The Wrath of
MAGRA

The Wrath of
MAGRA

PLEASE NOTE

Thank you for buying our latest adventure in the "Third Continent" series. "The Wrath of Magra". We hope it will give you many hours of enjoyment. Please note however that all the characters and situations, in both the game and the "Book of Shadows" are fictitious. The spells contained within the "Book of Shadows" are meant purely for entertainment and to enhance the enjoyment of the game. They have no basis in the supposed true practices of magic. By no means should they be attempted in reality or any of the potions mixed or used. This may, to some, seem an unnecessary caution as 'Mummy Dust' and 'Bat Saliva' are not every day ingredients to be found lying around. But there is always someone who takes it all too seriously. Remember while delving into our world of magical fantasy our cry from the harsh light of reality. "Its only a game boys, its only a game".

However, in all seriousness, acids are not to be played with. Deadly Nightshade is deadly. The 'Black Arts' whatever they profess to be are a perversion of a normally sane world and are not to be dabbled in. Heed the experiences of Tobias, Magra and Gora.

THE WRATH OF MAGRA

'Knight of the Star Jewel', 'Hero of the Volcanic Dungeon'. Whatever name he goes by, he is held most high in the esteem of elves. He it was, slayed the witch Magra and rescued the elfin princess Edora. He is a creature of man, yet he is the saviour of the World. By his most heroic deed the Seeds of Life were returned to the soil, and the Earth was whole again. His fame is widespread but his story has not yet ended. Darkness has returned for him, it has reached out from beyond the grave and touched one dear to him. So continues the legend.

The hero was taken down into the bowels of Amosthen 'Ugal by an ancient wizard of elfin race, to the vault of Dominian. It was a cell reserved for those of Royal blood and lay at the bottom of a long winding staircase. Beyond this, tunnels twisted into dim, damp labyrinths. To the end of one of these the wizard stopped by a stout oak door. The guard who had followed, reluntantly handed the wizard a key and stepped quickly back. Fear filled his heart and he had no desire to enter the vault. The door groaned reluctantly open to reveal a poorly lit cell. Unlike the corridors outside, an icy chill filled the chamber. A figure was chained to the far wall, hardly recongnisable as princess Edora. Her once beautiful face was corrupted by running sores. Her voice screeched in foul obcenities belying an undertone of animal origin. The hero was shocked and went over to her, but instead of recognition she cursed him and spat rancid bile upon him. A wind struck the vault then, whipping up straw from the floor. The wizard and the hero were forced to retreat to the corridor.

Furious, the hero returned to the surface and to the meeting hall given to the elfin wizards. Great as their powers were professed to be, they could do nothing for the princess. They sat in the warm sunlight, in consultation, while she lay incarcerated below. The hero demanded an explanation, but the one he received was not what he had expected. The old wizard told him they had tried all manner of exorcism, to no avail, so they had looked into her darkened heart. Edora was possessed by the witch Magra and the only way to save her was to destroy Magra. The hero was confused now, by his own hand he had seen Magra slain.

The wizard explained; the witches body had been taken from the Volcanic Dungeon by Ice Giants, to her castle in the Black Mountains. There, her Dark servants called her from deaths hard grip, and restored her to life. She was returned by the power of the Black Arts and exists now in a demonic form. She is by far

the most powerful sorceress in the Third Continent. She has but one desire, revenge. Revenge for her death, revenge on you, hero. None of the wizards of man or elf dare face her in her own domain. What chance then have you? Yet go you shall, for your mind will never be at peace knowing princess Edora lies in such suffering. Go then to the valley known as Di'Lief, a valley where Magra and all wizards are powerless. There you shall find a way through to the Black Mountains and from there the way to Magras' castle. You go with a silver sword, a shield, a fur to keep you warm and naught else but the Book of Shadows and your courage. Use these last two wisely, for in them lie your only chance of success.

LOADING INSTRUCTIONS

'The Wrath of Magra' comes as three 48K episodes on two cassettes. Each episode is recorded twice for your protection.

To load in episode 1 use: LOAD "EPISODE 1"
To load in episode 2 use: LOAD "EPISODE 2"
To load in episode 3 use: LOAD "EPISODE 3"

The game can only be played in the sequence, game 1, 2 and 3. You will need the data given to you at the end of game 1 to begin game 2. You will need the data given to you at the end of game 2 to begin game 3. If you have any problems with loading the game try setting your recorder on different tone and volume levels.

