

Days Of Sorcery

A SAM Coupe Graphical Adventure,
by Nigel Kettlewell



Days Of Sorcery

A text and graphic adventure
exclusively for the SAM Coupe

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A note from the author

This is the first major program I have written for the SAM Coupe, and indeed for any computer. I believe that it uses the excellent features of the SAM to their utmost, and I think you'll agree that Phil Glover has worked wonders with the graphics.

If you have 256k, and want to see the graphics, then they may sometimes need to be loaded from disk. You can simply leave the master disk in the drive, but I recommend that instead you copy all the files onto a backup disk. You will not be able to boot from this backup, but you can use it to load screens from during play. However, if you want to see more software on the SAM, then **please do not distribute copies of this game**. It's taken me a year to write it - a lot of work has gone into making the game, so please don't abuse your disk copiers, I intend to continue writing more software for the SAM, but if people are happy to steal my work, then I simply shan't waste my time.

On a lighter note, do enjoy the game - I don't think you'll find it very easy to complete! If you are completely stuck, feel free to write to me (enclosing an SAE) detailing your problem. My address is given below.

My thanks go to Dave Whitmore and Phil Glover for all the advice and encouragement they have given me while I have been writing this game. It's been a mammoth task and I personally take great satisfaction in ever having finished it. It is mostly due to their starting the SAM Coupe Adventure Club that I **ever** started writing the game, (it seems so long ago!) and for doing that, I am extremely grateful to them.

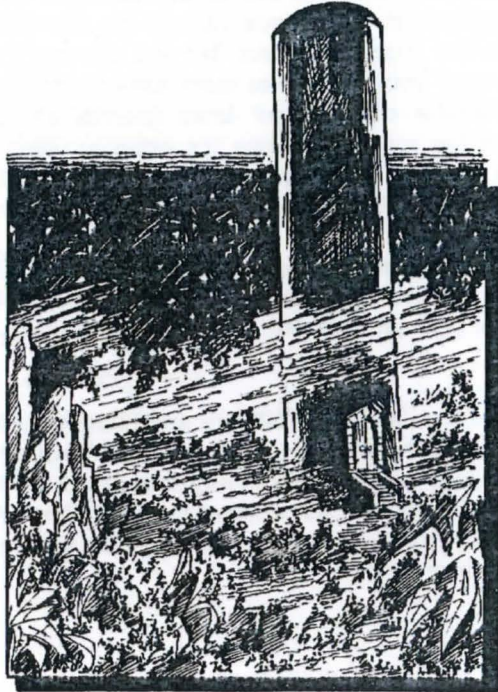
Days of Sorcery is copyright and entirely written by Nigel Kettlewell 1992,
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Booklet designed by David Ledbury & Nigel Kettlewell, Illustrated by Darren
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Setting the scene

At more than one point during the middle-ages, the King of England has decided that he likes the look of that bit of land across the Channel. While today it's more fashionable to buy a timeshare in Malaga, things weren't done quite the same way a few hundred years ago. In fact, at that time it was the done thing to invade France and claim it as part of England, rather than invade Spain and claim a free dishwasher.

The situation here in North Pelesia, therefore, will not be unfamiliar. On returning from a year's crusading overseas, the King came back to find his court, and indeed the state of the entire realm, somewhat altered. His faithful old wizard, Mellryn, had disappeared some months ago, and been replaced by a new sorcerer, who would not reveal his name, but seemed of great ability. His formerly incorruptible Chancellor had turned over a new leaf, (sadly choosing the side infested with blackfly to continue the analogy) and was becoming increasingly bored with the position he once found a source of fascination.



The changes to his land, however, were of more immediate worry to the King.

A thick, choking fog was closing in slowly from the very extremities of the borders and coasts, laying waste to the land as it moved, slow but seemingly unstoppable. The harvest had failed almost entirely, the peasants were in uproar as more and more of them were killed in the swirling mists. There were scattered and as yet unconfirmed reports that people lost in the fog were occasionally left mindless zombies wandering the realm until they fell off a cliff or met with a similar end. More usually, however, they were found dead, choked by the deadly mists.

Blissfully unaware of all of this, you began a journey north to visit your homeland, a journey undertaken regularly by most inhabitants of the southern islands, only recently populated. By luck or divine judgement, you avoided the fog until one day travelling along a long, straight road through a wide plain...

The sun was setting in the western skies, and the air had taken on an acrid stench. Claspng your cloak to your mouth, you began to walk faster, then broke into a run and finally sprinted for what seemed like an eternity along the straight, dusty road. You remember nothing after covering your head with your cloak and collapsing down to die.

