

# SwordThrust 3

## Kidnapper's Cove™

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The life of an innocent can be saved  
only if you find him in time.

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### SYSTEM REQUIREMENTS

Apple® II with Applesoft, II+, IIe, or Franklin Ace™ 1000  
48K • One Disk Drive • DOS 3.3  
SwordThrust 1 (Master disk)

### PACKAGE CONTENTS

Kidnapper's Cove Disk  
Instruction Manual  
Warranty Card

### OVERVIEW

Waste no time as you move through the Kidnapper's Cove. A boy will die unless ransom is delivered and a lifesaving drug administered. Kidnapper's Cove is the third in the SwordThrust series, which plunges you into the medieval world of cunning and combat. The characters assume a whole range of personalities, requiring diverse strategies, and they grow wiser and wealthier as you play on. The SwordThrust legend lives on.

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## THE KIDNAPPER'S COVE

The son of the Count of Manchiu has been kidnapped from the castle of your old friend, Baron Gustav Greenleaf. The poor boy is deathly ill, and needs medication to stay alive. The Baron boasts that he knows of a brave soul who could bring back the boy. The Count is uncertain, but Baron Greenleaf offers a guarantee—half the rogue's gold (and you are the rogue).

The villains have been tracked to a cave in the wilderness. You have been given a sack of gold to use as ransom, and a vial of the drug that can save the boy's life. Time is short, and your gold sack (as well as a life) hangs in the balance.

## THE MASTER DISK

To play any of the SwordThrust adventures, you must have the SwordThrust Master disk (disk 1 in the series of 7). It holds the Master program as well as the game "The King's Testing Ground." When you begin to play, the Master program asks you for a name. That name is then used to identify a character. The Master program assigns a personality to the character. As the characters go through the adventure, they will be changed by the experience. The character can gain skills and wealth. When the character emerges victorious from an adventure, the improved personality and financial status are recorded by the Master program on the Master disk. The Master program can keep track of up to fifteen characters. If a character dies during an adventure, the biography of that character is erased.

## GETTING STARTED

To begin playing Kidnapper's Cove, you must first "boot" the SwordThrust Master disk; that is, insert the disk and turn the computer on. Go into the Main Hall and take care of your business there. Before you go on this adventure, you should be thoroughly familiar with the simpler "King's Testing Ground" and advance your character through it to gain experience and wealth. Then, return to the Main Hall and outfit your character for a real challenge.

When your character is completely outfitted and ready to go from the Main Hall, press <A> for Adventure. A message appears on the screen, inviting you to insert a new adventure disk. Now is the correct time to remove the SwordThrust Master disk from the drive and replace it with the Kidnapper's Cove disk. When the game disk is in place and ready, press <C>. The computer will read the disk and thrust your character into a Kidnapper's Cove adventure.

## SUSPEND A GAME

Should the real world demand your attention before your character has completed the adventure, you can suspend the game and store it. To do so, just type in the command SUSPEND. The game is saved on the Kidnapper's Cove disk.

To restart the game, boot the Kidnapper's Cove disk; that is, put the disk in the drive and turn the computer on. The game will pick up where you suspended it. Only one game, the most recently saved, can be held in suspension.

## WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file, we will be able to provide the best possible customer service, including information on program updates and replacement of damaged disks.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

Given normal use, this disk should not become damaged. However, if either the disk or the program on it does become damaged, please return it to us with a description of the problem. The Software Guild will replace your disk promptly, according to warranty provisions.

The objective of the Software Guild is to provide the best software available. A Softsmith product is the trademark of software quality. We ensure that the program functions smoothly and is easy to use. To improve our products whenever possible, we are happy to receive comments, criticism, or praise. Please write to us at:

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Consult your local Softsmith dealer for a catalog of our programs and a demonstration of any of our software products.