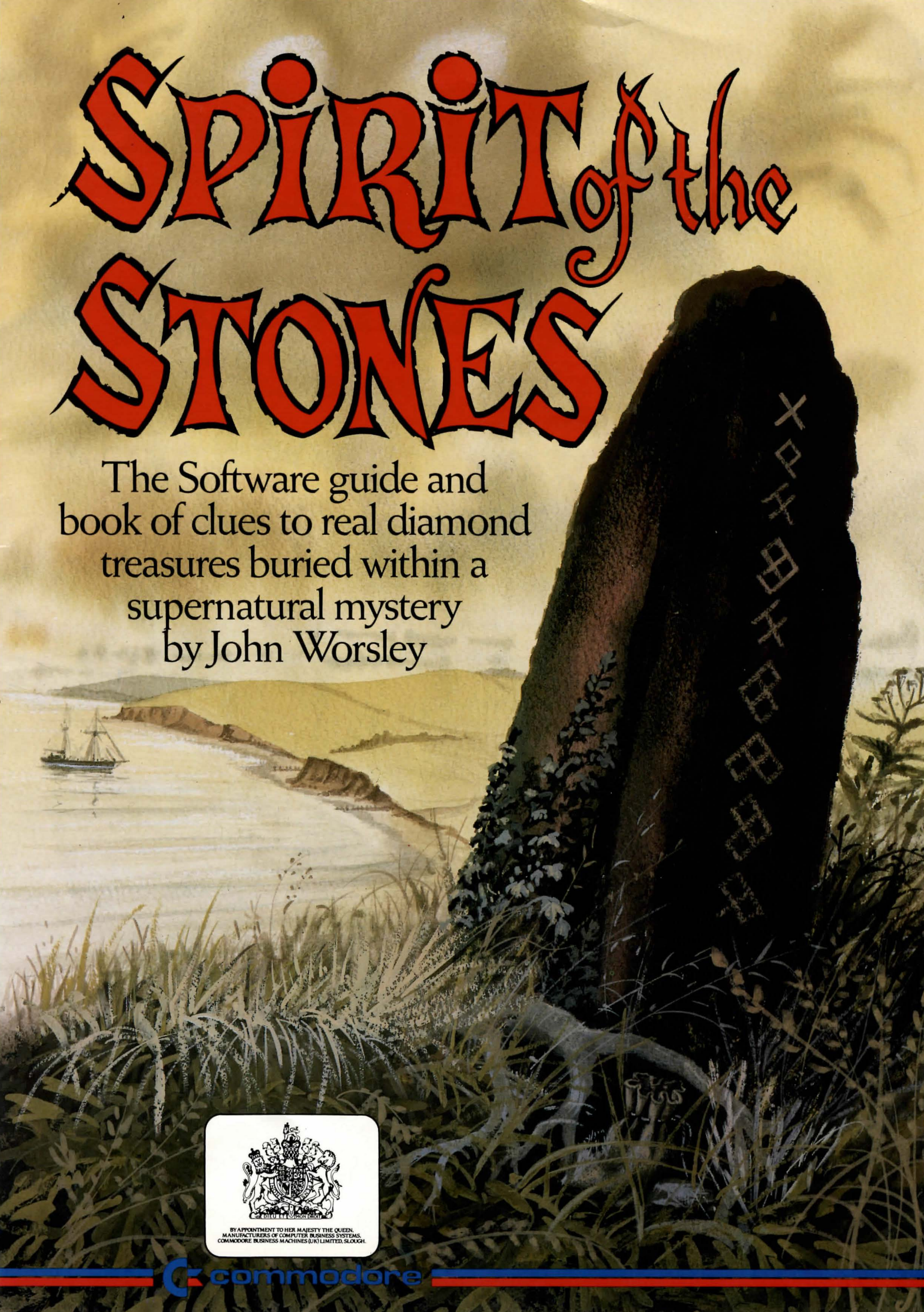
Spirit of the Stones

The Software guide and book of clues to real diamond treasures buried within a supernatural mystery by John Worsley



BY APPOINTMENT TO HER MAJESTY THE QUEEN.
MANUFACTURERS OF COMPUTER BUSINESS SYSTEMS.
COMMODORE BUSINESS MACHINES (U.K.) LIMITED, SLOUGH.

