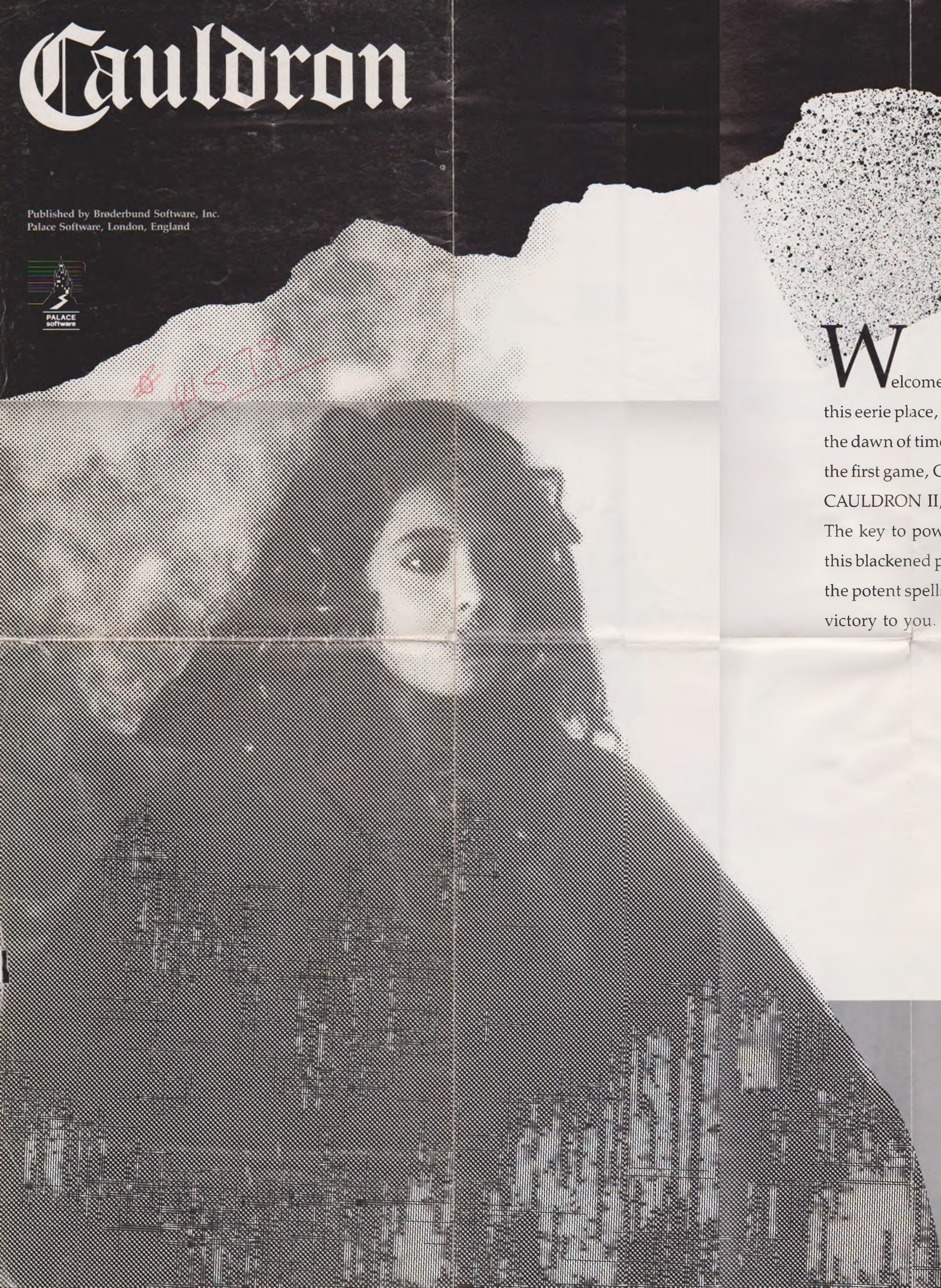
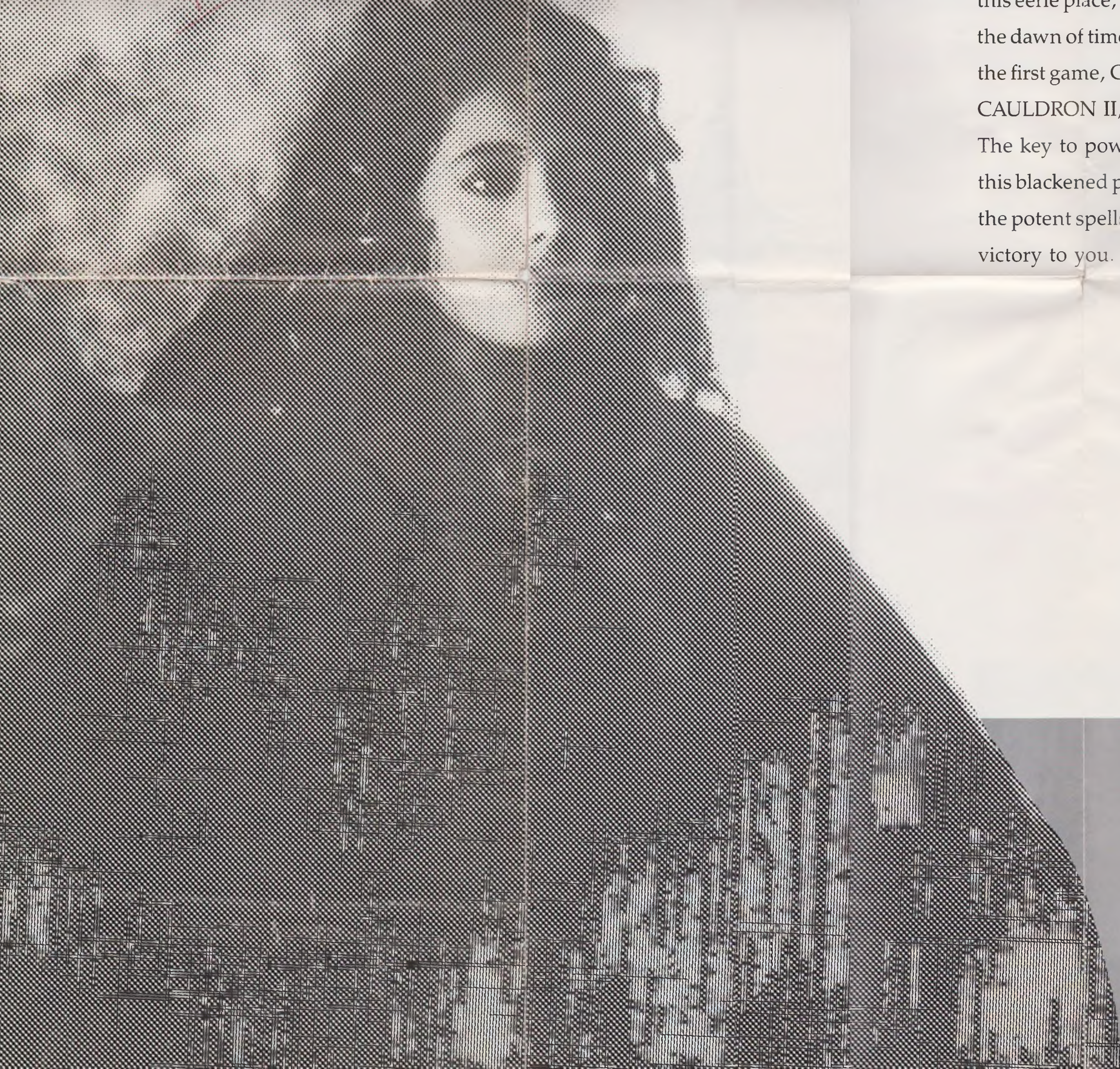




