Swords & Sorcery

1. STARTING UP

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 When the game has finished loading you are presented with the opening menu. Pressing the 8 and 0 keys move you left and right along the menu. Pressing 9 selects the leftmost-entry, which is highlighted in a different colour. The menu gives the follow

DEFAULT GAME. LOAD GAME.

DEFAULT GAME. LOAD GAME.

NEW CHARACTER.

DEFAULT GAME takes you straight into the game using the default player character Flubbit the Dull. Select this option if you don't want to load an old character or customise a new one. Then press select to start play.

LOAD GAME. This restores a previously saved character and game position. When done press select (9 key) to start play. Remember to set your character tape to the correct counter reading. If a loading error occurs, try again.

NEW CHARACTER This creates a new character with initial abilities different from Flubbit depending on what you choose to specialise in and what equipment you buy. Upon selecting this option the following things happen:

1. You are asked to type in a name for your character up to 16 characters long this will be that characters name for the restor his life.

16 characters long this will be that characters name for the rest of his life.

2. The TRAINING menu appears.
You now have 14 days in which to train with one or more of the 12 Masters. Their, names appear on the menu. Move along to the one you want and press select. A brief message describing what you learn appears. By noting which skills are improved by which masters you can (with subsequent characters) control exactly what your initial skills are. HINT – spend a day with YAMA if you want to live more than once.

3. When your 14 days are up you move to the armoury to purchase your equipment. You start with 40 Dragons Teeth (the local unt of currency). The ARMOUTF menu consists of a list of items which you can buy. Move along to the item you want and select it. You will be kept informed of how much cash you have left. When you have all you need select EXIT.

want and select it. You will be kept informed of how much cash you have left. When you have all you need select EXIT. This (or running out of feeth) will take you into the game, HIMT – The armoury keeper is a bit slow to count the cash! In all cases the last thing you see before starting the game is the single option START GAME on your menu. Gird up your loins and prepare for battle. Then press select.

THE CONTROLS.

THE CONTROLS.
 There are only 6 keys to worry about when playing Swords & Sorcery as most of your commands are menu operated. It is strongly recommended that the keyboard be used to play Swords & Sorcery. It is however possible to use the joysticks by selecting your choice after loading.

ysticks by selecting your choice after I be keyboard controls are: TURN LEFT TURN LEFT TURN RIGHT MOVE FORWARDS TURN RIGHT MOVE LEFT ON MENU SELECT CURRENT ENTRY/FIRE MOVE RIGHT ON MENU he cet of the keyes are neared for teached. The rest of the keys are reserved for text input on the few occasions when this is necessary (entering passwords at

3. THE MENU SYSTEM



Unlike most adventures you will not spend ages typing in all the permutations of TAKE THE SWORD OFF THE TABLE in permitted actions are available from the MENUs which appear at the bottom of the screen. The MENU consists of a appear at the bottom of the screen. The MENU consists of a list of actions or objects to act upon, the left most of which (the current menu entry) is selected when fire is pressed. Fo example, to pick up an object, first select. HANDLE on the MAIN MENU, by using the MENU RIGHT key to move HANDLE to the left edge of the screen (if is then lit up in a different colour) the press FIRE (or key 9). The HANDLE menu then appears, qiving you the options PICK UP, DROP MEAD TAIN OF HEIL IN A TAIN OF THE INTERIOR OF THE Select registers. menu then appears, giving you the options PICK UP, DROP, WEAR, TAKE OFF, HOLD & TAKE OUT. Select pick up and list of the objects in front of you which can be picked up appears. Select the object desired.

appears. Select the object desired.
The same system applies to other actions. For example to TAKE OUT a swoard from a chest, SELECT HANDLE, TAKE OUT, the chest desired (there may be more than one) and then the SWORD desired. Now select PICK UP the object desired (in this case a SWORD). It will be put in your inventory and the main MAIN MENU will reappear.

