

Spectrum 48K

# CHANGELING



ADVENTURE  
GAMES

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CASES COMPUTER SIMULATIONS LTD., 14 Langton Way, London SE3 7TL

## LOADING INSTRUCTIONS

The procedure for loading a program into your Spectrum is given in your manual. Please follow these steps for loading the program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Type LOAD" ".
5. Start the tape recorder. The program will RUN automatically once loaded.

## 1. THE STORY

This adventure is set long ago when people still believed in magic, and anything out of the ordinary was said to be the work of faerie folk. Any child that was different was thought to be a changeling, left by the faeries to fool the parents of a child they had stolen.

Your life is shattered when your only son falls desperately ill. After consultation with the local wise man he is discovered to be a changeling, left there when your true son was stolen by the Tylwyth Teg, the faeries with a fascination for mortal children. ~~Your only hope is to go to the Crystal Isle, home of Gwyn-ap-nudd,~~ Lord of the underworld and King of the Faeries. Unfortunately the way to the land has long since been lost to mortal man.

The wise man offers some hope though and tells you of an ancient tower, now deserted, but said to have once been the home of a mighty sorcerer. Legend says he left many magical things in the tower, including his great book of spells. Only there may you find the way to the land of Gwyn-ap-nudd. He tells you how to get into the tower but warns you that it guards its secrets well.

## 2. THE TASK

The adventure is in three main parts: —

- (1) The Tower where the game starts. The player must gather any objects thought to be useful later in the game. There are only two that are essential and plenty of clues are given to enable the player to make the right choice. All exits from the tower are locked and a well hidden key must be found before the next stage can be reached.
- (2) The Enchanted Wood, consisting of a small maze. Here is hidden the 'lightning tree', which the player must find and search before the next stage.
- (3) The Crystal Isle, home of the king of the underworld. The player has to search here to find the lost Ruby Rock, coveted by the king. When the rock has been found, the player must find the way back to the king to secure the release of the stolen child.

As is usual with games of this type solutions to all the puzzles and 'situations' are provided if the player looks hard enough and uses the correct objects combined with logic and a little luck.

The player has two 'lives' at the start of the game and this will allow one 'fatal' mistake to be made without the player having to start again from the very beginning. Some of the beasts however will cause the players instant demise if ~~approached in the wrong way~~.

After an initial talk with the King of the Underworld the player is sent on the search for the Ruby with a 'wave of the kings hand'. This will transport the player to the Crystal Isle, start of the search.

## 3. USEFUL COMMANDS

- (SAVE) to save the current location, objects carried etc. to tape.  
(LOAD) to enable saved game to be re-loaded.  
(SCORE) to see the current score.  
(WORD) to see a selection of the vocabulary. The player loses points if this is resorted to.  
(LIST) to see a list of the objects carried.  
(R) to Redescribe the current location.  
(HELP) a certain amount of clues are provided but the player will gain most from the 'great book of spells', found in the tower at the start.

'LOOK' has deliberately been omitted as 'LOOK AROUND' at many locations will provide extra clues.

The player may carry up to five objects at once. Objects worn are extra.

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The adventure starts with the player inside the tower, and the first task is to find a way of escaping. Once free of the tower the player must find the way through the maze of the enchanted wood, ending up at the 'lightning tree', entrance to the underworld, a world full of magical beasts and strange characters. Only by using the book of spells and the clues hidden throughout will the player succeed in finding the Ruby Rock.