THE BLADE OF BLACKPOOLE
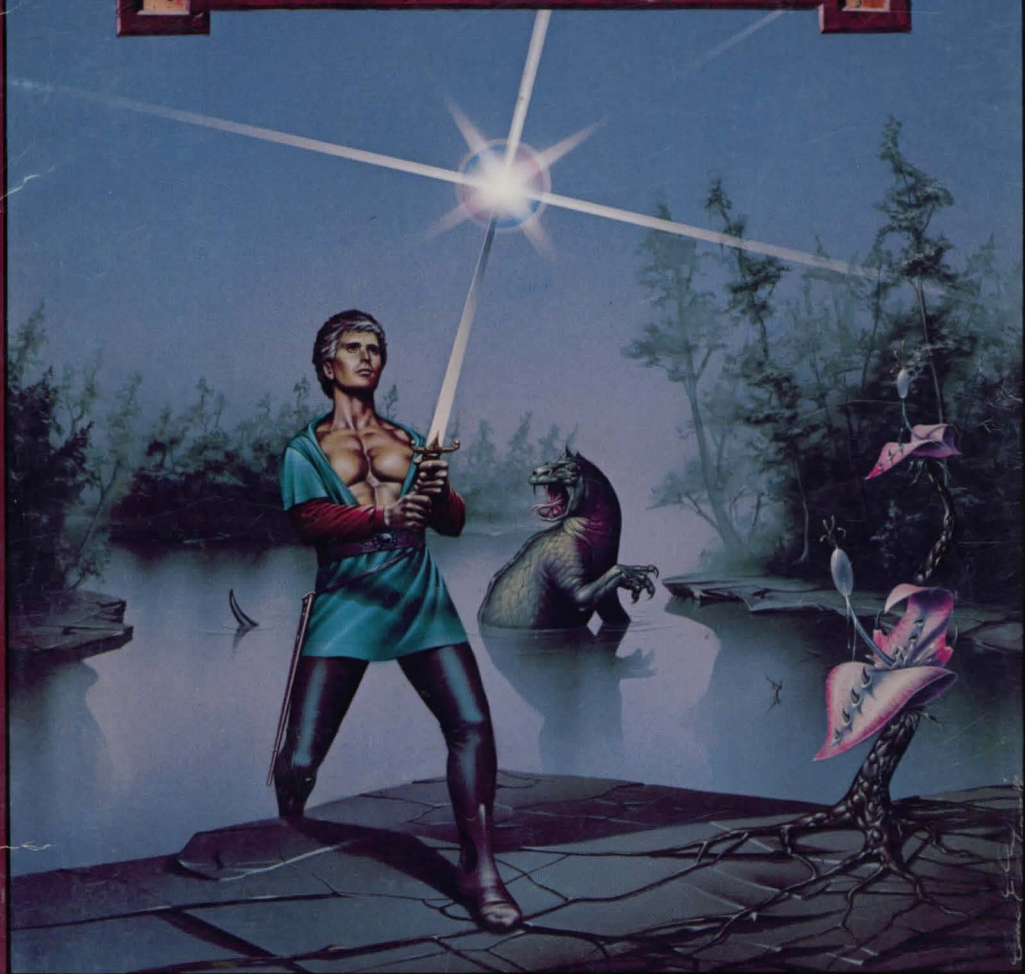
AN ILLUSTRATED ADVENTURE GAME

For The Apple II Or II+ Computer

With 48K, One Apple Disk Drive And A 16 Sector Controller

FROM SIRIUS

THE BLADE OF BLACKPOOLE™

OBJECT OF THE GAME:

The object of the game is to recover the magical sword MYRAGLYM and return it to the altar from whence it was stolen. Rumors speak of a secret chamber near Blackpoole in which the sword is said to lie.

Playing this game involves solving many puzzles to reach a successful conclusion. It is not intended to be solved quickly, so don't get frustrated if you can't seem to make any progress at times.

BEGINNING A GAME:

You should first make a copy of the *back side* of the disk using a standard DOS 3.3 copy program such as COPY or COPYA with the DOS master disk. Use only the copy to play on, so that the original is safe for backup purposes.

Keep in mind that you will not need to swap disks during the save or resume options as these functions are performed on your copy of the "back side" of the disk.

