WELCOME TO

SORCERER UNIVERSITY

CLASS OF '41 ORIENTATION GUIDE

What Is A LEGEND Adventure Game?

In a **Legend** adventure game, you become the main character in an evolving story that takes place in a new world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

Like a book or a movie, the story is organized into chapters or scenes. In each chapter you will travel from location to location, encountering situations which require action on your part. You will come across locked doors, mysterious magic spells, threatening creatures, scheming villains, and damsels in distress. You will want to figure out how to open the locked doors, use the magic spells, dispatch the threatening creatures, thwart the scheming villains, and deliver the distressed damsels from a fate worse than death.

You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. You will get points as you solve puzzles, and your score will help you monitor your progress.

Throughout the game the richly textured graphics, prose, sound effects and music will draw you into a spellbinding adventure that could only be brought to you by the master storytellers of **Legend.**

Legend Entertainment Company
14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500
Customer Support: **1-800-658-8891**
9:00 a.m. - 5:00 p.m. EDT/EST

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SORCERER UNIVERSITY

Dear Mr. Eagbork

Congratulations! Your application to Sorcerer University has been approved and we are holding a place for you in this year's freshman class.

As you know, Sorcerer University is Peloria's oldest, most famous, and only institution of wizardly learning. Founded by Marvin Meltingwolf (who later died in a bizarre fund-raising accident), the University has housed the world-famous Sorcerer's Appliance since the device was first built by Waldo Nimblefingers in the years of the Great Melon Shortage. From humble beginnings, the school has grown to prominence in the following areas:

Athletics.

The University has a proud athletic tradition that dates back to 814 when its varsity pokkaball team first decided to wear uniforms. After an unbroken string of losses that lasted until 997, the team won the coveted Squishingbug Trophy in 1035 when they wrested the championship from Farffling University, the other member of the league.

Research.

At the forefront of thaumaturgical research, the Sorcerer University faculty has developed and patented more spells

than most people. Think how much our lives have been enriched by just the ones listed below:

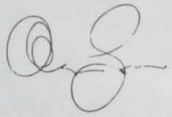
Nee spell (create a shrubbery)
Urg spell (lift a massive weight)
Phlub spell (drop a massive weight)
Hrlgut spell (induce vomiting)
Wufbam spell (cause small dogs to explode)
Bahnzo spell (turn a world leader into a monkey)
Emverdoo spell (create organizational chart)
Sashakol spell (summon a beautiful young woman)
Slugbgon spell (cause lawyer to vanish)

Academics.

Scholastic achievement at the University has never been higher. Under my leadership, the wild fraternity parties that once marred our reputation have been replaced by nightly study groups. And since the controversial ban on classroom torture (the "rack and rune" decree), more students than ever before are surviving their entire stay at the University, with as many as 15% each year now graduating in reasonably good health.

*****

As you may gather, I am very proud of our University. I hope this orientation manual will help you enjoy your years with us, and I look forward to greeting you personally when you arrive on campus. Stop by any time - my door is always open.



--Aaron Snowbunny
President

Table of Contents

Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the following sections for valuable information about this game:

The Story of SPELLCASTING 101
Quick Start: Installation
Quick Start: Playing the Game
Using Magic
Game Commands

Hey Parents! This game will start up in NICE mode and it will stay that way until you type NAUGHTY. The game has no way of knowing if you think your child is old enough for NAUGHTY mode, so you'll have to make that decision yourself.

The Story Of SPELLCASTING 101

SPELLCASTING 101: SORCERERS GET ALL THE GIRLS is set in the magical realm of Peloria. You'll play the role of a young, slightly nerdy fellow named Ernie Eaglebeak. Ernie, the victim of a mean stepfather, dreams of becoming a famous sorcerer and winning the attentions of the delectable Lola Tigerbelly.

Thus will you enter Sorcerer University, spending your days studying with Peloria's wisest mages - and your nights swinging with Peloria's hottest babes. Your "experience" will stand you in good stead after the school is sacked by minions of a sinister adversary and you are left alone to explore the deserted campus.

Now your adventure really begins, as you embark on an epic odyssey across the great ocean of Peloria, gaining spellcasting experience, uncovering your opponent's trail, and generally catering to the special needs of women across the land.

Finally, the game will climax with an incredible battle of wits and magical powers amongst the ancient ramparts of Fort Blackwand.

Quick Start: Installation

If you are an experienced gamer using a hard disk, and if you are wise in the ways of DOS, hard disks, and music cards, then do the following:

1) Make backup copies of the disks.
2) Make sure you have at least 3,870,000 bytes of free space on your hard drive.
3) Insert System Disk #1 in drive "**A**" and type **A**: to set the default drive. Then type **INSTALL** to start the installation program and follow the directions on the screen. (You need to use this install program instead of just copying over all the files so that the sound-effects files get decompressed).

4) If you have an AdLib Music Synthesizer Card be sure to run SOUND.COM before starting the game.

5) If you have a mouse, be sure you have loaded the mouse driver.

6) Start the game by typing **S101.**

The game will automatically detect what kind of graphics card you have (CGA, EGA, VGA, etc.) and it will default to the highest standard that it finds. If you have an EGA or VGA card but wish to force the game to run with CGA graphics, type **S101 CGA.**

If you have a Roland MT-32 (or compatible) sound module, start the game with the command **S101 MT32.**

If you have an AdLib Music Synthesizer Card (and you have run SOUND.COM), the game will automatically detect its presence and will default to it upon start-up.

If the above makes no sense to you, or if it doesn't work, or if you do not have a hard drive, or if you just like to read manuals, then please see the *Technical Information* section starting on Page 29 for detailed installation and start-up instructions.

Quick Start: Playing The Game

The big news here is that this game is unbelievably easy to play without ever touching the keyboard. Using the mouse you can:

* Move from place to place by clicking on the compass rose.
* Single-click on objects in a picture to look at them.
* Double-click on objects in a picture to take them, open or close them, greet them, etc.
* Select a verb from the verb menu and then click on an object in a picture to apply that verb to that object.
* Build complex commands quickly from the verb, object, and preposition menus. (Single-click selects the word, double-click finishes the command.)
* Avoid pesky typing and parser errors.

