

The Official

The Sorcerer of Claymorgue Castle



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Adventure Hint Book

LOADING INSTRUCTION

ADVENTURES #1 - #6

-64/128

Turn on your computer, turn on monitor and disk drive. Place disk face up with the adventure you wish to play in the disk drive.

Type: LOAD"**,8,1

NOTE: ADVENTURE #1 (side 1) and ADVENTURE #2 (side 2) are on the same disk, ADVENTURE #3 (side 1) and ADVENTURE #4 (side 2) are on the same disk. For there are only four adventures in the C-64/128 series.

Apple

Put Adventure you wish to play in the boot disk drive, close the drive door, then turn on the computer and the monitor. Disk will then boot, just follow the screen instructions to start the Adventure.

Atari

Remove any cartridges from the computer, including BASIC. Put the disk with the Adventure you wish to play in the drive. Now, turn on your computer. After a few moments, the screen will give you more instructions, follow them to start your Adventure.

HOW TO PLAY S.A.G.A. (tm)

Type a two word command when the computer asks "What shall I do?" The first word is always a verb — a word you use to do something. The second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?" If you are carrying a torch, you can light it by typing **L I G H T T O R C H** and then press **RETURN**. If you make a typing mistake, use the left arrow key and correct the error.

Some (but not all!) of the words you might find useful are:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Wear

If you use a command that the computer can't perform or doesn't understand, it will say I CAN'T DO THAT or I DON'T UNDERSTAND. When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of "GO SWIMMING," try "SWIM." You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type **G E T O X**. Normally you can only do things to objects that are either visible or that you are carrying.

ONE LETTER COMMANDS

The following single-key entries are allowed in S.A.G.A. Type the letter and press **RETURN**.

- 1) **C** - Turn on/off lowercase. (Apple only)
- 2) **V** - Turn on/off Votrax voice (or printer output on Apple.)
- 3) **Z** - Turn on/off Graphic Mode.
- 4) **RETURN** - Review text window.
- 5) **N S E W U D** - Go North, South, East, West, Up or Down.
- 6) **I** - Take inventory of items carried.
- 7) **O** - Output to printer (Atari only).
- 8) **A** - Atari character set (Atari only)
- 9) **B** - Script character set (Atari only)
- 10) **L** - Look (Atari only)

GRAPHIC MODE ON/OFF

The graphic display on the video screen may be turned on or off by typing **Z**. Turning the graphics display off speeds up play, so you may wish to proceed without the graphics while moving through familiar territory. Type **Z** again to restore graphics.

REVIEWING TEXT WINDOW

Press **RETURN** to display the text window. Valuable clues are often presented here, so you'll want to use this command often. Press **RETURN** again or type any command to return the graphics to the video display.

DIRECTIONAL COMMANDS

To speed up play, you can type **N S E W U D** instead of the command **GO NORTH**, **SOUTH**, **EAST**, **WEST**, **UP**, or **DOWN**. For example, instead of typing **GO WEST**, simply type **W**.

INVENTORY

You will find that you often must carry several objects with you. It is easy to forget which objects you dropped someplace, and which you are still carrying. Type **I** to take an inventory of the items you are carrying.

SAVE GAME

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off by typing **SAVE GAME** any time you are asked "WHAT SHALL I DO?" You will be asked to specify the area (A-D) in which you wish to save the game. You might save a game in Area A and a friend's game in Area C. Up to four Adventures in various stages of completion may be saved.

To end a game, type **QUIT**. If you intend to continue the game later, be sure you have saved it before using this command.

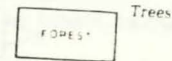
Before any game is started, you are asked if you wish to recall a saved game. If you do, type **YES**, specify the area you saved the game in, and the Adventure will resume where you left off.

PLAYING HINTS

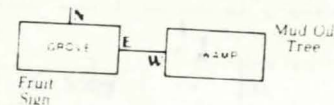
MAPPING

Draw a map! THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES:

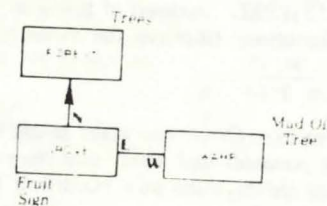
Each room is represented by a box with the name of the room in it, and all original items found in it are noted alongside.



Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

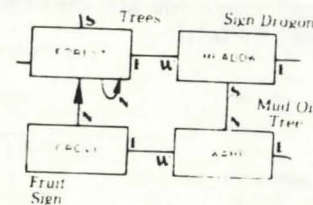


The above shows that you must go east from the grove to the swamp and west from the swamp to the grove. If you can only go in one direction, an arrow is put at the end of the path.

