



Atari 520ST version

LOADING INSTRUCTIONS

1. Remove any cartridges from the computer.
2. Insert the TOS disk into drive A and turn on power to the monitor, drive and the computer.
3. At the desktop, insert The Black Cauldron program disk into drive A and double-click on that drive's icon. Or single click on that drive's icon, then pull down the File menu and click OPEN.
4. Double-click on BC.PRG to load the program. Or single-click on BC.PRG, then pull down the File menu and click OPEN.
5. When prompted, insert disk 2 and press RETURN.
6. To bypass the banner page and credits, press any key.

Because of random events and different levels of victory, you can play the game many times over and never play the same game twice! If you are especially clever, and find every hidden nuance in the game, you can score a maximum of 230 points in The Black Cauldron.

COMMANDS FOR THE HERO



STATUS

At the **STATUS** screen, you may see a list of objects you are carrying, or perform any one of several game commands:

Help (see the list of control keys for available commands.)

Save the current game.

Restore a previously saved game.

Restart the game.

Double-click the right mouse button or the joystick button to view the STATUS screen. Use the arrow keys, mouse or joystick to highlight a game command (Help, Save, Restore, Restart), click the right mouse button or the joystick button, and follow the prompts to perform the command you have highlighted. To go back to the game screen, click the right mouse button or the joystick button.



TO LOOK

In your explorations, you will often want to look at an area or object on the screen:

Look at the room.

Look at the magic sword.

Press **F8** (or use the right mouse button or the joystick button) to **LOOK**. What you actually see will depend on where you are standing.

To **Look** at something you are carrying, go to the STATUS screen and highlight the object; then double-click the right mouse button or the joystick button). The game screen will reappear, with a closeup of the object you want to examine.



TO DO

You can **DO** any of a large variety of activities:

Open the door.

Talk to Dallben.

Get the apple.

Press **F6** (or use the right mouse button or the joystick button) to **DO** something. What you actually **DO** will depend on what has happened in the game, and where you are standing. To open a door, you need to stand next to it. If you stand somewhere else, something quite different may happen.



TO USE

At some point in the game, you may **USE** each of the objects you pick up:

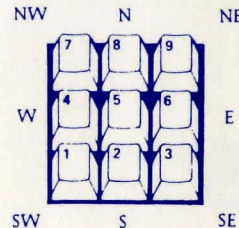
- Use the gruel to feed Hen Wen.
- Use the flask to get water.
- Use the key to unlock the door.

Go to the **STATUS** screen, and highlight the object you want to **USE**. After you return to the game screen, press **F4** (or use the right mouse button or the joystick button) to **USE** the currently selected object. The object will remain selected until you give it away, use it up, or select another object.

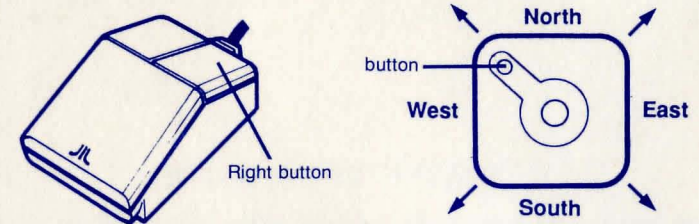
CONTROL KEYS

| | |
|--------|--|
| TAB | display STATUS screen |
| ESC | PAUSE game |
| F1 | turn SOUND off or on |
| F2 | display USE/DO/LOOK menu |
| F3 | SAVE current game |
| F4 | USE object currently selected on status screen |
| F5 | RESTORE a previously saved game |
| F6 | DO something: talk, enter, exit, get, etc. |
| F7 | RESTART game |
| F8 | LOOK at an area, or LOOK at a selected object from STATUS screen |
| CTRL J | install the joystick during game |
| RETURN | RETURN to game from STATUS screen |
| HELP | display HELP screens |

Use the keypad to move north, south, east, west and diagonally.



MOUSE/JOYSTICK COMMANDS



To view **STATUS** screen: double-click the right mouse button or the joystick button.

To **LOOK** at an object; highlight an object on the status screen and double click the right mouse button or the joystick button.

To **LOOK** at an area > Press the joystick or the right mouse
 To **USE** an object > button from game screen, highlight
 To **DO** an activity > desired option. Then, press the button
 again to perform command.

To **MOVE** Taran: use the joystick to go N, S, E, W and diagonally. With the mouse, move the cursor in the direction you want to go and click the left button. To stop Taran with the mouse, double-click the left button.

ALSO NOTE

1. To halt Taran's steps with the keyboard, strike the last directional key again. *Do not hold down the directional key -- it will cause Taran to start and stop, start and stop, which will appear as very slow movement.*
2. If you hear a "beep" after you perform a command, that means the computer has more text to show you. Press Return, the right mouse button, or the joystick button to continue.
3. To switch from keyboard to mouse or joystick or from mouse or joystick to keyboard, bring Taran to a full stop, then resume using either keyboard or joystick. If you have forgotten to plug in your joystick before loading the game, press CTRL J, plug the joystick into port 0, and press CTRL J again to continue.

SAVING YOUR GAME

From time to time, you should save your progress on a separate disk, your own "saved game disk." Then, if you meet with a fatal accident or simply want to turn the computer off and take a break, you can resume playing at the point you saved the game. Use a blank disk, or one with information that you do not need, because existing material will be erased when it is prepared.

Formatting or Preparing a "Saved Game Disk"

You will need to prepare your "saved game disk" only once. From the game screen, type **FORMAT DISK** and press **RETURN**. Follow the prompts on the screen to create a "saved game disk." If you have two drives, you may put your "saved game disk" in drive #2 and leave it there as you play.

Saving Your Game

To save your game, press **F3**, or go to the **STATUS** screen and use the mouse, joystick or arrow keys to highlight **SAVE A GAME**, then click the right mouse button or joystick button. Next, follow the prompts on the screen. You will be asked to enter a letter to identify your game. Type a different letter for each game you want to save -- if you type a letter you have already used, the game previously saved under that letter will be erased.

Restoring Your Game

To resume a previously saved game, press **F5**, or go to the **STATUS** screen and use the mouse, joystick or arrow keys to highlight **RESTORE A GAME**. Following the prompts, type the letter for the saved game you wish to restore.