If you don't have a mouse, you can pretend that you do by pressing <TAB>. This puts a mouse cursor on the screen which you can move around using the arrow keys. "Click" by pressing <ENTER> and "double-click" by pressing <SHIFT> <ENTER>.

Again, if you don't have a mouse, there is yet another fast way to build commands by selecting verbs, objects, and prepositions from the menus. Press <TAB> again to begin using this feature. Then use the arrow keys to move the highlight bar back and forth between the menus, press the space bar to select a word, and press <ENTER> to execute your command.

And of course you can still enter commands the old-fashioned way - by typing them.

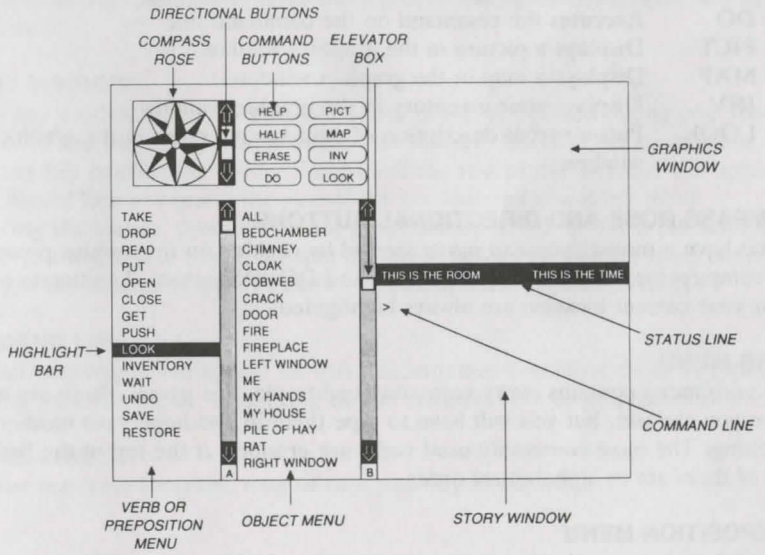
For more details and complete instructions, please see the sections on *Starting The Game, Playing the Game with a Mouse,* or *Playing Without a Mouse.*

Starting The Game

To install and start up the game, see the *Technical Information* section on Page 29.

When the game begins, you will see the title screen, followed by the credits and some introductory text. If you wish to skip to the beginning of the story, you can hit any key during this sequence to abort it. The game will then ask you if you wish to restore to a previously saved position. (If you're playing the game for the first time, the answer is no.)

After this sequence, the main interface screen will appear and you are ready to begin the adventure.



GRAPHICS WINDOW
This window can contain:

A picture of your location
A map of the surrounding area
Your inventory (what you are wearing and carrying)
Your status (score, number of turns taken, etc.)
A verbal description of your surroundings

COMMAND BUTTONS
Many of these buttons have function key equivalents. See the information on function keys on Page 13 for more details.

HELP	Displays a help screen
HALF	Removes the menus and makes more room for text
ERASE	Removes the last word from the command line
DO	Executes the command on the command line
PICT	Displays a picture in the graphics window
MAP	Displays a map in the graphics window
INV	Displays your inventory in the graphics window
LOOK	Puts a verbal description of your surroundings in the graphics window

COMPASS ROSE AND DIRECTIONAL BUTTONS
If you have a mouse, you can move around by clicking on the various points of the compass rose and the IN, OUT, UP, and DOWN buttons. Legitimate exits from your current location are always highlighted.

VERB MENU
The verb menu contains every verb you need to play the game. There are other verbs you can use, but you will have to type them in and hope your mother isn't watching. The most commonly used verbs are grouped at the top of the list. The rest of them are in alphabetical order.

PREPOSITION MENU
After you select a verb, the verb menu is replaced with a preposition menu. The amazing thing is that the game will display only those prepositions that you can use with the verb you have selected. Voila! No more pesky parser errors.

OBJECT MENU
This menu contains all the things that you see from your current location. If you want to refer to other objects in the game, you must type them in.

HIGHLIGHT BAR
This is an inverse video bar you can move around to highlight the next word you want to place on the command line.

ELEVATOR BOXES
Clicking on these boxes and dragging them down is a fast way to navigate through the menus. Watch the index letter at the bottom of the column as you drag the box - when the first letter of the word you are looking for is displayed, release the mouse button and the highlight bar will jump to the first word in the list that starts with that letter. Clicking in the column above or below the box will page up or page down through the menu. Clicking on the arrows at the top or bottom of the column will move the highlight bar up or down one entry in the menu.

STORY WINDOW
This is the window where all that wonderful prose we've been telling you about appears. If the window fills with words and you see "MORE" at the bottom, press any key or click the mouse button and the rest of the message will appear. If you would like to expand the size of the window and you don't mind sacrificing the menus, press <F3> for a half-screen or <F4> for a full screen of text. If you would like to see the text displayed before the picture is updated, then type the command **TEXTFIRST**. To switch back, type **PICFIRST**.

COMMAND LINE
All your commands will appear on this line, whether you enter them by typing, selecting from the menu, or clicking on the compass rose or graphics window.

STATUS LINE
This line lists your location, time of day, and day of the week.

Playing The Game With A Mouse

If you have a mouse, playing this game is simplicity itself. Merely by pointing and clicking you can do all of the following:

Move around from place to place by single-clicking on the compass rose or the directional buttons next to it. Legitimate exits from your current location are always highlighted. Double-clicking on an exit that is pictured in the graphics window will move you through that exit. If you are playing with the map in the graphics window, you can also move to adjacent rooms by double-clicking on them.

Examine objects by single-clicking on them in the graphics window.

Take objects by double-clicking on them in the graphics window.

Open/close doors and windows by double-clicking on them in the graphics window.

Greet characters you meet in the game by double-clicking on them in the graphics window.

Customize the interface by clicking on the command buttons.

BUILDING COMMANDS

In addition to the above, you can use the mouse to build commands. A single-click on a word in the verb menu will place that word on the command line. The verb menu will then be replaced by a preposition menu that lists the prepositions you may legitimately use with the verb you have just selected. At this point you can select one of those prepositions, or select a word from the object menu, or execute your command by clicking on the DO button.

