

THE STORY SO FAR

King Markham lies on his deathbed but is holding on in the desperate hope that he will be reunited with his only son and heir, Prince Gideon, before finally passing over. However, it is thought that Gideon is being held captive in the evil clutches of Dolmir – for only Gideon can unite the Clans of the Reaches and prevent Dolmir's intended domination.

You, The Great Magician Piradon, have been commanded to seek out and rescue Gideon, but this will be a most difficult task as your magical powers will be very limited in the lands you are about to journey....

GAMEPLAY

The top four arrow icons allow movement in that direction. If an exit is available it changes colour to white, if it's not available it is coloured red. The fifth top icon allows access to the verbs. If you select this icon then the graphic clears and the verb window appears. To exit the verb window select EXIT and click fire. Some special verb commands are:

- EXIT = this exits from the verb window, reprints the graphic window and returns control to the main icons
- VIEW = look at an object in your possession.
- LOOK = look at a person.
- EXAM = look at an object in the text window.
- SEARCH = a more powerful variant of FXAM.



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SPEAK = allows you to communicate with any of the characters. This command should be used to the full

MAJIK = this special command performs a magical feat and the result will depend upon what situations arise at any one time.

This is an automatic command.

WAIT = allows for a passage of time.

SLEEP = refreshes you when tired.

Any objects present in a location are displayed in the OBJECT window. Any people present – including yourself – are displayed in the PEOPLE window.

To select the object or person, move the highlight up or down and fire to select. Whenever you are building up a sentence, a response window appears across the top of the screen.

CONTROLS

Joystick or keyboard.

kevs:

F1/North F3/South F5/East F7/West SPACE/Fire

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP. Press 'PLAY' on tape. Program will load and run.

CREDIT

Programming: Clive Wilson and Les Hogarth



Don't be duped by other companies claims – when it comes down to publishing budget software there's really only one choice.

If you think you can meet our standards send a copy of your game with instructions to:

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