MENU DESCRIPTIONS

HIT. MAGIC. HANDLE. ACT. TALK. USE.
HIT. This brings up the ATTACK and DEFENCE menus (one the other) thus allowing you to change your current attack and defence. It will also initiate combat if there is a monster in front of you. If there is nothing to hit at the "NO TARGET"

message will be flashed up.

MAGIC - This brings up the MAGIC menu - a list of the spells available to you. Selecting the spell desired will cause it to be

Cast
HANDLE This brings up the HANDLE menu, each function brings up object list menus as required.

EXIT. PICK UP. DROP. WEAR. TAKE OFF, HOLD. TAKE OUT.

EXIT. Return to main menu.

PICK UP. Pick up an object from a list of things in front of

DROP - Select an object from your inventory to drop.

WEAR - Select an object from your inventory which is

TAKE OFF - Select an object from those you are wearing (if remains in your inventory). HOLD - Take an object from your inventory into you

Take an opect from your inventory into your hand. Return whatever was held in the inventory.

TAKE OUT - First select the object to take out of and then the object to take out. The object is added to the inventory. All of these options can be EXITed at any stage, and can thus be used to look at what is where without actually performing the action. Now back to the next main menu

This brings up the ac

CLOSE, SMASH, SAVE GAME, EAT, TASTEDRINK, RUN. JUMP.

CLOSE. SMASH. SAVE GAME. EAT. TASTE.

DRINK, RUN. JUMP.

EXIT - Return to top menu.

STATUS - Display various bits of status information.

DISARM. - Attempt to disarm a suspected trap on a chest.

PICK LOCK - Attempt to pick lock on chest.

OPEN - Select a closed object to open.

CLOSE - Select an open object to dose.

SMASH - Use your weapon to break the lock and open a chest. Easier than using PICK LOCK & OPEN but.

SAVE GAME - This saves the data for the game in its current state. (See Saving and reloading a game for full details).

EAT - Eat currently held object.

TASTE - Taste contents of currently held bottle.

PRINK - Drink contents of currently held bottle.

RUN - Obviously this makes you RUN Useful for moving in a hurry! Only last a maximum of 5 seconds.

JUMP - This causes you to jump up and forwards. It can be used to cross pits, jump on top of tables etc. Jumping is a

JUMP - This causes you to jump up and forwards. It can be used to cross pits, jump on top of tables etc. Jumping is a skill which you can improve with practice.

TALK Brings up the TALK menu.

Each of these options will cause a suitable sentence to be generated and spoken to the monster in front of you. Your speech will be printed on the text display in black. The monster's reply will be printed in red. Other effects are detailed below.

EXIT. GREET. WARCRY. BRIBE. GROVEL INSULT. THREATEN. BOAST. COMMAND.

GREET - This gives you access to the greet sub-me FRIENDLY, NEUTRAL, HOSTILE

FRIENDLY NEUTRAL HOSTILE

EXIT—Back to main menu.

FRIENDLY - A friendly greeting,

NEUTRAL - A polite but not grovelly meeting.

HOSTILE - A distinctly impolite greeting.

HOSTILE - This causes a suitably battle cry to issue forth.

BRIBE - This brings up your inventory menu and allows you to select an item with which to attempt to bribe your foe.

GROVEL - This generates a suitably placative sentence.

INSULT - Use this to insult your enemies.

THREAT - Threats can be effective in frightening monsters.

BOAST - Subtly different from threat.

COMMAND Gives access to the command menu.

The COMMAND MENU is used to command your toes to do something.

SURRENDER - Monsters must either have surrendered or been bribed before they will help.

GO AWAY - If the monster can AND feels like it he will

STAND & DELIVER - This one is fun but don't expect the

monster to be carrying the crown jewels. Often.

EVALUATE THIS - Asks the monster to give a valuation of what you are holding. They sometimes lie (badly). Useful for

INFORMATION - Asks the monster to five you a clue or hint

of some kind.