Naturally, we've built in some short-cuts. For example, if you know prior to clicking on a word that it will be the last word in your command, you can double-click on it and your command will be executed. Or, if you've already clicked on the last word in your command and you don't want to move the mouse up to the DO button, just double-click on the last word and the command will be executed. Another short-cut is to select a verb from the menu and then single-click on an object in the picture in the graphics window.

FINDING WORDS QUICKLY

Because the menus sometimes contain many words, we've also included a few short-cuts for getting to words that are far down in the menu. You can click in the grey area to the right of each menu to "page-down" in that menu. (If there is no grey area, the entire menu is visible.) Or you can click on the "elevator box" in the column to the right of each menu and drag the box down while keeping the mouse button depressed. As you do so, you will see the index letter at the bottom of the column change. When it gets to the letter that is the first letter of the word you want, release the mouse button, and the highlight bar will jump to the first word that begins with that letter.

An even faster method is to hit the <SHIFT> key on the keyboard and the first letter of the word you want. The highlight bar will then jump to the first word that begins with that letter. You can also use the <HOME> and <END> keys on the keyboard to jump to the top or the bottom of the list.

RANDOM NOTES

To remove a word from the command line, click on ERASE.
Double-clicking on an object in the graphics window is intended to "do the obvious thing" with that object. For example, climb stairs, eat food, turn off lamp, etc.

If you are using the mouse and you want to begin to type, go ahead. However, once you have begun typing on the command line, you cannot go back to using the mouse until that command has been executed or erased.

If you select a noun as the first word in your sentence, the game assumes you are trying to speak to that person or thing, and therefore it adds a comma after the word. (For example, SAILOR, GIVE ME THE ROPE.) If your mouse is destroying the picture, then the mouse driver is probably not Microsoft compatible. Try returning to DOS and starting the game by typing **S101 XMOUSE**.

Playing Without A Mouse

EMULATING THE MOUSE

If you don't have a mouse, there are still quick and easy ways to build commands from the menus without typing.

To do this, first you need to press the <TAB> key. When you do so, a mouse cursor will appear on your screen. You can move this cursor around by using the arrow keys on your keyboard. Then you can "click" by hitting <ENTER>, and "double-click" by hitting <SHIFT><ENTER>. This will let you do all the things mentioned in the previous section, *Playing the Game With a Mouse.* If you do have a mouse, this feature will not work.

USING THE MENUS

If you don't want to use the method outlined above, pressing the <TAB> key again will give you yet another alternative. This system puts a highlight bar over the first word in the verbs menu. You can move this bar back and forth between menus (and up and down within them) by using the arrow keys on your keyboard. Once you have highlighted the word you wish to select, hitting the space bar will place that word on the command line. After you have finished building your command, hitting <ENTER> will execute it.

TYPING

If you like to type, go ahead. No matter what method you have been using to place words on the command line, you can always begin to type. The cursor will magically appear on the command line, as it did in days of old when adventure games were young.

If you definitely don't want to use the menus, press <F3> and they will go away, creating more room for text. If you really want to return to the golden years of adventuring, press <F4> for the all-text look.

FUNCTION KEYS

You can use function keys to customize the interface as follows:

- <F1> Displays the help screen
- <F2> Returns the menus to the screen if they are not there
- <F3> Removes the menus and creates more room for text
- <F4> Puts you into full-screen text mode
- <F5> Displays the picture in the graphics window
- <F6> Displays the map in the graphics window
- <F7> Puts your inventory in the graphics window
- <F8> Puts a verbal description of your surroundings in the graphics window
- <F9> Displays your status in the graphics window

Many of these function keys have command button equivalents. See the information on command buttons on Page 8 for more details.

Save, Restore, and Quit

Once you have begun the game, you can use the SAVE command whenever you want to capture and store everything you have done so far. SAVE allows you to define a point you can return to if you are "killed" or if you just want to turn off the machine for a while.

When you type SAVE (or when you select it from the verb menu), you will be asked to name the SAVE file. Choose a name that will remind you of where you are, like INCASTLE or DRAGON1. The filename can have up to eight letters in it, and the game will automatically append a ".SAV" extension.

In the course of playing this game, you may create as many different SAVE files as you like. However, if you pick the name of an already-existing file when you SAVE, the original file will be erased and the new file of that name will take its place.

When you are ready to return to a place you have saved, type RESTORE (or select it from the verb menu). As a reminder, a list of your previous SAVE files will appear in the story window. When the game asks you for a filename, type in the name of one of the files you created previously. The game will return you to the spot as if you had never been away. You will have the same score, inventory, status etc. that you had when you left. If you want to stop playing, use the QUIT command. However, if you quit without making a SAVE file, you'll have to start from the beginning of the game the next time you play.

Talking To The Game

You "talk" to *SPELLCASTING 101* by telling the game what you want Ernie to do at each turn. You do this by typing your input on the keyboard, or by clicking the mouse on the menus, the compass rose, or the pictures [See *Starting the Game and Playing the Game With a Mouse*.]

Your simplest inputs will be directions -- moving around from place to place:

>NORTH
>DOWN
>SW

Equally simple are inputs which are just verbs:

>JUMP
>SCREAM

Let's get a bit more complicated, and add some nouns (or, if you combine them with adjectives, noun-phrases).

>TAKE THE COIN
>READ BOOK
>EAT THE JUICY POMEGRANATE
>SLICE THE HOT RED PEPPER
>KISS THE TALL BLOND WAITRESS

(Note that you can use articles like "the" or "a" if you wish; most people just omit them to save time.)

Shall we add a dash of prepositions?

>TURN AROUND
>SIT DOWN
>LOOK OUT WINDOW
>HIDE BEHIND BROWN CURTAIN

Take a deep breath. So far, the noun-phrases we've looked at have all been the direct object of the sentence. Now we're going to throw in a second noun-phrase, the indirect object! Don't freak out, okay?