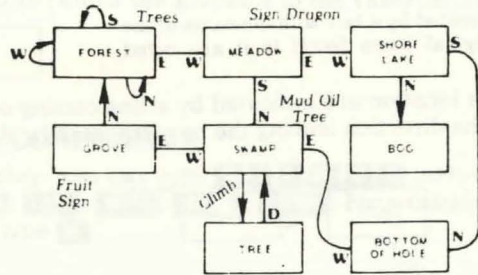


This indicates that upon leaving the grove you can go north to the forest, but you cannot return!

The best way to use this system is to draw a line representing each possible exit and its direction when you enter a location. Later, connect the lines to rooms as you continue your explorations.



This way, you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map, as you can add extra locations anywhere on your paper.



Notice that on the forest the exits N, S, and W are available, but they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "CLIMB TREE" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

This is an easy system to use. Once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! (A system analyst may recognize this system as a modified HIPO diagram used to indicate program flow and control.)

OTHER HINTS

Be sure to examine the items you find throughout your Adventure! Also, keep in mind that most problems and solutions require no more than common sense to solve. Special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

Try typing `???` if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions — they can be fatal!

***** ADVENTURE 13 HINTS AND SOLUTIONS *****

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Read the questions until you get to where you are stuck.

The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 · CAN NOT GET IN THE CASTLE?
39 165 | 21 · Solution to above problem.
5 154 112 171 94 48 |
| 2 · More help for above problem
116 99 32 53 205 1 116 | 22 · HAVE NOT FOUND ANYTHING USEFUL
IN THE MOAT?
135 89 153 |
| 3 · Solution to above problem.
5 190 53 | 23 · More help for above problem.
153 |
| 4 · CAN NOT FIGURE OUT PLAIN ROOM?
58 94 106 | 24 · Solution to above problem.
174 107 45 94 79 |
| 5 · More help for above problem
85 94 106 | 25 · HAVE NOT FOUND ANYTHING USEFUL
IN THE KITCHEN?
14 |
| 6 · Solution to above problem
76 171 81 20 | 26 · More help for above problem.
163 14 |
| 7 · HAVE A PROBLEM WITH RATS?
139 143 81 53 128 | 27 · Solution to above problem
174 107 125 94 14 |
| 8 · More help for above problem
109 203 65 91 82 45 158 99 152 105
116 | 28 · HAVE NOT USED WICKED QUEEN'S
SPELL?
92 175 94 49 96 194 99 3 77 |
| 9 · Solution to above problem
188 81 33 171 64 170 94 53 189 | 29 · More help for above problem
99 114 94 49 96 66 194 40 99 109 175
141 55 |
| 10 · PROBLEM WITH CHANDELIER?
58 160 | 30 · Solution to above problem.
5 49 171 94 74 185 |
| 11 · More help for above problem
108 94 67 98 172 109 194 188 81 53 | 31 · HAVE NOT FOUND BLISS?
61 |
| 12 · Solution to above problem*
18 53 137 100 128 | 32 · More help for above problem.
58 61 |
| 13 · HAVE NOT FOUND THE DRAGON YET?
8 101 94 193 16 | 33 · Solution to above problem
146 133 |
| 14 · More help for above problem
116 150 100 171 94 106 | 34 · DO NOT HAVE A CAN?
58 129 |
| 15 · Solution to above problem
76 83 | 35 · More help for above problem.
135 109 72 94 106 |
| 16 · HAVE NOT FOUND THE LOFT?
52 | 36 · Solution to above problem
58 129 62 171 94 97 11 101 94 59 |
| 17 · More help for above problem
58 | 37 · HAVE NOT FOUND UNRAVEL YET?
193 16 |
| 18 · Solution to above problem
58 160 101 94 52 | 38 · More help for above problem.
76 203 150 109 194 94 140 206 87 |
| 19 · CAN NOT REACH THE LOFT?
12 192 | 39 · Solution to above problem.
9 171 94 20 43 94 140 24 81 111 |
| 20 · More help for above problem
143 94 48 95 201 53 194 10 179 162
128 | |