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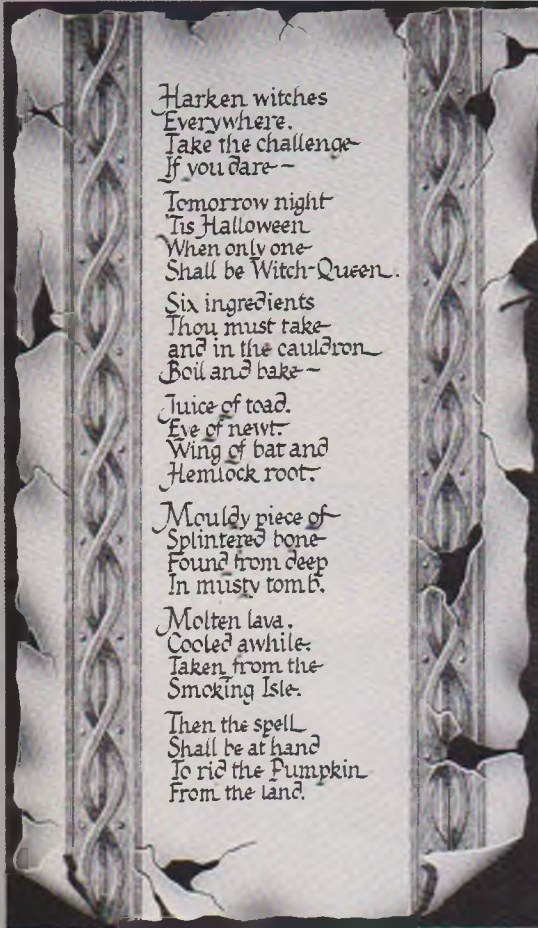