>GIVE APPLE TO BOY
>POINT MAGIC WAND AT THE GORILLA
>BUY VELVET STRIPS FROM BELINDA

Sorry, it's time to introduce some mind-bogglingly complicated concepts. You can include several inputs after a single prompt, as long as you separate them by a period or by the word "then":

>GET IN BOAT THEN START ENGINE
>LOOK THROUGH KEYHOLE. SLIDE NOTE UNDER DOOR.

You can also use pronouns:

>TAKE TOASTER OVEN. TURN IT ON. PUT PIZZA IN IT
>TAKE FEATHER FROM LISA. TICKLE HER WITH IT.

You can use multiple objects with certain verbs (like TAKE and DROP) as long as you separate the noun-phrases with a comma or the word "and." You can even use the amazingly useful word "all":

>TAKE PANTIES AND BRA
>DROP BRA, TEDDY, NYLON STOCKINGS
>TAKE ALL
>GIVE ALL THE UNDERGARMENTS TO AUNT EUNICE

You'll probably want to fortify yourself with some good strong scotch before moving on to the next area: talking to characters in the game. This can be useful if you want to ask a character to do something for you:

>MABEL, GIVE ME THE HIP BOOTS
>TELL MABEL TO GIVE ME THE HIP BOOTS
>ASK MABEL TO GIVE ME THE HIP BOOTS
>ASK MABEL FOR HIP BOOTS

or if you would like to get some information from them:

>PROFESSOR BROKENBONE, TELL ME ABOUT THE MAGIC SPATULA
>ASK BROKENBONE ABOUT SPATULA

Using Magic

Once you arrive at Sorcerer University, you begin learning to cast magic spells. To cast a spell, you must be holding your spell book.

There are several ways to cast a spell. For example, to cast the PUF spell (produce a cloud of smoke) you can use any of the following:

>CAST THE PUF SPELL
>CAST PUF
>PUF

A spell like PUF is fine to cast into "thin air." However, most spells need to be cast at something or somebody. So, to cast a BIZ spell (put honeybees to sleep):

>CAST THE BIZ SPELL ON THE BEEHIVE
>CAST BIZ ON BEEHIVE
>BIZ HIVE

All spells have a "level" associated with them. To start, you are a mere Level 1 Sorcerer and can cast only Level 1 spells. However, as you gain experience, your level will increase, and you will be able to cast longer, more powerful spells.

As you progress through *SPELLCASTING 101*, you will come across various spell boxes. These each contain a new magic spell. If you open such a box in the presence of your spell book, the spell will be transferred to the book. You can then cast the spell over and over at your convenience.

However, if you open a spell box when your spell book isn't present, the spell will be cast into thin air. While the spell may seek out something in the room, there is no guarantee that it will be the target you intended, and remember that the spell will then be gone forever.

(**NOTE:** In accordance with EPA regulations, neither the PUF spell nor the BIZ spell actually appears in *SPELLCASTING 101*.)

Game Commands And Their Abbreviations

Many of the mode commands below have function key or command button equivalents. These are listed in parentheses after the description of the command.

AGAIN (G) Repeats your last input.

CAST Shows you a list of all the characters you've met so far in the game, along with a short description of who they are. Useful for those players with poor memories who abhor taking notes.

CREDITS Is a list of everyone who worked on *SPELLCASTING 101* and what they did. Yes, we know you couldn't care less, but we all have egos the size of a zeppelin.

FULL MODE Removes the menus, compass rose, and graphics window, leaving you with a full screen of text. (<F4> key)

HALF MODE Removes the menus, but still displays the compass rose and the graphics window. (<F3> key) (HALF button)

HELP Displays the help screen. (<F1> key)

HINT Will print a message telling you that hints aren't available in the game. The message will go on to recommend that you call an on-line service such as GEnie, CompuServe, PRODIGY, or PC-Link and ask their gamers for hints. Or, it will tell you, you could simply dial our 24-hour hint line, which is 1-900-776-5583 (1-900-PRO-KLUE), but which will cost you $.75 for the first minute, and $.50 for each subsequent minute.

INVENTORY (I) Tells you what Ernie is carrying. (<F7> key) (INV button)

LOOK (L) Will give you a full description of your current location. Always a good thing to try if you don't know what else to do.

LOOK MODE Displays a verbal description of your surroundings in the graphics window. (<F8> key) (LOOK button)

MAP MODE Displays the map in the graphics window. (<F6> key) (MAP button)

MENU MODE Restores the menus to the screen if you have removed them previously. (<F2> key) (MENU button)

MUSIC OFF Turns off the music. (To turn off the sound effects, however, use SOUND OFF.)

MUSIC ON Turns the music back on.

NAUGHTY Puts you in Naughty Mode, with gutter language, lewd encounters, and all sorts of other fun stuff.

NICE Puts you back in Nice Mode, which is the mode the game starts in. Nice Mode is kind of like TV - no four-letter words, no sexual acts, no elimination of bodily wastes, but still plenty of gratuitous violence.

NOTIFY Normally, the game will tell you when your score changes. If you don't want to be bothered, NOTIFY will turn off this feature. And, if you change your mind, NOTIFY will turn it back on! Yow, what a versatile command, eh?

OOPS (O) If you mistype a word, use OOPS instead of re-typing the entire input. For example, you type >PUT THE HARNESS ON THE HORE, and the game responds, "I don't know the word 'hore.'" You would simply type OOPS HORSE. (That IS what you meant to type, isn't it?) Naturally, you menu-users will never need to use OOPS.

PICFIRST Will display a new location picture before the accompanying room description appears in the story window. See TEXTFIRST.

PICTURE MODE Restores the picture to the graphics window. (<F5> key) (PICT button)

QUIT (Q) Tells the game "Hey, I'm outta here!" You might want to SAVE first.

RESTART Starts the game over. Again, you might want to SAVE first.

RESTORE Brings you back to any point in the game where you've previously made a SAVE file.

SAVE Creates a file which the RESTORE command can use to return you to this point in the story. You should SAVE now and then, and especially before trying dangerous things like >PUT MY HEAD IN THE RABID DRAGON'S MOUTH.

SCRIPT Sends all the text output of the game into the specified file, which you can then read, print, edit, delete, etc.

SOUND OFF Turns off the sound effects. (To turn off the music, however, use MUSIC OFF.)

SOUND ON Turns the sound effects back on.

