



PREXCYT QUEST

The First Cryptex Hunt

CRYPTEX.ORG

ONLINE PUZZLE HUNT

FANTASY

ADVANCED LEVEL

Instruction Manual for PREXCYT QUEST:

The Lure of the Dragon

Instruction Manual for PREXCYT QUEST: The Lure of the Dragon

Welcome to PREXCYT QUEST! You are about to experience a classic interactive fantasy, set in a magical universe. PREXCYT QUEST takes place in the ancient city of Midgaard. You, a dauntless treasure-hunter, are venturing into this dangerous land in search of wealth and adventure.

Many strange tales have been told of the fabulous treasures, exotic creatures, and diabolical puzzles in and around the city of Midgaard. As an aspiring hero, you will undoubtedly want to locate treasures, fight off monsters, and get yourself acquainted with the city.

If you're experienced with MUDs and interactive fiction, you may not feel like reading this entire manual. However, such lack of foresight and wisdom would surely lead to your undoing.

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An Overview

A MUD is a Multi-User Dungeon. It is a role playing game in which you use your own thinking and imagination to determine the actions of a character and guide the adventure from start to finish.

However, you are not alone. There will be many other people who will enter the same game and occupy the same online environment as you. You will be able to interact with them, join in quests together, and even fight one another (if both of you so desire).

PREXCYT QUEST presents you with a series of locations, items, characters and events all in text. You can interact with these in a variety of ways by typing in what you wish to do. To move from place to place, type the direction you want to go. When you begin your adventure, it's a good idea to become familiar with your surroundings by exploring locations and reading each description carefully. (You may notice PREXCYT QUEST occasionally refers to a location as a "room," even if you are outdoors.) As you explore the city of Midgaard, it is helpful to draw a map of the geography, although a map for Midgaard is provided.

In PREXCYT QUEST, time passes even when you do nothing. You can watch the screen and you will see characters enter and leave the room you are in. You will see the weather change. You will notice the day turn to night, and the night turn to day.

An important element you will encounter within MUDs is puzzle-solving. You should think of a locked door or a closed chest not as a permanent obstacle, but merely as a puzzle to be tackled.

Playing an RPG Character

When you first start the game, you will be asked to create your character. After this is complete, you will enter the game, be shown a description of the room, and then be given a prompt.

```
<20Hp 100m 100mv>
```

The prompt gives you a mini update of your character's status.

20Hp - **Hp** stands for *hitpoints*. In the example, the character has 20 hitpoints. When your character is attacked, a numerical amount of damage is applied to your character's hitpoints. When your hitpoints reach zero, then your character dies. Resting will replenish lost hit points. The character's maximum amount of hitpoints will go up as your character advances in level.

100m - The **m** stands for *mana*. In the example, the character has 100 mana. Mana is the amount of energy your character has to use on skills, prayers, spells, songs, or chants. Mana is also used when opening cryptexes, which is a magical artifact. As the character invokes any of these, mana gets depleted. Resting will replenish lost mana. The character's maximum amount of mana will go up as the character advances in level.

100mv - The **mv** stands for *moves*. This is the amount of energy your character has to use on moving around, using movement based skills, or retreating in combat. Some rooms are larger and may require more movement points to get across. When the character run out of moves, they can't move in any direction. Resting will replenish lost movement. The maximum number of moves will go up as the character advances in level.

Communicating with PREXCYT QUEST

In PREXCYT QUEST, you normally type in a two word command each time you see the prompt:

```
<20Hp 100m 100mv>
```

PREXCYT QUEST usually acts as if your sentence begins with “I want to...,” although you shouldn’t actually type those words. MUDs are archaic at understanding you, so do not use articles such as “the” or “an”. In other words, speak like a caveman and things should work out for you.

When you finish typing a sentence, press the **RETURN** (or **ENTER**) key and PREXCYT QUEST will process your request. PREXCYT QUEST will respond, telling you whether your request is possible at this point in the adventure and what happened as a result.