40 - RATS A PROBLEM?
188 94 69 45 120 81 53

41 - More help for above problem
139 143 45 41

42 - Solution to above problem:
5 122

43 - CAN NOT GET THROUGH THE STONE DOOR?
116 150 138 53 171 164

44 - More help for above problem:
188 53 42 7 95 80 101 197 90

45 - Solution to above problem:
101 94 14 174 107 95 71 118 109 208

46 - STILL CAN NOT GET THOUGH STONE DOOR?
139 30 80 101 94 90 139 51

47 - More help for above problem:
180 94 204 42 94 129

48 - Solution to above problem:
174 107 70 101 94 123 186 174 93 186
5 190 171 6 22

49 - CAN NOT CROSS LAVA?
188 69 45 158 99 64 105 116

50 - More help for above problem:
54

51 - Solution to above problem:
5 13 45 177

52 - CAN NOT DRY OUT TOWEL?
56

53 - More help for above problem:
28

54 - Solution to above problem:
66 29 208 17 167 139 171 28

55 - HAVING PROBLEMS WITH FOUNTAIN?
58 78

56 - More help for above problem:
188 94 69

57 - Solution to above problem:
109 203 94 78 170 199

58 - FOUNTAIN STILL A PROBLEM?
99 203 94 37 170 121

59 - More help for above problem:
192 53 95 47 136

60 - Solution to above problem:
161 53 95 17 206 168

61 - CAN NOT GET CAN?
142 50

62 - More help for above problem:
142 110

63 - Solution to above problem:
192 53 137 155 152 117

64 - HAVE NOT GOTTEN INTO BOX?
163 60

65 - More help for above problem:
188 192

66 - Solution to above problem:
5 38

67 - HAVE NOT FIGURED A USE FOR FIRE?
109 137 26 88

68 - More help for above problem:
109 137 26 103

69 - Solution to above problem:
135 115 109 157 94 124 101 81 25 35

70 - HAVE NOT FOUND FIREFLY SPELL?
134

71 - More help for above problem:
58 134

72 - Solution to above problem:
116 109 4

73 - DRAGON STILL A PROBLEM?
135 105 101 159 170 94 69

74 - More help for above problem:
104

75 - Solution to above problem:
145 68 21 104

76 - CAN NOT LEAVE LOFT?
109 203 150 151 176

77 - More help for above problem:
73 194 192 44

78 - Solution to above problem:
5 13 95 73

79 - DRAGON STILL A PROBLEM?
139 143 166 34 139 207 150 202 130
139 30 149

80 - More help for above problem:
36 34 30 15 156 72 94 193 16

81 - Solution to above problem:
109 203 101 94 132 16

82 - DRAGON STILL A PROBLEM?
94 34 203 94 148 101 94 16

83 - More help for above problem:
181 94 148 45 94 134

84 - Solution to above problem:
200 11 142 94 148 157 94 134

85 - HAVE NOT DONE ANYTHING WITH THE STAIRS?
5 38 171 94 187 63

86 - More help for above problem:
94 122 53 203 46 42 184 196 27 94 131
194 19 169 116 139 75 139 206

87 - Solution to above problem:
57 122 139 30 31 94 131 126

88 - DO NOT KNOW WHERE TO STORE THE STARS?
147

89 - More help for above problem:
53

90 - Solution to above problem:
5 38

91 - CAN NOT RETRIEVE THINGS FROM MOAT BOTTOM WITHOUT WASTING A SPELL?
151 203 86 194 113 195 105 137 100
173 128

92 - More help for above problem:
23 179 45 182 81 127 198 190 194 109
119 208 194 102 30 139 167 94 86 53

93 - Solution to above problem:
5 13

94 - DO NOT KNOW WHERE TO USE FIRE SPELL?
147

95 - More help for above problem:
99 191 2 81 147

96 - Solution to above problem:
5 18 171 81 84

97 - CAN NOT GET ALL STARS INTO TREASURE LOCATION?
109 137 39 195 178

98 - More help for above problem:
188 94 195 144 53

99 - Solution to above problem:
5 183 128

100 - NEED TO GET IN THE BOX?
5 38

101 - More help for above problem:
135 81 184 47 224 43 216

102 - Solution to above problem:
142 60 55 170 104

103 - CAN NOT OPEN THE CAN?
60

104 - More help for above problem:
19 116 139 215 116 109

105 - Solution to above problem:
188 209 30 221 101 94 80

106 - WARNING WHAT FOLLOWS ARE SOLUTIONS AND NOT HINTS! ARE YOU NOT SURE OF PROCEDURE TO USE SPELLS IN?
5 13 214 157 123 79

