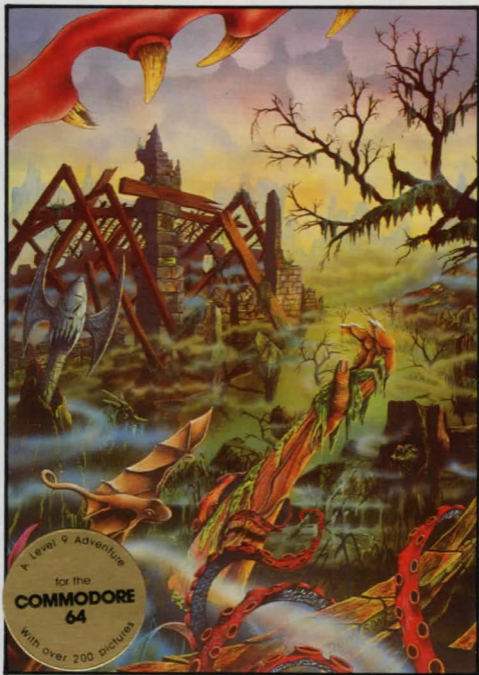# The Price of Magik

A Level 9 Adventure
for the
COMMODORE 64
with over 200 pictures

Level 9 Computing

The Price of Magik

Rummaging in the attic, you discover a wrinkled balloon with tiny white writing, too small to make out. Intrigued, you blow and the balloon swells like a red globe. Then it bursts.

As the echos fade, you re-open your eyes and look in astonishment upon a bleak landscape of mist and swamp. Writing glimmers in the darkness: "Welcome to the House of the Red Moon."

This is a game about magic. At the start you know absolutely nothing about its methods and powers, except that there are 18 spells to learn. To win, you must know everything.

INSTRUCTIONS

When the game pauses in the middle of printing text, read what is on the screen and press SHIFT, or another key, to continue.

The Price of Magik uses Level 9's new adventure system and understands commands like:

EAST   STAND UP
TAKE SHIELD   READ THE SCROLL
WEAR ARMOUR   PULL THE SWORD HILT
DROP THE RING   EAT SALT
EXAMINE ALL BUT THE CROSS, MANDRAKE AND CANDLE AND GO EAST.
EXAMINE THE BOOK AND PUT IT IN THE BAG.
OPEN THE DESK AND LOOK INSIDE IT.
GARGOYLE, GO NORTH AND KILL THE FERRYMAN.

The program copes with a wider range of English sentences than any other cassette-based game I've seen. It allows quite complex sentences, but you can usually use one or two word commands if you prefer. Its vocabulary is about one thousand words, many of which can be sensibly abbreviated (e.g. SOUTH to S and SOUTHEAST to SE). Here are some useful examples:

TAKE, GET, WEAR, DROP, the 8 main compass directions, IN, OUT, UP, DOWN, LEFT, RIGHT, CLIMB, LOOK, LISTEN, SAY, LOOK AT, EXAMINE, FILL, INSERT, OPEN, CLOSE, LIGHT, SCORE, QUIT, TAKE, DROP, EVERYTHING and IT (used with many verbs), SAVE and RESTORE, AGAIN (repeat previous command), INVENTORY (list what is carried), and WORDS and PICTURES (turn pictures off/on in a graphics version).

Some creatures can be "persuaded" to do what you want. There are many ways of giving commands, but the simplest is to just type the name of the creature, a comma, then what you want it to do. For example: WEREWOLF, GO EAST, ATTACK ALL, TAKE ALL. GO WEST AND DROP ALL

It still pays to keep commands simple and experiment to find the best words to use. Good adventuring!

LENSLOK INSTRUCTIONS

Graphical versions of this game are protected by Lenslok. So, unless you've got the BBC micro version, you'll have to use Lenslok several times during the complete adventure.

■ When you've made a little progress in the game, it will display a pattern like a big "H" and ask you to use the Lenslok provided.

■ Place the unfolded Lenslok lengthwise on the screen, between the two vertical legs of the "H". Use the left and right cursor keys to adjust the width of the "H" to match the size of the Lenslok holder. (In other words, adjust the "H" until it is 10 cm across).