To move around, just type the desired direction. You can use the eight compass directions: **NORTH**, **SOUTH**, **EAST**, **WEST**, **NORTHEAST**, **NORTHWEST**, **SOUTHEAST**, and **SOUTHWEST**. You can abbreviate these to **N**, **S**, **E**, **W**, **NE**, **NW**, **SE**, and **SW**, respectively. You can also use **UP** (or **U**) and **DOWN** (or **D**).

If you ever want to look at a room, or an object, or a person, type **LOOK** (or **L**) and the desirable you wish to look at. This will be a very useful command, so don’t be afraid to look at things.

PREXCYT QUEST uses many words in its descriptions, but it may not recognize them in your commands. For example, you might read, “There is a window letting in the pale moon light.” However, if PREXCYT QUEST doesn’t recognize the words **WINDOW** or **MOON** in your input, you can assume window and moon in this room are there to provide you with a more vivid description of where you are, what is going on, and even possibly a clue, but interaction with them is not required.

PREXCYT QUEST understands many different kinds of sentences and is not restricted to just two words (although it’s your best bet). Here are several examples. (Note that some of these objects do not actually appear in the game.)

```
<20Hp 100m 100mv> NORTH
<20Hp 100m 99mv> DOWN
<20Hp 100m 98mv> NE
<20Hp 100m 97mv> U
<20Hp 100m 96mv> TAKE BOX
<20Hp 100m 97mv> GET BOX
<20Hp 100m 98mv> DROP BOX
<20Hp 100m 99mv> OPEN WOODEN DOOR
<20Hp 100m 100mv> EXAMINE SCUBA GEAR
<20Hp 100m 100mv> LOOK IN BOX
<20Hp 100m 100mv> LOOK IN CAULDRON
<20Hp 100m 100mv> PUT PAPER IN BOX
<20Hp 100m 100mv> HOLD TORCH
<20Hp 100m 100mv> REMOVE TORCH
<20Hp 100m 100mv> WEAR HELMET
<20Hp 100m 100mv> PUT ON VEST
<20Hp 100m 100mv> WIELD SWORD
<20Hp 100m 100mv> REMOVE SWORD
<20Hp 100m 100mv> UNLOCK BOX WITH KEY
<20Hp 100m 100mv> UNLOCK CRYPTEX WITH PASSWORD
```

The word **ALL** refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, **TAKE ALL** would take the apple but not the orange.

```
<20Hp 100m 100mv> TAKE ALL
<20Hp 100m 100mv> GET ALL FROM CRYPTEX
<20Hp 100m 100mv> GIVE ALL
<20Hp 100m 100mv> DROP ALL
```

Interacting with Other Players

You will not be alone when you explore the world of PREXCYT QUEST. There will be other people, real humans, who will be in the game with you.

You can talk to them, do “social” commands, and even use the **EMOTE** command to have your character do a custom action.

To talk to a player, use the **SAY** command:

```
<20Hp 100m 100mv> say Manda Hello
```

If you wish to address everyone in the room, use **SAY** but without the player’s name.

There are many other commands to interact with other players, like **TELL**, **WHISPER**, **CHANNELS**, and **IGNORE**. Please use the in game **HELP** command to find out more information about these commands.

Please be respectful of other players in the game. For those of you interested in player killing, this is only allowed between two players who agree to it. Other than that, you will be unable to attack another human player.

Any abusive behavior will result in the abusive player being banned and disqualified from the game.

NPCs & Shopkeepers

There will be many NPCs (Non-Player Characters) who are there to give life to the town of Midgaard. It is recommended you do not attack them. Many are guarded by the city guards who roam the town. You can talk to them, using the **SAY** command, as you would to a normal human player. Depending on the level of communication you have with your current friends, the conversation may or may not be much different.

There is one type of NPC whom you can purchase items from, and they are **shopkeepers**. Interacting with a shopkeeper is different from normal communication. Instead, there are four commands you can use when in the same room as a shopkeeper:

- **LIST** - Show the items the shopkeeper has
- **BUY** - Buy an item the shopkeeper has
- **SELL** - Sell an item you have to a shopkeeper
- **VALUE** - Appraise the value of an item

Note that not every shopkeeper will respond to the last two commands.

Of course, if an item costs money, you will need to have money. You can see the items you have, and how much money you are carrying, as well as what you are wearing, with the **INVENTORY** (or **I**) command.

