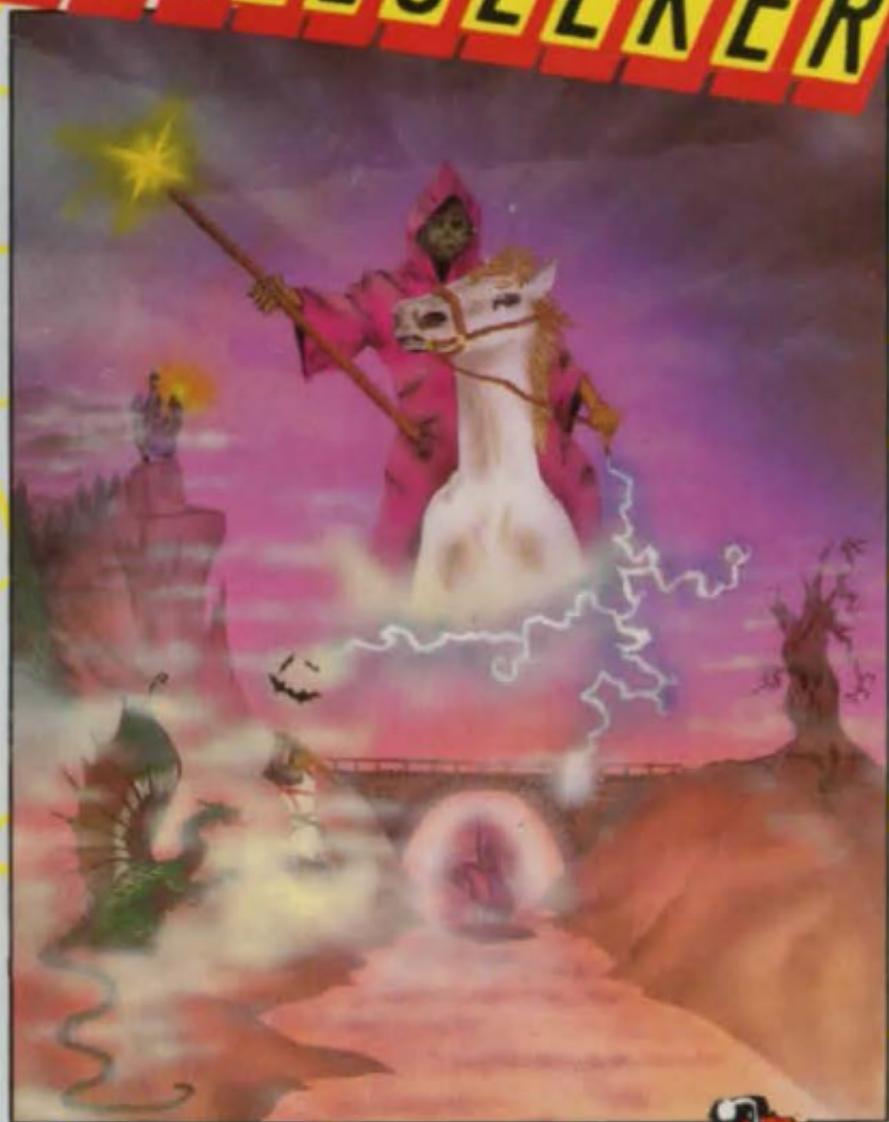


CBM 64

# SPELLSEEKER



BUG-BYTE



# SPELLSEEKER

by D. J. Baker

## THE GAME

The game objects, and their use, are as follows:

Key	Held by skeleton, allows unlocking of doors. 10 pts.
Cross	Doubles effect of blast spell against skeletons, wraiths & vampires. 10 pts.
Compass	Displays North-South, etc. as mapping aid. 10 pts.
Spellbook	Held by vampire. Allows casting of shield spell. 30 pts.
Chalice	Allows casting of fireball spell. 60 pts.
Ring	Held by witch. Allows casting of destroy spell. 60 pts.
Crown	Object of the game. Held by sorcerer. Allows casting of escape spell to end game. 150 pts.
Chest	Treasure! 200 pts.
Jade Skull	Treasure! 100 pts.

