OUBLIETTE

Seven cells · one way out



7 deadly dungeons

A puzzle in every cell

Doors that move you, keys, hidden traps: each level has a trick of its own

New Super Hi-Res art

Dan's new pictures in 320 x 200 and sixteen colours

Ensoniq sound

New sound effects, and music for the title, the end and your demise

Welcome, prisoner

Forgotten Below

An oubliette is a dungeon with only one way in: a trapdoor in the ceiling. **You have just come through it.**

The word comes from the French *oublier*, "to forget". The prisoners thrown into an oubliette were meant to be forgotten. Below your cell lie six more, each deeper and nastier than the last, and the skulls on their floors belonged to the people who tried before you.

Find your way out of all seven. There is no clock and nothing chases you: the only danger in the oubliette is **your own next step**.

What you need

- An Apple IIgs, ROM 01 or ROM 3, with **at least 512K** of memory
- or the MAME emulator (on the Mac, easiest through Ample), set up as an Apple IIgs
- The 800K ProDOS disk `Oubliette.IIgs`

Loading the game

On a real IIgs: write the disk image to a 3.5" disk, or put it on a Floppy Emu, BlueSCSI or similar, and boot from it.

In MAME: choose the Apple IIgs, put the disk in the 3.5" drive and start. The title appears at once; its music starts when everything has loaded.

In this manual

3 **Controls** — *title and dungeon*

4 **The dungeon** — *what you will find*

5 **Levels 1 to 4** — *chalices, doors, keys*

6 **Levels 5 to 7** — *locks and traps*

7 **Death and glory** — *and tips*

8 **Inside the IIgs** — *and credits*

Thinking allowed

Each key press moves you exactly one cell, and the game waits for you as long as you like. Look at the whole level before your first step: most deaths come from hurrying.

Hint

Hints, not answers

Pages 5 and 6 tell you what is new in each level. How to get out, you find yourself.

Getting started

The controls

Four directions and a way out. **That is all you need**, *and all you get.*



Title *Pick enter dungeon or quit, then press Return.*

On the title screen

Key	What it does
← → ↑ ↓ or W A S D	Switch between *enter dungeon* and *quit*
Return or Space	Choose
E	Enter the dungeon straight away
Esc or Q	Quit to the ProDOS launcher

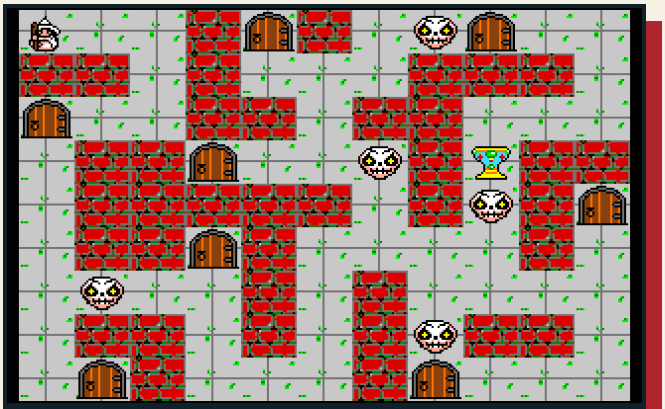
In the dungeon

Key	What it does
↑ or W	One cell up
↓ or S	One cell down
← or A	One cell left
→ or D	One cell right
Esc	Give up and go back to the title

How a level works

Each level is one screen: a dungeon 11 cells wide and 9 high. You start where the level puts you, and its number shows for a moment. Then the dungeon is yours.

Find what the level asks for, then reach the **exit**. Step onto it and the screen fades down to the next, deeper cell.



Level 1 *You start in the top-left corner. The chalice waits on the right, guarded by skulls.*

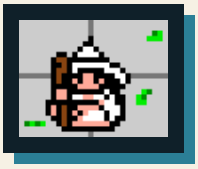
Facing the way you go

Your little prisoner turns to face each move, so you can always see which way you went last.

Know your cell

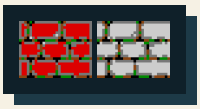
The dungeon

Every level is built from the same few stones. **Learn what each one does**: *it might keep you alive.*



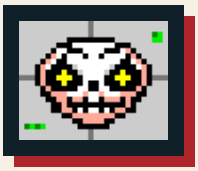
You

The prisoner. One key press, one cell; you turn to face the way you move.



Walls

Red brick or grey stone, solid either way. You can't walk through them.



Skulls

Deadly. Step on one and you join it. Skulls never move, though.



Doors

Step in and you come out somewhere else in the dungeon. Not always where you expect.



The chalice

Pick it up and the way out shows itself.



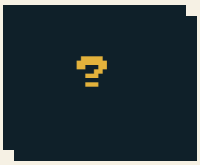
Keys

Keys open what is locked: a wall, or a door that won't let you through.



The exit

Walk onto it to reach the next level. On some levels it appears only when you have earned it.



The unseen

Some things in the oubliette look like something else, and some can't be seen at all.