Last on the main menu is USE:

USE: USEing a magical item attempts to invoke its most powerful features. Only the most powerful artifacts respon

PLAYING SWORDS & SORCERY.

4. PLAYING SWORDS & SORCERY.
Like all genuine role playing games the real aim is to play as well as possible and to enjoy playing. However for those who feel the need to achieve something in life there are many quests within Swords and Sorcery. To complete Level 4 you must find and identify the four parts of the lost Armour of Zob and take them to the Hall of Ascension. There are three other items required which are well camoflaged. Clues to this and several other quests will have to be found. Completion of the lesser quests is generally rewarded and though it is not essential to complete them, the rewards will help in the main quest.

A large part of the game is finding out what you can and cannot do. The modus operandi give a brief description of the universe you will find yourself in but not a full one. Much has been left for you to find out for yourself. A good measure of how you are progressing is to note how the monsters address you (when they are being polite!) They will name you by your ranking in one of three fields of achievement.

a) SWORDSMANSHIP: b) MAGICAL ABILITY:

HUMAN HUMANOID MAGIC WARRIOR MAGICIAN

c) Working this one out is up to you.

To achieve your aims you will have to overcome as many foes as possible by combat, magic or negotiation, and collect only the best treasures which are to be found. There are many hundreds of objects littered around. These will have to be tested and the best of them identified.

TESTING MAGICAL ITEMS.

There are basically three ways of identifying items.

1. The Crown of magic detection. This will give you a sign if an item is magical in nature.

2. If you can persuade a monster to be friendly you can ask him (or her) to value whatever you are holding. The monster

may not know!

3. Try holding, wearing and using the item and judge for yourself what it does and how well it does it. POTIONS can also be identified TASTEing. Each potion has a distinctive, not necessarily pleasant taste.

Talking to moristers – Loose talk cost lives!

You can attempt to talk to a monster at any time it is visible, (it is a bit of a waste of time during MELEE). Only if a monster is relatively non hostile will it engage in serious conversation, although many monsters enjoy a few insults or warcries prior to battle. Wandering monsters are more likely warches prior to battle. Wandering monsters are more likely to chat than room monsters, and exactly what you are

carrying, what you have been doing recently and many other things will affect the monsters reaction.

 GETTING AROUND - Practice makes perfect.

Movement is by using the keys 1,2,3. Forward moves your character forwards, left turns him to the left and right turns. character forwards, fell furns him to the left and right furns him to the input. The turn commands can be made a little before the junction or door is alongside the character thus giving you a little more control, so if you want to furn HOLD DOWN the turn key. You will continue to move forward to line up with the next door, comdor or hole section of wall and then furn. Your speed is affected by what you are carrying

men furn. Your speed is affected by what you are carrying and certain spells.

OBSTACLES. It in doubt. JUMP!

There are a number of things which you cannot move across or through (apart from walls).

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PITS appear only when it is too late. You have however an inside ability to sense them (although this is not entirely effective at first). They can be crossed by JUMPing (after some practice). Failing to make it over a pit, or standing on top of a pit trap invariably results in failing. This can be identified by the world rushing past upwards, followed by a splat and everything going black. Pits are always fatal so rumember where they are when you find them.

FURNITURE—large chests and fables often get in the way. They are not very easy to jump over. Due to the habit of adventurers of taking anything that is not bolted down, the lumiture is bolted down.

MATTER TRANSMITTERS - ZAP... WOOOSH... ZAP

The map display shows only one quarter of the level of dungeon you are currently exploring, invisible matter transmitters transport you between the quadrants. It is u you to find these gates and use them to your advantage.

you to indiffuse gates and use them to your advantage. They can be a little troublesome. SHIFTING WALLS – Shift yourself in some of the deeper regions of the dungeon, large blocks of stone (walls) sometimes move about. If is best to keep out of their way. It is usually possible to get past them with a little callests, and coordination.

MAGICAL BARRIERS

the passage. Spells will pass through them, by will not. They can be used to your advantage DOORS

Large black areas on the wall. Move forward when facing one and it will open. They do not tend to be locked.