■ Press the space bar. The screen will change to show a jumbled pattern.

■ Fold the Lenslok and hold it against the screen. (You'll be able to read the words "TOP" and "THIS SIDE OUT" on the Lenslok).

BACKGROUND

Long ago the moon was red and shone magic onto the Earth, but the sun steadily bleached it of all power.

While some magic remained, the surviving Magicians created the red moon crystal of Baskalos as a new source of magical power, and appointed the best of their number to watch over it. Under the care of a succession of wise guardians, the red moon crystal gained greatly in power so that magic worked for miles around. Then Myglar struck.

Myglar was a noble sorcerer when he was appointed guardian of the crystal, and he cared for it faithfully. But, as life passed him by, Myglar began to ponder on his own mortality. In short, he feared death too much. Driven by desperation, Myglar channelled the magic of the crystal into keeping himself alive, sucking at its power. The red moon is fading and with it the last magic in the world. That is why you have been summoned; to defeat Myglar and take his place as guardian, before it is too late.

COMBAT

You may want to fight some of the creatures in this adventure. Consider carrying a weapon and wearing armour first. Magic may help.

You can often break off combat by returning the way you came (just enter "go north" or whatever) but your enemy may be able to strike one last blow.

SCORING

There are no "treasures", as such, in the Price of Magik. The main aim of this game is to learn how to use magic, so you get points for learning and using spells. And for reaching a few inaccessible places.

Try to avoid getting killed!

APPENDIX: PERCEPTION AND REAL MAGIC

Human perception is very subjective, you can see what we expect to see rather than objective "reality". This is because the brain "fills in the gaps" in its information. E.g you see someone standing behind railings as a whole person, not a set of vertical slices, because the bits hidden by the railings are added back by your brain. Automatically.

In the light of day, this works well and mistakes are rare. But it's different in near darkness: there is much less data for the eye and brain to work with, more must be filled in, and mistakes happen.

A friend of mine, a very good driver, was travelling over the Mendips at night, last Christmas. The dazzling lights of a juggernaught made life a bit difficult, but the road was straight with catseyes to follow. Then my friend realised, with a shock, that the "catseyes" were actually a row of lights up the old West Horrington transmitter mast, miles away. Imagination had filled in a straight road "around" these: the real road bent away. I can think of many comparable experiences. Probably you can, too.

The occult is encountered by people who believe in mystery, in situations where the brain has little information to work with. A fleeting glimpse of something, a shadow in the dark, creaking floorboards and so on. "Filling in the gaps" produces what is expected, a ghost or an angel.

If a magician is dedicated in the pursuit of his art, learning and re-learning complex rituals and arcane knowledge, and if he weakens his body and mind by abstaining from food or sleep and meditating in the gloom, is it surprising when his magic "works"?

In the game, you become a "better" magician as your sanity declines. I suspect, after reading sub-literate books by many believers in the occult, that this is also true in real life.

- Line up the centre line of the Lenslok with the centre line of the pattern. Close one eye. Look at the pattern through the Lenslok and you should be able to make out the letters "OK".
- Press any key and the pattern will change to two vague letters of numbers. (Some are easier to read than others.)
- Type the two characters. (Upper and lower case are treated as different, so if you read ab, type ab and not AB.) If you get them right, that's it. You're through to the next stage of the game.

If you get them wrong, the program gives you two more chances with the same pattern. Three errors and you're back in the adventure, at the point just before the Lenslok check. Next time you try Lenslok, it will display a different pattern and you may have better luck. Keep trying!

LENSLOK HINTS

- Don't squint through the Lenslok: keep your head at least 30 cm away.
- Slightly moving the Lenslok, or your head, can make the characters more recognisable.
- If you have an anti-glare screen in front of the glass of your TV or monitor, use the Lenslok only partly folded so that its central part is the right distance from the pattern.

Lenslok is a trademark of ASAP Developments Ltd, 39 St. James's Place, London SW1A 1NS.

It is the real price of magic.

