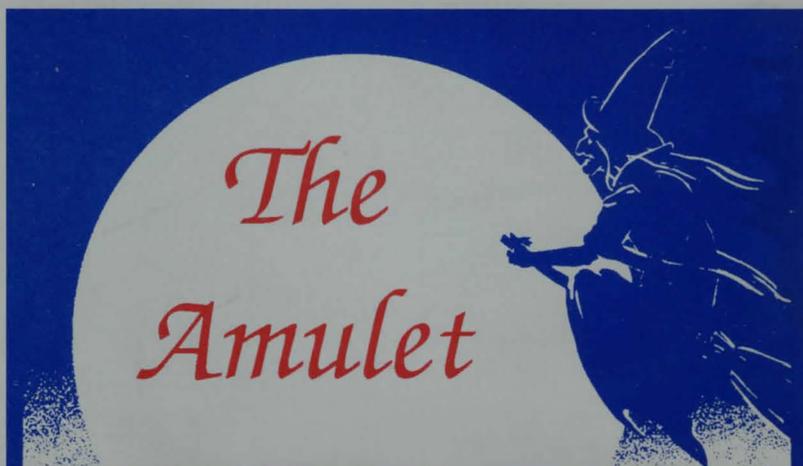# TIARA

SOFTWARE

31 DALE VIEW ROAD, LONG LEE, KEIGHLEY WEST YORKSHIRE

The Amulet

THE MAGIC RETURNS PART 1.

ATARI XL / XE

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Introduction

The Magic Returns is a series of disc based text adventure games. Each adventure can be played independently of the others, but they do form a chronological series. Titles in the series so far planned are:

Part 1	The Amulet
Part 2	The Castle
Part 3	The Labrynth

You will require an Atari XL or XE computer with a minimum available RAM of 48K and an Atari 1050, or similar Disc drive.

Getting Started

Turn computer off, disconnect any peripherals, excluding disc drive, and remove any cartridge. Insert Game disc in drive 1 (game side up), and turn drive on. Wait until busy light goes out.

Boot load disc by turning computer on while holding down OPTION key to disable BASIC. A title screen will be displayed while the game loads, and then the game will autorun.

After welcoming you to the game, and displaying an initial message the bottom line of the screen will read:

Press any key for more

Every time this message appears, it indicates that there is more text to be shown, than can be displayed on one screen. Pressing any key will clear this message, and allow the next block of text to be displayed.

When the initial message has been displayed in full, the computer will load and display details of the first location in the adventure, and reset the 'status line' (top display line). This line displays your current location, score and moves made since play commenced.

The program will then print:

What Next?

This is your prompt to type in your instructions to the program.

Playing the Game

Your instructions to the program can be in various forms, the simplest being single letter abbreviations of the most popular commands.

The following are all valid single letter commands:

N	-	Move North	A	-	Again
S	-	Move South	I	-	Inventory
E	-	Move East	L	-	Look
W	-	Move West	Q	-	Quit
U	-	Move Up	X	-	Index
D	-	Move Down			

The following 2 letter commands will also be accepted:

NE	-	Move Northeast
NW	-	Move Northwest
SE	-	Move Southeast
SW	-	Move Southwest

The program accepts some single word instructions, examples and brief explanations as follows:

AGAIN	- Repeats last command.
BRIEF	- For seasoned players, who know their way about Doesn't load or display location description from disc.
FULL	- Loads and displays location description from disc, on 1st visit only. (Default) PLEASE NOTE: In either BRIEF or FULL mode the LOOK command will always load and display full

location description.

INDEX - Checks disc for saved games, and displays to screen. Then provides option to SAVE or RESTORE current game.

INVENTORY - Lists everyting that you are carrying.

QUIT - End current session.

RESTORE - Restore game from disc or memory.

SAVE - Save current game to disc or memory.

VERSION - Displays version number and serial number of game.

WAIT - Do nothing for 1 move.

Getting the Best from the Parser

The Parser is the part of the program that analyses your input, and tries to interpret what you want the program to do. In general, the simpler the input, the better the Parser will perform.

The program recognises many verbs and nouns plus some adjectives and conjunctions, but expects your input to fall within one of the following patterns:

(V = Verb, A = Adjective)
(N = Noun, C = Conjunction)

VN	eg. EXAMINE SCREE
VAN	eg. KICK SLOPING SCREE
VNCN	eg. TIE ROPE TO BOAT
VANCN	eg. GIVE HOLLOW LOG TO HERMIT
VNCAN	eg. OPEN DOOR WITH SMALL KEY
VANCAN	eg. PUT BENT NAIL IN SMALL FIRE

You will see that under the above system, the maximum number of words expected in one phrase is six. If you enter more than six words to a phrase,

you will be asked to rephrase it.

Similarly, if your input doesn't fall into one of the above groups, you will again be asked to rephrase it.

Next the Parser checks your words against its own word memory, and will inform you of any that it doesn't understand.

Finally, the Parser will attempt to execute your instructions, and the program will respond accordingly.

There are a couple of special cases of input involving the word ALL, that will only work with the verbs TAKE and DROP.

eg. TAKE ALL (ie. all visible objects)
    DROP ALL (ie. all carried objects)

You can also use the word BUT in conjunction with the above commands.

eg. TAKE ALL BUT SCREE
    DROP ALL BUT LOG

Multiple Input

The full stop '.' and comma ',' are reserved for multiple input. Although you are limited to a maximum six words per phrase, you can actually enter up to two full lines of input. Separate phrases or instructions should be separated with ',' or '.'

eg. GO NORTH,TAKE LOG,LOOK. U.D. INDEX

You should not end your input with a full stop '.' as the program will expect another instruction, and will display an error message.