TRAPS
As well as being guarded by monsters, many of the rooms, and treasure chests are guarded by traps. There are a large variety of traps which you may find, varying from a simple pit opening up under your feet, to opening a chest causing an unpleasantly nasty monster to appear behind you. You can aftempt to use your theirish skill DISARM to disarm a chest. If you fail you will certainly set it off. Room traps you will have to learn to a your DEALING WITH CHESTS

DEALING WITH CHESTS
When confronted with a locked, possibly trapped chest full of goodies you wish to extract, there are vasically two ways to proceed. Use DISARM to disarm it and PICK LOCK to unlock it. Then OPEN it, and TAKE OUT whatever is inside. Alternatively use SMASH to smash it and then TAKE OUT the contents. Failing to pick a lock (of disarms a trap) will destroy your characters confidence in his thievish abilities for a while. Going around smashing up chests is definitely untivisional.

7. SPELL CASTING.

7. SPELL CASTING.
Your character can cast spells at any time so long as he has enough spell power. Casting spells costs spell power, and you will see your spell power indicator go down when a spell is cast. Spell power is recovered over a period of time. The maximum spell power you can have and the number of different spells available to you both increase as your spell using experience increases. Practice makes perfect. You will

using experience indeases, Fractice makes perient. You we start off with just the first few spells available. To cast a spell, select MAGIC on the main menu, and a menu of the spells available to you will come up. Select the spell desired

spell desired. Various monsters also have spell casting abilities as you will find out. It is useful to learn to identify the visual effect of each spell, as the magic thrown at you will often help to identify exactly what your opponent is. There are some forms of magic which are not available to the player (for example, dragon breath and telekinetic crush).

These are briefly described after the spell explanations If must first overcome the natural resistance of the target.
Whether the spell succeeds or fails depends on the power of
the spell, the power of the monster, and a little bit of luck.

Note that some some monsters are totally immune to particular spells (e.g. fire dragons are not affected by firebolts) and some of the most powerful are totally immune to all magic. (Beware you magic users). There are even one or two monsters which reflect any spells cast at them back on

 SPELL EXPLANATIONS – in order of power.
(M indicates some monsters will use this spell against you).
FIREBOLT (M) – A small blast of magical fire which will burn some of your foes. It does about the same as a hefty sword blow (from an inexperienced swordsman). RANGE. Line of

sight.

REAL – Will heal damage done to you by your opponents.

Prevents death. You can only use this on yourself. It will not increase the maximum amount of damage you can take, only accumulated experience will do this. RANGE - Personal FEAR – If your opponent tails to resist this spell he will be stricken with fear and run away. RANGE - Line of sight.

CURE – This cancels the effects of PARALYSIS. BLIND and SLOW all of which may be used against you. RANGE. SLOW all of which may be used against you. RANGE

PUSH – This will push a foe back a few paces, despite any

immunity to magic he may have. It is useful for avoiding hand to hand combat. RANGE - Line of sight.

ELECTROBOLT (M) — Like firebolt this is a damage causing spell. Your opponent is struck by a mini-lighting bolt. It does more damage than a firebolt and take more points. RANGE

WEAKNESS (M) - An opponent who fails to resist this will WEARNESS (M) – All opponent who rails to resist this will have His fire strength permanently reduced to about three quarters of its previous level. RANGE – Line of sight. PARALYSIS (M) – Failure or oesist this spell will result in the raget being rooted to the spot, and generally unable to move his/her legs. RANGE – Line of sight. DODGE – A spell which increases the users ability to doge blows, thus making him harder to hit. It adds to the effects cany armour being worm. It has a limited duration. RANGE -

UN-POISON - This spell will neutralise any poison substance imbibed ingested or injected into the user, preventing it from doing any more dmage. (Poison damage is spread over a period of time). RANGE - Personal.

FREEZE (M) – The third of the damage spells, freeze is more powerful than firebol and electrobol. If does more damage.