IMPLEMENTATION

This is the second adventure game wholly designed and coded at Level 9 West, near the West Country resort of Weston-super-Mare. This is the home town of comedians John Cleese and Jeffrey Archer, where we can watch the sun setting over Heseltine's equivalent of Hacker's sausage: the Westland helicopter factory. The Price of Magik provides a thousand word vocabulary, the most advanced English I've ever seen in a cassette-based game, better than 50% text compression, type-ahead on all micros and multitasking so you need never wait while a picture draws. It also has shambling creatures that you can order about, just like the Cabinet.

Fortunately you can ignore all this and just play.

LOADING INSTRUCTIONS

To load and start the game, put the tape in your recorder and follow the instructions below for your computer. The underlined text is what you type (remember to press RETURN or ENTER after each command you type).

AMSTRAD CPC464	Type RUN"" .
AMSTRAD CPC664/6128	Type ITAPE then RUN"" and start the tape.
ATARI XL/XE	Press START and OPTION together while you switch on the ATARI, then start the tape and press RETURN.
BBC 32K	Type *TAPE then CHAIN"" and start the tape.
COMMODORE 64	Press SHIFT and RUN/STOP together, then start the tape. In general only 1 side will load.
MSX 64K	Type RUN "CAS:" and start the tape.
SPECTRUM 48K	Type LOAD"" and start the tape.
SPECTRUM 128K	Select 48K Mode, type LOAD"" and start the tape.

SAVING THE POSITION

While playing this adventure, you can save your position (the state of play) on tape. Start a blank tape on RECORD, type SAVE and press ENTER or RETURN. (If the tape doesn't move, press ENTER or RETURN again.) When the program asks you for your next command, stop the tape.

To return to a saved position, you must be playing the game. Type RESTORE and press ENTER or RETURN. If the game asks you if you're sure, reply YES followed by ENTER or RETURN again. Rewind the cassette on which the position was saved and start it on PLAY. (If the tape doesn't move, press ENTER or RETURN again.)

LOADING ADVICE

We test cassettes thoroughly and you shouldn't have any problem in loading this game. If you do have difficulties, though, the following may help:

1. Try the other side of the cassette.
2. Load another game from cassette, to check everything's connected.
3. Vary the volume and tone settings on the recorder if you can (fairly loud and fairly "high" should work best).
4. Clean and demagnatise the recorder (following the maker's instructions).
5. Can you try another recorder (or one of another type)?

GUARANTEE

We'll replace the cassette of this game if you return it to Level 9. If you have problems in the month after purchase, a replacement of the same type is free. Just return the original cassette and Lenslok and state when and where it was bought. Otherwise, please enclose £1 for a replacement cassette. Add £1 if outside the UK.

Please look after your Lenslok carefully. Replacement Lensloks cost 40% of the RRP of the game.

HINT REQUEST

Level 9 will provide a comprehensive hint sheet for THE PRICE OF MAGIK free of charge. To obtain it cut off this coupon and return it to Level 9. You must include *a large stamped envelope addressed to yourself* for the return of the hint sheet. Level 9 cannot enter into any correspondence or provide any information on the telephone in connection with solving this adventure.

ORDER FORM

AMSTRAD cpc464/664/6128, ATARI 48k, BBC 32k, COMMODORE 64, MSX 64k, SPECTRUM 48/128k
(Details of other computer types available on request. Please send S.A.E)