The 'Wrath of Magra' will take a while to play so we have included a 'SAVE' game routine in each episode. Typing in 'SAVE' will allow you to save data onto tape, which can be loaded into the game at a later date. This will allow you to continue your adventure where you left off.

Please note however the 'SAVE' routine only saves the DATA from the game. To continue your game at a later date you must first LOAD the episode program you were playing. Once loaded the program will ask 'DO YOU WISH TO START A NEW ADVENTURE?' If you answer no to this, the program will now ask you to 'LOAD DATA'. LOAD the data you saved and you will then continue from where you left off.

TABLE

The table: top right on your screen display, shows your strength, spiritual strength, faith, phase of the moon, time, combat percentage, wounds, gold.

STRENGTH — Amount of power you have. If this drops to zero you die. The speed at which you lose strength is governed by tiredness and how many wounds you have.

SPIRITUAL — Spiritual strength is needed to cast most spells. This can fall to zero without any ill effects.

FAITH — This measures the faith you have in your ability to cast spells. The more spells you successfully cast the higher your faith value becomes.

MOON — This shows, graphically, the phase of the moon.

PERCENTAGE — This shows your percentage chance of defeating the monster at your location. If this value is 20 then you only have a 20% chance of killing the monster. If you wound the monster your percentage chance of killing it next time goes up by 10% If you are wounded by the monster the value drops again.

WOUNDS — This value shows the total number of wounds you have sustained. This effects your strength, and your ability to fight.

GOLD — The total number of Gold bits you have in your possession.

TIME — Shows the time. Counter goes from one to twenty four.

COMMAND WORDS

This is a general list of command words that can be used in the game.

N — NORTH   These command words allow you to travel
S — SOUTH   through the computers imaginary landscape.
E — EAST   They can be used alone: For example 'N'
W — WEST   will move you north. Other combinations are

U — UP **D — DOWN**	possible such as: 'MOVE NORTH' or 'NORTH' Entering 'N N' will move you two places north, unless something blocks your path.
TAKE	This command allows you to pick up objects. The command word must be followed by the name of the object. For example, 'TAKE SWORD', will allow you to pick up the sword. The program also allows you substitute 'GET' for 'TAKE'. Both words are traditional adventure commands.
DROP	This allows you to drop any treasure you are carrying (except for the Star Jewel). The command 'DROP' must be followed by the name of the object you wish to discard. For example: 'DROP SWORD' will take the sword from your possession and place it in your present location.
I	The command 'I' or 'INVENT' will give you an inventory of the treasures you are carrying.
P	The command 'P' or 'PHIALS' lists the contents of your phials.
C	The command 'C' or 'CLOTHS' lists out the spells you have stored in your spiritual cloths (see spell casting).
FIGHT	The command 'FIGHT' or 'KILL' allows you to enter the combat sequence. The command words must be followed by the name of your enemy. For example: 'FIGHT SKELETON' or 'KILL SKELETON', are both acceptable. See combat instructions for more details.
STORAGE	Lists treasures stored at your present location.
SPELL	This command informs the computer that you wish to cast a spell. You must follow the command with the name of a spell. For example: 'SPELL GROW WINGS' or 'CAST SPELL GROW WINGS', are acceptable. See spell casting instructions for more detail.
STORE SPELL	This command allows you to store spells in your spiritual cloths. The command must be followed by the name of a spell. For example: 'STORE SPELL SEA GOD SPELL'. Only certain spells can be stored. See spell casting instructions for details.
LOOK	Describes your location.
DRINK	This command allows you to drink water or various potions. For example: 'DRINK WATER' or 'DRINK SPIRITUAL POTION' are both acceptable.
FILL	This command allows you to fill empty bottles with liquid. The command must be followed by the name of the container 'EMPTY BOTTLE' and name of item you wish to place in container For example: 'FILL EMPTY BOTTLE WITH WATER', will give you a bottle of water.
SLEEP	This command allows you to fall asleep.
EAT	Allows you to eat meat. For example: 'EAT MEAT'.
WAIT	If you need to stop playing for any length of time the wait command will stop the clock until you are ready to continue.
SAVE	This command will take you to the save game routine. Once the game is saved the present game will continue.
FLY	This command must be followed by a direction and it will not work unless you have wings. For example: 'FLY N' or 'FLY NORTH' will move you two places north. It is a useful command for crossing chasms.
LEVITATE	This is not a command word but a spell. Using Levitate will lose you a lot of spiritual strength. It will only work if your faith points are high enough. It is used the same way as the take command. It allows you to pick up objects even if a monster is present. For example:

'LEVITATE EMPTY BOTTLE' will pick up an empty bottle for you.

