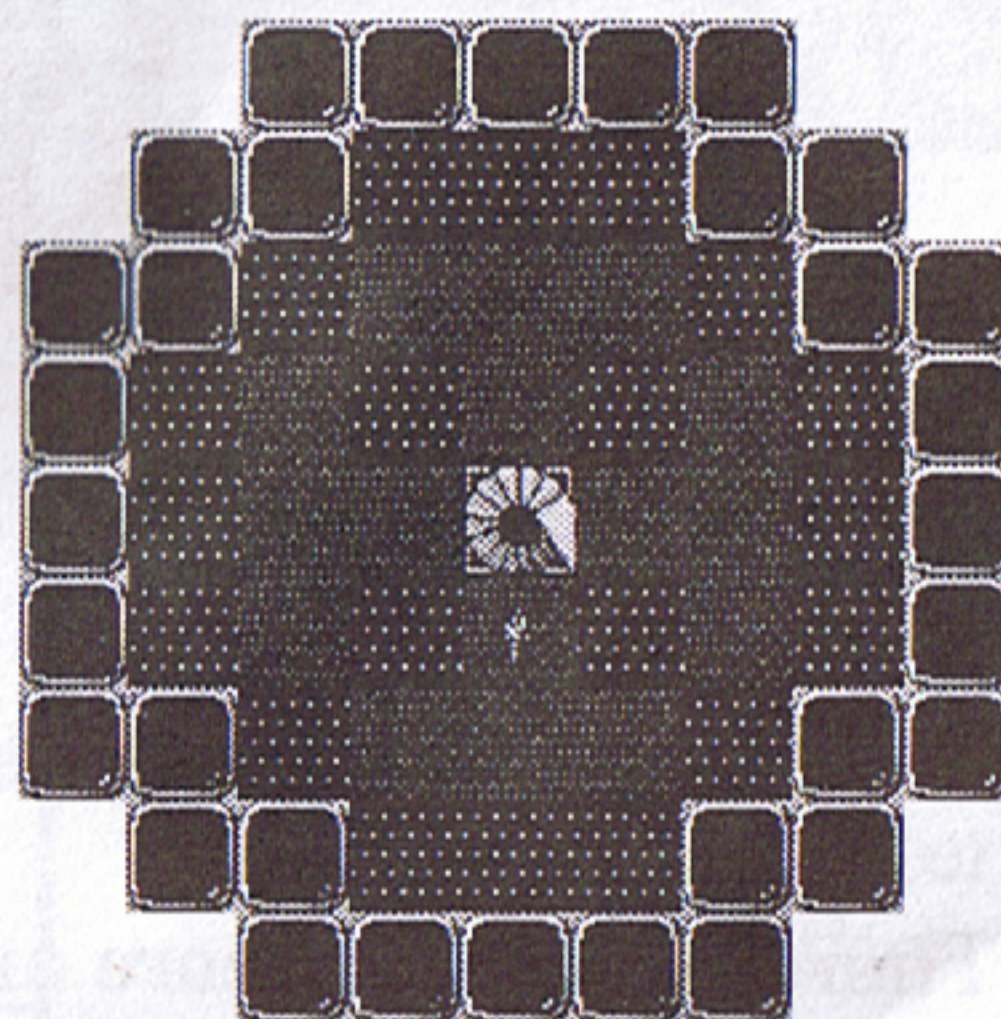
You'll need a key to get into the key shop at Arbalest Catacombs.



The King's bones rest in Pentamorous, but so do 50 others!



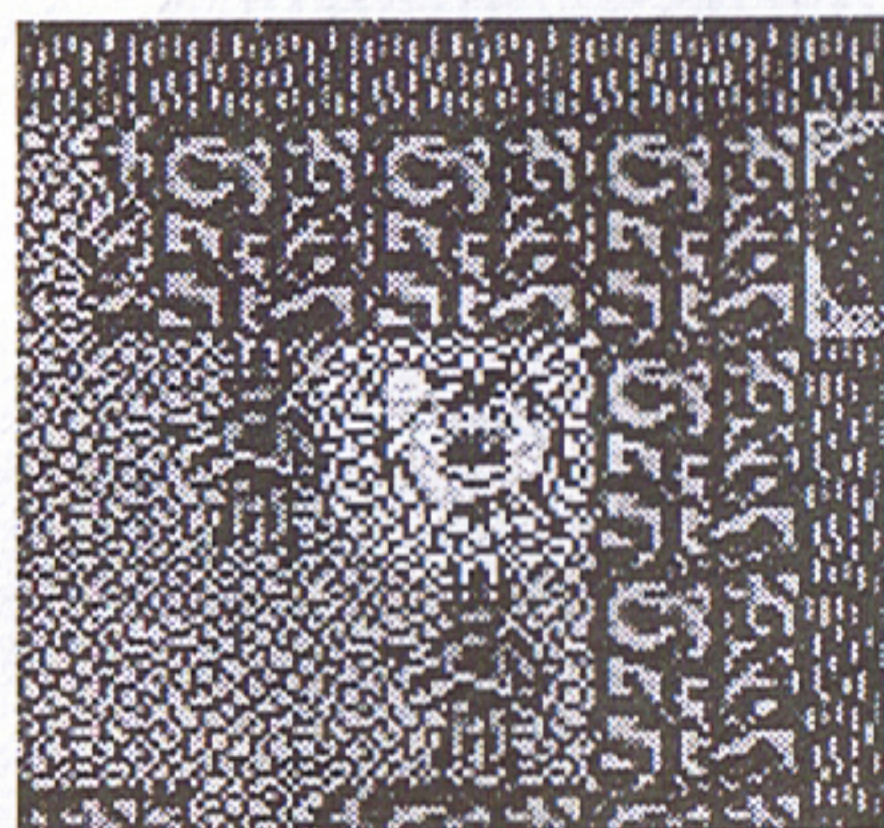
Besides painful poetry, Poet's Nightmare includes a huge conveyor belt maze.