Doors are a map

A door usually sends you to the same place every time. Note where each one leads: a sketch on paper of the doors and where they lead is the surest way through the later levels.

Beware

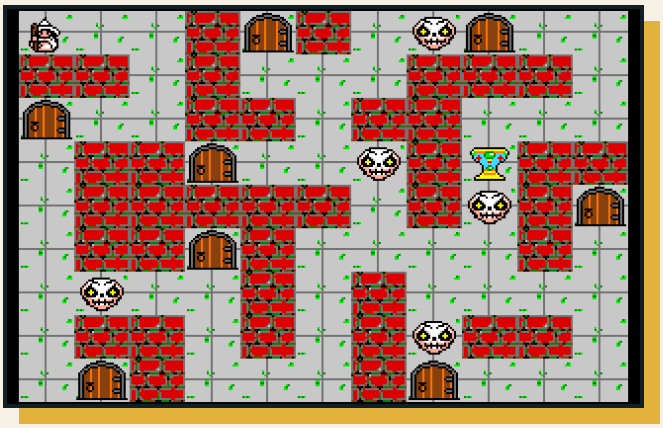
Look before you leap

A door can drop you right next to a skull, or right onto another door. Before stepping in, think about where you will come out.

Going down

Levels 1 to 4

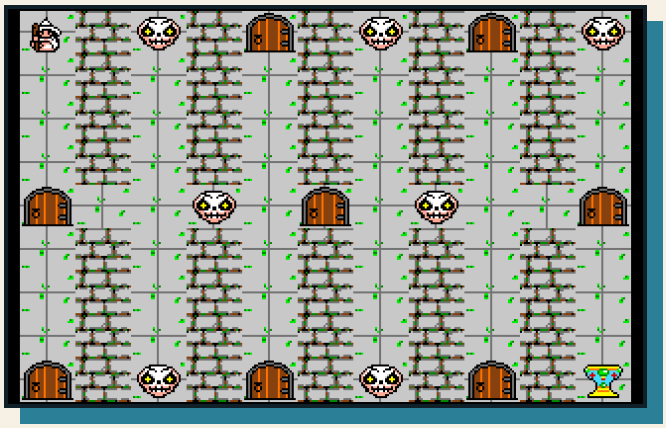
Every level adds one new idea. **Here is what changes**; *how to get out, you work out.*



1 The first cell

New: chalice and doors

Find the chalice, and the exit appears. The doors connect parts of the dungeon that you can't walk between. Try them, and remember where each one leads.



2 Two exits

New: an exit that isn't

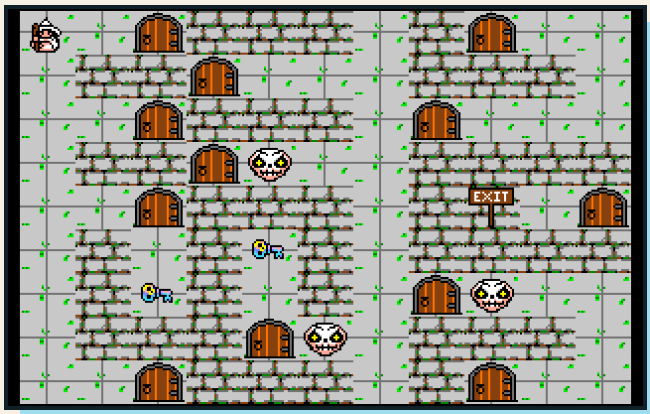
The chalice shows you an exit, but it isn't the last one. Something changes once you have been there.



3 A maze of doors

New: doors onto doors

Twenty-two doors. A door can drop you onto another door, which sends you on again. Plan a chain of jumps, not single steps.



4 Two keys

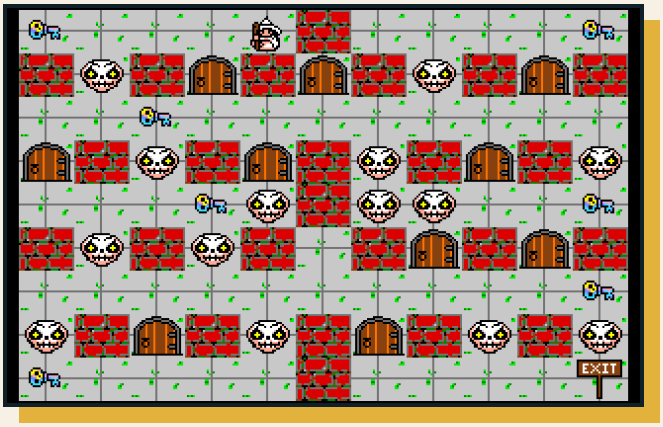
New: keys

The exit is already painted on its wall, but the wall stays shut until you are carrying both keys.

