



**THE
SUNDERED
SWORD**

INSTRUCTIONS





THE COMMANDS

There are two main groups of commands; those that refer to objects and those that refer to other characters. There is a smaller third group that does not fit comfortably into either group such as LOAD and SAVE.

OBJECT COMMANDS

Most of the common adventure verbs are used; GET, TAKE, DROP, WEAR, REMOVE, DRINK, EAT, EXAMINE, LIGHT, DOUSE, HOLD, GRASP and READ. These all have their normal English meanings and most can be shortened to their first four letters.

eg EXAM SWORD.

I, INV and INVE all produce an inventory, or list of what you are carrying, holding or wearing and if any of the objects are lit. You are not limited to a certain number of objects but to a certain weight. The weight of the objects you possess will effect your speed of movement and your ability to do / achieve some things.

REST should not be confused with the RESTORE command of some adventures. This command should be followed by a number between 1 and 9 and allows your character to regain some energy after a hard day or night of adventuring.


Some objects cannot be picked up. This may mean that they are too heavy for you or that you are carrying too much. To READ or EXAMINE objects you do not have to be carrying them, they just have to be visible.

CHARACTER COMMANDS

You will meet many characters as you travel around the countryside. These could be Kings, wizards, dwarves, hermits, merchants, dragons, ghouls and eagles. Each character will respond in a different way to you depending on what you have done in the game up to that point, so watch your charisma and alliance carefully!

CHARACTER INTERACTION

The most important command of this type is TALK TO ****, where **** is the name of the character you wish to talk to. This must be used before most of the other character commands and the error message 'TALK TO WHO?' will be printed if you forget.



'TELL ME ABOUT ****' will produce some information about the person you have asked about. This will be coloured by the persons opinion of the other character. Some people are also more well known than others so more information can be gained about a King than a humble hermit.

'GIVE ****' where **** is the name of the object, will give the object named to the person you are talking to. If the object is something that person is looking for then you may receive a reward. If on the other hand it is not what she/he is looking for then all you will get is a curt 'Thank You'.

'CAN I HELP YOU?' or 'CAN' will tell you what the person you are talking to WANTS YOU TO DO FOR HIM/her.

KILL/ATTACK/STRIKE/HIT **** will attack **** with the weapon you are HOLDING. The amount of damage will depend on many factors including strength, armour and weapons. Watch your hit points when they reach zero you are dead.

MISCELLANEOUS COMMANDS

To move around use MOVE or M. This will face you in the direction specified by the last LOOK/FACE/N/S etc command. All the eight main compass directions are available. To face southeast for example you can type LOOK SE, FACE SE, L SE or just SE.

As you progress through the adventure you will want to save your current position. As you may have guessed the word SAVE does this. LOAD is the reverse process. On loading and saving a number is printed on the screen so that you know which version is being used.

Not all objects can be found just by walking around. Some people, notably dwarves and hermits tend to hide their valuable objects. To find these items the SEARCH command is used. Success depends on your intelligence and how well hidden the object was.

The PRAY and WORSHIP commands are used when you feel in need of spiritual sustenance. If you pray at a henge on a Saint's feast day, that Saint will help or hinder you depending on their whim.



There are two commands linked to magic. The first is **CAST/SPELL ****** where **** is the Word of Power for that spell. You must get the recipe for the spell perfect or dire consequences will ensue. The command **MAGIC/LIST** will produce a list of spells that you know and the items needed to cast them. There are pages from grimoires in the possession of wizards, hermits and druids and these contain the spells you need to return home with the sword intact.

To find out how healthy you are the command **STATUS** is used.

TEXT ENTRY

You communicate with the computer using the keyboard. No mice, trackballs, joysticks or graphics tablets please! The program should run on any Spectrum with at least 48K of memory.

GRAPHIC: Repeats the last command.

EXTEND: Recalls last command for editing.

EDIT: Deletes the whole line.

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