









Sword of Fargoal

COMMODORE 64

LEGEND:

	Your character		Other Monsters*
	Gold		Temple
	Hidden treasure/traps		Stairs going up
	Human-type monsters*		Stairs going down

MOVEMENT COMMANDS:

- Use joystick to move in any of eight directions
- Red button on joystick is your PANIC BUTTON (for Teleport and Drift spells)

SPELL COMMANDS:

Press	Result
H	Healing Potion is drunk
I	Invisibility
R	Regeneration
T	Teleport
S	Shield
L	Light spell
O	Turn Light ON or OFF
+	Place Beacon

OTHER COMMANDS:

Press	Result
Fire Button or C	Climb up or down stairs
B	Bury gold
Fire Button or P	Pass over next square
Q	Quit game

Author's Tips

Sword of Fargoal

. . . Commodore 64

FIRE BUTTON

- . . . can be used when at stairs or pits to climb up or down ("C" can also be used to climb).
- . . . will work as a PASS key whenever you are on a blank square.

BEACONS

- . . . are an added tool. When you find a mystical BEACON, pick a convenient spot and place it there by pressing "+". Within the BEACON's square you are invisible to the monsters. From there you can TELEPORT to the TEMPLE by pressing the FIRE BUTTON . . . without wasting a TELEPORT! ANY other time you TELEPORT using your spells, you will appear at the BEACON that you placed on that level!!

WARNING

- . . . watch out for wandering monsters! If you wait too long on a level, unfriendly visitors will begin climbing from levels above and BELOW!