

LOADING INSTRUCTIONS

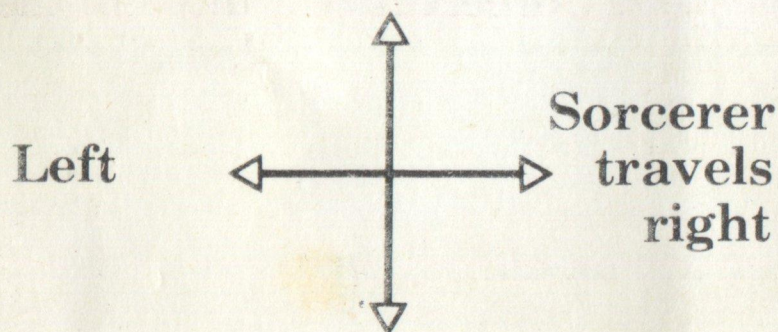
Make sure the tape is fully rewound. Press **CONTROL** and the small **ENTER** key.

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.

Sorcerer rises



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.

PROGRAMMED BY GANG OF FIVE,
DEVELOPED FROM AN ORIGINAL
IDEA BY MARTIN WHEELER

All rights of the producer and of the owner of the work being produced are reserved. Unauthorised copying, hiring, lending, public performance and broadcasting of this cassette is prohibited. The publisher assumes no responsibility for errors, nor liability for damage arising from its use. **WARNING:** These programs are sold according to VIRGIN GAMES LTD'S terms of trade and conditions of sale. Copies of which are available on request. © 1985 VIRGIN GAMES LTD

Let this arcade adventure transport you back to a land of breath-taking beauty, where treachery and evil dominate.

- Marvellously detailed graphics and animation
- 40 screens to master and explore
- Atmospheric music and sound effects
- Developed from the CBM 64 version utilising the Amstrad's features to the full

Amstrad
CPC 464

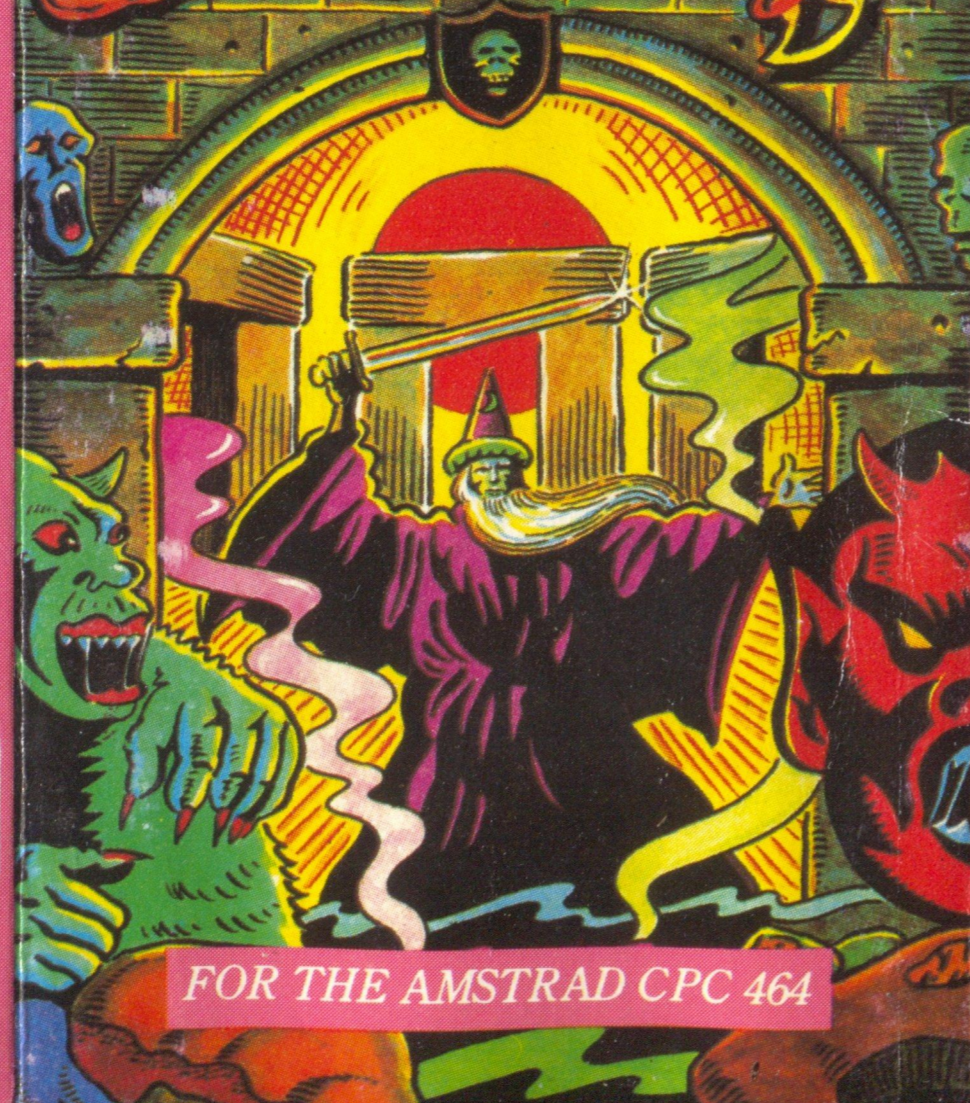
SORCERY

VGD
9001



VGD 9001. JOYSTICK CONTROL

SORCERY



FOR THE AMSTRAD CPC 464



"Get Sorcery or you'll turn into a frog!"

— Which Micro (CBM 64).

"Virgin's best game since the screen-scorching Falcon Patrol I & II"

— Commodore User (CBM 64).

"I have played this game every night since I received it" — TV Gamer (CBM 64).

"Fast, wacky and very polished"

— Commodore Horizons (CBM 64)