



The Coveted Mirror™

by Eagle Berns and Holly Thomason

Remember to boot your disk on side 2.

LONG AGO IN THE FARAWAY LAND OF STARBURY,

the people were happy and life was good. No shackles did they wear, no taxes did they pay, but there lurked nearby a villain who longed to shatter their serenity. The rogue went by the name of Voar, and his heart of black poison matched his stomach of cold indifference. He hoped to rule the realm and make all who opposed him rot in dungeons of dark despair. His sole obstacle to absolute power was the Wizard Munjistan and his magical Mirror. Munjistan was wont to use the Mirror to view the land and whisk troublemakers into his presence for heart-to-heart talks, an encounter Voar dreaded mightily. So on a moonless night he entered Munjistan's forest and slew the guards on duty. In his haste to seize the Mirror he broke it to pieces! And with Munjistan in pursuit he only had time to scoop up four of the five fragments before he fled.

Thus it befell that with most of the pieces, Voar's power waxed and overshadowed that of Munjistan's. However, without all the shards of the Mirror, Voar's power was yet incomplete. Munjistan knew he had very little time to secure the last piece against Voar's craving, so he desperately searched his magic books for a spell to save Starbury. Alas, to no avail! The best he could find was one which required he hide the piece and wait for a champion born beneath future stars. If the champion is pure of heart and bests Voar in the race for the piece, the evil one's power will be shattered.

And so it was that Munjistan wove the spell tightly round the shard, and only shared the secret of its hiding place with one other soul. Whereupon, he changed his guise to that of an ordinary magician and made his way to town to see what mischief Voar was brewing. There the townsfolk said Voar had proclaimed himself king and had taken the most beautiful maiden of the land as his queen. They added they felt Voar had learned to wield the shards to spy on them, for a lad had been thrown into stocks within minutes of snaring a rabbit on the castle grounds. Whilst they talked, the jester tumbled by and said, "That shire-tapper's beheaded his lovely queen and . . ." Before he could finish -poof!- he vanished in the midst of a cartwheel.

Now, when Munjistan saw the jester disappear, he knew Voar had learned to whisk people through space with the magical shards. He feared greatly for his life for if Voar saw through his disguise, the tyrant would summon him to his doom. Not wanting to flee Starbury, Munjistan decided to hide in the best place possible, which was right under the king's nose (and moustache). He moved to Voar's castle and assumed the role of an unremarkable court magician. There he stayed 'til the end of his days.

As for King Voar, never has a ruler been more wealthy or more feared, yet dissatisfaction colors his life, for the last piece of the Coveted Mirror has eluded his most cunning efforts.

If you're ready to don the cloak of a champion, here are two hints to get you started:

- 1) The unbroken Mirror was rectangular. If you discover the shapes of Voar's pieces you can deduce the shape of the final piece and find it more easily.
- 2) You're a prisoner in Voar's castle but security is lax because Voar can generally find you easily with his mirror pieces. The prison guard does check on you regularly but you may find a way to cope with that. He marks the left side of his hourglass to remind him when he should check on you again. When you're near the time limit he's marked, your guardian angel will warn you by saying "Sand's running low" and by flashing the cursor.

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Vocabulary and Commands

The first key to master is the RETURN key, which toggles between graphics and text mode. Sometimes it's helpful to see your last few commands, and this allows you to peek at them behind the graphics screen. The program only checks the first four letters of each word, so you can abbreviate commands like OFFER GRAIN as OFFE GRAI, if you want. Of course the longer form works fine also. You can also abbreviate traveling in directions: N,S,E,W,U, and D, for North, South, East, West, Up, and Down, respectively. INVENTORY, or INV is the way to find what you're carrying. Other very useful commands are GET, PUT, USE, OFFER, WAIT, TALK, and LOOK. If you want to talk to a particular person, just say TALK. If you want to look at a particular person, use his or her name, for example, LOOK BORIS. The command LOOK alone returns a brief description of your present location, and if you've left any objects there, the computer lets you know. You should also look at objects (for example, LOOK CHAIR) because the program won't automatically tell you which items in a picture can be taken or moved or opened or closed. An additional note about pictures is that in nearly all cases the pictures are drawn so that you're facing north in each location. East is to the right, west is to the left, and south behind you.

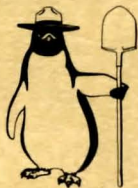
Saving Games

To save a game, simply type SAVE. You will be asked to enter a number from 1 to 7 because you can have up to 7 saved games on the Coveted Mirror disk at one time. Be advised that if you've saved a game previously as number 1, and you now save a new game as number 1, you'll wipe out the former game by saving on top of it. To restore a saved game, type RESTORE. You will be asked for the number of the game you wish to restore.

Disk Replacement

If your Coveted Mirror disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software and is in line with our policy of not copy-protecting our applications software. Please help us by not copying our entertainment software and not making any copies of our applications software except for your own use as backups.

Special thanks to Michael Kosaka for drawing the joust scene.



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