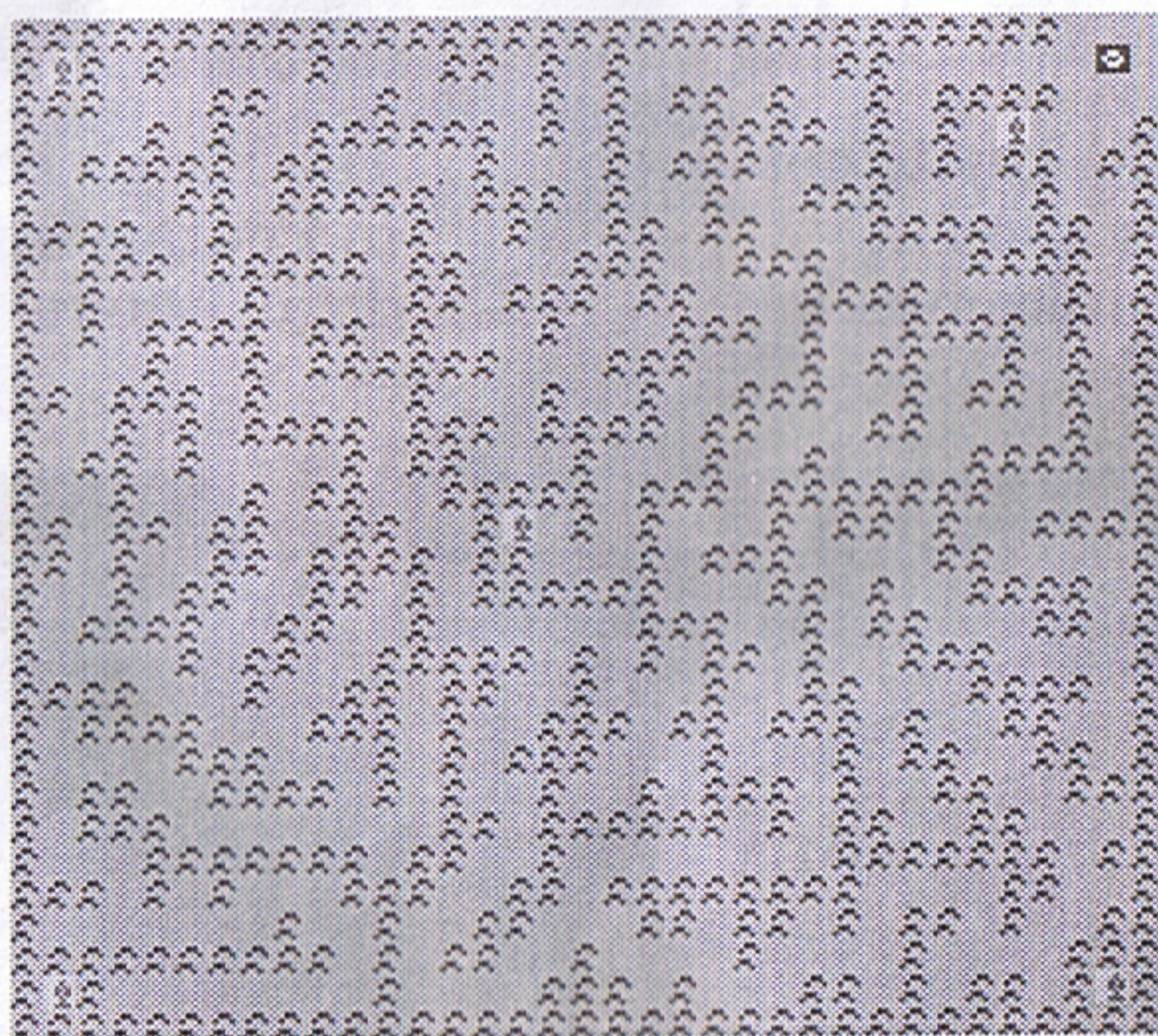
Vidair's Tower consists of over 100 rooms. Avoid as many as possible.

Hell

In TaskMaker, death is only a temporary setback.



All of the possessions in the player's pouch (except the cash treasure which you neglected to deposit) remain in a neat pile at the exact spot of death. However, the items that the player is wearing or wielding go with him.



There is nothing more annoying than a randomly generated maze with four potential exits guarded by devils. Actually, only one of the exits is usable, and it is picked at random. **This is Hell.**