STATUS Gives you a brief report of your progress in the game, such as your score, your rank, whether you're being naughty or nice, and the number of turns you've taken.

STATUS MODE Displays your status in the graphics window. (<F9> key)

TERSE Tells the game to give you the normal level of descriptiveness, in which you see a full description of a place only the first time you go there. On subsequent visits to the location, you won't get a full-blown description, although you can always get one by saying >LOOK (or by playing with the graphics screen in "LOOK" mode. (See also VERBOSE).

TEXTFIRST As you move from location to location, you will encounter a wait while the new picture loads. If you would like to spend this time reading the text that accompanies the new location, use this command. See also PICFIRST.

UNDO Probably the single most useful thing ever conceived in all of recorded human history. Undo simply takes you back one turn, undoing the effects of whatever bonehead thing you just did.

UNSCRIPT Stops sending the text output to a file.

VERBOSE Puts you in the level of maximum location descriptions; you'll get a full description of your location every single time you enter it. (See also TERSE).

VERSION Gives you the release number of your copy of *SPELLCASTING 101*, as well as some legal stuff.

VOLUME # If you have a sound card or sound module, the VOLUME command, followed by a number from 1-10, allows you to control the volume of the game's music. This command has no effect on the volume level of the RealSound sound effects.

WAIT (Z) Ernie will just stand around while time passes in the story. You can also say things like WAIT 45 MINUTES or WAIT 3 HOURS or WAIT UNTIL 8:00.

ABBREVIATIONS

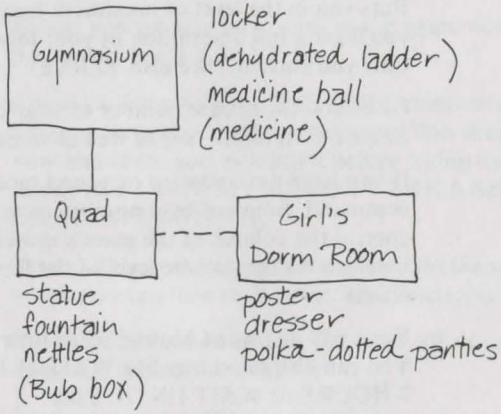
A - You would think this would be the abbreviation for AGAIN, wouldn't you. Well, you would be wrong. If that were the case, then a simple input like >GIVE A DOG A BONE would turn into the nightmarish >GIVE (AGAIN) DOG (AGAIN) BONE. Consequently, we treat "a" as an article rather than an abbreviation, and shorten "AGAIN" to "G".

D - down	O - oops	X - examine
E - east	Q - quit	Y - yes
G - again	S - south	Z - wait
I - inventory	T - time	NE - northeast
L - look	U - up	SE - southeast
N - north	W - west	SW - southwest
		NW - northwest

Sample Transcript

The following sample transcript shows a typical interaction with a game like *SPELLCASTING 101*. It's not a part of *SPELLCASTING 101*; we just made it up for the manual. However, it shows how you "talk" to the game, and it may give you some ideas.

The map shows the geography we made up for this scenario; you may want to make such a map of *SPELLCASTING 101* as you play it.



>NORTH
Quad

This is an open area at the heart of Loftydame College. A modest fountain graces the quad. To the north is a large brick building, and on the east side of the quad is your target: the girls' dorm. The ground floor, with its heavy wooden door, is dark.

However, you can hear giggling from a lighted window on the second floor. A statue, dimly illuminated by the moonlight, stands in the center of the quad. It is surrounded by nettles.

>INVENTORY

You are carrying a spell book and a letter. You are wearing a black hooded cloak.

>READ THE LETTER

The letter is printed on the stationery of Theta Eta Pi, the Sorcerer University fraternity that you pledged this morning. It reads "Pledge Snifflingberry -- your hazing assignment is to gain entrance to the girls' dormitory at Loftydame College and obtain panties from five separate rooms. If you succeed by dawn tomorrow, you will become a full brother. Good luck!"

>EAST

The heavy wooden door is closed.

>OPEN IT

The heavy wooden door is locked.

>READ SPELL BOOK

Your Level 1 spells: LUM: put crickets to sleep
Your Level 2 spells: GLORP: stealth

>EXAMINE THE STATUE

The statue depicts a middle-aged woman of stern expression. The base is engraved "IDA LOFTYDAME, FOUNDER" and is surrounded by stinging nettles.

>EXAMINE THE NETTLES

There seems to be something deep within its thorny branches.

>SEARCH THE NETTLES

Ouch! You grab hold of a spell box and withdraw it from the nettles, but a thorn pierced your finger. Your hand begins to feel numb.

>READ THE SPELL BOX

"BUB: a spell of unlocking
Barfton Spellworks -- patent pending"

>OPEN THE BOX

A finger of energy leaps from the box to your spell book. When your vision clears, the box is gone! The numbness spreads up your arm.

>CAST BUB ON WOODEN DOOR

Nothing happens. Not surprising; front doors are usually protected against simple BUB spells.

>CLIMB IN THE WINDOW
You can't reach the second story window from down here.

>NORTH
Gymnasium
You are in a large and expensive athletic facility, the pride of this well-endowed college and its well-endowed alumnae. Doorways lead north and south. There is a medicine ball and a locker here.

>EXAMINE MEDICINE BALL
Unlike most balls, this one has a small hinge.
Your shoulder is getting numb and your hand is turning green.

>OPEN THE BALL
The medicine ball hinges open to reveal some medicine.

>TAKE THE MEDICINE
You swallow it, and immediately the numbness passes and your hand returns to its normal color.

>OPEN THE LOCKER
It's locked. That's why they call it a locker.

>READ THE SPELL BOOK
Your Level 1 spells: LUM: put crickets to sleep
BUB: unlock stuff
Your Level 2 spells: GLORP: stealth

>CAST BUB ON LOCKER
The locker pops open, revealing a dehydrated ladder.

> EXAMINE LADDER
It's a few inches long.

>TAKE LADDER
You take the dehydrated ladder.

>SOUTH
Quad

>PUT LADDER IN FOUNTAIN
Splash! Instant ladder!

>X LADDER
It's now about ten feet long.