LINKING COMMANDS

AND

Commands can be linked together to form complex sentences by using 'AND'. For example: 'DROP SWORD AND TAKE EMPTY BOTTLE' is acceptable. The link command, 'AND', need only be used after the name of a treasure, spell or monster in the sentence. Otherwise commands can be strung one after the other, only separated by a space. For example: 'N STORAGE I P C' will move you north (N), then list the treasures stored in the location (storage), then lists your inventory (I), then lists the contents of your phials (P) and finally it lists the spells you have stored in your spiritual cloths (C). The only limit to constructing a multi-command sentence is that the program will not accept more than 59 characters at a time.

TIME

Passing time plays an important role in 'The Wrath of Magra'. Five minutes real time represents one hour in the game. You will use the passing phases of the moon to help you weave your spells. As days pass you will be forced to satisfy hunger, thirst and tiredness.

CASTING SPELLS

Look up your spells in the 'Book of Shadows' to see if you have all the ingredients and that the moon is in the correct phase. To cast a spell you use the command 'SPELL' or 'CAST SPELL' followed by the name of the spell as given in the 'Book of Shadows'. For example: 'SPELL CLAY MAN' will give you a Clay Man if you have all the proper ingredients, faith units and time. The 'Book of Shadows' will tell you what phase of the moon a spell should be cast in. If the spell book does not indicate a special time then the spell can be cast at any phase of the moon. If you try to cast a spell on the wrong phase of the moon the program will tell you that 'The power of your spell is swept away by the cosmic tides'. Some spells can be stored in spiritual cloths for use in combat. To cast and store a spell you will use the command 'STORE SPELL' followed by name of the spell. For example: 'STORE SPELL SEA GOD SPELL' will store the 'Sea God Spell' in your spiritual cloths. See combat instructions for using spells in a battle. Spells stored in your spiritual cloths cannot be dropped they can only be used.

COMBAT

There are two ways to enter the combat routine.

1) Use the command word 'FIGHT' or 'KILL', followed by the name of the enemy. If the enemy has no name as in episode three, you can enter the combat sequence by typing in 'KILL MONSTER'.

2) If you move into a cavern that holds a monster and you try to continue in the same direction, the monster will attack. For example: if you 'MOVE SOUTH' and meet a monster, you cannot 'MOVE SOUTH' again or the monster will attack.

During combat you can only use a limited vocabulary. When the computer asks you to choose a weapon or to choose a defence, it expects you to type in the name of a treasure or a spell. You can use the following commands during combat.

I — For inventory.

P — For phials.

C — For cloths.

LOOK — Description of location.

FLY — Followed by direction allows you to escape combat mode.

DESCRIBE — Special command only used in episode 3. Describes the monster you are fighting.

During attack mode (i.e. When you are attacking the monster), you can use the following direction commands allowing you to escape the combat routine. To escape the combat routine while you are defending you must use 'FLY' followed by direction.

N — Allows you to move north.

S — Allows you to move south.

E — Allows you to move east

W — Allows you to move west

Combat sequence might go:

INPUT:	'KILL SKELETON WITH SWORD'	*Enter Combat Routine.*
REPLY:	You have wounded the skeleton. You have damaged your SWORD. The monster attacks. CHOOSE YOUR DEFENCE	*Result of attack.*
		Enter defence sequence
INPUT:	SHIELD	*Choose your defence.*
REPLY:	You defended well. CHOOSE A WEAPON AND ATTACK.	*Result of your defence.* *Enter Attack sequence.*
INPUT:	SILVER SWORD	*Choose your attack weapon.*
REPLY:	You have slain the skeleton What now?	*Result of attack.* *Monster Slain. Program leaves combat routine.*

You cannot cast spells during combat. The only spells you can use are those that do not require ingredients or spells that are stored in your spiritual cloths. To use a spell just type in its name, given to you in the 'Book of Shadows'. For example:
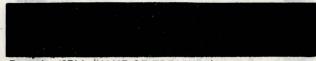
REPLY: You defended well.
CHOOSE A WEAPON AND ATTACK

INPUT: LIMBO SPELL

REPLY: Your faith was not strong enough.
The monster attacks.
CHOOSE YOUR DEFENCE.