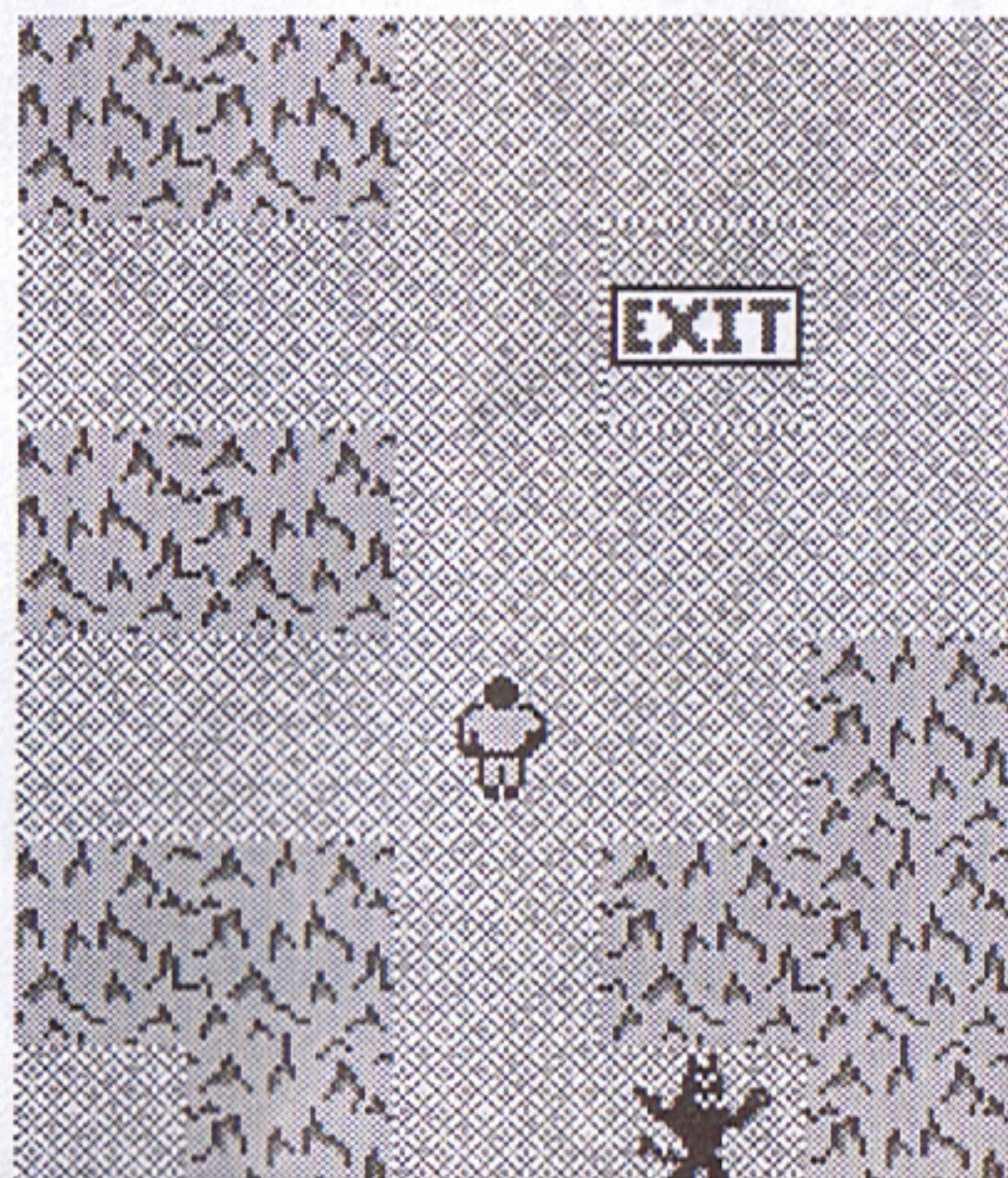


Can't get by the devil?

Lure him into a position to move around him diagonally.

The exit from Hell takes you back to the docks at Outer Terra.

At Castle Hall, store emergency supplies which can be used until you have retrieved the items left behind where you died.



Spells

Attack Multiple Opponents

☼ Blast Opponent

Frighten Opponent

☼ Hasten Self (Speed-Up)