>PUT LADDER UNDER THE WINDOW
You rest the ladder on the wall of the dorm, just under the lit window.

>SAVE
to file: LADDER.SAV Saved.

>CLIMB IN WINDOW
You clamber through the lighted window....

Girls' Dorm Room
This is a pink bedroom decorated with posters of rock star Johnny Solidjaw. There is a dresser here that contains a pair of polka-dotted panties.

Three half-naked females look up from polishing their nails and begin shrieking. Guard dogs are released. I'd go on, but I hate describing the sight of blood. You have died.

Do you want to RESTART, RESTORE, QUIT, or UNDO? > RESTORE

file: LADDER.SAV
Restored.

>CAST GLORP ON ME
The night seems to wrap itself around you.

>CLIMB THE LADDER
You clamber through the lighted window....

Girls' Dorm Room
This is a pink bedroom decorated with posters of rock star Johnny Solidjaw. There is a dresser here that contains a pair of polka-dotted panties.

Three half-naked females are painting their nails. They take no note of you.

etc....

Tips For Novices

Here are ten rules of thumb for those of you new at adventure gaming:

1. "Crime pays." TAKE everything that isn't nailed down.

2. "Keep your eyes open." EXAMINE things that you come across; you'll get extra tidbits of info.

3. "Two heads are better than one." Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.

4. "Jesus saves." And so do all the apostles, when they're playing a game as dangerous as SPELLCASTING 101! SAVE early, SAVE often.

5. "If at first you don't succeed...." If you get stuck at some point, don't go away mad, just go away! Come back later with a fresh mind.

6. "Draw a map." Although there's an on-screen map, your hand-drawn map can include other information, such as what things are found where.

7. "We didn't create this manual to support our local printer." Read all the documentation, especially the sample transcript.

8. "Take it slow." Read ALL the text and examine all the pictures carefully.

9. "Try weird stuff." Sometimes trying wacky things will pay off with a clue; at the least, you'll probably uncover some wacky responses!

10. "It never hurts to ask." Many computer magazines and bulletin boards will run tips and hints for SPELLCASTING 101...especially if you ask!

About The Author

STEVE MERETZKY (1957 -)

Steve was born in Yonkers, NY and stayed put until college beckoned him to Boston in 1975. Despite an academically tarnished career in the creatively tarnished area of construction management, Steve stayed put until MIT caved in and gave him a degree.

In 1981, Steve arrived at a fledgling computer game company called Infocom, where he stayed put until it went away in 1989. *SPELLCASTING 101: SORCERERS GET ALL THE GIRLS* represents his first foray into the fearful forum of free-lancing.

Steve and his spousal unit, Betty, have a mostly adorable two-year old boy named Danny (often called Doctor Entropy) and a two-month old girl named Sasha who helped Daddy write the game by keeping him up most nights.

Steve has no interest in opera, college football, or flower arranging. He'll eat anything but cauliflower and anchovies. He will not wear a necktie unless his life depends on it. And he seems to be the last person in the universe who still realizes that George Bush is a major dweeb.

Other adventure games by Steve Meretzky:

- Planetfall (1983)
- Sorcerer (1984)
- The Hitchhiker's Guide to the Galaxy (in collaboration with Douglas Adams) (1984)
- A Mind Forever Voyaging (1985)
- Leather Goddesses of Phobos (1986)
- Stationfall (1987)
- Zork Zero (1988)

Credits

Author ..... Steve Meretzky
Computer Art ..... Tanya Isaacson
Music Composition ..... Arfing Dog
System Architecture ..... Duane Beck & Bob Bates
System Programming ..... Duane Beck & Mark Poesch
Music Production ..... Michael Lindner
Sound Effects ..... Mark Poesch
Additional Game Programming ..... Duane Beck
CGA Art Conversions ..... Chris Arsenault
Art Direction ..... Peggy Oriani
Test Coordinator ..... Alyssa Verdu
Additional Testing ..... Kristi Bauman, Bobby Cambridge, Jonathan Firestone, Tom Forest, John Hopkins, Elizabeth Langosy, Jay McGovern, Glenn McPhee, Gregory McPhee, Mike O'Doherty, Ken Ramsey, Janet Rubenking, Josh Schriftman, Christopher Stanley, Rob Willhoite, Jerry Wolper
Producers ..... Bob Bates & Mike Verdu

Technical Information

HARD DISK INSTALLATION

Before you play *SPELLCASTING 101*, we urge you to make backup copies of the disks that came in your game package.

The INSTALL.BAT batch file on System Disk #1 should be used to copy the game files from the floppies to the hard drive and to decompress the sound files. You will need at least 3,870,000 bytes of free space on your hard drive.

If you don't have that much space to spare, you may consider deleting some of the following files from the hard disk after they have been installed:

*.MUS	if you don't have a sound board
*.RS	if you don't want to hear the sound effects
S101_E? .PIC	if you don't want to see the EGA graphics
S101_C? .PIC	if you don't want to see the CGA graphics

To use INSTALL.BAT, first turn on your machine and then insert System Disk #1 in drive "A". Type:

A:

and then press the <ENTER> key (hereafter, when we want you to press the <ENTER> key, we'll indicate this by printing <ENTER>).

Then type:

INSTALL<ENTER>

and follow the directions that appear on the screen.

(**NOTE:** if you tore open the box, copied the disks straight onto the hard drive, started up the game, wondered why you didn't hear any sound effects, and THEN came hunting through the manual, it's because you didn't use INSTALL to decompress the sound files. Not to worry. Simply go to the directory to which you copied the disks and type **UNPACK**. This will decompress the sound files and you'll be hearing the miracle of digitized sound in no time.)

HARD DISK START-UP

If you have an AdLib Music Synthesizer Card be sure to run SOUND.COM before starting the game; see *Music And Sound* for more information.

To start the game on the hard drive, (having already followed the installation procedure above) change to the directory in which you installed the game. For example, if you installed the game on "C" drive in **\GAMES\LEGEND\S101**, then you would type:

C: <ENTER>

and then

CD \ GAMES \ LEGEND \ S101 <ENTER>

After this, type

S101 <ENTER>

and the game will run.