RANGE - Line of sight.

STRENGTH – This spell temporarily boosts the strength of your character making his/her blows do more damage, and making parrying more effective. RANGE - Personal. 1.5 MINUTES

PEACE - Tris spell decreases the hostility of an opponer making a friendly encounter more likely. RANGE - Line of

wall – This powerful spell conjures a block of stone immediately in front of the player, and can be used to block a corridor completely. The block remains in place so long as corridor completely. The block remains in place so long as the caster stays in the quadrant and does not use another WALL spell. RANGE - 10: DURATION - Until dispelled. ESCAPE (M) - This allows the user to teleport himself away from danger. The pace of arrival is random, but will usually be in a corridor in the same quadrant. Useful in real panic situations. RANGE - Personal.

BLAST (M) - The most devastating of the damage causing spells, blast will take the target three quarters of the way towards death, (if he fails to resist). The amount of damage done is thus not fixed, but is dependent on the power of the monster. RANGE - Line of south

oone is hous not fixed, but is dependent on the power of the monster. RANGE Line of sight.

DEATH RAY (M) — This spell kills anything that is not already dead, if it does not manage to resist its effects.

DRAIN — This spell reduces by half the targets fighting skill, making if much harder (often impossible) for if to hit you.

RANGE — Line of sight.

BARRIER - This creates a magical barrier which preven monsters from passing through but allows you to continue to cas spells at the monster. The barrier is only one corridor width wide. RANGE - 10 '. DURATION - Until dispelled.

9. MONSTERS. A Selection of Your Opponents



(H-T-H-C = Hand to hand combat).

COMMON MONSTERS – Some monsters are found throughout the dungeon albeit with different degrees of power and capabilities. Common monsters are:

ARMOURED WARRIORS – Warniors come in three types.

those which wield a single sword, those with a sword and shield and worst and toughest those with two swords. Warriors are almost wholly hand-to-hand combat orientated

MAGES – There are two sorts of mages, the lesser and greater varieties. They are visually identical and the greater recognised by the fact that he uses more powerful spells. Mages disdain hand-to-hand combat and will always attempt to keep their distance and cast spells. Due to the fact that they do not wear armour or carry much equipment they also

SKELETONS - Skeletons are targely mindless; they have been magically animated to attack anyone they meet. There are two varieties, those with swords and those using sword and shield, which are usually slightly tougher. Skeletons are purely H-T-C orientated.

SPITTING SNAKES – The spitting snake is a large snake that both spits blobs of poison at opponents and also has a poisonous bite. It will avoid H-T-H-C and attempt to keep back and shift at their

And spit at you.

IMAN – The catman is a ferociously brave cat headed lanoid wielding a sword. Catmen prefer H.T.H.C and are

enormously greedy for bribes.

CAT WARRIOR – These are the elite warriors of the catmer race. They generally fight with two swords, and their armour makes them a difficult opponent. They also suffer from

FIREY SNAKE – The firey snake is a ferocious snake formed fire spirit. Fire snakes beathe fire which is highly destructive to ones possessions. Fire snakes avoid HTHC preferring to breathe fire from a distance. Needles to say the are not affected by firebolt spells.

affected by firebolt spells.
SERVANTS OF SET - These unwholesome snake-man hybrids are the result of the activities of the Priests of Set. They are highly magical and generally unpleasant. Their bitle

WARRIORS OF SET - Relatives of the Servants, these creatures have followed the path of the warrior rather than

the major.

REVENANT GUARDIANS — These unfortunate creatures were once adventurers like yourself. They have been bound into perpetual service as guardians, and though their flesh has long since rotted away their powers remain strong. Beware lest this happens to you! They are not quite identical to shadows.

NAGA SPIRITS - Naga Spirits are human headed snake from Indian mythology. They have poisoned bites and know little magic. They are mostly hostile and very greedy. Watch

VIPER – The viper is the least dangerous of the snakes encountered it neither spits poison nor breathes fire it doe have a poisoned bite so it is not entirely innocuous.