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CAULDRON I

In this game, the witch's magical golden broomstick has been stolen by the pumpkins. It now resides in the Pumpking's lair, where it is closely guarded by deadly warriors.



As the witch, your only hope of recovering the broom lies in concocting a brew of the six ingredients listed in the ancient scroll: Juice of Toad
Eye of Newt
Wing of Bat
Hemlock Root
Piece of Bone
Molten Lava

If you can gather all these unsavory elements and combine them in the cauldron, victory will be yours. Easier said than done, perhaps?

Beginning the Game

The game begins in the witch's cottage deep inside the forest. Walk to the right from the cottage, and soon you will find a clearing from which the witch can take off and land.

Push the joystick forward and the witch will mount her broom and float up. Move the joystick left or right, and she will fly in that direction. Notice that as the witch turns, she has inertia which carries her on slightly before she turns. Be sure to take the inertia into account whenever you try a turn. After you've practiced a few turns, you can land again on any flat ground.

Bolts of Magic

While flying, the witch can protect herself by firing bolts of magical energy. Press the joystick button while holding the joystick in the desired direction. When you begin the game, the witch has nine lives, represented by the hags at the top of your screen. Each time magic reduces to zero, a life is lost. Throughout the game, you will find sparkling magic sources which will replenish your magic when touched.

Finding the Ingredients

The ingredients you'll need for brewing in the cauldron and casting your spell are hidden in the caverns and chambers beneath the earth. You can enter the underworld by passing through the colored doors. Each type of door leads to a special chamber:

Red door: Lava Chamber
Purple door: Hemlock Cavern
Blue door: The Crypt
Green door: The Pumpking's Lair

To open the doors, you must collect the various keys scattered around the surface of the world. Once you open a door and enter an underground chamber, the witch will no longer be able to fly. You must make her jump from rock to rock by pressing the joystick button.

The ingredients will flash in the underground, so you can spot them easily. Before you can collect the molten lava, you will need to find the flashing urn. You will also need the flashing casket before you can collect the mouldy bone.

Special Keys

Taking a break: You can pause the game at any time by pressing the 'P' key. Press the key again to continue.

Starting over: Press the RESTORE key if you want to restart the game from the beginning.

