

# SwordThrust 7

## The Hall of Alchemie™

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The deadliest dungeon in the world,  
for seasoned adventurers and masters of magic.

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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

The Hall of Alchemie Disk  
Instruction Manual  
Warranty Card

### OVERVIEW

Enter the Hall of Alchemie and you will discover how deadly the combination of magic with science can be. This is the seventh and most deadly of 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 HALL OF ALCHEMIE

Since the beginning of time, two forces have struggled against each other: cosmos vs. chaos, order vs. power, and science vs. magic. These forces have always balanced each other—until now. A man known only as "the Master Alchemist" has come into the land, conquering all he touches. He may well be the most powerful creature of all time, for he has found the secret of harnessing magic and science, so that they work for him in tandem. The Master Alchemist must be stopped, and only you can do it. Can you survive the Hall of Alchemie? It is said to be the deadliest dungeon ever created.

## 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 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 The Hall of Alchemie, 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 Hall of Alchemie disk. When the game disk is in place and ready, press <C>. The computer will read the disk and thrust your character into a Hall of Alchemie 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 Hall of Alchemie disk.

To restart the game, boot the Hall of Alchemie 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.