

# SwordThrust 5

## The Green Plague™

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Can you save the kingdom, or will you enter  
the sleep that never ends?

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### SYSTEM REQUIREMENTS

Apple® II with Applesoft, II+, IIe, or Franklin Ace™ 1000  
48K • One Disk Drive • DOS 3.3  
SwordThrust 1 (Master disk)

### PACKAGE CONTENTS

The Green Plague Disk  
Instruction Manual  
Warranty Card

### OVERVIEW

The plague is sweeping the kingdom. You must find the cure to this malady, and bring life back to the community. This is the fifth of the SwordThrust series, which plunges you into the medieval world of cunning and combat. The characters assume a whole range of personalities, requiring diverse strategies, and they grow wiser and wealthier as you play on. The SwordThrust legend lives on.

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SwordThrust 5, The Green Plague Manual v.1  
August 1983  
Edited by The Software Guild, Inc.

ISBN 0-8145-0210-5

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## THE GREEN PLAGUE

Few citizens of the kingdom can forget that fateful day four months ago when Baron von Drummor returned from his morning duck hunt and found a man lying unconscious at the castle's entrance. Ignoring the eerie shade of green that the man's skin had acquired, the Baron picked up and carried the man into the castle, to have him cared for properly.

The next day, the Baron found that the castle was in panic. The stranger had died, and all of the Baron's family and servants shared the same green skin tone. One by one, the people fell into a deep sleep until the only one left awake was a visiting wizard named Korial. As she felt herself falling asleep, she cast a spell she had learned. She spoke one word of great power, a crack opened in the ground, and the castle vanished forever.

Alas, Korial's great sacrifice seems in vain. The plague is sweeping the kingdom, killing all it touches. Can you save the kingdom, or will you enter the sleep that never ends?

## A HISTORICAL NOTE

The Green Plague adventure was used for the SwordThrust tournament of the 1981 World Science Fiction Convention. The great rogue, Gerald of Denver, amassed a champion's score.

## THE MASTER DISK

To play any of the SwordThrust adventures, you must have the SwordThrust Master disk (disk 1 in the series of 7). It holds the Master program as well as the game "The King's Testing Ground." When you begin to play, the Master program asks you for a name. That name is then used to identify a character. The Master program assigns a personality to the character. As characters go through the adventure, they will be changed by the experience. The character can gain skills and wealth. When the character emerges victorious from an adventure, the improved personality and financial status are recorded by the Master program on the Master disk. The Master program can keep track of up to fifteen characters. If a character dies during an adventure, the biography of that character is erased.



## GETTING STARTED

To begin playing the Green Plague, you must first "boot" the SwordThrust Master disk; that is, insert the disk and turn the computer on. Go into the Main Hall and take care of your business there. Before you go on this adventure, you should be thoroughly familiar with the simpler "King's Testing Ground" and advance your character through it to gain experience and wealth. Then, return to the Main Hall and outfit your character for a real challenge.

When your character is completely outfitted and ready to go from the Main Hall, press <A> for Adventure. A message appears on the screen, inviting you to insert a new adventure disk. Now is the correct time to remove the SwordThrust Master disk from the drive and replace it with the Green Plague disk. When the game disk is in place and ready, press <C>. The computer will read the disk and thrust your character into a Green Plague adventure.

## SUSPEND A GAME

Should the real world demand your attention before your character has completed the adventure, you can suspend the game and store it. To do so, just type in the command SUSPEND. The game is saved on the Green Plague disk.

To restart the game, boot the Green Plague disk; that is, put the disk in the drive and turn the computer on. The game will pick up where you suspended it. Only one game, the most recently saved, can be held in suspension.

## WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file, we will be able to provide the best possible customer service, including information on program updates and replacement of damaged disks.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

Given normal use, this disk should not become damaged. However, if either the disk or the program on it does become damaged, please

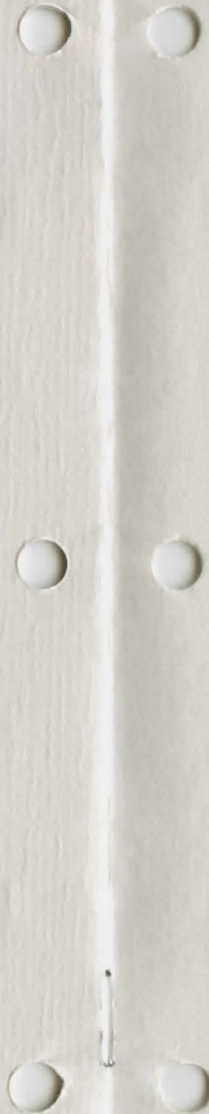
return it to us with a description of the problem. The Software Guild will replace your disk promptly, according to warranty provisions.

The objective of the Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

The Software Guild, Inc.  
Customer Service  
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Union City, CA 94587

Consult your local Softsmith dealer for a catalog of our programs and a demonstration of any of our software products.

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ISBN 0-8145-0210-5