Awakening in a small hut, apparently brought there by a farmer also fleeing the terrible mists, you are brought up to date with the events of the past weeks. Seeing that the very existence of your homeland is threatened, you vow to help in any way you can to rid the realm of the mist.

For the present, you are told to rest, but within the hour, there will be a meeting of the entire community in the great hall.

Playing The Game

The aim of Days of Sorcery is to honour your vow to help, and firstly to discover what is causing the terrible mists, and then to destroy their source. The game is not short of features to help you do this and to get the most possible enjoyment from it, you can configure the screen display to suit your own equipment and needs:

- | | |
|-----------------|---|
| graphics on/off | will switch on or off the graphics. This makes no difference to the game's running speed, although the 256k machine will no longer have to load them from disk |
| paper n | will set the background to palette colour n, as long as that is not the current text colour |
| pen n | will set the text to palette colour n as long as that is not the current background colour |
| width n | will set the character width to n columns; the choices available are 32 columns, 42 columns or 64 columns. The input is always in 64 column mode. Some fonts are not ideally suited to some of the character widths |
| borders on/off | will select black border (off) or the background colour (on) around the text. The border around graphics is always black |
| font n | will select font number n from the available choices, which are numbers 0 to 19. Merely typing font without a number will select font number 0, which is also the startup choice |

All of these will be **saved** with the current game status, which can be saved to disk or to RAM (with ramsave). On saving to or loading from disk, you must specify the filename. This means that you can have several different game positions on one disk under different names. Typing **directory** will list the game status files on the disk in drive 1

If you have a 256k SAM, then the screens will be loaded from disk as they are needed, storing as many recently used screens as possible. The 512k machine will load them all at the start. Therefore, you may use a copy of the screens on a second disk if you only have 256k so that there is no chance of accidentally resetting while the master disk is in the drive. Please note, that you must still boot off the original disk to load the game in the first place.

The Line Editor

Commands are always typed after the **What now?** prompt appears, or sometimes another, questioning prompt such as **Do you accept?**. Whenever something is to be typed, the cursor will appear on the left of the screen. Input is always in 64-column mode so that the most text can be fitted into one line. The line editor itself also has many features to help you get the most from the game, but remains simple to use:

- Cursor LEFT & RIGHT Moves the cursor left and right through the text
- SHIFT + LEFT & RIGHT Moves the cursor left and right by one word, like MasterBASIC
- CTRL + cursor UP Recalls the last typed line for editing; useful if you made a mistake when typing or want to repeat a command
- CTRL + DELETE Deletes the current line entirely
- RETURN Accepts the current line for parsing

It makes no difference if the text is in upper case or not, you may use whichever you find easiest to read with your colour and font setup. The CAPS ON/OFF status is also saved with the game status.

All input is in the form verb - noun, such as **get book**, although some specialised formats are allowed, for example **ask wizard about fog**, or **say to wizard hello**, or **show the wizard the book**. There is no need to use quotes in speech commands.

There is never any need to **open door**, if it is not locked, you may walk straight through it, and similarly for **close door** - only locking it will make it impassable. If there is more than one door in a room, then you should use **open <<direction>> door**, for example, there being doors in the north and south walls, you could use **open north door**. The same is true for closing and examining doors, which will reveal whether it is locked or not.

You may use **and** to set in motion a chain of commands, such as **get cloak and examine it and wear it**. Use of **it**, **him** or **her** will use the last noun typed, so the above is fine, but **get book and ask wizard about it** would have the effect of getting the book and asking the wizard about a wizard, not a book.



You can use all to specify every object when picking up, putting down, wearing or taking items off. Using **wear all** will only wear those items that can be worn, and while normally **drop cloak** would work whether you were wearing it or not, **drop all** will not drop any items that are worn.

Some useful verbs

You may find the following list of verbs, synonyms and abbreviations useful while playing the game:

NORTH	N	
SOUTH	S	
Etc....		
NORTHWEST	NW	
NORTHEAST	NE	
Etc....		
ENTER	IN	
LEAVE	OUT	
INVENTORY	INV	I
EXAMINE	EXAM	X
WAIT	Z	
LOOK	L	
REDESCRIBE	CLS	R
RAMLOAD	RECALL	RL
RAMSAVE	STORE	RS
GRAPHICS	ART	PICS
GET	TAKE	PICK UP
DROP	PUT DOWN	
WEAR	PUT ON	
REMOVE	TAKE OFF	
TURNS	SCORE	
TURN ON/OFF	SWITCH ON/OFF	
YES	Y	
NO	N	

