

GANDALF THE SORCERER™

TYMAC

COMMODORE
64™

**Realistic
Sound!**



A Super Action, 3-D Effect, Arcade Game

TYMAC

GANDALF THE SORCERER™

COMMODORE
64™

From **TYMAC**

GANDALF THE SORCERER™

GAME PLAY



Actual Screen Shots

A man's home is his castle. But to you, GANDALF the Sorcerer, your castle is sacred. Or so you thought until the scaly-tailed lizards took a fancy to your treasure which is protected by an ancient spell.

Your castle is under siege. From the distant forest comes waves of attacking slimy creatures, all bent on abducting your apprentices and holding them for ransom. If the lizardmen get all three apprentices, you must yield to their greedy demands and release the spell on your treasure. You cast your power bolts, annihilating the attackers with a blast of fire, but still more come. Your magic power drains and you climb the tower to draw more from the shining star. But beware the deadly spider. If the lizardmen finally break down the castle door, you must battle them throughout the castle. And if they do kidnap your assistants, you must chase them through the woods before the creatures drag them, kicking and screaming, to the Lizard Lair!

PRODUCED FOR TYMAC BY GAME GEMS

System Requirements

For use on the Commodore 64 microcomputer.
Joystick required in control port 2.

Design by Gregory Carbonaro Program By Frank Cecere
Graphics By Gregory Carbonaro and Ronald J. Pintos
Animation By Ronald C. Pintos and Arthur J. Asprometas

Program © 1984 Game Gems Inc.

TYMAC is a registered trademark of Tymac Controls Corporation
Commodore 64 is a trademark of Commodore Business Machines, Inc.

GANDALF THE SORCERER™

INSTRUCTIONS

START UP INSTRUCTIONS

Turn on the computer put tape in recorder.

PRESS SHIFT RUN/STOP KEYS

Stop recorder when program loaded

Game will start automatically.

CONTROLS

1ST SCREEN JOYSTICK CONTROL — you must use your joystick to control the movement of the wizard and the movement of the wizard's power:

- * TO MOVE THE WIZARD — push and hold the firebutton down while using the joystick
- * TO DIRECT THE WIZARD'S POWER — use the joystick without holding down the firebutton
- * TO THROW POWER BOLTS — press the firebutton while directing the wizard's power

2ND SCREEN JOYSTICK CONTROL — you must use your joystick to control the movement of the wizard and the wizard's power:

- * TO MOVE THE WIZARD — (same as in screen 1)
- * TO DIRECT THE WIZARD'S POWER — (same as screen 1)
- * TO THROW POWER BOLTS — (same as screen 1)
- * TO SET UP A POWER—BOLT "TRAP" — direct wizard's power in the path of lizardman and press firebutton
- * TO RETRIEVE POWER—BOLT "TRAP" — move wizard over it

DEFENDING THE CASTLE

You must protect your 3 apprentices from being kidnapped by the lizardman. They attack in waves or "hordes". When you use your wizard's power, you turn the nasty lizardmen to nice shiny gold coins. (To collect these and amass treasure-points, you must allow the lizardmen to break through and abduct an apprentice. Following them out of the castle to the 2nd screen, you must avoid the firebreathing lizards while collecting the gold coins. But don't wait too long or your precious coins will be stolen by the yellow ostrich).

TYMAC (UK) LTD.

Copyright 1984 © Printed in England

Copyright © TYMAC 1984

As you use your power, it decreases and must be renewed by the shining star from the castle towers. But be careful as you cannot do this when the evil cloud blocks the star. You can also be hit by lightning from the evil cloud and lose much power unless you take shelter within the castle.

Sometimes a deadly spider will join the attack. If it stings you once, you will lose your power. If he stings you again while you have no power you will die.

To save your kidnapped apprentice, you must follow the lizardman out of the castle. You must set a power-bolt trap in the path of the lizardman (be careful - you cannot use your power to blast other lizardmen once the trap is set). When the trap destroys the lizard, you can then retrieve the apprentice by brushing against him and returning to the castle. (In case you must retrieve a trap after it is set, move the wizard over it).

LEVELS OF PLAY

There are 6 hordes (levels) of attacking lizardmen. When you vanquish a certain number of them, the remaining gold coins in the field magically jingle into your wizard's pockets. You will be notified of each new horde level by:

- the colour of the attack lizardmen
- the increased speed of the lizardmen's attack

Wizard's power - power ranges from 50 to 0. Full strength is denoted by the wizard's bright white colour while at lowest power he becomes a deep blue colour.

STOPPING THE ACTION

You must stop the action at any time by pressing the Commodore key.

Pressing the Commodore key again will restart the action.

SCORING

Gold Coins 5 points

Apprentices - there are 3 apprentices. Lose all three and you are doomed and lose the game.



GANDALF

THE
SORCERER™

COMMODORE
64™

Copyright: This programme is the copyright of TYMAC (UK) Ltd. No copying permitted.

Sold subject to TYMAC'S terms and conditions.

Not to be rented or resold.

1984 TYMAC

Made in England