MIKRO-GEN

Sorcerer's Castle

FOR 48K ZX SPECTRUM

Welcome to the Sorcerer's Castle. Your task is to enter Murtcep's castle and find his crown; it's not as easy as it sounds.

The program is for 48K Spectrum computers; it uses nearly all the available memory. Load it in the usual way, the filename is "castle".

The castle is very large; 512 rooms to be exact. These are set up at the beginning of the game in such a way that each game will be different. This means a wait of a couple of minutes after the tape has loaded. To help you determine the remaining time before the program is ready, a clock face is displayed during this period. It is worth waiting for.

You may wish to play the game without knowing in advance what the commands and contents of the castle are. If you feel you would like to be forewarned of what you might meet, then read on!

The first part of the game allows you to choose what type of character you wish to play, and then equip yourself for the task ahead of you. You can buy armour, weapons and a lamp or flares. All inputs are fully prompted.

Once inside the castle, you have a number of options. Each is selected by a single key, there is no need to press ENTER. You can wander around the castle using n, s, e, w, u and d for north, south, east, west, up and down. (Don't press n when you are at the entrance unless you wish to leave the castle).

You will come across many strange and wonderful objects in the castle. There are books and chests; you can open them to your advantage – or disadvantage! You will find crystal orbs in which to gaze, and see what perhaps you should not see ..... Drink from the pools you will find and strange things may happen.

Of course, there are monsters, hiding their hoards of treasure. You can do battle with them, if you are strong and nimble enough. Better get the best armour and weapons you can afford, too. Alternatively, if you are very intelligent, you could try casting a spell.

If you choose to spend your money on a lamp, you can use it to look where you are going. You can use flares if you have any, but they can only be used once each. If you wander around carelessly, without looking where you are going, you may well find yourself warped away to a different part of the castle.

There are vendors in the castle who will be only too pleased to sell you whatever you need: for cash only. They don't come cheap, it's a risky business selling stuff inside the castle.

You can get a map of your wanderings so far by entering "m". Each type of object is represented by its initial, and your position is in inverse.

There are precious stones here for you to find, but nothing is as precious as the Crown itself. To find it you will first have to find Murtcep's ring, the wearing of which gives you the strange new power of teleportation.

There are lots of things we haven't mentioned here; we don't want to spoil all the fun.

Now start playing. We wish you luck; you'll need it.

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