

Karth of the Jungle, Phase II

A World Builder™ Game
Conceived and Written
by Erik R. Batzloff

The Karth Saga Continues

Well, it's been awhile since Karth of the Jungle has been available as shareware, and as a World Builder™ game it has enjoyed some success. It has been downloaded nearly 300 times from GEnie and is listed with Budget Bytes, The Public Domain Exchange, etc., and is listed as one of the best "free" games by the Diskette Gazette. Heck, it was just something I did for fun and never figured on this level of popularity. Anyway, I had always planned to complete the game and this is its second installment.

I actually started Karth II right after I finished the first phase but was sidetracked by other projects and such. Perhaps some of you with the program Ancient Art of War™ have downloaded from GEnie and played some of my battle scenarios (one of which is based on the world of Mahid). And I have spent a lot more time with my family. Regardless, I had put Karth and his struggles aside and almost did not pick them up again until I read the letters that many Karth players sent with their shareware donations. Most of these letters were from youngsters who somehow got a hold of ten bucks to pay for something they thought was important. They believe in the spirit of shareware, and I felt I owed it to them to finish the task. Hence, this second phase of Karth of the Jungle.

This phase is more difficult than the first and requires calculated game play. The creatures and monsters that inhabit Muwura are more numerous and much stronger than those Karth faced in Shagamuth. I wish you luck in your endeavors.

You must have played and successfully completed Karth of the Jungle, Phase I, before you can attempt play this phase of the game. A password you will need to open Phase II is given to you after winning Phase I. Karth of the Jungle, Phase I, is available on GEnie in the Macintosh File area (type "M606" at any menu prompt to get there); it is file #6077. You also need the World Builder™ Sound file of that phase to play this game: Karth II calls for sounds from two Sound files.

World Builder™ Game Play

You can go ahead and begin play if you're familiar with World Builder™ gaming methods. If you've never played a World Builder™ game, then here's a very short synopsis on the basics of what you can do.

World Builder™ games combine graphic scenes with accompanying

text and digitized sound. You can type commands with the keyboard into the text section of the screen to achieve your ends, or select actions from the menu bar. Using either method allows you to move in compass directions or up and down, rest, search, look, check your inventory of items, or check your status of well-being as the player/character. These choices are usually available from the COMMANDS menu.

As you move about in the world of Karth, you collect weapons and items that you can use to overcome enemies and do certain things. Actuating these items is done with the WEAPONS menu. In the beginning of the game, all you will have as weapons are your fists and feet. These are sufficient for overcoming some foes, but terribly inefficient with more powerful enemies.

Moving about in the world of Karth is much like moving about in the real world. You'll meet challenges, puzzles, enemies, friends, and danger. It depends on your actions how you profit from encounters as you move from scene to scene. Anytime a fight ensues between you and a foe, your physical and spiritual strength is weakened with each blow that connects, be it from a weapon or other source of harm. If you get into a fight for which you are unprepared in armor, weaponry, or too low in physical/spiritual strength, the outcome will probably mean your death. Therefore, it is a good idea to save the game occasionally as you travel about with the SAVE command from the FILE menu. This will allow you to continue the game from the scene in which you saved data without having to start at the beginning again. Successfully completing the game will send you to a FINALE scene, in which further information about the next phase of Karth of the Jungle will be revealed.

With the above information, a novice player should be able to play with little problem. Like every program and application on the Mac, the best method of learning is by doing. Jump in, get killed a few times for stupid moves, and you'll get the hang of it in no time.

Game Specs

I wrote this game with World Builder™ version 1.1 on a Macintosh 512 equipped with a stone-age HyperDrive internal hard disk. It has been tested on a regular Mac 512, Mac 512E, Mac Plus, Mac SE, and Mac II with no problem. However, the 68020 processor makes things happen a little too quickly sometimes.

I did many of the digitized sounds in the game and used some sounds from World Builder™ sources. They sound fine on a decent speaker attached to the sound port on the back of the Mac. On the internal speaker, they sound somewhat of tinny. You might want to connect to something better to get the full effect in the audio part of the game.

Some Strategy

In Phase I, I warned about indiscriminate killing. Not so in this phase. The creatures of Muwura are of a vicious sort and must be dealt with in kind. Still, use your head when dealing with humans and try other means of getting what you want.

I won't give you a lot of hints here because this is a game of skill and learned knowledge. It's easier than any Infocom game in many aspects, but still requires some thought on your part to be successful.

- Don't assume any empty scene is really empty. Search and ye shall often find.
- Check how you're doing often by typing the word STATUS. Some of your weapons are of limited use, and your physical and spiritual strength suffer more in battle encounters.
- Watch how you use weapons. Don't try to overcome brute force with a puny dagger. If faced with a foe beyond your weaponry, retreat is often the better part of valor.
- Click on doors, gates, items, etc. This generates animation built into the game and saves typing. Also, all compass directions can be achieved with entering the first letter of the direction followed by pressing the RETURN key. Command keys are active in many scenes.
- Directions in Muwura can get muddled. Don't assume that moving in a direction that took you to a particular scene the last time you tried it will get you there again.
- Believe it or not, taking notes will help you at times, especially if you get killed. Learn from mistakes!

- The text windows of scenes are often too small for all that is being said and "printed". Always scroll to the top of the Text Box of the scene with the scrolling arrow and read all the text. There are important messages that will come to you in the course of play. The knowledge you gain will help you win this phase of play!!!! ***

One last note: Though World Builder™ is an excellent program, it has some inconsistencies at times. For example, often the text will tell you something is lying on the ground when you're not anywhere near the ground. This is written in the internal workings of the program and beyond me to fix. Just take such statements with a grain of salt and continue on.

And Finally...

I gave a soft pitch for shareware bucks in the last documentation I did and not many out there really cared. This is endemic with the whole concept of shareware today. The original Mac/Apple innocence has gone the way of big business, and the world of quality shareware grows less (except for HyperCard stuff). Still, I invested some cash in hardware and software, not to mention a hell of a lot of hours, to be able to design and write this game. World Builder™ is nice to work with, but designing a game with it is still hard work, especially for a non-programmer like myself. So, I still need your support to continue.

Therefore, if you like the game and want to see what the future holds for Karth, send me some bucks. Ten would be nice, but send whatever you can. Also, if you find bugs or want to rag on me for something done wrong, let me know; I'll do what I can to fix it. Send your contribution to:

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For correspondence, my GEnie mail address is EBATZLOFF (original, huh?), or mail a letter to the above real-world address. I can also be contacted at Bywater BBS (of which I am the Sysop) at 702-871-3935. Bywater hours are from 6:00 P.M. to 9:00 A.M. (PST) and 24-hours on the weekends.

Thanks for playing - I hope you enjoy. The final scene of this phase of Karth of the Jungle can be reached, believe me. It's just a bit harder this time.

The Karth Hall of Champions

Following is a list of those who sent me shareware money, and I thank them. Each received a signed original of Karth of the Jungle, Phase II, for carrying on the shareware tradition.

Mr. & Mrs. Brandon of San Diego, CA (my home town. Go Padres!!!)
Matthew Graham of Edmonton, Alberta, Canada
Andrew Duthie of Nashville, TN
Peter Geis of San Mateo, CA
Luqman Narvey of Edmonton, Alberta, Canada
Kenneth Greene of Warran, RI
G. Herlihy of Providence, RI
Sheryl Wurl of Phoenix, AZ

Marshall Dutton of Valparaiso, FL
Mary Ellis of Ithaca, NY
Jay Thoman of Williamstown, MA