To play the game, simply boot the front side of the disk, wait until the disk "in use" light goes out, then remove your disk and store in a safe place. Insert your copy of the back side into the drive and press a key when prompted. You will always play the game with your copy of the "back side" disk.

It is very important for new adventurers to save the game frequently. You may get very frustrated if you fall prey to one of the many traps when you are halfway through the game and must start over from the beginning. By saving the game at strategic locations, you can "freeze" your place in the game should some terrible fate befall you, or just because you want to quit playing for a while.

COMMUNICATION:

Playing the game is accomplished by entering commands from the keyboard in the form of short sentences. You do not need to limit yourself to simple verb-noun combinations, as The Blade of Blackpoole will understand almost any sentence. However, it is very important that a verb always precede the noun or object of the sentence. A good example would be a command such as "TURN THE LAMP ON." To be correctly understood, this sentence must be phrased "TURN ON THE LAMP."

In some cases you may find it necessary to include noun clauses such as "MOVE THE ROCK WITH THE LEVER." As with many other adventure games, some experimentation may be necessary in certain situations. However, The Blade of Blackpoole has an extensive vocabulary, so that very specific word combinations are not required.

When you want to "speak" to another character in the game, you must always precede your words with ASK, TALK, TELL, or SAY, such as "TALK TO THE BARTENDER." Any other method will result in a message of "I DON'T UNDERSTAND." Other messages you may see will inform you if your sentence structure needs to be modified in order to be understood.

Movement may be accomplished in several ways. You may use Up, Down, and the four cardinal directions (North, South, East, and West). Any of these may be abbreviated by using only the first letter (i.e., N, S, U, etc.). In many instances you may

use a phrase like ENTER BUILDING or GO DOOR, or maybe CLIMB THE TREE, however, these may not work in all cases.

Multiple commands are acceptable, and must be separated by commas or the word THEN (i.e., GO NORTH THEN DROP THE ALE).

All words entered are only significant to five characters in length, so you may avoid overworking your fingers in many cases by just typing the first five letters of any word.

OTHER COMMANDS:

Some special commands are available; they are:

SAVE: Save your place in the game.

RESUME: Resume a saved game from the place that it was saved.

SCORE: Display current score and number of moves.

BRIEF: Abbreviate description after a "room" has been visited (this is the default condition).

LONG: Always display long descriptions.

L or LOOK: Describe your surroundings.

I or INVENTORY: List your possessions.

WITH: If you are asked "WITH WHAT" during the game, you must always use the word "WITH" or "USE" in your reply (i.e., "WITH WHAT," your reply "USE THE NAIL").

HINT or HELP: Requesting help at some point may or may not result in a helpful hint. You are not penalized for using hint or help.

Q: Aborts save or resume option when pressed during "which version" prompt.

SPECIAL NOTES ON SAVING AND RESUMING GAMES:

You may save up to ten "versions" of the game on the diskette. When prompted during the save, enter a number from 0 to 9. You must use the same number when resuming the same game.

To restart a saved game, enter "RESUME" at any time during play and follow the instructions given.

You may exit either option by pressing the "Q" key when prompted for the version number to save or resume.

SCORING:

The score is displayed as a ratio of 500. It is also desirable to finish the game in the least amount of moves. (A perfect score is 500/500.)

IMPORTANT:

This diskette, when booted will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failure of the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps," the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment, 2) there is bad RAM in the Apple, 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. All of our products are tested prior to shipping.

Sirius Software Replacement Policy: Sirius will replace any defective disk with a new one for $5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

Methinks if I live 'till the seas have withered I'll ne'er know of more adventure than befalleth those that quest for the sword bearing the name Myraglym. Many have abandoned their earthly toils to pursue this great sword o' magic.

Legend saeth this mighty blade rests in the caverns 'neath the lake at Blackpoole, where evil serpents and horrid plants have a taste for the flesh of humans. And yea, even man has taken arms against his fellow man in search of Myraglym.

So come hither, be ye brave. For if ye seek a life of adventure, ye too must go in search of the Blade of Blackpoole. Travel with wisdom and cunning and the magic powers of Myraglym shall be for none other.

Designed and programmed by Tim Wilson.
Written In Assembly Language
Playable With Keyboard

I like it!