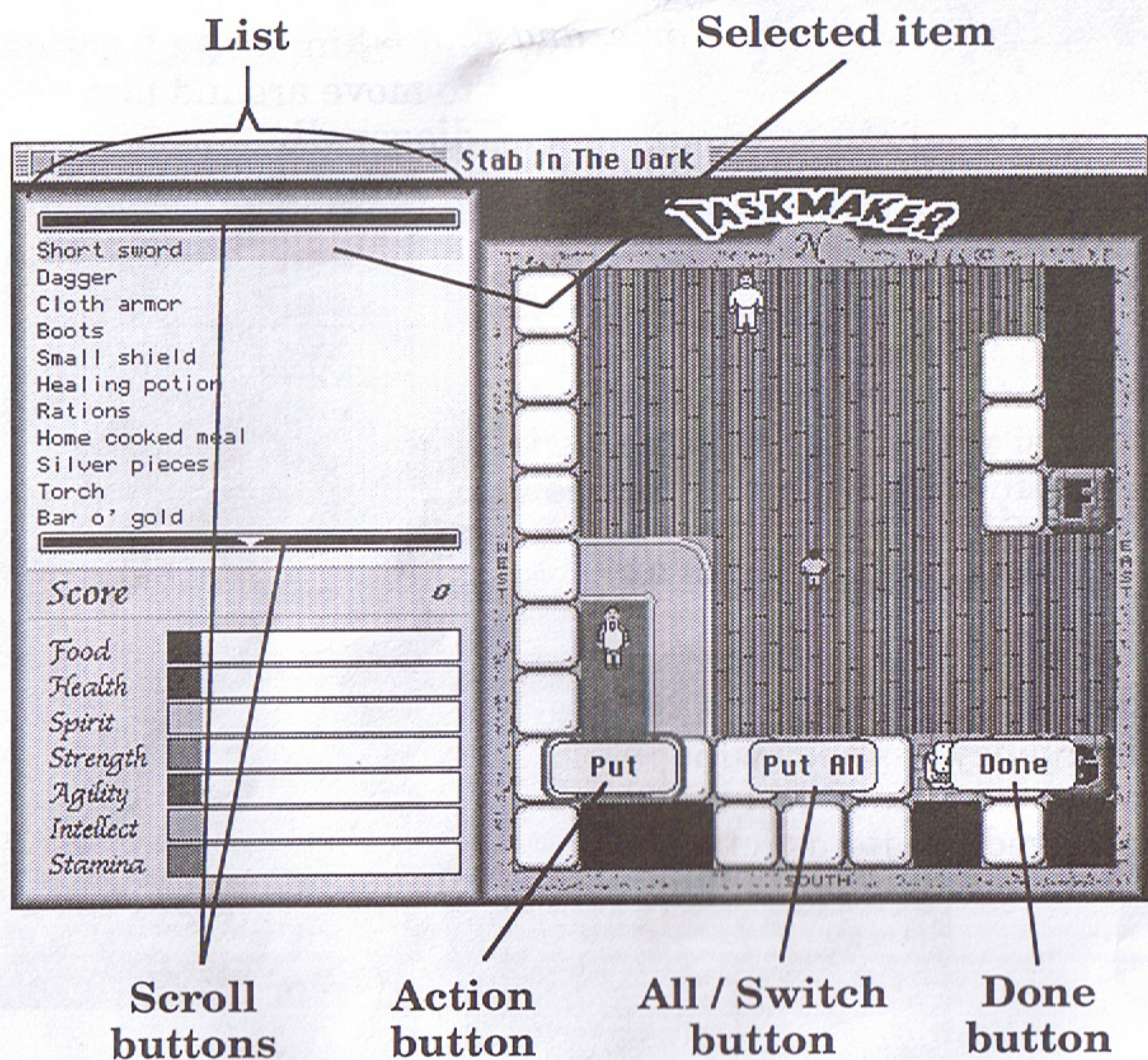
Heal / Cure Disease

Escape To Outer Terra

☼ Grasp Distant Object...

If you absolutely cannot get out of Hell, choose Escape To Outer Terra from the Spells menu. But, it costs one experience level.

List Display



List

Depending on the command, this list consists of items in the player's pouch, items on the floor, or items in a shop.

Selected item

You can select a single item at a time by clicking on the item name. The selected item is highlighted. Multiple (shift-click) selections are not allowed.

Scroll buttons

Located at the top and bottom of the list, these buttons scroll the list up and down, but won't change the current (highlighted) selection.

The keyboard shortcuts for the Scroll buttons are the Page Up, Page Down, Home, and End keys.

Action button

Based on the command, this button is labeled either Put, Get, Use, Buy, or Sell.

This button performs the actual work associated with a command. Select an item in the list before pressing this button.

The keyboard shortcut for the Action button is the Return key.

All / Switch button

Based on the command, this button is labeled either Put All, Get All, Pouch, or Shop.

When using Get or Put, this button selects every item in the list and puts or gets it. Very useful to get all objects off of the floor.

When transacting in a shop, this button toggles between buying items in the shop or selling items from your pouch.

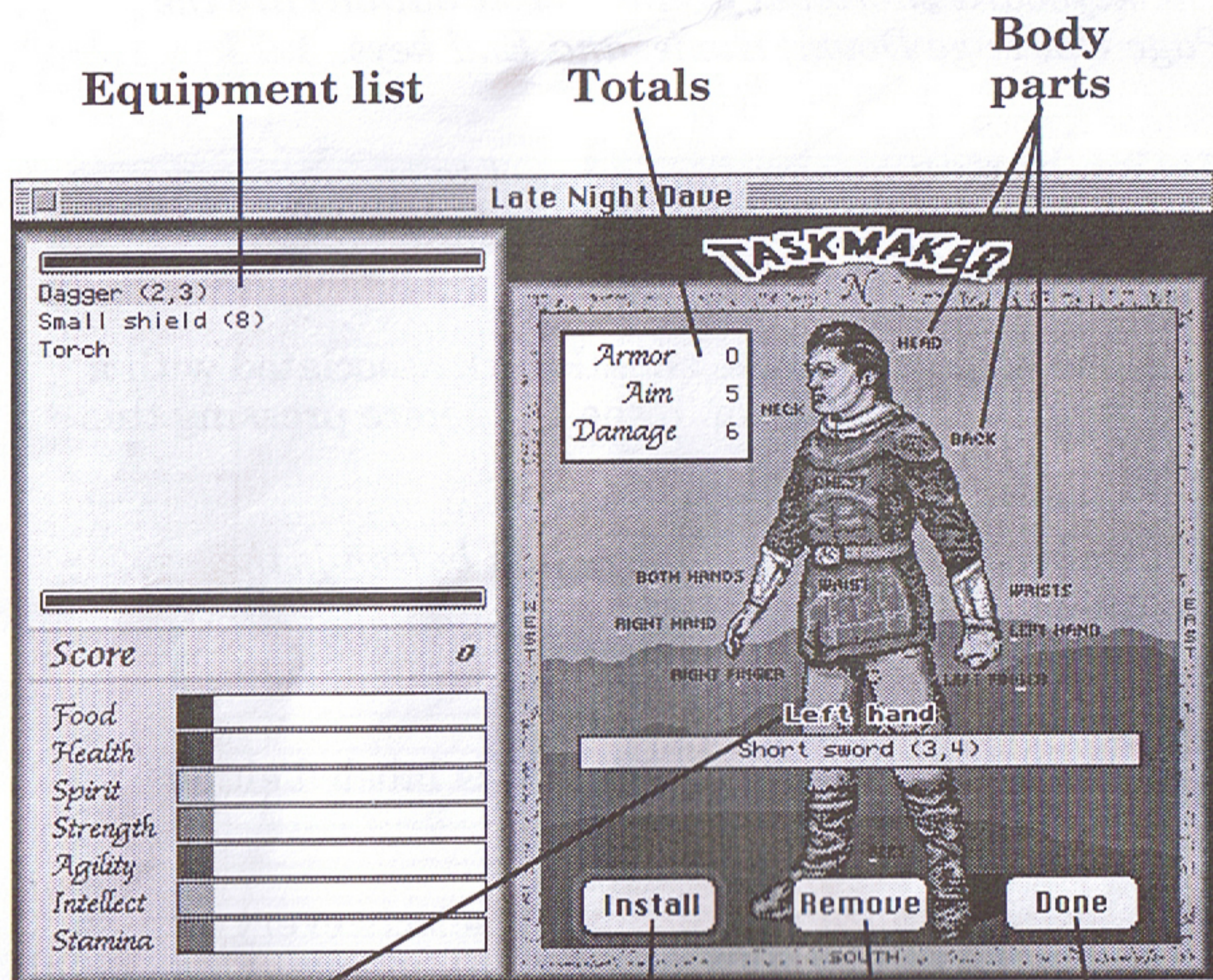
The keyboard shortcut for the All / Switch button is the '=' key.

