



SOFTWARE

THE COLOUR of MAGIC



SINCE AIR USER
CLASSIC

by Piranha

SPECTRUM 48/128+2

199 RANGE

THE COLOUR of MAGIC

Loading instructions:—

Type LOAD " " and then press ENTER key.

Welcome to the Discworld

Based closely on Terry Pratchett's novel, this adventure casts you as the unfortunate character of Rincewind. Rincewind is a very unlucky wizard. By accident, at the start of his training, one of the eight spells of The Octavo became hopelessly lodged in his brain. Since then he has been unable to learn any other spells.

He has some points in his favour, however. He is an excellent translator, has an uncanny knack for staying alive and, as a wizard, must be claimed by Death Himself when he dies.

Rincewind lives in the city of Ankh Morpork, on the Discworld. As its name suggests, the Discworld is a flattish disc shape. It is supported by four gargantuan elephants which are carried through the infinite vastness of space on the back of Great A'Tuin, the turtle.

Many people wonder where Great A'Tuin is going. There was a theory that A'Tuin had come from nowhere and would continue at a uniform crawl, or steady gait, into nowhere, for all time. This theory was popular among academics.

An alternative theory favoured by those of a more religious persuasion, was that A'Tuin was crawling from The Birthplace to The Time of Mating, as were all other stars in the sky (which were, obviously, also carried by giant turtles). When they arrived they

would briefly and passionately mate, for the first and only time, and from that fiery union, new turtles would be born to carry new worlds. This was known as the Big Bang Theory.

So there you have it. A world carried by turtle-riding elephants and a wizard with only one spell which he is unable to say. What more could happen?

Playing the game

COMMANDS can be typed in ordinary English, eg. EXAMINE THE WOODEN TABLE; but may be abbreviated to verb + noun format, eg. EXAMINE TABLE.

To TALK to other characters in the game, first address the character by typing TALK TO (name of character) then SAY HELLO or whatever you wish.

Other useful commands include:

SAVE & LOAD saves/loads game position to tape/disc
RAM SAVE & RAM LOAD stores/recalls game position in memory.

GRAPHICS ON/OFF switches between a graphic or text only game.

SCORE gives you a rating of how well you are doing.

INVENTORY or I lists what objects you are carrying with you.

QUIT ends the game.

HELP may just give you a clue (but might not!).

Loading the program

The game has four parts. At the end of each part, game data will be saved to tape/disc. You will see instructions on the screen telling you how to do this and how to proceed to the load of the next part of the game. You will need to load both the next section of the game and the saved game data from the previous part to continue on your quest.

SINCLAIR USER MAGAZINE, DECEMBER 1986, SAID

"When you add Twoflower's crazed enthusiasm for the picturesquely lethal together with the problems—across four games Loads—you'd be hard-pressed to find a current piece of bookware to compare with The Colour of Magic"

RATED ★★★★★

The Colour of Magic by Terry Pratchett is published in hardback by Colin Smythe Ltd and in paperback by Corgi.

A DELTA 4 ADVENTURE

If you get stuck and require assistance then please send a stamped, self addressed envelope to the address overleaf for a complete cheat list.

Unfortunately we cannot accept telephone enquiries.

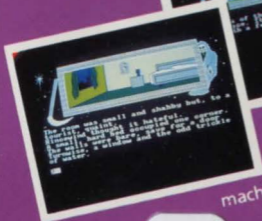
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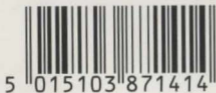
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THE COLOUR of MAGIC



Screen pictures
shown may be
a different
machine version of game.



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