Item Ambiguity

There will be times when you will have different items but very similar names.

```
You are carrying:  
  A Journal of Fun  
  A Journal of Fun 2
```

Unfortunately, PREXCYT QUEST does not look at more than three letters at a time, and will be confused which item you wish to manipulate.

You can, however, specify which item you want to use by prefacing the item name with a **NUMBER**, followed by a **PERIOD**. Note, in the below example, there are no spaces separating the number, period, and item name.

```
<20Hp 100m 100mv>LOOK 2.JOURNAL
```

```
The Journal of Fun 2 is not as exciting as its predecessor.
```

```
<20Hp 100m 100mv>LOOK 1.JOURNAL
```

```
The Journal of Fun is quite fun.
```

Monsters & Combat

If you find a monster, they may attack you. When this occurs, you will automatically be put into **Combat Mode**. When in this mode, you will draw and wield your weapon, and you will continue to attack the monster who is attacking you.

When you get hit, you will lose **HP**. If you die, you will be brought back to start room where you first began the game when you created your character. The only penalty is a drop in experience. All your money and items will still be retained.

When in Combat Mode, you will not be allowed to move away from the room unless you type in **FLEE**. There is a penalty to your experience when you run away. If you get hurt too much during a battle, you will automatically flee.

When you best a beast during combat, you gain **EXPERIENCE**. Gain enough experience, and you advance a **LEVEL**. Every time you advance a level, you will get a boost in all your stats. You may also **TRAIN** and get more skills, as well as study to become a completely different **CLASS**. If these terms are completely foreign to you, then there's nothing I can do in such a small guide to help you. Please use the **HELP** command and probably ask a friend who's into RPGs. That stands for Role Playing Games. Don't google that, there's too much information. Just find a nerd friend and ask them.

Tips for Novices

1. Draw a map. It should include each location, the directions connecting it to adjoining locations and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 12.) Some puzzles are almost impossible to solve without completely mapping the area. Note that there are 10 possible directions. And since some passages twist and curve, going **NORTH** from Place A to Place B doesn't always mean that **SOUTH** will take you back to Place A.
2. Most objects that you can pick up are important, either as treasures or as solutions to puzzles, or both!
3. Use **LOOK** and read carefully. There are often clues in the descriptions of locations and objects, as well as in labels, engravings, books and so on. Even strange or dangerous actions may provide clues and might prove to be fun! Or deadly. More often than not, deadly.
4. Use **HELP** to get more help on a command.
5. Type **INVENTORY** to see what you have.
6. Just because you can't see an exit, doesn't mean it's not there. Remember that.
7. Read the sample transcript to get a feel how MUDs work.
8. If you ever get lost and want to return back to Grunting Boar Inn where you first started, type **RECALL**. Admittedly, it may not work 100% of the time, due to it being a skill your character needs to practice, but it should work if you keep trying!

Connecting to the Game

Now that you know what to expect when you venture into the world of PREXCYT QUEST, it's time for you to start the game.

A MUD is a web-based program on the internet. In order for you to interact with it, you will need a client. There are a number of clients to choose from, from your terminal command prompt, to apps you can download for your computer and even your mobile device.

However, we have provided a way to get to PREXCYT QUEST using only your browser and the internet. You will need to visit this website:

`http://cryptexhunt.com:#####`

As you may have noticed, there is something added to the URL - a port number. The five number signs (#) is a port number so you can connect to PREXCYT QUEST's servers through a different doorway.

In order for you to access PREXCYT QUEST, you will need to get this five digit number. Once you visit the website with the proper port number, you will be taken to a website where you can login and register for the game.

The port number for PREXCYT QUEST is hidden on this page as a copy protection method. No strokes about it, those sans morals will not be tolerated.

Once you have created your character in PREXCYT QUEST, you will get a quick intro to the game, and then you will see a description of the place where the story begins.