Done button

Ends the list display, returning to regular play.

The keyboard shortcut for the Done button is the Escape key or '~' (tilde) key.

Wear / Wield Display



Name of the current body part and equipment presently installed on it.

Install button

Remove button

Done button

Equipment list

List of items in your pouch which are capable of being installed on the current body part.

Armor names are followed by "(armor amount)." Weapon names are followed by "(aim, damage)." See the Weapons and Armor section in this manual for more information.

Totals

In each case, higher numbers are better.

Armor - total ability to resist enemy attack.

Aim - total ability to hit enemies.

Damage - maximum damage which could be inflicted on an enemy per hit.

Body parts

Click on the name of each body part to see the presently installed equipment. A list of equipment capable of being installed for that particular body part is shown in the equipment list. *The keyboard shortcut for a body part is the underlined letter in the body part name.*

Special note:

Gloves are worn on "BOTH HANDS"

Bracers are worn on "WRISTS"

Install button

Select a piece of equipment in the equipment list and click the Install button (*or press the Return key*) to remove the presently installed equipment and replace it with the newly selected equipment.

Remove button

This removes the presently installed equipment from the current body part, and places the equipment back into the equipment list.

Done button

Ends the Wear / Wield display, returning to regular play. *The keyboard shortcut for this button is the Escape key.*

Weapons and Armor

Armor is evaluated based on one criterion:

Armor - ability to resist enemy attack.

Weapons are evaluated based on two distinct criteria:

Aim - ability to hit enemies.

Damage - maximum damage which could be inflicted on an enemy per hit.

The aim, damage and armor values of an object can only be seen in the Wear / Wield display. See the Wear / Wield Display section in this manual.

Some objects also have additional powers and abilities which are not readily observable.

For example, the more powerful weapons also increase the speed at which the player's spirit, strength, and agility attributes restore themselves. A few objects can give the wearer invisibility, extra speed, x-ray vision, or illumination. There are also some objects which have minor negative side effects; the most common of which is the increased depletion of food.

Don't always judge an object by its appearance, however appearances can aid you in making an educated guess.

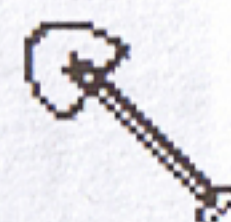


To gain the highest armor protection for the least amount of money, buy at least one of each type of clothing, so as to form a complete outfit.

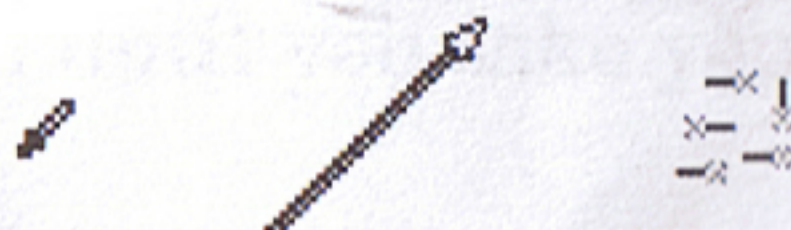
For example, adding a belt, robe, and amulet is much cheaper than trying to buy a more expensive shield, but still results in the same level of protection. Always remember that the trick about outfits is to be fashion conscious by color coordinating and avoiding clashes.



Choose armor and weapons with the highest possible values, but keep certain weaker weapons for appropriate situations, such as a shovel for digging or a projectile weapon for long range attacks.



Daggers, spears, and darts can be thrown but must be retrieved.



Boomerangs automatically return, possibly scoring additional hits on the way back.



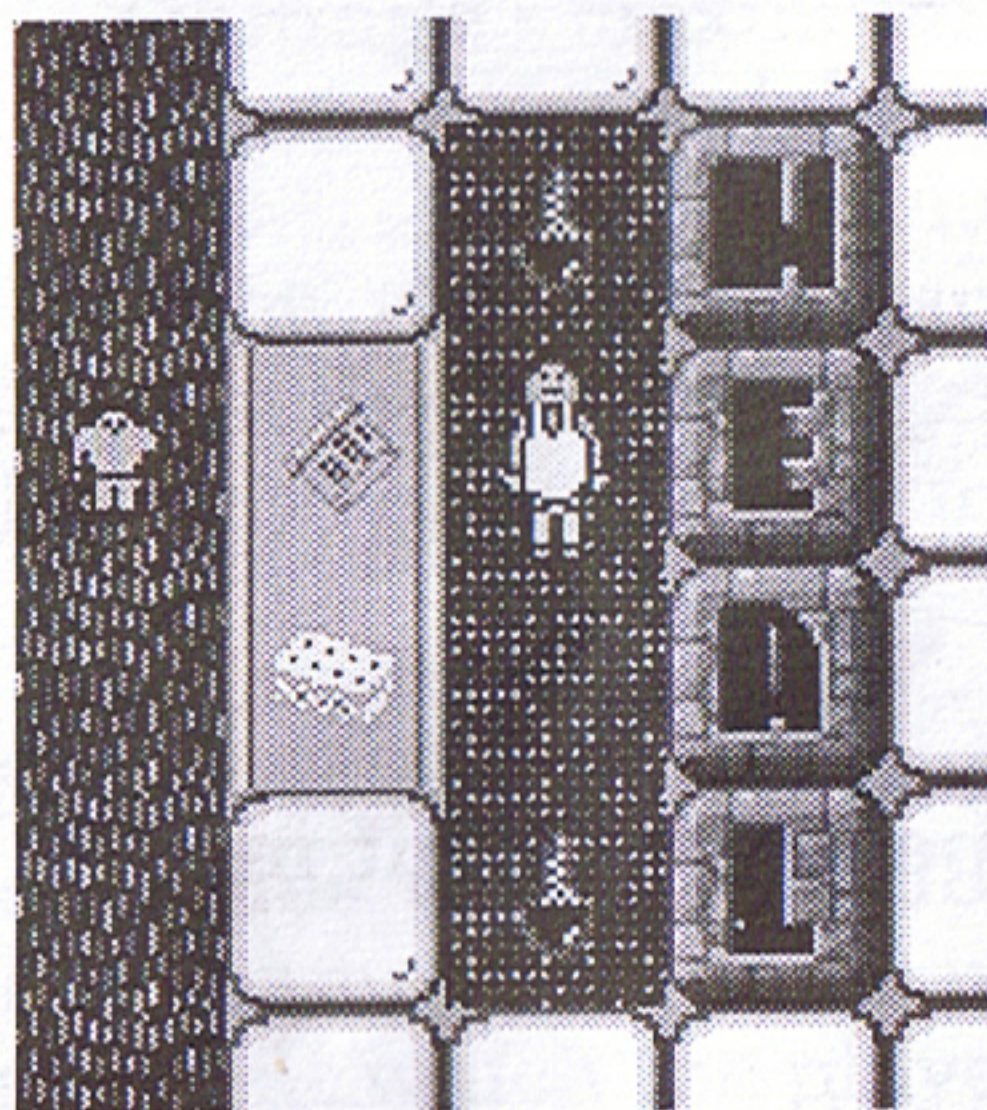
Slings, bows, crossbows, and blow guns come with an infinite supply of ammunition.



