



The World has fallen into the **Dark Ages**. The **Evil Forces** of the **Necromancer** are creeping to every last corner of the ancient land that was once the powerful domain of the **Great Sorcerers**. **You** are the last **free Sorcerer**, all the others have, one by one, been entrapped by the **hideous evil** that abounds.

You must work quickly travelling every corner of the **Kingdom**, searching out your fellow Sorcerers. **Only** when they are **all released** can you combine your forces and overthrow the **Necromancer**.

The many parts of the land you visit hold **certain objects** which may or may not be of use. Some will **help** and some will **deceive**, some possess **strange** qualities. The scenery is not all it appears in places and careful **searching** may reveal **secret passages**.

The freed **Sorcerers** will unite in the **Sanctuary** where they will wait for the **golden day** when you make your way there to join them in your **exalted place** and **defeat the Necromancer** once and for all.



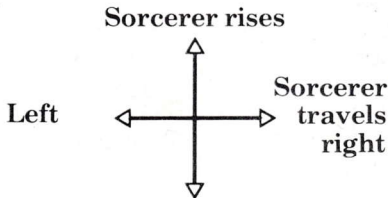
LOADING INSTRUCTIONS

Make sure the tape is fully rewound.
Press **CONTROL** and the small **ENTER** key.

Follow the screen commands, i.e. press **PLAY** on your tape recorder and then press any key on the computer.

GAME PLAYING

To start press the fire button. You are now in control of the **Sorcerer** as he starts his quest.



**Note: Sorcerer descends
by himself**

As you move from room to room you will encounter various objects, some useful, some essential and some **deadly!**

OBJECTS

To pick up an object you must position the **sorcerer** over it and press the **fire** button. To use a weapon i.e. **killing an evil demon** or shooting your **magic spells**, press the **fire** button again.

You may swap objects but you can never drop objects on their own. You will find out by experience that you need certain objects to allow you to set in action chains of events and allow you passage on your journey.

SCREEN DISPLAY

On the screen you will find depicted; the room you are in, a description of the room and a description of what you are carrying. Also shown is your energy level and a visual illustration of time left to complete your task.

ENERGY

You lose energy each time you come into contact with one of the evil forces, so try to avoid them whenever possible. There is a way of renewing your energy

but as a **Great Sorcerer** we're sure its not beyond your powers to work out how to do it!

TIME

You have a set time in which to complete your journey. This is illustrated by a book that will appear to crumble away with the passage of time. You must free all of the trapped sorcerers before the book disappears or the evil Necromancer will have succeeded in his dark ways.

SCREENS

You have **40 screens** to travel in your quest. Remember that the **Necromancer** has not made it easy for you and you will need to use strategy and cunning to unlock some of his doors of darkness.

STARTING THE GAME

You will start the game randomly from any **one of five** locations.

HI-SCORE TABLE

After your journey has ended you will, if you have travelled far enough, be allowed to put your name into the **Hi-Score table**.

PAUSING THE GAME

To enable you to take a breather (or to answer the 'phone!), you may pause the game by pressing the **DELETE (DEL)** key. To restart the game, press fire button on the joystick.

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DEVELOPED FROM AN ORIGINAL
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