

The Magician's Ball



A Spellbinding adventure
that transcends all,
with music from
TUBULAR BELLS

CARO was a wanderer. Restlessly seeking adventure, his travels had brought him to a fair land and an audience with the local ruler. So captivated was Caro by the ruler's daughter, raven hair contrasting with the silver chain round her neck, he only half-heard the tale of an evil Magician—a mage steeped in the Dark Arts, who had lived for years in a small house on the country's border, whose conjurings in size-changing, tele-transportation and demonology had blighted the lands around his home and made them his own.

Caro's reverie was broken by a chill, a thunderclap, a blast of air—and the sudden materialisation of the Magician by the ruler's side. The guards who rushed to the attack learned too late of the Magician's latest acquisition, a ring that transformed people to stone and, if he wished, back again. "Since none can challenge me, I claim your lands", roared the sorcerer. "And I claim tribute!"

Caro watched horror-stricken as he reached for Jet, the swirling gusts already enveloping his robes again. Desperately Caro threw himself at the couple: felt a blow, a buffeting, disorientation as the wake of the spell dragged him high above a tumbling landscape. A glimpse of tiles, a sudden jarring impact . . .

Above him, a hole in the Magician's roof. Around him, all the dangers of the Magician's realm. And ahead of him, a desperate struggle against the power of the Magician and his subjects to free the ruler's daughter and escape with her from the Dark Lands.

INSTRUCTIONS

Loading

Place the cassette tape in the recorder and rewind to the beginning.

CBM 64: Press the SHIFT and RUN/STOP keys together, then press PLAY on the recorder. The program will load and run.

SPECTRUM: Type LOAD" "ENTER, then press play on the recorder.

AMSTRAD: Press CONTROL and small ENTER keys. Press PLAY on tape recorder then any key.

Game designed & written by Grant Harrison & Kevin Grieve.

GAME PLAY

The Magician's Ball is an adventure game which accepts commands in simple English. At each location the screen displays a graphic representation of the scene at top left, with a text description beside it and a list of exits beneath. The lower half of the screen displays the player inputs and the game's responses. Commands may be typed when the arrow-shaped prompt is showing.

COMMANDS

The game understands simple English phrases, for example EXAMINE COIN, THROW COIN THROUGH DOOR, and LOOK INSIDE BOX. Some actions do not require an object, such as LOOK, INV (entory), and WAIT. The latter command simply causes some time to pass, although the other characters continue to move about.

The game contains several characters, independent creatures with autonomous actions. You can interact with characters in the same way as objects, for example GIVE CAT TO DEMON. You can talk to other characters by using the format SAY TO NAME "GIVE ME THE

OBJECT". TELL and ASK are also recognised. To continue talking to the last character addressed, just put quotes round the command, eg "GIVE CAT TO DEMON". It is also possible to play the part of another character, perhaps because she possesses different abilities. Change characters by typing the name, eg AZUL (RETURN). Azul is now the dominant character until you change again. This explains why the game does not necessarily end when the character you currently control dies.

To move about, use GO NORTH, NORTH or just N, and so on. Commands such as THROW OBJECT NORTH and GO THROUGH DOOR are also accepted.

ENTRY AND OPTIONS

Commands are terminated by pressing RETURN. The DELETE key deletes the last letter, while SHIFT and CLR deletes the whole of the entry. Commands to other characters are placed between quotes as described above. For speed, the last command entered may be repeated by pressing the @ key. Pressing the left arrow key (top left of keyboard) recalls the last command without entering it, for possible modification.

Games may be saved on cassette and reloaded later using the commands SAVE and LOAD. In addition, The Magician's Ball offers Quicksave and Quickload, which store and recall the state of the game in memory. These are used for convenience when attempting a possibly fatal course of action, and are accessed by pressing the Commodore key and S, and Commodore/L respectively. For Spectrum type QS and QL.

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