ZOMBIE – A zombie is an animated human corpse at its always hostile and wields a sword. Since they are already largely dead, killing them can be difficult. Female zombies

ings haven't been too bad. Now the gloves come

offi
BIGFOOT – The Bigloot, or Sasquatch as it is sometimes
known is a strange giant-sized creature. Its attack is its kick
which not only injuries the victim but boots him away from the
Bigloot. The Bigloot likes nothing better than to play football
with any adventurers met.
GIANTS – Giants are tall, strong and not necessarily

handsome. They are usually hostile. Due to their great strength it is ill advised to let them hit you too much. Warning! There are three types of giants, they all look the same, they

are not!

HOUNDS OF HELL – Hounds of Hell are evil canines with
the ability to breathe fire. They are quite happy to engage in
H-T-H-C. Not Nice! AVOIDS!

ICE PHANTOM – Ice Phatoms are skeletal creatures fron the depths. They avoid H.T.H.C preferring to freeze the victim from a distance. P.S. They hate adventurers! TIGER – Now what can be said about Tigers? Let's see...

they bite and claw and have been known to eat men! Well, they are not as bad as some of the denizens of the depths

which is probably a good thing.

MINION — The Minion is a monstrous devotee of the Death
Gods. It attacks with claws and bite, all of which is poisonor

GE – The Orge is a lesser giant being less powerful in eral. Ogres are not known for their intelligence and like

Gold. Handle with care.

TITAN — A Titan is a very itelligent giant who knows magical spells. Sometimes known as Magnes Bane, the Titan is a very strong and fearsome opponent. Exit stage left running

TROLLS - Trolls are mostly slimey creatures who prefer to

Titans which they superficially resemble.

WEREWOLF – The Werewolf is very much as represented in tolklore as a large and unduly ferodious wolf. Not to be mistaken for Hounds of Hell unless you like being burned.

WOLF – The Wolf is neither as bad as the Werewolf or the Hounds of Hell. All in all that has to be a major advantage.

10. TREASURE.

10. TREASURE. This far you have discovered that many foul and evil beings guard the catacombs of ZOB. Now you will discover what they guard within the dark and dusty vaults. In the vanous chambers you will find in addition to the creatures a large range of objects both enchanted and mundane. Particularly of interest are the vanous components of The Armour Of Zob which you are questing for. In addition there are gold and platinum monies to add to your wealth. Most important are the various enchanted items which will assist in your attempts to defeat the quardians.

assist in your attempts to defeat the guardians. SWORDS – There are a variety of magical swords to be found. Enchanted swords hit the monsters more easilty.

Some creatures may only be injured by special enchanted

prevent opponents injuring you. Certain rare shilds provide protection against spells and special attacks.

STAVES – There are a variety of staves, most of which are magical. A staff is a magical device which is designed only for magicians (i.e. those specialising in magic) and is of little

BROOMS - Brooms are very useful for sweeping floors. It is

recorded that some rare brooms are magical.

SPEARS – A magical spear is a useful weapon in all respects. A few rare spears have additional special

HORNS - Horns function in various ways, they can be very

HELMENTS - Magical helments are very rare, of great value

and an aid to wearers.

BOTTLES - Bottles contain all manner of things, wine, wat GEMS - Certain gems store spells within and are of great

RINGS – There are many varieties of enchanted rings, sor of middling value and some of great puissance. But which

FIGURINES - Certain figurines may be found: som CROWNS - One of the most useful magical devices is the Crown Of Defecting Magic. It will identify enchanted items. AMULETS and PENDANTS - Such items normally do not function directly but act passively to modify the outcome of

THE BOOK OF ZOB -

Know. Oh Traveller. That even shouldst thou find And gather each and every part of The Armour of Zob: Thy Quest Shall be as naught if thou have

Not also the Book of Zob.

ARMOUR — Within the vaults it is possible to find enchanted armour to ward off the attacking blows of your adversaries.

