Playing “The Mines of Morseph” is extremely easy. It can be controlled using either a computer keyboard or using a PC compatible game pad. (Game pad only supported if you have a version of Java installed that is 32-bit...otherwise, the game defaults to keyboard only input for 64-bit Java.)

Below are the default controls for the game (all controls are fully customizable once in the game; regardless of whether playing on keyboard or game pad.)
The following is a description of what each control does:

**Action:** This is the most common control. This examines items, talks to spirits, takes items in front of you, opens treasure chests, unlocks and opens gates, pushes hidden switches, pulls levers, etc.

**Return:** This is essentially a “back” button. Use it to get back to where you were before on menus, dialog screens, etc.

**Menu:** This button takes you into the main menu section from the game overworld. The main menu is not accessible from battle.

**Spell:** This casts a fireball spell. Darsius possesses the natural ability to summon fire so there is no need for a magic point cost. He can fire unlimited fireballs. He does take a small time to recharge; therefore, he cannot cast a new fireball until the previous one has ended. This works in overworld and in battle. Some items in the overworld are burnable with the fireball. Best to experiment to see what works and what doesn't.

**Time:** This toggles a display that shows the “time of the realm” and the game play timer. This can tell you how long you have played under the current file.

**Game Keys**
There are four types of keys available in the mines. Here are the following:
**Rust Key**  
Most basic of keys.

**Iron Key**  
This key usually opens path to level guardian.

**Skeleton Key**  
This key usually opens the path to the next level down.

**Mine Key**  
This is the one key that allows exit from the mines. The main goal of the game.

**Levers**  
Some gates are not locked by keys but by a lever mechanism. These gates can be opened by finding the corresponding lever and pulling it. Once pulled, a lever cannot be undone.
(Example Lever)

Books
Books play an important role in The Mines of Morseph. They allow the Darsius to learn clues about the world as a whole (lore) but also to answer future questions at Codepaths (explained later) that block his path and correctly answering allows access.

In addition, books also give Darsius experience points which can help him gain an experience level which, in turn, helps increase his life force and sometimes even the power of his fireball.

(see below for picture of a book...)

(Example of a Lore Book)

Codepath
These look as follows:
These block Darsius' path and prevent him from getting toward his goal. The only way to remove these codepaths is to answer their question successfully. When you get near to one, press the action button as though you are examining it and it will pop up a text box with a question and a spot to answer.

When the text box pops up, you will not be able to use the keyboard for normal controls but only for text entering. Hit Enter key when you are ready to process the answer.

**Note:** This is NO penalty for answering incorrectly. You will not die; you simply will get a buzzing sound and the codepath will not move. You have unlimited tries to answer a codepath correctly. Answers to codepath questions are generally in book on the same level as the codepath. Some books have more than one codepath associated with them. Answering Codepaths correctly also gives Darsius experience points.

**Enemies**
There are three main categories of enemies in The Mines of Morsep:

**Ghost**
There are basic ghosts and apparitions.
There are two guardians who are powerful Ghosts.
Ghoul
There are basic ghouls and fiends.
There are two guardians who are powerful Ghouls.

Wraith
There are basic wraiths and specters.
There are two guardians who are powerful Wraiths.

Basic enemies mostly patrol a certain area of the mine and do not move outside of their assigned post. If Darsius should bump into them on the patrol, the enemy will suck him into battle. He cannot run from battle once in battle. Two go into the battle arena and only one returns!

Guardian enemies mostly guard the skeleton key to the level to prevent Darsius from going deeper into the mines. Touching them does not trigger battle. You must use the action button to engage them when you are ready.

Once a battle is over, Darsius gets experience points (XP) and a random amount of GP (gold pieces) from the dispatched villain. Once killed, a villain will not return. Most villains can be avoided by clever footwork. Guardians cannot be ignored, however, if you wish to progress.

Warlord VS. Scholar
Darsius must become proficient at both paths to survive the mines to freedom. But these crests are generally a clue as to what type of challenge a given part of the mine is going to give:
Scholar Crest
This means an area is more about wisdom and puzzles than fighting.

Warlord Crest
This means an area will have fighting (or strong enemy presence.)

Regardless of whether or not you fight, you can still have the option to earn experience points and gain levels.

Healing
Even the best fighters will get low on life force from time to time. When that happens, you need to find one of the following to restore life force:

*(next page shows options...)*

Qi Potion
Pronounced “chi” or life force. This allows you to heal while in battle. Fills HP back up to maximum. Cannot use in overworld.
Healing Heart
This fills your HP to maximum. Will not work if HP is already full.
You cannot take these with you. They can only be activated at the source.

Saving Your Game
The Mines of Morseph allows a player to save their progress anywhere on the overworld. There are three slots available as the screenshot demonstrates:

![Save screenshot showing Level, HP, and Gameplay time for easy reference.]

(Save screen shows Level, HP, and Game play time for easy reference.)

Switches
Switches are similar to levers except they open the path right at the source of the trigger. They are also harder to notice as they are very subtle.
Cave Switch
Looks similar to a regular cave wall but has a slight different look to it.

Note: Switches also give experience points to Darsius upon discovering.

Gold Pieces
Gold Pieces are one of the optional things you can collect while in the mines. They are not mandatory (some might argue not useful since you are the only living soul here so no way to spend) but they work as a sort of "points" for bragging rights. Besides, who doesn't like picking up a few coins of the shiny metal?

Here are the two sources of gold in the overworld:

Gold Coin
This is a single gold piece

Treasure Chests
Gold of any amount can also be found in these

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be consistent with that end.

Any technical support, questions, concerns, comments, or anything concerning this title can be directed to: nutsandvoltselectronics@yahoo.com

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