

# OLDORF'S REVENGE



Requires 48K applesoft rom and disk

**OLDORF** is an adventure-like game using over 100 Hi-Res pictures. To play **OLDORF** put the supplied disk in your disk drive and power on your system, then boot up.

The first question you will be asked is what your name is, (10 characters maximum). The second question you will be asked is if this is a new or old game. Enter 'O' for old if you have previously saved a game, or enter 'N' for new if you are starting fresh.

When playing you may enter QUIT at any time and if you have crossed the TOLL BRIDGE, you may save the game up to that point.

If you said 'N' (for new game) then the next question you will be asked is to select from a list of seven characters which one you would like to start as.

You must select one at the start.

You may change characters at any time by entering a 'C' for change and then selecting any other character, (limit of five changes per character). Each time you change character your strength will be reduced by two points. If your strength reaches zero, the game will be over as there is no way to replenish your strength. The reason for changing characters is because each character has different powers that will be needed in finding the treasures and overcoming the obstacles you will encounter. To explore the caves, castles and caverns you will only need to enter a direction such as N(north), S(south), E(east), W(west), D(down), or U(up).

You may assume all doors are open unless told otherwise.

All commands are one or two words only, such as MOVE CHAIR, ATTACK, EAT, etc.

The commands are:

<u>CLERIC</u>	<u>THIEF</u>	<u>GLADIATOR</u>	<u>STRONGMAN</u>	<u>MAGICIAN</u>	<u>WIZARD</u>	<u>ELF</u>
READ	PICK	ATTACK	SMASH	MAGIC	CAST*	NONE
SPEAK	PRY	FIGHT	BREAK			
LISTEN	OPEN	KILL	MOVE			
TRANSLATE	UNLOCK		PUSH			
DECIPHER			LIFT			

The most powerful character is the **WIZARD** and he may try and cast a spell at any time, but if the situation did not warrant it, he may not be allowed to or it may cost you considerable strength. There are situations though where the **WIZARD'S** power is the only way to save your life. Sometimes the right person saying a clue word is all that is needed.

The object of the game is to find the exit of the caves and have 300 points. You may check your status by entering a C/R (carriage return) and then get back to the Hi-Res picture by entering another C/R.

Are you ready to play?

I will help you get going, then you are on your own.

After you have selected a character to start as, the screen will show you a locked door that leads down to the caves. If you enter a D(down), the response will be, THE DOOR IS LOCKED and if you are the **THIEF**, you would enter UNLOCK, then enter D(down). If you were the **WIZARD**, you could have entered, CAST(cast a spell) and you would have blown the door off the hinges but your strength would have been reduced by a factor of 10. If the door is already unlocked, the response I CAN'T DO THAT HERE will appear.

Good luck and watch out for the **TORKIES**.

\*CAST is short for CAST A SPELL

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