NAME : _____ COMPUTER : _____

ADDRESS : _____

	Cassette £9.95	Disk £11.95 BBC (8271 dfs)/CBM		Cassette £6.95
Colossal Adventure	☐	☐	Emerald Isle	☐
Adventure Quest	☐	☐	Red Moon	☐
Dungeon Adventure	☐	☐		
Snowball	☐	☐		
Return to Eden	☐	☐		
Lords of Time	☐	☐		I enclose a cheque/postal
Erik the Viking	☐	(Amstrad/BBC/CBM/Spectrum only)		order for £ _____
The Secret Diary of Adrian Mole	☐	(Interactive text game)		(Please add £1 per item if
The Worm in Paradise	☐	(Atari version requires 64k)		outside the UK).
The Price of Magik	☐	(Atari version requires 64k)		
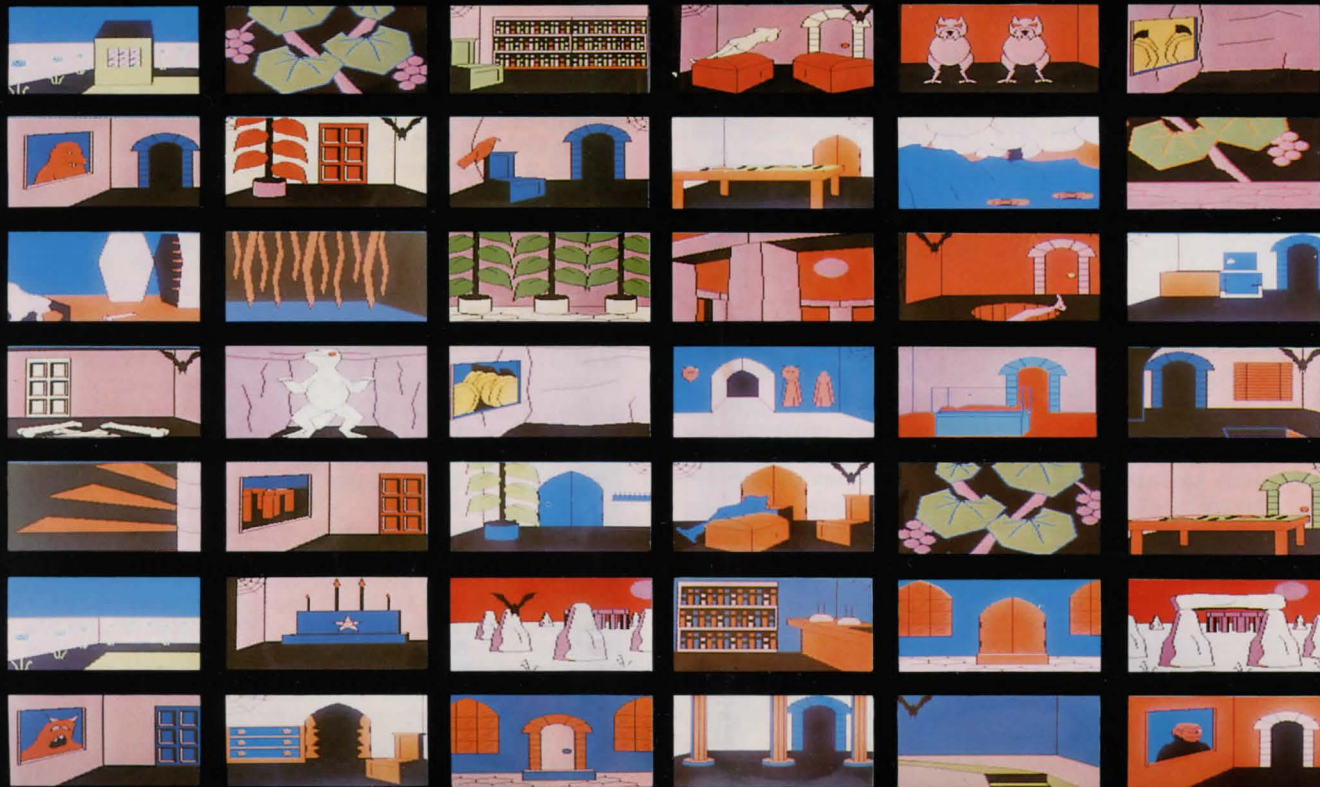
Level 9 Adventures are available from good computer shops. If your local dealer is out of stock of a particular game, please ask them to order it for you. If this fails, we're happy to sell games mail-order. You can even use one envelope to get both a hint sheet and order the next game.

Most of the adventures are described below. To get a FULL COLOUR POSTER, with further details of our games on the back, please write enclosing a stamped self-addressed envelope at least 9" by 6" (for A5 paper).