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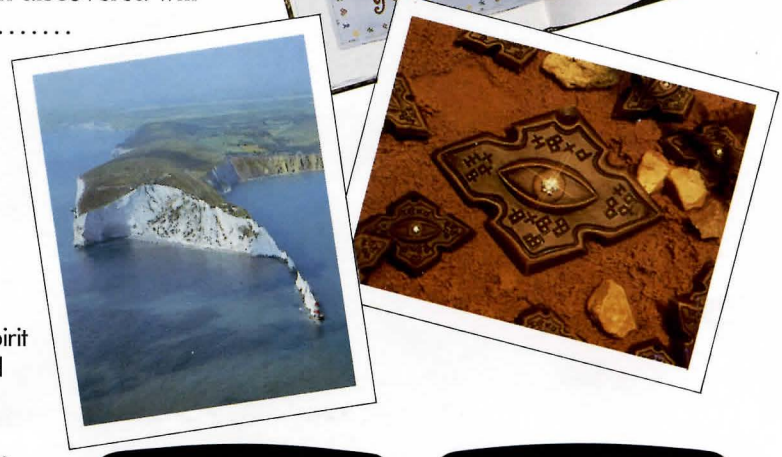
Real diamond talismen to be claimed...

Plus a share in the SPIRIT of the STONES Royalty Fund worth many £1,000's!

In October 1983 forty diamond talismen were hidden on the Isle of Wight on the 31st of that month. A much larger talisman, called 'The Great Wight Eye' with its beautiful diamond, was also hidden. The clues to their secret hiding places are within the software and the pages of SPIRIT OF THE STONES, a book of mystery by John Worsley.

Both are contained in this pack.

For every copy of SPIRIT OF THE STONES sold, £0.50p is deposited in a special Royalty Fund and each talisman discovered will earn its finder a share of this ever-increasing treasure ..... it could be YOU.



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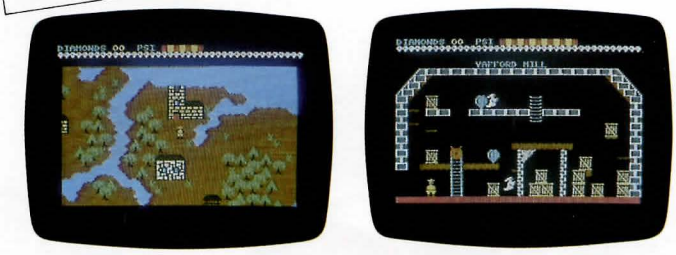
SPIRIT of the STONES

– the best in graphic Action/Adventure software.

With the aid of your Commodore 64 and an adventurous spirit you can experience the challenge of the Island's mystery and its hidden wealth.

On entering the game you will find yourself on a scrolling map of the Isle of Wight with a choice of 21 buildings in which to search for a total of 40 diamonds. However, to retrieve these diamonds you must travel the length and breadth of the Island on a screen of exceptional graphic quality, entering each of the different buildings, to meet the challenge of the unholy spirits which will haunt you there.

Each diamond collected reveals part of an ancient riddle and this riddle is a clue to the meaning of the secret runes of the Wight Eye. Understanding the Runic Alphabet, together with the clues collected throughout the game, will help you on your way to an answer to the mystery and a share of the treasure.



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SPIRIT of the STONES

written by

IAN GRAY and LEE BRAINE

INSTRUCTIONS

1. SETTING UP

Before switching on, check that your COMMODORE Cassette Unit, or COMMODORE 1541 Disk Drive is correctly plugged in and ready for use. Insert the Joystick into Control Port 2. Now switch on your COMMODORE 64, disk drive (if using one), and your TV and turn up the volume. The screen will display the "Ready" signal with a flashing cursor.
Note: It is always advisable to turn the COMMODORE 64 off then on again before loading a new program. This clears all the memory locations and minimises load errors.

Loading: Cassette.
a. Insert the cassette into the cassette unit.
b. Ensure that the tape is fully rewound to the beginning.
c. Hold down the SHIFT key and Press the RUN/STOP key.
d. Press PLAY on the cassette unit (the screen will go blank).
e. After a few seconds the title page will appear. It will then take a few minutes until loading is complete.
f. Press STOP on the cassette unit when loading is complete.

Loading: Diskette.
a. Insert the Program disk into the disk drive.
b. Type LOAD "*", 8, 1 and Press the RETURN key.
c. After a few seconds the title page will appear. It will then take a few minutes until loading is complete.

When loading is complete you will be asked to input the first word of a requested line and page from the accompanying book "SPIRIT OF THE STONES" in order to play the game. If your first try is wrong you are given a second chance; if this is wrong as well the computer will reset and you must reload the program.