CLOAKS — Every traveller knows where his magical cloak is!

CAYEAT — Caveat is Latlin for Bewarel During recent times.

Zob has also distributed a number of harmful or flavoured enchanted items within the vaults. Be on your guard!

THE MAIN DISPLAY



THE STATUS DISPLAY



CHARACTER'S

11. THE DISPLAY

d into 5 areas

The 3-D DISPLAY in the top left hand corner of the scr racter can see in front of hime as he

are not displayed. During MELLEE or when the S action is performed the map changes to the STATUS DISPLAY

The **STATUS DISPLAY** has two different formants. The top half always shows your characters current status. The forma

TOP LINE - Either STATUS or MELEE depending on whether or not combat is in progress.
SECOND LINE – Your characters name.
THIRD LINE – e.g. HIT 29. This is the amount of damage you

can take before dying. It will go down when you take damage but slowly regenerates. FOURTH LINE – e.g., MAGIC 15. This is your magic power level. You expend these points when casting spells. They

level routerparts.
also regenerate.
FIFTH LINE - e.g. ATTACK HACK. This shows your
currently selected attack.

SIXTH LINE - e.g. **DEFENCE DODGE**. This shows your

The bottom half of the status display shows one of two things. When you are in MELEE and there are another monster in front of you it shows the HITS, ATTACK and DEFENCE of the monster. At all other times it shows the "MAGIC NUMBERS". These are numbers representing your skill levels in various fields. It is up to you to work out which one corresponds to what and use this knowledge to help identify main; items by observing their effect. by observing their effect. THE TEXT DISPLAY

displays the name of the location you are in, any spoker

THE MESSAGE DISPLAY

THE MESSAGE DISPLAT
This consists of the two lines above the MENU.
It is used during melee to tell you what is going on. It also
giver the results of outgoing and incoming spells. If nothing
else is going on the name of the item you are holding is

THE MENU

is the bottome line.

MELEE.

12. MeLEE:
Melee (hand to hand combat) occurs whenever there is a hostile monster who wants to fight in front of you, or when you op't to light by selecting HIT.
The sequence of events is as follows:

1) A text message PREPARE FOR BATTLE appears or

e text display.
) The STATUS DISPLAY replaces the map with the word MELEE at the top.

3) The message ROUND 1 appears on the me

Your attack flashes on the status display.

The result of your attack flashes up on the message

6) The monsters attacks are flashed and results of each

Back to 3) for round 2. And so on. Until death

The result of any spells you cast appears in the message display as either FULL EFFECT or EFFECT RESISTED. When spells are cast at you the type of spell and whe not you take the full effect are printed on the messag

REAR ATTACKS

When you are attacked from the rear or side the message "REAR ATTACK" and the result of the attack are printed or

Movement in MELEE

When in melee you can only turn at the end of each round. The monster will get a couple of free blows. However when you earn the defence RETREAT things get easier.

When your character is killed, you will not have to start all over again. You will see the message ..., your life is over. I give you another life' and are sent back to the start location to try again. Your inventory remains as it was before death, but that is not to say there are not dire penalties. We leave

13. SAVING and RE-LOADING a character

13. SAVING and RE-LOADING a character.
As you will become aware. SWORDS & SORCERY takes a lot of hours to complete. In addition you may want to develop more than one type of character. To help you we have incorporated a LOAD/SAVE feature that stores your character at any point in the game, and allows you to reload it and carry on playing when time permits.
To Save a Character:- Insert a blank tape in your recorder, take a note of the tape counter. Select ACT on the MAIN MENU, press PLAY & RECORD on the recorder, then select SAVE GAME of the ACT MENU. When the MAIN MENU reappears, stop the tape.

To Load a Character:- Re-load the game. Insert the tape with the saved character and game position into the recor d set the tape to the correct counter reading. Select LOAD GAME from the opening menu and press play on the recorder. When loaded, the game resumes from the point it