## LOADING

### SHIFT/RUN STOP

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Monsters are:

- |            |  |
|------------|--|
| 1 Skeleton | Attacks by striking.   |
| 2 Goblin   | Ditto.   |
| 3 Wraith   | Ditto.   |
| 4 Vampire  | Ditto.   |
| 5 Vortex   | Causes player to be moved to a randomly selected room on touching, but otherwise no damage.    |
| 6 Elf      | Casts Blast spells.  |
| 7 Witch    | Casts Fireball.  |
| 8 Sorcerer | Casts Destroy spells.  |
| 9 Snake    | Spits poison, damage can be shielded against but player 'poisoned' rating will still increase. |

Monsters are listed in order of damage inflicted, they resist damage better in the same order.

There is only one Sorcerer, and one Witch - there are 35 other monsters in the game.

Player spells are:

- |              |  |
|--------------|--|
| 1 - Shield   | Max value 2, will absorb total damage from 1 strike, regardless of attack, except will not prevent poison. Must select spellbook as 'in use' to cast this. |
| 2 - Blast    | No restrictions on casting, initially the only spell player can cast. Minimum damage, if cross is held damage to Skeleton, Wraith, Vampire is doubled.     |
| 3 - Fireball | Requires Chalice to be held, double blast damage is caused.  |
| 4 - Destroy  | Requires Power Ring to cast. Treble Fireball damage.   |
| 5 - Escape   | Requires Crown to cast, ends game.   |

Wells: Come in four types, walk onto the flagstone area of the well, face it, and select drink. Strength wells increase strength by 25 pts (max 99). Magic wells increase magic pts by 30 (max 99). Poison wells increase poison rating by 1. Cure wells zero the poison rating.

Wells turn to water (no effect) following a drink.

Poison: At regular intervals the poison rating is deducted from strength, the higher the number of poison strikes (snake) or drinks (wells) the quicker you die. To handle snakes it is suggested that only fully fit players try it, dart into the room - Fire -Exit, and go for a cure every couple of hits suffered.

Monsters do not regenerate lost hit points - you can wound a monster then return later to finish it off.

To unlock a door you must face it and be on the flagstone in front of the door. Locked doors are vertically barred, 'cutaway' doors that are locked have a large yellow diamond centrally.

A normal door is an empty frame, doors in the 'cutaway' sections are empty flagstones leading off to the rear or right hand side - you will exit the room by stepping onto the door flagstone. (You must be in the central two thirds or so of a door to pass through it, you cannot walk through the doorframe - even an invisible one!).

A further design (white, starlike) can be seen on some flagstones - these are transporter squares that will move you to a new room (each transporter goes to its own particular destination, whereas the Vortices are less predictable as they select one from a list of predetermined destinations).

Commands are selected via F1/7 scrolling, and actioned on pressing the Fire button. Joystick in Port 2 for movement, which is turn 90 degrees left - right and walk forwards. Commands are summarised at the game start.

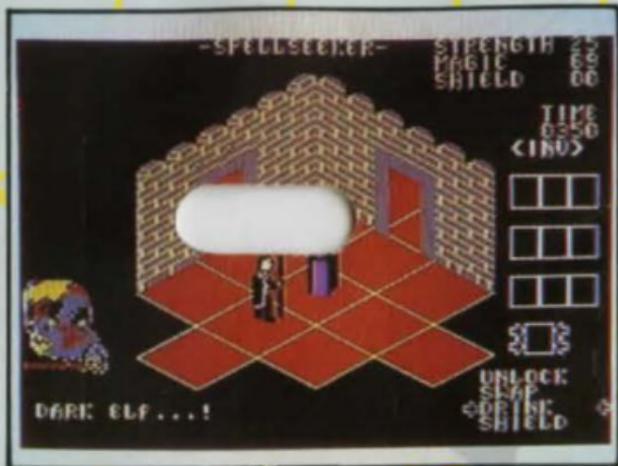
Some objects are set in otherwise empty rooms, and are acquired simply by entering the room, others are gained by killing a particular monster.

Upon acquiring an object it is displayed with an appropriate message, then added to the inventory display. To get an object ready for use (required for most spells, etc.) use the swap command to select a new object from the displayed inventory.

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The Evil Sorcerer Ashlaa must be found and killed. He is well protected so skill and cunning will be needed to find your way through the magic maze.  
Joystick only.



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