Fighting Hints

Be sure to REST during battles (press the space bar).

Don't pick fights with good guys. In fact, don't pick fights. Townspeople scream for the guards.

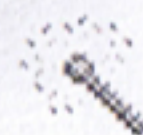


Carry plenty of healing potions and instant vacations.

Choose the Frighten spell to ward off an attacker.

Watch your health bar carefully and listen for the "Danger" sound.

Wield normal weapons but carry a wand to USE in an emergency.

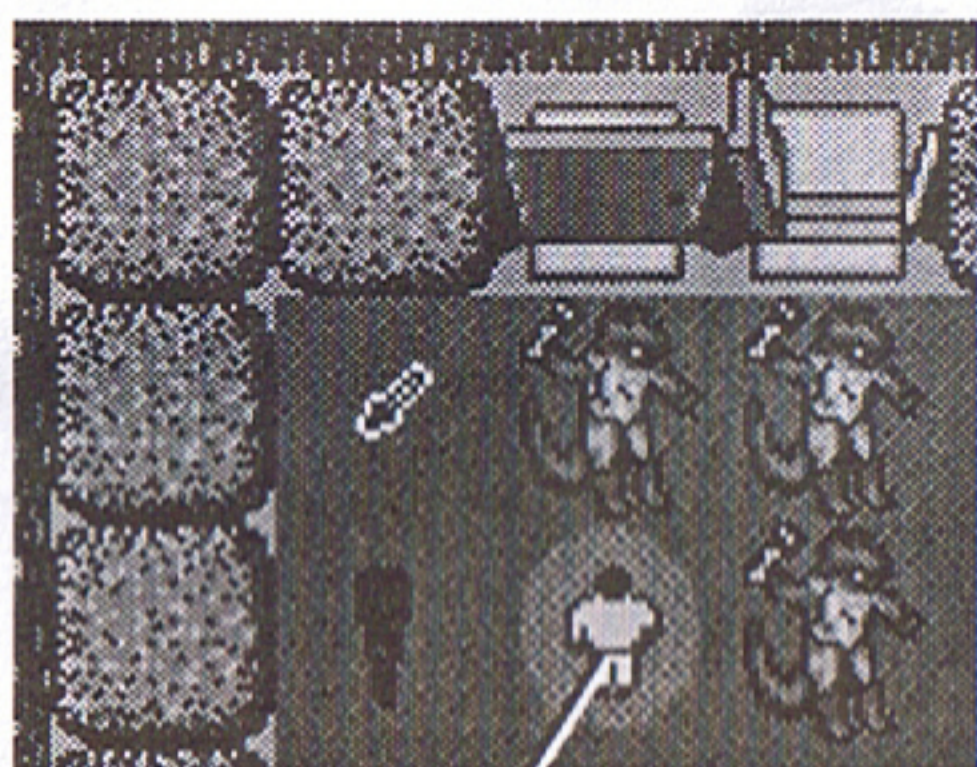


Know when to run away.