Colossal Adventure
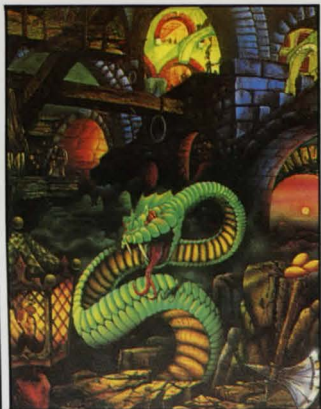
Colossal Adventure is a full-scale version of the original mainframe game "Adventure" : with 70 added locations.
"Level 9 is the number one software house for adventures, and this is the number one title." -MSX Computing
"For a combination of imaginative text, absorbing problem-solving and smooth operation, the Colossal Caves adventure from Level 9 takes first prize"
-What Micro

Adventure Quest

As an apprentice magician you are called before the Wizard's High Council and sent to defeat the Demon Lord.
"This has always been one of the best adventures for me as it seems to contain the lot" -Popular Computing Weekly
"A brilliant adventure that confirms Level 9's place as the ultimate adventure software house"
-Computing with the Amstrad

Dungeon Adventure

A challenging expedition to find treasure and become incredibly rich.
"Dungeon Adventure certainly gets ten out of ten for addictive quality!"
-Which Micro
"Once again Level 9 has created a wonderful adventure, sparking off your imagination and transporting you into a world where electricity bills and mortgages have no place." -MSX Computing

Lords of Time

Explore world history, seeking items to avert the evil future planned by the Time-lords.
"I find it impossible to justly describe what a brilliant adventure Lords Of Time really is." -Crash
"A superb adventure that is obviously destined to become a classic."
-Computing with the Amstrad

Snowball

Your mission : to safeguard the interstar transport, Snowball 9.
"I felt as if I was taking part in a first class science fiction film thriller"
-Computer & Video Games
"another imaginative, massive - scaled, immensely enjoyable adventure from those experts down at Level 9"
-Your Computer
A 'Crash Smash' and voted 'Text Adventure of the Year.'

Return to Eden

Marooned in the deadly paradise of Eden's jungles, you must reach the robot city and secure the fate of the whole planet.
"it is the richness of the text and the quality of the imagination behind the plot that makes the game stand out."
-Popular Computing Weekly
"has many features which keep Level 9 at the top of intelligent science fiction computer exploration." -Crash

The Worm in Paradise

The robot megapolis of Enoch may be a paradise for the silent majority, but it's a real challenge for those with higher ambitions.
"get it as soon as possible - there is plenty in it for novice and expert alike."
-Amstrad User
A "CRASH SMASH", "AMTIX ACCOLADE", "ZZAP SIZZLER", "SINCLAIR USER CLASSIC", "YOUR SINCLAIR MEGAGAME" and winner of the "GOLDEN CHALICE 1986".

Red Moon

Set in the time when Magik still worked and mythical monsters guarded fabulous treasure. You have the use of many weapons and a dozen magik spells to help you rescue the Red Moon Crystal.
"BEST ADVENTURE 1985"
-Amstrad User
-Commodore Computing International
-Computer & Video Games
"BEST GRAPHICAL ADVENTURE"
-Amtix -Zzap! 64 -Crash

(BBC version is text only)

The House of the Red Moon is a weird place, haunted by arcane powers from the mythical past. It is the only place where one might rise from Sorcerer's Apprentice to powerful Wizard, yet cheat the Price of Magik.

The Price of Magik is the sequel to "Adventure of Year 1985", Red Moon.

ADVENTURE FEATURES (see inside cover for more details):

★ ENGLISH COMMANDS. Type almost anything you want, using full sentences, abbreviations or even several sentences on a line. The Price of Magik understands a wider range of English than any other tape game we've seen.

★ INDEPENDENT CREATURES FOR YOU TO COMMAND, making use of their special skills. Creatures have lives and wills of their own, and can be given sophisticated orders.

★ MANY POWERFUL SPELLS to learn and use.

★ 1000 WORD VOCABULARY in most versions.

★ OVER 200 LOCATIONS, ALL ILLUSTRATED (not BBC).

★ MASSES OF TEXT (using our state-of-the-art squasher).

★ MULTI-TASKING so you needn't wait while pictures draw.

★ HONEST ADVERTISING, INVENTIVE PUZZLES, FAST RESPONSE, NO HOBBITS AND VERY FEW BUGS.

REVIEWS OF LEVEL 9 COMPUTING:

The Price of Magik

CASSETTE