

*Free Spirit*  
Software Inc.



For the Commodore 64 or 128

# Torchbearer

for  
The Commodore 64/128 Computer  
from

*Free Spirit* Software Inc.

## The Basics

To begin play, insert the Torchbearer disk into the drive.

Type   LOAD"\*",8 [RETURN]

Type   RUN [RETURN]

If you can't wait to start, read no further, TORCHBEARER is menu driven and following the screen prompts should be all the direction you will need.

However, to play TORCHBEARER you will need to create a character, your alter ego in the environs of Pastoria. To do this it would be wise to study the next few pages.



Come meet the folk of Pastoria . . .



## Races of Pastoria

### Humans

Humans have always run rampant in Pastoria. They are a warlike race and distrust most of the other races, as well as each other. Despite this, they can be very kind and gentle to travellers. Their weapons are crude, but effective. Humans are noted far and wide for their strong intuition, particularly the females of the species.



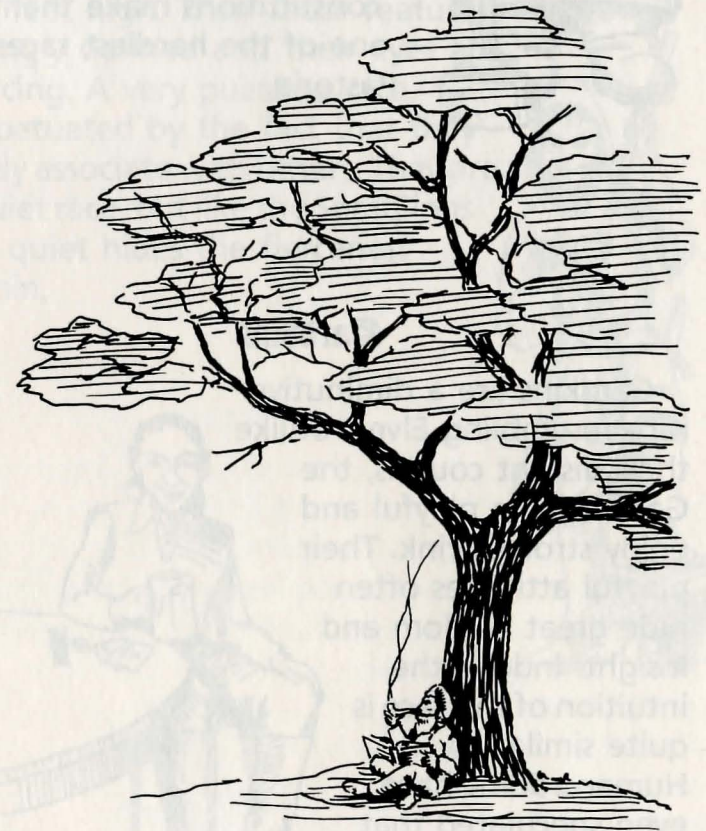
### Spradlings

Spradlings are strong hairless creatures with small ears. They are craftsmen by tradition and enjoy showing their creations to any who will hold still long enough. Although very gentle by nature the Sprads are not a passive race. Years ago a band of rogues attacked a spradling village hoping to loot its wealth. The Spradlings were terribly outnumbered six to one. The ruffians were never seen after that day.



### Gnomes

Little is understood about Gnomes. Most of them are reclusive, rarely speaking with outsiders. What is known about them is this: They live all through the land of Pastoria, most often around and in trees where they won't be bothered. Gnomes treasure knowledge of all kinds and many study magic in some form. Gnomes make excellent physicians and philosophers.





## Dwarves

Few races can compare with the wild Dwarf. Dwarves have a strong sense of humor, relish their ale, and are one of the few races to have won a war against Humans. (See

*The Rum Wars, Vol. 2*

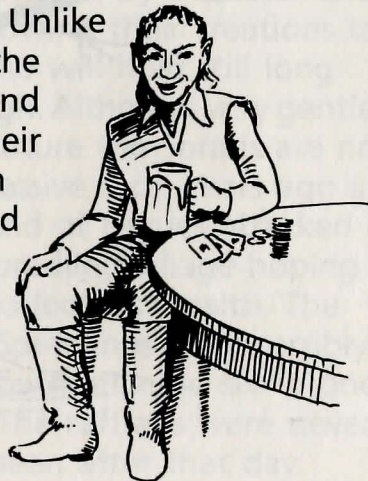
*Encyclopedia Pastorial.*)

Dwarves have made the working of metal an art form. Their strong constitutions make them one of the hardest races of Pastoria.



## Gardkins

Gardkins are a diminutive race resembling Elves. Unlike their distant cousins, the Gardkins are playful and enjoy strong drink. Their playful attitudes often hide great wisdom and insight. Indeed the intuition of this race is quite similar to Humans. Some have even speculated that



the Gardkins are a halfbreed result from the joining of Human and Elf.

## Elves

This leads to the race called Elves. They are generally short and slight, few being taller than five feet high. Their facial features are strongly defined and their eyes are piercing. A very puzzling race, perpetuated by the fact that they rarely associate with others. They are a quiet race, but like the Spradlings this quiet hides the fierceness within.