2. THE STORY

On a peaceful, moonlit night in that warm September of 1763, as the country folk of the Isle of Wight slept soundly in their beds, a small boat slipped unnoticed up a narrow, winding creek to a secret rendezvous. But disaster lay ahead for its crew of smugglers, for shortly after landing they were ambushed by the avaricious men of the Revenue Service. In the darkness and confusion, Mark, the cabin boy, fled into the night with the cause of the Revenue mens' greed – forty diamonds in a small canvas bag. Yet to no avail, for he too was slain. This story does not end at his death. Vowing that no further evil should arise from the stones, Mark's spirit scattered them across the face of the island and departed to regions beyond the experience of mortals. Many have come to the island seeking the hidden stones, but few have been able to unravel their secrets.

3. THE GAME

With the aid of your COMMODORE 64 your adventurous spirit can experience the challenge of the island's mystery and its hidden wealth. Eagerly you begin your quest, unaware of the terror that lurks in the secret places of this mysterious isle. From the tales of earlier travellers you have learned that the diamonds were hidden in many old buildings, haunted by unholy spirits and poltergeists. Banshees, demons and manticores are said to emerge from deep and stagnant wells, pursuing hapless travellers with inescapable malice. Contact with the evil dead contaminates your innermost soul, and gradually removes your psychic power. Your Psi energy can only be regained by collecting one of the diamonds, which carry with them the force of Mark's spirit.

As you find each diamond, it reveals a letter which forms part of an ancient riddle. This riddle is a clue to the meaning of the secret runes of the Wight Eye. Thus you may understand the runic alphabet, and gain new knowledge from the ancient writings. At certain times the mind of Mark will also reveal clues which can help you in your quest. If you have the power to retrieve all forty diamonds, the complete message will be displayed. Although the game will help solve the riddle of the runes the location of the diamonds on the screen in no way relates to the actual hiding places of the real diamond talismen on the island.

4. HOW TO PLAY.

Start the game by pressing "FIRE".

You will find yourself on a scrolling map of the Isle of Wight. You can move around the island in all eight joystick directions. You cannot cross rivers, except by the bridges, nor can you walk through trees or buildings.

Press "FIRE" to show your position on a map of the whole island. Press "FIRE" again to continue the game.

There are various mills, castles, forts, towers, lighthouses, mansions, churches and a windmill; twenty-one in all. To enter a building, walk up to the door from below and push the joystick to go in. The interior of the building will then be displayed.

Inside the buildings you can move left/right and climb up/down on ladders and other climbable objects. Jump by pressing "FIRE" and do a running jump by moving the joystick while pressing "FIRE".

Your Psi will decrease drastically if you touch one of the evil creatures or something thrown by them, or if you fall too far. If your Psi decreases too much you will be spirited back to the entrance of the building.

Collect the diamonds by walking past them.

Pause the game by pressing any key on the keyboard, while inside the buildings, press any key again to restart.

Leave the building by walking off the left hand side, you will then find yourself back on the scrolling map of the Isle.

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SEEKING & CLAIMING THE TREASURE

Adventure children, seek to find
This spookie game may be but mind
the one who lusts for more and more
It could be YOU you're looking for.

The Great Wight Eye is a symbol of man's inner conflict of good against evil and its diamond, (as are all the diamonds of the book) is real. All are hidden and are NOT to be found in any building or private place; nor is it necessary to dig, trespass, or in any way harm the countryside.

The diamonds in the game do not relate to the hiding places of the real Talismen, although they do lead to important clues which will be most helpful in solving the book's riddles. So watch that screen carefully.

For seekers who are unable to visit the Isle of Wight, Sheerjewel Limited, the original publishers of the book, have devised a system for postal claims. The system requires that the claimant fulfills a series of tests which will demonstrate his or her degree of understanding.

An especially designed form is enclosed in every Book/Game package which must be used for each claim. It is required that at least three lines of the form are correctly filled in before it is passed by Sheerjewel for the Author's personal attention.
No correspondence can be entered into concerning postal claims and the Author's decision must be final.

IMPORTANT:

One of our greatest treasures is of greater value than any diamond, it is our environment with its heritage of nature and architecture. Please always respect it.

If you ever visit our Island, probe a little into its mysterious past, enjoy its beautiful scenery and see its lesser known places. You will part; enriched and yearning someday to return.

Signed:

John Woroley

SPIRIT of the STONES

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