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The Magic of Zanth

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THE MAGIC OF ZANTH

Designed and programmed by Scott Cabit

In the land of Zanth, Magic is commonplace. Dragons, Griffins, Centaurs and Demons abound. King Trent, the ruler of Zanth, has assigned your group to discover the source of all magic in the land of Zanth. By your side in this group is your friend Chester Centaur and a soldier named Crombie, who has been magically transformed into a Griffin for your quest. Your first step is to attempt to enlist the aid of the Good Magician Humphrey in your adventures. This in itself could become quite a task!

This adventure was designed and written especially to take advantage of the capabilities of the Color Computer III. It features over two dozen high resolution, sixteen color animated graphic scenes. The game has four-voice music and, when connected via a multi-pak interface to a Tandy Sound and Speech Program Pak, also talks.

RUNNING THE PROGRAM

To play The Magic of Zanth, you need a Color Computer III, a disk drive, an active imagination, and lots of patience. To load the adventure, put the diskette in drive 0 with the MAGIC OF ZANTH (or TITLE) side facing the correct way, and close the drive door. Then type LOADM"ZANTH" and press ENTER. When the program has finished loading, it will automatically start up and you will see a screen asking if you are using an RGB monitor, such as Tandy's CM-8. After you type 'Y' or 'N', you are asked if you have one disk drive or two. Press '1' or '2', and flip the TITLE disk over so the SCENE side is inserted correctly. If you have two drives, follow the on-screen instructions and place a GAMES SAVE disk in drive 1. This is just a blank, RSDOS formatted diskette. A title page will then be displayed. Adjust your volume control and press any key twice to begin your adventure.

PLAYING THE GAME

This game is actually a story that you take part in. By typing simple sentences, you control the action of your character. There are many paths that you can take. Some are easy to find and others are more difficult. There are also many objects for you to work with. Some will have obvious uses, and others will not. Some objects may be totally useless!

In order to solve this adventure, you will probably have to make a map. For every move you make, draw a square on a piece of paper to represent the room you are in. Then draw arrows that tell you where you can go from that room.

SAVING AND LOADING GAMES

As in most adventures, you will probably find yourself being killed often. Happily, this is not permanent. You are just sent back to the beginning of the story. Before you enter a dangerous situation, you can save the game by typing SAVE. Then, type in the game number from zero to nine. DO NOT press ENTER after typing this number. If you only have one disk drive, follow the on-screen instructions and place the GAMES SAVE disk in drive 0 when prompted. Now, if you die, you can use the LOAD command, followed by the number you used to save it, to restore your game. Remember not to press ENTER after typing the game number. If you only have one drive, the screen will then ask you to insert the GAMES SAVE disk. NOW you may press ENTER to load your old game.

SIMPLE COMMANDS

To help you move around easily, there are a few abbreviated commands available. Here is a list of them:

Up arrow	GO NORTH
Down arrow	GO SOUTH
Left arrow	GO WEST
Right arrow	GO EAST
INV <ENTER>	INVENTORY

Remember, you can only carry a limited number of things so be selective in what you decide to pick up. You will need to be carrying certain objects in order to accomplish certain tasks.

MORE COMPLEX COMMANDS

You can interact with characters by using the TALK command, for example, TALK TO CHESTER. This will prove a valuable command often while playing the game. If you are not certain what a creature or object you discover is, use INFO for help, such as INFO OUROBOROS. If you have a Tandy Sound and Speech Program Pak in your multi-pak interface, you can use the VOICE command to toggle synthesized speech on and off.

OTHER HINTS

Note that in addition to the four compass directions, you can also GO to various locations. It is also possible to RUN. Use the ESC / BREAK key to toggle to inverse video during game play. This is purely personal choice, so use whatever setting is easier on your eyes. Always make sure the SCENES side of the disk is in drive 0, unless the game specifies otherwise. The program will occasionally load data from the diskette, and it needs to be ready in the drive.

QUITTING AND WINNING

To quit the game at any time, just type QUIT. When you win or quit the game, you are asked if you want to play another game. If you decide to quit, you must turn off the computer before doing anything else. The computer may crash after ending the game, but this is normal and no cause for alarm.

FOR FURTHER EXPLORING

If you enjoy the Magic of Zanth, you may want to look into the science fiction novels of Piers Anthony. His Land of Xanth novels inspired this adventure and are excellent reading. Enjoy!

OUR LEGAL DEPARTMENT WANTS YOU TO KNOW...

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THE HISTORY OF THE

REIGN OF KING CHARLES THE FIRST

IN WHICH IS CONTAINED A FULL AND COMPLETE HISTORY OF HIS REIGN, FROM HIS ASCENSION TO THE THRONE, TO HIS DEATH, AND THE CONSEQUENT CHANGE OF GOVERNMENT.

BY JOHN BURNET, BISHOP OF SALISBURY.

IN TWO VOLUMES. THE SECOND VOLUME. LONDON, Printed by J. Sturges, at the Sign of the Gun, in St. Dunstons Church-yard, 1704.

AND SOLD BY W. BENTLEY, IN ST. MARTIN'S LANE.

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