If you get an out-of-memory message when starting the game, be sure you have removed all of your TSR (terminate and stay resident) programs from memory. If on a 512k machine this still does not free up enough memory, you may wish to reboot your machine without your mouse or sound drivers and then play the game without your mouse or the musical score. You can also save memory by specifying CGA graphics instead of EGA.

If you have a Roland MT-32 (or compatible) sound module, start the game with the command **S101 MT32**.

If you have an AdLib Music Synthesizer Card (and you have run SOUND.COM), the game will automatically detect its presence and will default to it upon start-up.

See the *Configuration Default Overrides* section to override these and other start-up defaults.

FLOPPY DISK INSTALLATION

First of all, we strongly recommend that you play the game from a hard disk if you have one. Doing so will significantly reduce the time it takes to load each picture, it will allow you to hear the game's RealSound (TM) music and sound effects, and you won't wear your arm out swapping disks while you play the game. If you do have a hard disk and want to follow this recommendation, please see the *Hard Disk Installation* section above.

To play off floppies you must have two floppy drives (5 1/4" or 3 1/2").

Before you play *SPELLCASTING 101*, we urge you to make backup copies of the disks that came in your game package. Use the DOS COPY command to copy the contents of each floppy in the package to a blank formatted floppy. If one or both of your drives support disks larger than 360k (i.e., 1.2M 5 1/4" floppy drive, or 720k 3 1/2" drive) you may combine the contents of the two System disks, or two Picture/Music disks on a single floppy to reduce the amount of disk swapping required. Be sure to label each disk so you will know which one to use when the game requests a new floppy.

NOTE: The Startup and System files should not be combined with the Picture/Music files (the computer wants to see them on different disk drives).

See instructions for COPY in your DOS manual if you need information about copying files between floppies.

FLOPPY DISK START-UP

If you have an AdLib Music Synthesizer Card be sure to run SOUND.COM before starting the game; see *Music And Sound* for more information.

To start the game from the floppies, (having already made your backups as described above) insert System Disk #1 in drive "A," insert Picture/Music Disk #1 into drive "B," and type:

A:

and then press the <ENTER> key (hereafter, when we want you to press the <ENTER> key, we'll indicate this by printing <ENTER>).

Then type:

S101 <ENTER>

to run the game. Follow the instructions on the screen as they appear.

If you get an out-of-memory message when starting the game, be sure you have removed all of your TSR (terminate and stay resident) programs from memory. If on a 512k machine this still does not free up enough memory, you may wish to reboot your machine without your mouse or sound drivers and then play the game without your mouse or the musical score. You can also save memory by specifying CGA graphics instead of EGA.

If you get an out-of-memory message when starting the game, be sure you have removed all of your TSR (terminate and stay resident) programs from memory.

If you have a Roland MT-32 (or compatible) sound module, start the game with the command **S101 MT32**.

If you have an AdLib Music Synthesizer Card (and you have run SOUND.COM), the game will automatically detect its presence and will default to it upon start-up.

See the *Configuration Default Overrides* section to override these and other start-up defaults.

CONFIGURATION DEFAULT OVERRIDES

The game will automatically detect what kind of graphics card you have (CGA, EGA, VGA, etc.) and it will default to the highest standard that it finds.

The game expects you to be using a Microsoft compatible mouse driver. If your mouse is wreaking havoc with the pictures, it's probably not Microsoft compatible. In this event, return to DOS and start the game by typing **S101 XMOUSE.**

If you have a Roland MT-32 (or compatible) sound module, start the game with the command **S101 MT32.**

If you have an AdLib Music Synthesizer Card (and you have run SOUND.COM), the game will automatically detect its presence and will default to it upon start-up.

If you are playing from a hard disk, the game will play sound effects through the PC speaker using RealSound, regardless of whether or not you have any sound cards or modules. (If you are playing from floppies, you will not hear any RealSound sound effects.)

If you wish to override any of these defaults, you may type one or more of the following options, separated by spaces, after typing **S101**, but before pressing <ENTER>.

CGA	to force the game into Black and White CGA graphics if you have an EGA or VGA graphics card
NOCYCLE	to disable color cycling for Color EGA or VGA graphics
REALSOUND	to disable the Roland or AdLib and play RealSound only
NOREALSOUND	to disable RealSound

MT32 #	where the # is optional, and is a number from 3 to 9. This number will override the default MIDI IRQ channel 2.
XMOUSE	to override default mouse driver

So, for example, if you have an EGA graphics card but you wish to see CGA graphics, then you would type:

S101 CGA <ENTER>

NOTE: The game will automatically default to high resolution EGA color graphics with AdLib music, if available, and RealSound sound effects. See the *Music And Sound* section of this manual for more information.

MUSIC AND SOUND

This game supports three types of music and sound effects technologies: RealSound, the AdLib Music Synthesizer Card, and the following Roland MIDI sound modules: MT-32, MT-100, CM-32L, and LAPC-1.

If you have an AdLib Music Synthesizer Card (and you have run SOUND.COM), the game will automatically detect its presence and will default to it upon start-up.

If you have a Roland MT-32 (or compatible) sound module, start the game with the command **S101 MT32**.

Whether or not you have any sound cards or modules, the game will play sound effects through the PC speaker using RealSound.

RealSound (TM)

RealSound is used throughout the game to play sound effects on the PC's internal speaker. No additional hardware or software is required for you to hear RealSound features implemented in the game. If you do not have a MIDI sound module or an AdLib card, you will hear the RealSound title-track and sound effects on your PC speaker. If you do have a MIDI sound module or an AdLib card, you will hear music produced by that device, and sound effects through the PC speaker. RealSound will be enabled only if you are running from a hard disk drive.

RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, then it is compatible with RealSound.

AdLib Music Synthesizer Card Owners

To use the AdLib card you must make sure the AdLib sound driver has been loaded on your machine BEFORE running the game. The sound driver is contained in a file named SOUND.COM which came packaged with your AdLib card. To load this memory resident sound driver, copy it to your current directory and type **SOUND** <ENTER> at the DOS command prompt.