Saving and Restoring Games

There is an internal save feature which allows you to save your current situ-

ation in memory (very useful just before you try something dangerous!)

You can also Save and Restore to and from disc. You will need a blank disc formatted in DOS 2 or 2.5. You can have as many 'Saved game' discs as you want, but each can only contain 10 saved games (0 - 9).

Screen Colour

You can adjust the screen colour to suit your taste by repeatedly pressing the OPTION key. This will cycle through 8 shades of each of the 16 Atari default colours. (Assuming of course that you are connected to a colour T.V. set!)

Bugs and Glitches

The program has been subjected to stringent de-bugging, and should be free from any major problems. As with any program of this complexity, however, there is always a possibility that something may have been missed, or overlooked.

If you discover anything that you consider to be a bug, or anything that appears inconsistent to the story, then please write, including your disc serial and release no., so that we can respond as quickly as possible.

Help!

If you type HELP at any time during the game you will be referred to this section. There are many problems to be solved, and clues to most are embodied in the text messages you receive.

Remember to examine everything you find, nearly all objects have a use within the framework of the adventure. Some of the characters you meet during your travels may help you, but then again . . . some may not!

If you get really stuck, and need a clue, then please write with details of your location and the problem that you are trying to solve. Remember to tell us which Adventure you are playing, and your disc version and serial nos.

If you enclose a stamped, addressed envelope then our answer will be sent by return.

HAPPY ADVENTURING!

The Legend of the Circle of Nine

Many years ago, in the area we now call 'The Desolate Lands' there dwelt a nation born of wizards and witches. There was strong magic in those days, and those who could manipulate the magic, became powerful leaders, each with a following of loyal supporters.

Through 'The Bitter Years', many fierce battles were fought between the opposing followers of the warlocks and witches, often resulting in tragic loss of human life, but seldom really affecting the leaders themselves.

This all changed with the arrival of Gadora. Some say she was the devil herself,

others have darker thoughts, but most agree that it was Gadora who brought about the formation of the 'Circle of Nine'.

Her strategy of war was simple. Her spells were cast to weaken the wizards and witches, then her soldiers rode in and killed them. The people conceded.

Some of the finest areas fell under her command, and her army pillaged and raped the population.

Nearly a third of the known world fell to her, before the remaining nine leaders realised that they must join forces if she was to be defeated. A pact was entered, a demon summoned and the 'Circle of Nine' was

founded.

The combined powers of the circle members prevailed, and Gadora was denied her desire to conquer. Such was her strength, however, that even the might of the Circle could not destroy her entirely, she was stripped of her powers and exiled for ever from the known world.

Then began the era that was to be remembered as 'The Golden Years', an age of unprecedented enlightenment. The wizards and witches still ruled the land, but instead of using their magic against each other, they joined forces and created new spells.

Spells that brought water to the arid deserts, a new hardier grain to the fields, and cattle that grazed contented in the new green pastures. The people grew strong, in the shade of the Circle's protection, and they crafted in leather and wood, bronze and iron, and brewed fine wines.

As news of the 'Circle of Nine' and their spells spread, so more and more travellers came to view these events for themselves. Many brought their families, and many settled, and the community flourished and prospered.

The members of the Circle rejoiced in the knowledge that they were well loved by the people of the land, and from time to time certain special spells would be cast for the peoples entertainment and enjoyment.

In return, the people continued to provide food, wine and clothing for the Circle members, as their fathers and fore-fathers had done. The golden years lasted for several generations.

But it is said that all good things come to an end and, sadly, the golden years were to prove no exception.

As one summer came to a close, and the autumn leaves were browning on the trees, there came news to the Circle of a new settler in a Western land, and her name brought shivers to the minds of the Circle members.

Ledora was her name. She was a new young witch with a small following of soldiers and peasants. She denied the Circles right to rule, and rejected their intervention in her affairs.

P.K. Psantam (who that year was 1st speaker in the Circle) was convinced that Ledora was a re-incarnation of their arch enemy Gadora, and the rest of the Circle were concerned over her apparent disregard of their well established rights in the area.

Little is known of what happened next. Some say that Ledora trapped the members of the Circle, and others believe it was the Circle themselves who cast a wrong spell, but the end result is now history. Suddenly, one autumn evening, The Magic went away.

The spells that had held the Circle together ceased to work. Water stopped flowing in the fields. Bridges fell, and roads sank into the sand. Even the crystal castle where the wizards had lived crumbled into the dust. All the people were afraid, and out of their fear grew anger and frustration.

They marched North in search of the Circle members, but where the wizards fine buildings had stood, was now only desert. The road which had swept West over the mountain to Ledoras castle was gone, in its place a wind-swept glacier hugged the mountain side.

Over the next few days, many people left the area to seek their fortunes elsewhere, and by the end of a week, the fields were already returning to the dust from where the wizards spells had summoned them. As for the former members of the Circle, nothing was seen of them from that day to this.

The following winter was a long and harsh one, and the spring was late arriving. When eventually travellers brought reports of the Circle lands, it was already being called 'The Desolate Lands'.

One traveller claimed to have visited Ledoras castle in the West, although he said it was now sealed and deserted, but few believed his story. As the year passed, stories from the North grew rarer, and stranger, until eventually hardly anyone spoke the name of the Circle aloud anymore.

Over the ensuing years, the tales of the magicians exploits were told around the campfires at night, until fact and fiction became intertwined as such stories always do. So evolved the legend of the 'Circle of Nine'.

It is still said that somewhere in the Northern wastes lies the key to the power of the Circle, and that the magic is not really dead, but simply suspended, awaiting the return of the wizards to the world.