Deeper still

Levels 5 to 7

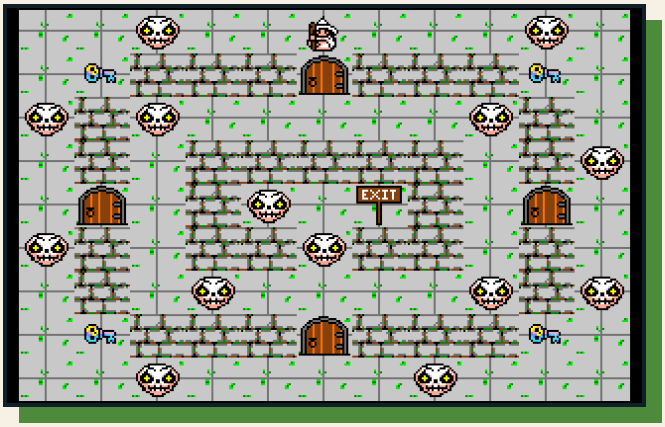
The exit is in sight from the start now. **Getting there is another matter.**



5 Locked doors

New: locks

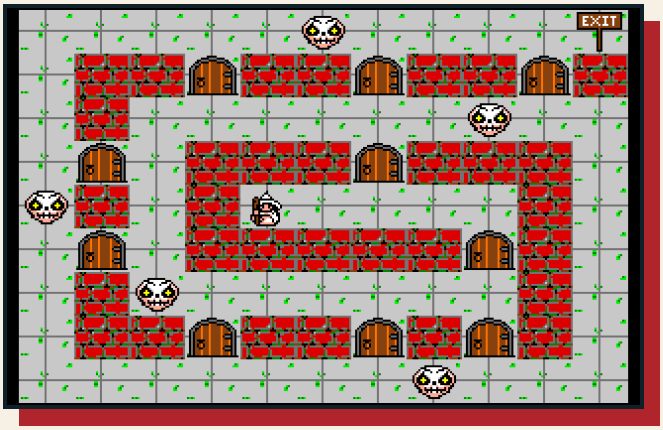
The exit waits in the bottom-right corner, but locked doors stand in the way. Every key you pick up unlocks one particular door. A door that leads nowhere simply opens when you step through it.



6 The ring of skulls

New: hidden places

Four keys and four locked doors guard the exit in the middle. There are more skulls than paths, but some floor tiles hide something that clears a skull away. Walk where nothing seems to be.



7 The last cell

New: trapdoors

You start in the middle, and the exit is in the top-right corner. Only one door here is really a door: the others are trapdoors, and they kill you. Each true door you pass through shows you the next.

Level 7

A door, or a trapdoor?

They look exactly alike. Watch the dungeon closely after each door you use: what is new on the screen is where to go next.

Stuck?

- Look for what has changed since you started: a door, an exit, a missing skull.
- Try every door once, from a safe place.
- Esc and a fresh start cost you nothing but the level you were on.

The end of the road

Death and glory

Sooner or later, the dungeon claims you. **You have as many tries as you need.**



Demise *Step on a skull or a trapdoor and the giant skulls come for you.*



Freedom *Climb out of the seventh cell and the dungeon is mastered.*

Dying, and trying again

The lose screen asks `continue? y/n`:

- `Y` or `Return`: try the same level again from its start. You keep the levels you have already cleared.
- `N` or `Esc`: back to the title.

Winning

Out of the seventh cell, you are free, and the win screen asks `continue? y/n`:

- `Y`: throw yourself back in, from level 1.
- `N`: back to the title.

Tips from the bottom of the pit

- Skulls never move, and nothing chases you. Take all the time you need.
- A door usually sends you to the same place every time, so it pays to map them. *(Usually.)*

- When a level looks impossible, look again: something has changed, or something is hidden.
- `Esc` always gets you out. You lose nothing but the level you were on.

Behind the stones

Inside the IIgs

Dan Henderson's game began as an Applesoft BASIC program for the Apple II. **This version is new from the ground up** *for the Apple IIgs.*

7
levels, with the same maps and rules as the original

320x200
Super Hi-Res, sixteen colours

65816
assembly language, native mode

30
Ensoniq voices free for the music

The seven levels were read straight out of the original BASIC programs by a converter: the maps, the doors and where they lead, the keys, the traps and the hidden places. A model of their rules solved every level, and automatic tests play the IIgs version against that model, move by move.

The pictures and tiles are Dan's new Super Hi-Res art, drawn for this version. Every screen fades in and out, and the board is drawn from 28 x 22 pixel tiles.

The sound effects were made new for the Ensoniq DOC: a tolling bell, a creaking door, a ghostly wail. The music is played the way the IIgs was built to play it: three instruments (a soft pad, a harp and a music box) live in the sound chip's own memory, and the game starts each note on a free voice, in time with the screen.

The game runs as a ProDOS 8 system program and quits back to the ProDOS launcher.

Credits

Game design, the original Apple II version and the Apple IIgs graphics
Dan Henderson

Apple IIgs version, music and sound effects
Walter Tengler

> **"Out of the darkness I came. I hath mastered the dungeon."**
>
> *Seven levels, no saves, no mercy. Good luck down there.*