

THE SWORD AND THE SORCERER.



SWORD AND THE SORCERER

The purpose of the game is to escape the maze (225 locations). This is achieved by finding the three pieces of the key and then finding the exit (a bolted door). On your way you will meet numerous creatures (19 different types), find various weapons (13 different types), and come across gold, magical potions and food.

You move around the maze using the arrow keys. When you move, you turn to face the direction you moved in. I.e. pressing the right arrow key four times will take you round in a circle to the right (providing you have doors to go through).

If you enter a room with a monster you will no longer be able to move. You are however left with certain other options.

You may attempt to 'bribe' the creature (risky, as some creatures cannot be bribed, and even those that can don't always accept). This will cost you a random amount of gold depending on how much you are carrying. However beware as you may not always have enough to pay. Failure results in you being attacked.

You may 'run' (this will turn you around and put you back in the room you just came from). This will cost you five strength points.

You may attack (each weapon does different damage against each different type of monster). If you choose this option one round of combat is fought. If the monster is not killed it will attack back (different damage versus different defence weapons). If you are not killed you may continue.

If you are not happy with the weapons you are using you may elect to 'change weapon'. You will then be asked if you wish to change your attack or defence weapon (press 1 or 2). The screen will then display a list of the weapons you are carrying. will denote which weapon you currently have ready to attack. will denote which weapon you currently have ready to defend.

N.B. If you are changing your attack weapon then no attack weapon will be marked and vice versa for defence. To choose a new weapon (or go to your old one) press the number key opposite it on the display, if you guess 9 you will have no weapon ready. If you elect to change weapon and there is a monster present in the room it will receive a free attack. It also takes a turn to use your new weapon at its full effectiveness. You may change weapon at any time.

If at any time you wish to know what you are carrying, press '7' for inventory and you will see a full list of what you are carrying. You are given a magical sword, a roman shield, 2 food and a magic potion at the start of each new game.

If you see an object you wish to have then press '8' for take and the object will then be yours.

N.B. If you are then carrying more than 8 objects you will have to drop one by pressing the key opposite it in the inventory. You may not take an object if there is a monster also in the room. Finally if your strength ever falls below 1 you are **dead**.

Drinking a potion restores your strength to 100 depending on how weak you are. Eating food restores a random amount of strength.

N.B. If you are not carrying a magic potion or any food then you will have to press '3' to cancel this choice. You may not eat or drink with a monster present.

A quit key was included for really desperate situations. By pressing 'Q' you have the option to start again.

HELPFUL HINTS

This program is entirely menu driven and the only keys needed are the arrow and number keys. It is advisable to make a fresh map each time you play, as although the maze is always the same you are placed at random and the relative movement system is most confusing at first so it is unlikely that you will get to know your way around. Also as each time you kill a monster there is a good chance it will be replaced by a different one, don't kill everything you meet, 'run' and go around it (another good reason for making a map). If you then need to come back that way you will have a good chance of knowing what is about and so you can choose your weapons in advance accordingly.

LOADING INSTRUCTIONS - DRAGON 32/64K

1. Connect Lead to Dragon from ear socket on recorder.
2. Rewind tape to beginning.
3. Set volume control to the required level.
4. Type CLOADM.
5. Press Key marked Enter on your Dragon.
6. Press Play on yo-r cassette recorder.
7. Your program will now load and run automatically.

IF THE PROGRAM DOES NOT LOAD FIRST TIME, REPEAT INSTRUCTIONS BUT TRY A DIFFERENT VOLUME SETTING.

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DRAGON
32

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