Here's a quick exercise to help you get accustomed to interacting with PREXCYT QUEST. Try the following command first:

```
<20Hp 100m 100mv> INVENTORY
```

Then press the **RETURN** (or **ENTER**) key. PREXCYT QUEST will respond with:

```
You are carrying:
  The Guidebook

Money:
1 gold coin (1)

You are wearing:
(torso)           : a nice tunic
(waist)           : a knitted weapon belt
(legs)            : a pair of pants
(feet)            : a pair of shoes
(wield)           : a small dagger
```

Now try to read the guidebook by typing in:

```
<20Hp 100m 100mv> READ GUIDE
```

After you press the **RETURN** (or **ENTER**) key, PREXCYT QUEST will respond with:

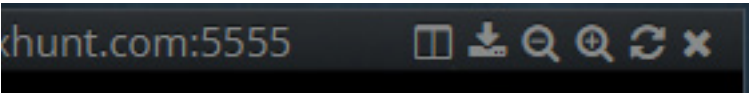
```
Table of Contents
-----
Chapter 1: Welcome
Chapter 2: The Dragon
Chapter 3: The Sages
Chapter 4: The Quest
Chapter 5: The Test

A magical book that gives you updates about the
Quest. Enter 'READ [NUMBER] GUIDEBOOK' to read a
chapter.
```

MudPortal Client Tips

The MudPortal Client is a 3rd party client not affiliated with PREXCYT QUEST. However, it is easy to use and offers some handy tools to help you during your quest.

At the top of your client window, you will see the following icons in the upper-right corner:



 **FREEZE PANE:** If your window is wide enough, this will create a second pane which is frozen and will not scroll. This is useful if you are trying to copy and paste text, but people are constantly talking.

 **DOWNLOAD SESSION LOG:** A log of everything that you have seen in the MUD since you logged in will be downloaded as a text file.

 **ZOOM:** Allows you to change font size.

 **RECONNECT:** Disconnect and reconnect to MUD. This doesn't seem to work very well, so just refresh the page.

 **CLOSE:** Closes the window and disconnects.

Quitting the Game

Your progress is always saved when you play PREXCYT QUEST, so there is no need for you to worry about saving.

If you wish to quit the game, just type in **QUIT** and you will be asked if you wish to leave the game. Your character will be removed from the MUD and no one will be able to interact with your character.

When you connect to the MUD again, you will appear in the exact same spot you left, with all of your possessions intact.

In the case that you die, you will be transported back to the original spot where you first came in when you started a new character: the Grunting Boar Inn.

APPENDIX A:

Quick Reference Guide

The object of PREXCYT QUEST is to solve all the puzzles presented within.

1. To connect to the game, go to **<http://cryptexhunt.com:####>**
Where the number signs represent the port number.
2. When you see the prompt (100hp 100m 100mv>) on your screen, PREXCYT QUEST is waiting for your command.
3. To walk around, just type in the direction you wish to go: **N** (or **NORTH**), **E**, **S**, **W**, **NE**, **SE**, **NW**, **SW**, **U** (or **UP**), **D**.
4. To do an action, type it in. Some examples: **GET BOOK**, **OPEN DOOR**, **LOOK IN CRYPTEX**. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with PREXCYT QUEST" on page 5.
5. To interact with another character, type **SAY** and their name. Remember, not everyone will pay attention to you. This is alarmingly like real life. At least, my life.
6. There are special one-word commands to help you in the game. Some examples are **HELP**, **INVENTORY**, **SCORE**, **CHANNELS**.
7. Important! After typing your command, you must press the **RETURN** (or **ENTER**) key before PREXCYT QUEST will execute the command.
8. You can pick up and carry many of the items you'll find in the story. For example, if you type **TAKE CHAIR**, you will be carrying it. Type **INVENTORY** to see a list of everything you are carrying and wearing.
9. If you get lost and want to return to the Grunting Boar Inn, type **RECALL**.
10. When you want to stop playing, type **QUIT**. Your progress is automatically saved while you play the game.

APPENDIX B:

Important Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Type the command after the prompt, and hit the **RETURN** (or **ENTER**) key.

! - The exclamation symbol will have PREXCYT QUEST respond as if you had repeated your previous sentence.

BRIEF - Toggles whether the room descriptions are shown as you move around. See also the **COMPRESS** command.

CHANNELS - Lists available channels to chat on.

COMPRESS - Toggles whether compressed room and equipment descriptions are shown. See also the **BRIEF** command.

