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# MONSTERS & MAGIC

## INTRODUCTION

Monsters and Magic is a fantasy adventure game that involves both hard thinking and quick reflexes. There are difficult puzzles to solve and also numerous monsters to defeat, all in real-time. Moreover, the game is modular so that when one adventure is completed another can be loaded, but with all treasure and experience retained from the first. In this way your character may be improved over a number of games and so each time the game is played new challenges are met.

The first two modules are:

- 1 **Tregilith, the Stronghold of the Giants.**
- 2 **The temple of Citishtor, King of the Undead.**

## SETTING UP

Type:

CHAIN "INFO" and PLAY the tape.

The program first gives you some information

READ THIS CAREFULLY. You are next asked whether your character is old or new. If you want to create a new character press "N", but if you have already completed one of the modules with a character and wish to attempt another one, press "O".

The rest of the program generates your character. This involves a number of choices about attributes and equipment. When this has been done, a summary of your character is displayed and the main program must be loaded, followed by the data for a dungeon module.

There are two modules so far, and it is necessary to complete the first before the second can be attempted.

Further essential information is printed when the data has been loaded. You are advised to note it down if you are not sure that you can remember it all.

## THE GAME

You start at home base. When you have completed the dungeon you must return here in order to sell your treasure and finish the game, although you may also return during the course of a game to recover from combat, regain lost spells or to sell treasure.

Once in the dungeon, you are shown a schematic map of the room you are in, and its contents are listed. The diagram is merely to show the exits from the room: a gap means an open door and a thin line indicates one which is locked. There may be some other occupants of the room: usually hostile, so watch out!

You must now decide what to do, then type in a one or two word command, followed by RETURN. The computer will only accept one of the verbs listed at the beginning of the program. Typical commands are: GET FLUTE, DROP FLUTE, HIDE, HIT.

The computer will then respond. If you entered a combat command or there is an enemy in the room, you may enter combat.

## COMBAT

Combat is real-time. This means that if you miss your chance to get in a blow, your enemy won't wait for you, he (or they) will have a crack at YOU!

Whenever **\*\*\*STRIKE QUICKLY\*\*\*** is displayed press one of the function keys to HIT, SPELL, FLEE OR SHOOT. You won't have long, so keep your finger ready!

During the fight, your opponent's hit-points and your own will be displayed at the top of the screen. If your total drops below ten watch out!...if it reaches zero you are dead.

If you are a cleric or ranger, pressing SPELL (f2) will produce a spell list. Quickly press the number of the spell you want, and hope it works. Offensive spells are numbers 2, 4, 6, but rangers cannot use these.

## MOVEMENT

To enter another room, press the cursor arrow key pointing in the required direction and press RETURN.

## OBJECT

Your object is twofold:

- 1 *To improve your character's power and ability by gaining treasure and experience.*
- 2 *To complete each dungeon module. This entails solving a number of problems, but eventually you will find a "Word of Truth". When you achieve this all you have to do is to return to base. Each "Word of Truth" must be found in order to complete the next module in the series.*

## TIPS

- 1 Draw a map as you explore – you will need it!
- 2 All objects are either valuable treasures or necessary to solve a puzzle and complete the dungeon (or both). So be careful what you greedily sell for money half way through a game – you may need some things later. If you find something that's worthless and apparently useless, remember that it must be there for some reason.
- 3 When your hit-points are low or spells used up, it's best to return to base to recuperate.
- 4 Follow your character's methods: if you are cleric or thief, there's no point in trying to HIT enemies, SPELL them or HIDE when you see one.
- 5 If at first you find it difficult to stay alive and are repeatedly killed early on, then you could try making up a better character by typing "O" in reply to "Old or New character?", then typing attributes straight in. This will give you a better chance in combat – but of course it's also less of a challenge!

A typical character you could enter:

FIRIMAR – Human Fighter.  
Strength 19 – Intelligence 9 – Dexterity 15  
Hit points 90 – Experience points 1,200 – Money 3,000 g.p.

In the dungeon you may find fabulous treasures and strange puzzles, as well as horrific monsters. Solving it will require not a little careful thought, as well as playing skill.

**Good Luck!**

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