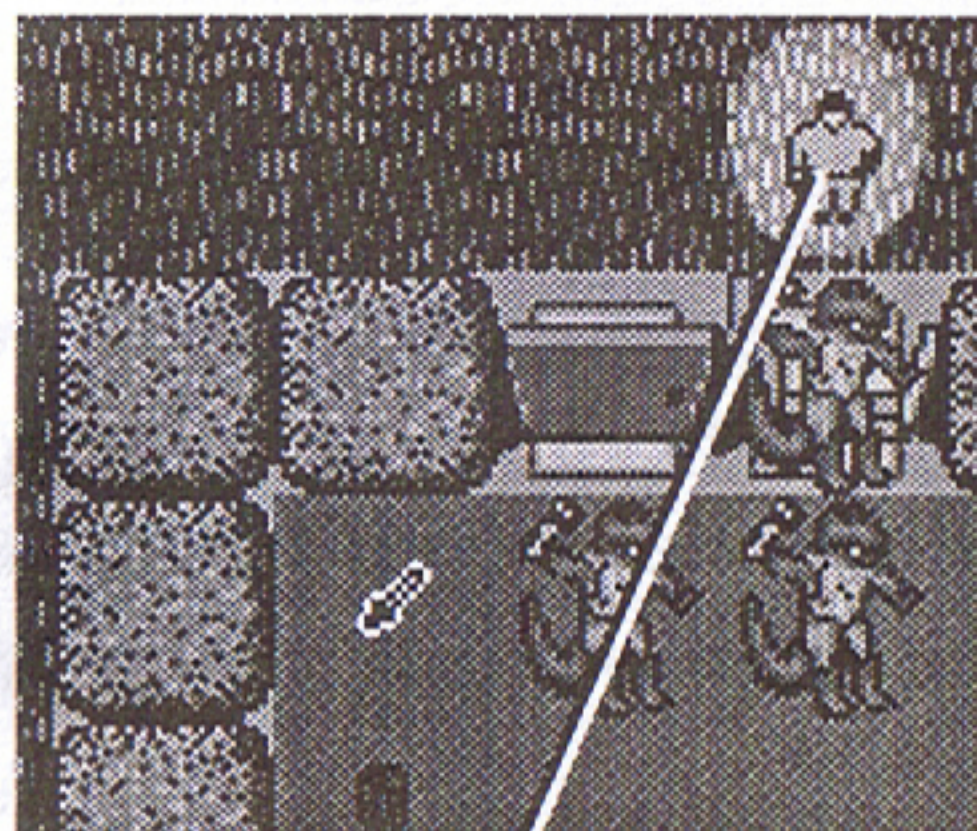


Carry a teleport or escape scroll in case a battle goes badly.

Don't get surrounded by a bunch of enemies. Position your player in a doorway or corridor in order to fight a single opponent at a time.



No.



Ya!

Choose the Hasten Self spell or use a speed-up potion for double attacks.



You don't have to fight quickly; Monsters get only one attack each turn. Try this: Hit a monster, and he'll hit back immediately. Wait. After a short time, he'll take an advance on his next fighting turn and hit you, but he cannot hit you again until you take your turn.



Depending on your player's totals, sometimes it's better to wield just a single weapon and a shield rather than two weapons.

Wield a projectile weapon (boomerang, bow, spear) and fight from long range whenever possible.

Beaten monsters try to run away. Let them. Rest up, and then go find them.



Forgot to rest

Tips

❖ Be sure to fully explore each village or dungeon before moving to the next. If you don't collect enough treasure or don't fight enough enemies, you won't be strong enough to face the upcoming tasks.

❖ The Magically Map Area spell can help you find secret passages and hidden compartments.

❖ Shopkeepers offer only those items which you can afford at the moment. Look for the discount shops. Also, shops purchase items from you for amounts substantially less than you would pay to the shop, so sell wisely.

❖ Traps or walls which are marked with a star, clover, diamond, heart, spade, polygon, circle, square, or triangle are usually activated by a switch with a similar marking. For example: If you want to remove the barrier that has a heart marking, find the switch that has a heart marking.

❖ Don't be cheap when bestowing a gift.

❖ Deposit cash treasure (gold pieces, bars, and coins) into an automatic teller whenever you can. You cannot use the treasure for shopping until you have deposited it, and you lose any undeposited treasure if you die.

❖ While inside certain caves and dungeons, a light source is required in order to see. Choose the Illuminate Area spell, or wield a torch or lantern.



❖ There can be a large variation in strength and fighting abilities between monsters that look exactly the same.

❖ Always carry plenty of keys.

❖ If you look very carefully, you can see subtle differences in flooring that contains a trap, and in walls that have secret passages.

❖ If your weapon lands in the water, it is lost forever.

❖ Put worthless objects into a recycle bin to permanently eliminate them. There is a greater chance of a monster leaving treasure behind when there are fewer objects in play. Once an object is placed in the bin, it cannot be retrieved.

❖ The weight and size of an object has no bearing on the number of objects which can be stored in your pouch.

❖ There are a few people with important secrets, so make sure to Transact with as many people as possible. For the most part, each person can say up to four different things depending on their emotional state. Bestowing gifts makes people happy, and they may reveal their secret.

❖ If you win the game, the Master menu appears. The Master menu contains powerful commands which provide access to all of the objects, people, and dungeons throughout TaskMaker.

❖ Always be yourself. Just because a creature tells you to do something doesn't mean you have to do it.



Slightly Cheating

❖ You are required to kill only a single creature at the very end of the game. If along the way, you think you must kill someone (and you don't want to), try bestowing a gift instead. ❖ If you run out of boats, unscramble the letters "aadv vwyy" to find a two-word Other Spell To Invoke. When facing water (and not in Castle Hall), the spell will magically create a boat. ❖ You might wish for Excalibur, Guardian Boomerang, or Guardian Armor. And, although not as powerful, Tschida's Club (pronounced Cheetah's) can see through walls. ❖ If you can't sell a particular object in an otherwise appropriate shop, it could be that the object is uniquely valuable, or isn't valuable at all. For example, the Rich ring was not named for wealth but for "Rich" in Madison Brew. ❖ Unless you kill Mom, Rusty the dog, or one other special person, your character can never get permanently stuck or diseased. If you are completely lost, you might want to try typing an Other Spell To Invoke that will take you home. If you are diseased, remove ALL your equipment, and cast the Heal / Cure Disease spell a lot. ❖ A little wisdom can ward off a spell. Find the magic object(s) that prevent you from teleporting, or from someone teleporting you! ❖ The royal watch doesn't do anything. ❖ Used books increase intelligence. ❖ If a tree should be hidden in a forest, then the King's bones should be hidden in a sea of bones (or maybe behind a wall a little north of a sea of bones). ❖ Shovels are available for purchase in north-east Quietwater. ❖ Repulsion potions cause creatures to run away. ❖ Don't waste an ethereal potion getting an object you can see; Grasp it magically. ❖ Gamble, win, save. Gamble, lose, revert. ❖ As in real life, only complete losers do Drugs. ❖ To gain an item or two, go to hell, kill a devil, wear / wield the treasure you want to keep, and then empty your pouch of every item but one. And if the devil kills you, so what! You're still in Hell.