FLEE - If you are being attacked and you don't want to die, running away is a viable and cowardly option.

HELP - List commands you can find help on.

INVENTORY - List what you are carrying. You can abbreviate **INVENTORY** to **I**.

LIST - When used in a room with a shopkeeper, this will list the items they sell.

LOOK - Describe your location in full detail. If you specify an item or a person, this describes the object. You can abbreviate **LOOK** to **L**.

QUIET - Turns off all channels so you no longer see them displaying chats.

QUIT - This lets you stop and leave the game. Your character is automatically saved.

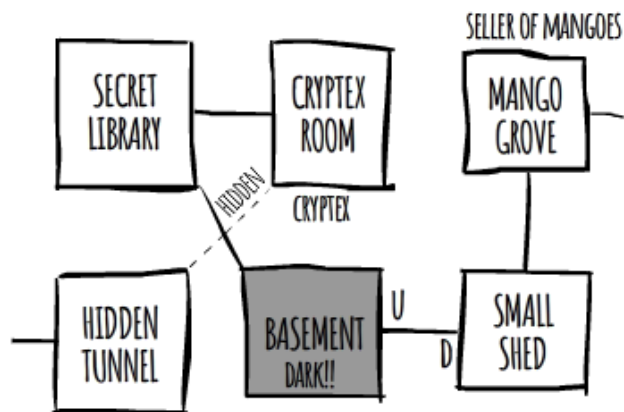
RECALL - This will return you back to Grunting Boar Inn where your character first started the game (unless you change your starting location.)

SCORE - Lists some general information about your character, such as level, experience, attributes, and other statistics.

APPENDIX C:

Sample Transcript & Map

This transcript is not from anywhere in PREXCYT QUEST, but it does show most of the usual things you can do in PREXCYT QUEST. The player’s sentences appear in capital letters after each prompt. The map represents the terrain in the sample transcript as you might have drawn it.



```
<20Hp 100m 100mv> DOWN
You can't see anything!

<20Hp 100m 99mv> UP
Small Shed
You are in a small shed worse for the wear.

Obvious exits:
North: An exit leads north to a grove.
Down: darkness

<20Hp 100m 98mv> NORTH
Mango Grove
This is a grove of mangoes. Strangely enough, it
looks like the mangoes glow.
    Margaux the mango seller is here.

Obvious exits:
East: Pagsulod Pagoda is to the east.
South: A small shed is to the south.

<20Hp 100m 97mv> LIST
You review Margaux's inventory.

[Cost] Product
[5  ] a glowing mango
```

```
<20Hp 100m 98mv> BUY MANGO
You buy a glowing mango from Margaux.

<20Hp 100m 99mv> SOUTH
Small Shed
You are in a small shed worse for the wear.

Obvious exits:
North: An exit leads north to a grove.
Down: darkness

<20Hp 100m 98mv> DOWN
Basement
This basement is very dark and scary.

Obvious exits:
Up: Less scary places.
Northwest: A dim light comes from the northwest.

<20Hp 100m 97mv> NW
Secret Libraries
This is an underground, mini-library. Not a good
place to store books.
    A bookshelf containing books is here.

Obvious exits:
East: A door.
Southeast: Basement.

<20Hp 100m 96mv> OPEN DOOR
It's locked.

<20Hp 100m 97mv> LOOK BOOKSHELF
The bookshelf is against the wall, filled with one
book, really. I lied about the plurality of the
books.

<20Hp 100m 98mv> GET BOOK
You get the book.
A door unlocks and opens. Easiest escape room
puzzle ever.

<20Hp 100m 99mv> E
Cryptex Room
This is a small chamber set up like a shrine.
    A cryptex hangs in the light here.

Obvious exits:
West: The secret library is to the west.
```

```

<20Hp 100m 98mv> OPEN CRYPTEX
The cryptex is locked.

<20Hp 100m 99mv> UNLOCK CRYPTEX
The cryptex requires a combination to open. Try
'UNLOCK CRYPTEX WITH [PASSCODE]'.

<20Hp 100m 100mv> AUGH! JUST GIVE ME IT!!

Huh?

<20Hp 100m 100mv> L CRYPTEX
This cylindrical container has five metal rings
which can be rotated. Each ring is engraved with a
letter, and by rotating the rings, you can set a
passcode to gain access to the contents within.

Type in 'UNLOCK CRYPTEX WITH [PASSCODE]' to open.

a small cryptex is closed.

<20Hp 100m 100mv> READ BOOK
Table of Contents
-----
Chapter 1: A Guide To Cryptexes

Enter 'READ [NUMBER] BOOK' to read a chapter.

<20Hp 100m 100mv> READ 1 BOOK
Chapter 1: A Guide To Cryptexes
Congratulations! This book will help you find a
passcode for the cryptex. It's DIVAS.

<20Hp 100m 100mv> UNLOCK CRYPTEX WITH DIVAS
You open a cryptex.

As you look inside, you see a gold coin and you
take it, closing it after you're done. A bright
glow outlines a hidden passageway to the southwest.
You rub your eyes, and it's gone.

<20Hp 50m 100mv> SW
Hidden Tunnel
This tunnel is hidden no longer!

Obvious exits:
Northeast: Cryptex Room
West: The Magical Chicken Prom

<20Hp 70m 99mv> QUIT
You want to Quit? Aren't you intrigued by the Magi-
cal Chicken Prom? (y/N)

