SwordThrust 6
The Eternal Curse™

More brave than wise, you enter the castle of the
Eternal Curse, where spectres and sorcery abound.

A Product of
The Software Guild

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 Eternal Curse Disk
Instruction Manual
Warranty Card

OVERVIEW

Now you enter a place where creatures have no form. Your mastery
of magic can save you, depending on how brave you are. This is the
sixth in 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.

THE ETERNAL CURSE

Few buildings have a more evil reputation than the castle of Baron Tyme. Listen to the oldest legends of the nearby villages and you will hear the castle looming large in them. It holds the villages in the grip of fear, demanding daily offerings that none dare refuse to give. Something takes the offerings, though no living soul has ever seen a creature move within the castle. Folks speak quietly of eerie ghosts, boiling like a fog around the walls of the building. Those few who have dared enter the castle never have returned.

One night you lay in your bed, sleeping. Suddenly a spectre disturbed your slumber. It told you that its body was being held captive in the castle of Baron Tyme, and it laid upon you the responsibility to free it. The Code of the Guild of Free Rogues requires you to try, and so you set out for the castle the next morning. Will you succeed where so many have failed, or will the Eternal Curse claim another victim?

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 Eternal Curse, 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 re-

place it with Eternal Curse disk. When the game disk is in place and ready, press <C>. The computer will read the disk and thrust your character into an Eternal Curse 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 Eternal Curse disk.

To restart the game, boot the Eternal Curse 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:

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