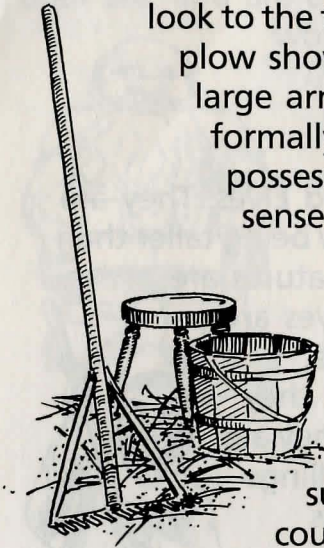
## Professional Skills

### The Farmer

For a smooth blending of vigor and intuition look to the farmer. Years of pushing the plow show in their strong backs and large arms. Although most are not formally educated they seem to possess a keen ability called "horse sense." They understand, better

than most, the changing of the seasons, when to plant, when to harvest. The

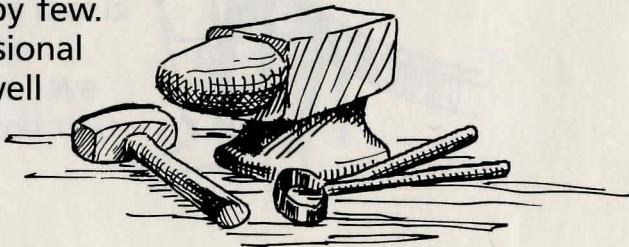
farmer's strength and intuition make for a real survivor in the harsh countryside.



### The Blacksmith

Having pounded cruel iron and molded pure steel for most of his life, the blacksmith is not one to argue with. The stamina of a smith is second to none. With the strength to carry an anvil in one hand while stoking the fires with the other, the blacksmith is respected by many and insulted by few.

Truly a professional background well suited for an adventurer.



### The Physician

Trained in the healing of others, physicians are greatly respected. They know of the many healing plants and fungi around Pastoria and can avoid the poisoned ones. Physicians have strong hands and acute vision. These skills make for a potent adventurer.

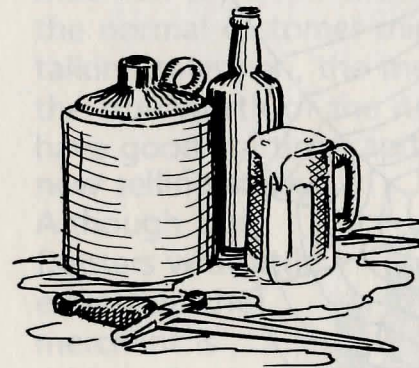


### The Barkeeper

The barkeeper is usually one who's strength is only equaled by his insight. Most bartenders have had their share of fist fights. A good bartender must be able to stop a room full of fighting men single handed.

But don't assume a barkeep to be a mere scrapper.

From years of observing and listening to patrons the barkeeper has developed great insights into the minds of others.



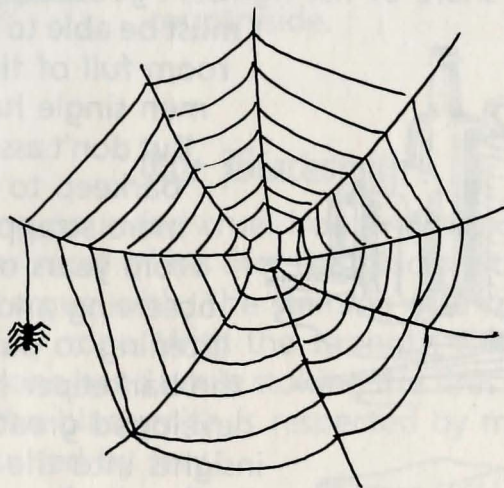
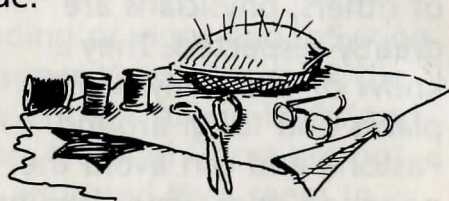


## The Tailor

With sharp eyes and nimble hands the tailor plies his humble trade.

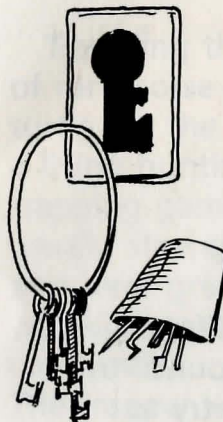
These quiet non threatening types keep a low profile in their towns.

But don't be fooled, it is rumored that the Tailors Guild secretly train their members in the mystic arts. This is of course just a rumor. It is well known only one wizard lives these days. Still, with a tailor you would find a fine adventurer.



## The Locksmith

Locksmiths are a strange breed. Many sit in their shops all day long examining this lock or that key. They seem to derive a curious sense of pleasure from picking the lock of a fellow craftsman, while trying to create an unpickable lock themselves. Nimble fingered and agile, the locksmith could well survive in a dungeon where brute force might fail.