EPISODE ONE

Episode one finds you in the Valley below the Black Mountains. You have in your possession a silver sword, a shield, Fendhals' ring, fur, and the Star Jewel (a gem that you cannot be separated from). Some strange force in the valley prevents the casting of spells. You arrive at night in the village. This section is designed to allow you to collect, buy and exchange treasures and ingredients. To help you, extra command words have been added to episode one's vocabulary.

Example: 'SELL (NAME OF TREASURE)', will allow you to sell objects to villagers willing to buy.

Example: 'BUY (NAME OF TREASURE)', allows you to buy things out of the village shops.

You can value the treasure in your possession by looking at the prices the villagers ask. Not every feature of the location will be described to you. If you are in a location where you think you might find Deadly Nightshade then try picking it up. You might find you are in luck. Episode One features a high resolution graphic representation of your location. To switch the graphics off press key 1. To switch the graphics on press key 2. Find the secret of the valley and the way into the mines beneath the Black Mountains. Only then will you be ready for episode 2.

EPISODE TWO

This episode finds you in the mines beneath the 'Black Mountains'. Here, at last, you will be able to cast spells and build up your faith before setting out on the last stage of your adventure. This section features high resolution graphic representation of the monsters on your location. The graphics can be switched off by pressing key 1. To switch the graphics back on, press key 2. Follow the maps provided and be careful not fo fall down any chasms because it means instant death.

MINES BENEATH THE BLACK MOUNTAINS
LEVEL 1

```
C  T  T  T  T  T  T  C  T  C
G  T  C  T  C  T  C  T  C  T
T  C  T  W  W  W  W  T  T  T
T  W  W  W  T  T  W  W  C  T
C  W  T  C  T  C  T  W  T  T
T  C  W  T  C  T  C  W  C  T
C  T  G  C  T  C  W  C  C  T
G  C  T  C  C  W  T  T  T
T  C  T  T  T  W  C  T  C
C  T  C  T  C  G  W  T  C
T  C  T  C  T  C  W  C  C
C  G  T  T  C  W  W  W  W
T  T  T  G  T  C  T  T  C  T
C  T  C  T  C  W  C  G  T  C
T  C  T  C  T  T  T  C  C  T
```

W – WALL. C – CAVERN. T – TUNNEL. G – CHASM

MINES BENEATH THE BLACK MOUNTAINS
LEVEL 2

```
G  C  T  G  T  T  G  C  T  C  T
T  T  T  G  T  G  T  C  G  C
T  C  C  G  T  G  C  T  C  T
T  T  T  G  T  G  T  C  T  C
T  G  G  T  T  T  G  G  C  C
T  T  T  C  T  T  C  T  T  T
C  T  C  T  C  G  C  T  T  T
T  C  T  C  T  C  T  C  T  T
C  T  C  T  C  C  C  T  C  T
T  G  G  G  G  G  G  G  G  T
C  G  C  C  C  T  C  T  C  T
C  C  C  C  C  C  C  C  C  C
T  G  T  C  G  T  G  C  C  C
C  C  C  T  C  G  C  C  C  C
T  G  C  G  C  G  C  G  T  C
```

W – WALL. C – CAVERN. T – TUNNEL. G – CHASM

T	T	C	W	C	W	C	W	C	W
C	T	C	C	C	C	C	C	C	T
T	W	T	W	T	C	T	W	T	C
T	W	C	W	C	W	C	C	C	T
T	T	T	T	T	C	T	C	T	C
G	G	G	C	G	G	G	T	G	G
C	T	C	T	T	T	T	T	T	W
G	G	G	G	C	T	G	T	C	C
T	C	T	C	C	C	T	T	T	C
T	T	C	T	W	W	C	G	C	C
G	C	G	C	T	C	T	C	T	C
C	T	C	T	C	G	C	T	T	C
G	T	G	C	T	C	T	G	T	C
T	C	T	C	G	T	C	T	T	C
C	T	C	T	C	T	C	C	T	C

W — WALL. C — CAVERN. T — TUNNEL. G — CHASM

EPISODE THREE

You are now on the last and most dangerous stage of your journey. You are in Magras' fortress and being hunted down by the evil witch herself. The monsters in episode three are created by the computer. The creation of the monsters takes a little while to set up. Because the monsters have no name you will have to use 'KILL MONSTER' or 'FIGHT MONSTER' to enter the combat routine. To give you an idea what you are fighting, a new command has been added to episode three.

'DESCRIBE' describes the monster on your location. As you move around the fortress it is mapped out for you on the top left of your screen. There is only one way to survive and that is to destroy Magra. A task that might seem impossible.