```

APPENDIX D: We're Never Satisfied

Here at Cryptex®, we take great pride in the quality of our stories. Even after they're “out the door,” we're constantly improving, honing, and perfecting.

Your input is important. no matter how much testing we do, it seems that some “bugs” never crawl into view until thousands of you begin doing all those wild and crazy things to the story. If you find a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestions, or if you'd just like to tell us your opinion of PREXCYT QUEST, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Please visit us at:

<http://cryptex.org>

APPENDIX E: Author Biographies



Errol Elumir (LUM). Errol has played adventure games ever since they were text on screens loading from cassette tapes. He loves escape rooms and is obsessed with puzzle design. After creating puzzles for large-scale, theatrical escape events, he is very happy to be back to creating puzzles with a bit more difficulty. A webcomic artist, a musician, and a podcaster for escape rooms, you can find more of his work than you care to see on <http://myneighborerrol.com>.



Darren Miller (MIL). Darren has keen interests in Internet technologies, science fiction and fantasy, and puzzles! He and his wife, Melissa, have been hooked on escape rooms ever since they discovered them in May 2015 -- they just wish there were more in Connecticut! Making online friendships with Dan and Errol (along with other like-minded friends) has introduced him to the world of online puzzle hunts. Now he designs puzzles and shares them online. Darren hopes you find his contributions to this puzzle hunt challenging and fun!



Dan Egnor (NOR). Dan loves puzzles, puzzle hunts, escape rooms and other nerdy adventures. Impressed with the solid construction and zany spirit of Errol's previous hunts, he resolved to work with Errol on a project some fine day. That fine day is now here, and Dan hopes you find his contributions amusing.

Justin Nevins (Cryptex® Guy). Justin is the creator of the first Cryptex® Security Box and has been making custom works of art like this full time since March 1st, 2004. A former international corporate consultant, Justin has been fascinated with different languages and cultures for most of his life. Growing up he played a lot of games - board games, card games, video games, any kind of games, and was obsessed with role playing games such as Dungeons & Dragons. In recent years, he has discovered escape rooms, due to the high demand for his quality Cryptexes in this industry, and this, in addition to puzzle hunts, has become his new obsession.

APPENDIX F: Special Thanks

The puzzle hunt could not have been completed without the help and contributions from many people. To the following people, we owe many thanks:

Julia Nevins, David Lewis, Manda Whitney, Alex Wai, Margaux Yiu, Michael Yuan, Ruby Yuan, Debbie Ridpath Ohi, Lizette Tanner, Kari Maaren, Mags Storey, Tyler Goen.

Thanks is also due to Bo Zimmerman, the creator of CoffeeMud which is the MUD engine PREXCYT QUEST is built off of.

APPENDIX G: Copyright

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MIDGAARD

PREXCYT QUEST

1. TEMPLE SQ
2. MARKET SQ
3. COMMON SQ
4. DUMP
5. AUSTRAL SQ
6. SLUMS