107 - More help for above problem:
18 157 84

108 - Solution to above problem:
122 223 131 186 101 95 208 170 217
126

109 - MORE SOLUTIONS?
57 210 208 170 123 186 163 45 104
186 45 28

110 - More help for above problem:
45 149 227 225 84 188 38 45 149 101

111 - Solution to above problem:
188 183 45 149 208 186 163 45 78 0

112 - MORE SOLUTIONS?
163 107 94 226 218 95 149 220 222 95
183 213 45 84

113 - More help for above problem:
211 101 219 35 45 149 81 222

114 - Solution to above problem:
211 101 94 212 45 149 151 222

* DICTIONARY *

1 WOULD	58 EXAMINE	115 CASTING	172 TAKING
2 UP	59 COURTYARD	116 DO	173 WELL
3 FAIRY	60 BOX	117 AIM	174 SWIM
4 AGAIN	61 KITCHEN	118 FIGURE	175 WAS
5 CAST	62 EITHER	119 POPS	176 FAR
6 STONE	63 STAIRS	120 TEST	177 CROSS
7 DRAWBRIDGE	64 SOME	121 YOUNG	178 TRIPS
8 PLAY	65 TOO	122 LYCANTHROPE	179 TRYING
9 PULL	66 HAVE	123 MOAT	180 MAP
10 START	67 ROPE	124 LEVER	181 DELIVER
11 OR	68 POTION	125 THROUGH	182 SQUEEZE
12 TAKES	69 MIRROR	126 HOLE	183 YDHO
13 BLISS	70 TWICE	127 WATER	184 MORE
14 DRAIN	71 YOU LL	128 HERE	185 GLASS
15 BE	72 NEAR	129 CASTLE	186 THEN
16 ROOM	73 JUMP	130 KNOW	187 WOODEN
17 TOWEL	74 BROKEN	131 RATS	188 USE
18 FIRE	75 THINK	132 DUSTY	189 NAMES
19 HOW	76 PUSH	133 CABINETS	190 SEED
20 WALL	77 TALE	134 DRAGON	191 MAKES
21 FROM	78 FOUNTAIN	135 TRY	192 MAGIC
22 DOOR	79 BOTTOM	136 DEVICE	193 PLAIN
23 PICTURE	80 COME	137 WILL	194
24 AS	81 A	138 WASTE	195 TWO
25 DARK	82 PERHAPS	139 YOU	196 THAN
26 BURN	83 FLOOR	140 NICHES	197 ANOTHER
27 SCARING	84 TREE	141 MADE	198 MELON
28 LAVA	85 MOVE	142 THROW	199 YOUTH
29 WRUNG	86 RIGHT	143 NEED	200 BLOW
30 CAN	87 HANDY	144 TRIP	201 ASSOCIATED
31 ENTER	88 THINGS	145 DRINK	202 EVEN
32 ANY	89 GOING	146 OPEN	203 IS
33 DICTIONARY	90 WAY	147 FOREST	204 DIRECTIONS
34 ITEM	91 EARLY	148 DUST	205 CASTER
35 PLACE	92 WHO	149 GET	206 ARE
36 THIS	93 EAST	150 NOT	207 MAY
37 OPPOSITE	94 THE	151 THAT	208 OUT
38 PERME	95 AND	152 YOUR	209 METAL
39 TAKE	96 QUEEN	153 DEEPER	210 GETTING
40 REMEMBER	97 BRIDGE	154 LIGHT	211 DIG
41 TRANSFORM	98 WITHOUT	155 IMPROVE	212 FIELD
42 FOR	99 WHAT	156 FOUND	213 BACK
43 USING	100 WORK	157 AT	214 WHEN
44 USEFUL	101 IN	158 SEE	215 NORMALLY
45 TO	102 SO	159 FRONT	216 GRAVITY
46 GOOD	103 WOOD	160 CEILING	217 THEIR
47 MUNDANE	104 LOFT	161 METHUS	218 SHAFT
48 CHANDELIER	105 SPELLS	162 THEM	219 OBVIOUS
49 WICKED	106 WALLS	163 GO	220 LAST
50 SOMETHING	107 DOWN	164 ENTRY	221 OPENER
51 LEFT	108 REMOVE	165 INVENTORY	222 STAR
52 BALLROOM	109 IT	166 AN	223 BY
53 SPELL	110 BRICKS	167 WITH	224 APPROACH
54 HAPPY	111 HANDLE	168 NEEDED	225 INTO
55 OFF	112 WHILE	169 BAG	226 AIR
56 HEAT	113 BUT	170 OF	227 STARS
57 AFTER	114 DID	171 ON	