## The Merchant

A very skilled haggler, the merchant is very much an expert in exchangeable goods where the normal customer might be fooled by a fast talking salesman, the merchant can determine the true worth of the item. Merchants usually have good starting capital so they can invest in new selling stock.

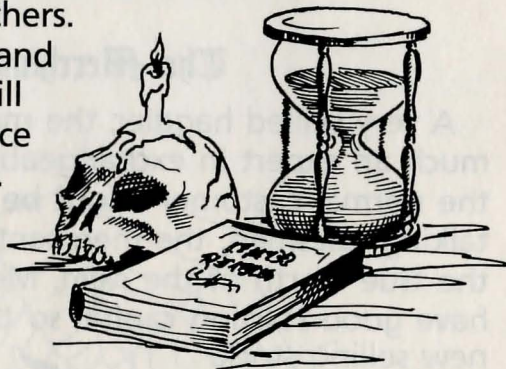
Although poor fighters with little education the merchant is seldom short on gold.





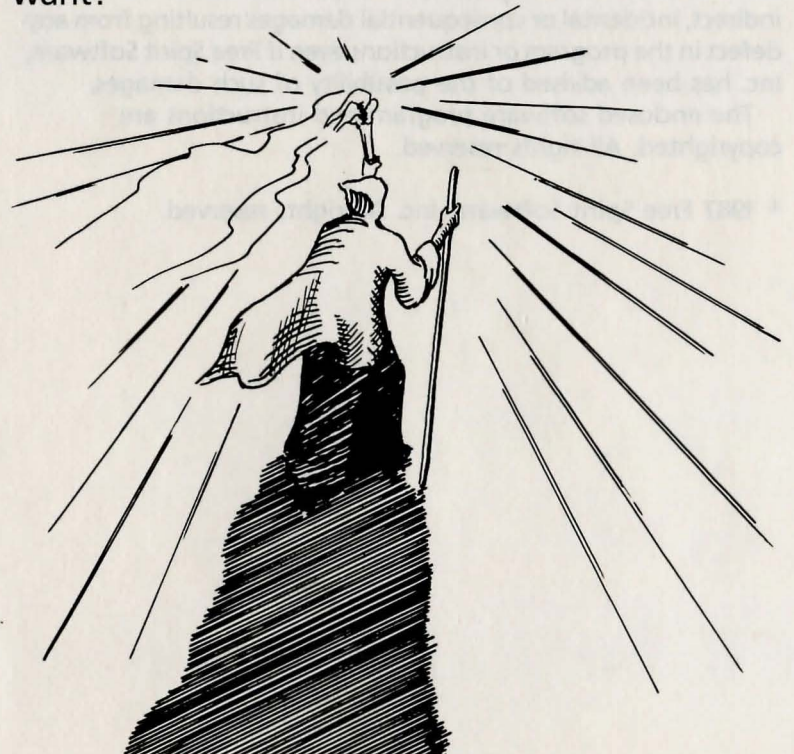
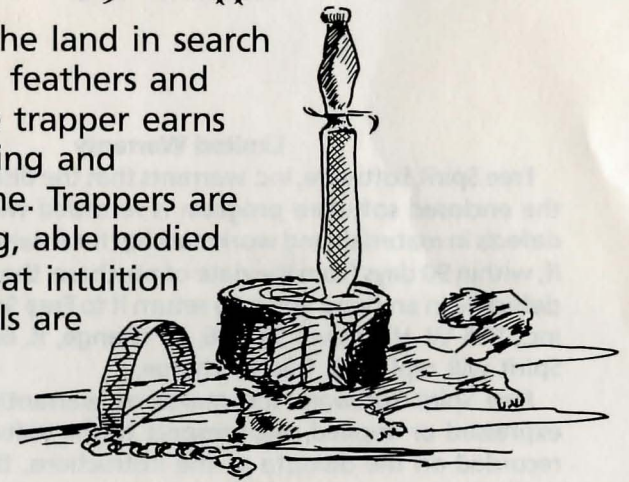
## The Philosopher

Pondering the great mysteries of life, the philosopher earns his living giving council to others. Many philosophers write poetry to express their innermost thoughts and feelings. They have strong minds and good insights about themselves and others. They study often and learn quickly, a skill of some importance to any adventurer.



## The Trapper

Travelling the land in search of rare horse feathers and turtle fur the trapper earns a living hunting and trapping game. Trappers are usually strong, able bodied and have great intuition where animals are concerned. The trapper seldom goes hungry as he hunts game in the wild. Clever and strong, what better attributes could any adventurer want?



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# Torchbearer

## Torchbearer

Years ago, Talis Vaultheart, a powerful and evil wizard, stole the Torch of Truth and hid it somewhere within the many sanctuaries and dungeons of Pastoria. With the people thus blinded, Vaultheart began to take the land. The time has come for a new hero to take it back! Will you accept the challenge? The Kingdom of Pastoria is a large island with many smaller islands surrounding. You will explore many of them on your quest for the lost Torch. Although you start as a common citizen, you are far from common. You possess the last of the mysterious luckstones! Study magic, increase your fighting strength and speak with the townspeople. All this will help you on your quest. Torchbearer is a challenging graphic adventure game.

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