David A. Cook



Thomas J. Zehner

The Battle-Hardened Veterans

Dan Schwimmer, Dave Friedman, and Chris Webb

The Crew

**John & Bill McCloskey, Mike Britton, Pete Weigand,
Chris Sundberg, and Richard Craig**

Recorded at Storm Impact, Inc., Glenview, Illinois
Mixed by Martie Cook, Kitchen Studios, Winnetka, Illinois

Dave Friedman appears courtesy of Late Night Publishing

Master of the land?

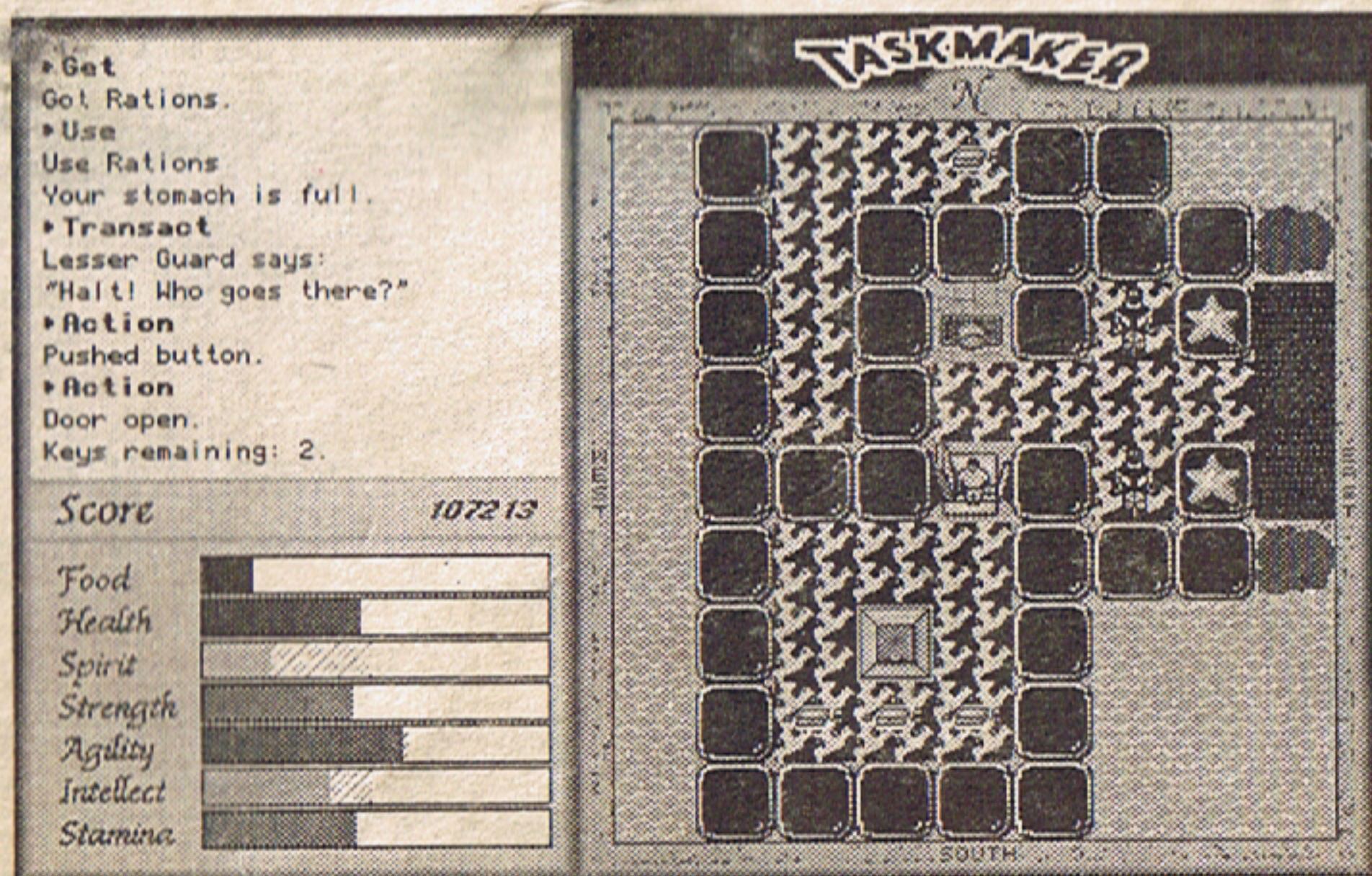
Then, the Tomb of the TaskMaker awaits!



Tomb of TaskMaker



"You've been on a long voyage from your homeland. You have come to rid this land of its terrors and to grow to be leader of this world. The elders and citizens are expecting a mighty warrior to attend to their cries. Unfortunately, you are young and inexperienced. However, a powerful man named the TaskMaker has agreed to help you to grow stronger. Follow the cobblestone path south to Castle Hall, where the TaskMaker awaits you."



TaskMaker is an exciting role-playing adventure game that features an extensive, interactive tutorial that teaches all the basics of the game, so no experience is necessary. Hundreds of monsters in 18 different dungeons.

• "Mac role-players should look no further than TaskMaker 2.0" – *Computer Gaming World* • "I have been glued to my computer screen" – Troy Janisch of *Mad Mac News* • "The game will drive you to distraction" and "I'll keep coming back to it after other games have worn thin." – *Computer Game Review*

For Macintosh and MacOS computers from the Mac Plus to the newest. Accelerated for the PowerPC. System 7, AV, and PowerBook friendly. 1MB memory for black & white, 2MB for color. Hard disk recommended.

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