Roland MT-32, MT-100, CM-32L, and LAPC-1 Owners

To use your MIDI sound module, make sure your equipment is configured as shown in the MIDI wiring diagram. If you have problems, check that the steps below have been taken in configuring your equipment. (LAPC-1 owners may ignore items 1, 2, and 3.)

1. A PC to MIDI Interface card is installed in your PC.

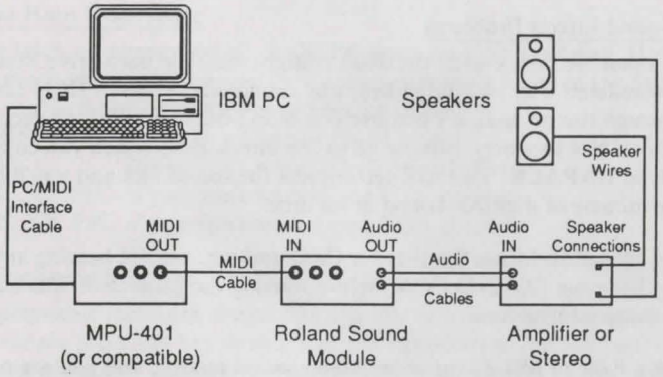
2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.

4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.

5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

WARNING: Do not attempt to use this software with any other attached MIDI devices. This software transmits System Exclusive MIDI data which may destroy system and patch data on MIDI synthesizers not supported by this product.



MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

If you are having trouble getting your Roland sound module to operate, the difficulty can probably be traced to one of two sources:

The first is that you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this).

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2. In this case, you must specify the appropriate IRQ value in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5, you should start the game by typing:

S101 MT32 5

TROUBLESHOOTING

Some common problems and their solutions are described in this section. If your problem is not addressed, please call our toll-free customer support line 1-800-658-8891 between 9:00 a.m. and 5:00 p.m. EDT/EST.

Music & Sound Effects Problems

If you tore open the box, copied the disks straight onto the hard drive, started up the game, wondered why you didn't hear any sound effects, and THEN came hunting through the manual, it's because you didn't use INSTALL to decompress the sound files. Not to worry. Simply go to the directory to which you copied the disks and type **UNPACK.** This will decompress the sound files and you'll be hearing the miracle of digitized sound in no time.

If you have an AdLib Music Synthesizer Card and you are not hearing any music, be sure you have run SOUND.COM before starting the game. See *Music And Sound* for more information.

If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command **S101 MT32.** If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this.

2. Your MIDI interface may be set to an IRQ other than the default value of 2. In this case, you must specify the appropriate IRQ value in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5, you should start the game by typing:

   S101 MT32 5

Mouse Erases Picture

If moving your mouse cursor over the picture destroys it, the mouse is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game by typing **S101 XMOUSE.**

Low Memory Warning

If you get a low memory warning when you start up the game, make sure you have taken all your TSR (terminate & stay resident) programs out of RAM. If on a 512k machine this still does not free up enough memory, you may wish to reboot your machine without your mouse or sound drivers and then play the game without your mouse or musical score. You can also save memory by specifying CGA graphics instead of EGA.

Insufficient Hard Disk Space

This game takes up approximately 3,800,000 bytes on your hard disk. If you don't have that much space to spare, you may consider deleting some of the following files from the hard disk after they have been installed:

*.MUS	if you don't have a sound board
*.RS	if you don't want to hear sound effects
S101_E? .PIC	if you don't want to see EGA graphics
S101_C? .PIC	if you don't want to see CGA graphics

Blank Introduction Screens

On some grey-scale monitors, the credits and introduction screens may look blank. You may simply press any key to skip past the introduction, or you can try adjusting the brightness and contrast controls on your monitor so that the text is visible.

TECHNICAL ASSISTANCE

If you are having difficulty running the game, please read the manual carefully before calling us. If you have read the manual and can't figure out what to do, call our toll-free customer support line, 1-800-658-8891. Please do not call this line for game hints, as our programmers don't know much about programming, let alone game puzzles. For game hints, call 1-900-PRO-KLUE or try dialing one of the on-line services where you can talk to real live gamers who have probably been stuck at the same place you are.

Legal Stuff

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (What's the difference between a dead lawyer on the road and a dead skunk on the road? The absence of skid marks before the lawyer.)

1. Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance. Wait a minute! You mean that if the program doesn't have a happy ending or Eaglebeak's acne shows up in an offensively bright color, I don't get my money back? ... Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

The entire risk as to the quality and performance of the computer software program is assumed by the user. However, Legend Entertainment Company warrants for a period of 90 days to the original purchaser that the medium on which the software is recorded is free from defects in material and workmanship. If during that period ending 90 days from purchase a defect should become apparent, return the disk to Legend or your dealer and Legend will replace the disk without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disk as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. (NOTE: After the warranty period, a defective **Legend** disk may be returned to **Legend** with a check or money order for $7.50 U.S. and we will replace it.)

THE WARRANTIES SET FORTH ABOVE ARE IN LIEU OF ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL LEGEND ENTERTAINMENT COMPANY OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION OR PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF USE OF THIS SOFTWARE OR ANY BREACH OF THE WARRANTY SET FORTH ABOVE. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. For example, you may be playing our game when a friend passing by is distracted by some of the graphics. He walks into a floor lamp. The lamp falls over, scaring your cat. The cat streaks from the room, upsetting a heater which sets some curtains afire. Unfortunately, it is a windy day and the fire is soon out of control. Three days later Chicago is still ablaze. If we took out an insurance policy against such remote contingencies, we'd have to charge $1599.99 for the game, and you wouldn't be reading this lame copy. Anyway, we do not assume liability for things like this, even if the city is a small one like Muleshoe, Texas.

RealSound™

Hint books for *Spellcasting 101: Sorcerers Get All the Girls* are available!

This is the perfect gaming companion with over 80 pages of Vague Hints, Specific Hints and Answers for every puzzle in the game plus extras such as the Secret Diary of Ernie Eaglebeak.

Call Legend Entertainment at 1-800-658-8891 or 703-222-8515 between 9:00 a.m. and 5:00 p.m. EDT/EST to order. $9.95 + shipping/handling. Discover, Visa or Mastercard accepted.

LEGEND™
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Second Printing