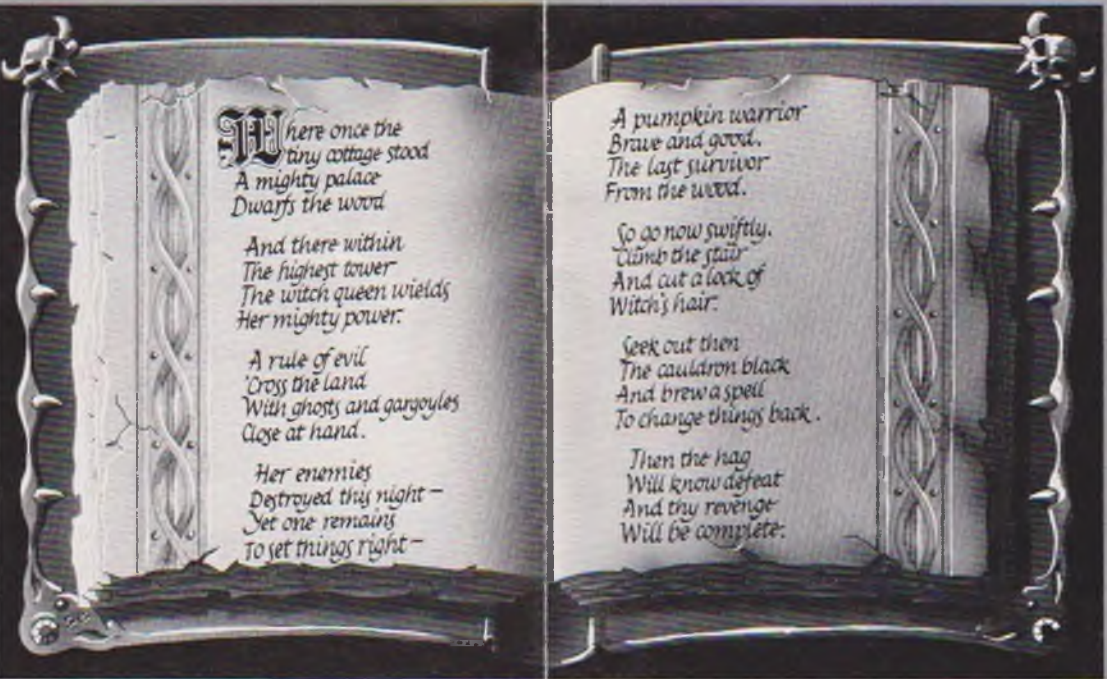
Brewing to Win

When you have collected all six ingredients, fly back to the cottage and brew the magic spell. Once this is done, you can enter the Pumpking's lair and reclaim the golden broomstick. The Pumpking will be powerless, and victory will be yours!

CAULDRON II

Having fulfilled her mission in CAULDRON I—reclaiming her precious golden broomstick—the witch has now built a great castle where her humble cottage once stood. The Witch Queen, corrupted by power, rules the kingdom with an iron hand. Only you, one of the former pumpkin guardians of the Pumpking, have survived the witch's latest reign of terror.

Only you can defeat the witch and restore the vanquished Pumpking to its place of honor. To do so, you must brew a spell in the all-powerful cauldron. For this task, you will need the Book of Spells and a vital ingredient—a lock of the witch's green hair which you must snip off while she sleeps.



Getting Started

Make sure your joystick is in Control Port #2. Turn on your disk drive and then your computer. After the disk drive busy light goes off, insert your disk and close the drive door. CAULDRON I is on the label side and CAULDRON II is on the opposite side.

Type LOAD ***8,1 and press RETURN. The program will load for a while. When loading is complete, a soundtrack will begin. Then you will see a title sequence and some short instructions. Press the joystick button to begin the game.

Beginning the Game

You begin the game at any one of four locations inside the witch's vast castle. Practice making the pumpkin bounce by pressing the joystick button. The pumpkin can bounce to three different heights, which you can control by the button. The longer you press, the higher you bounce.

Dangers abound in the castle! Avoid anything that moves—even the mice. When you begin the game you have seven lives, but each time you touch one of the evils of the castle, your magic is depleted until a life is lost.

The pumpkin will move left or right depending upon the position of your joystick, but it will only respond to the joystick position when it hits the ground. You can't change its direction in midair.

The key to playing CAULDRON II successfully is in being able to position the pumpkin for the next bounce. You can send it bouncing in almost any direction by using walls, tables, and other surfaces as deflectors. For example, you can bounce to the right by deflecting from a wall on the left.

Magic and Energy

Throughout the castle, you'll find sparkling sources of magic. Each source can be used to restore magic, but only once.

After the pumpkin has made contact with a magic source, it can fire bolts of magic. To fire, hold the joystick in the desired direction and press the joystick button while the pumpkin is in the air. Coordinating a bounce and a shot can be tricky business. You'll probably need to practice a few times to perfect your technique.

Using Powerful Objects

The rooms of the castle also contain six magical objects which you must find to complete the game. Several of them provide protection against the grim adversaries you'll encounter in the castle. For example, walking skeletons cannot be killed, even with bolts of magic. To jump past them, you'll need the protection of the shield. In many rooms, you'll encounter hands floating in the air. One touch from these will reverse your joystick control for a time. The goblet is your only defense here. The witch is guarded by her killer magic as she sleeps. The talisman against her magic is the crown.

Hints

At several spots in the castle, you may find holes in the floor which are impossible to pass without lowering a chain elevator. To do so, bounce the pumpkin against a nearby lever; it will activate the chain.

Some of the items you'll require can only be found outside the castle walls on slabs held by gargoyles. Watch out for them—and never land on a gargoyle's back.

Winning

Once you have reached the witch's bedroom and cut a lock of her hair, you must descend to the dungeons of the castle. There, if you have the Book of Spells, you can defeat the Witch Queen and restore order to the kingdom by dropping the hair into the bubbling cauldron.

Special Keys

Taking a break: You can pause the game at any time by pressing the 'P' key. Press the key again to continue.

Starting from Safety: You can restart from a safe place by pressing the 'R' key. This is especially useful if you find yourself stuck in a dusty chandelier or corner.

Starting over: Press the RESTORE key if you want to restart the game from the beginning.

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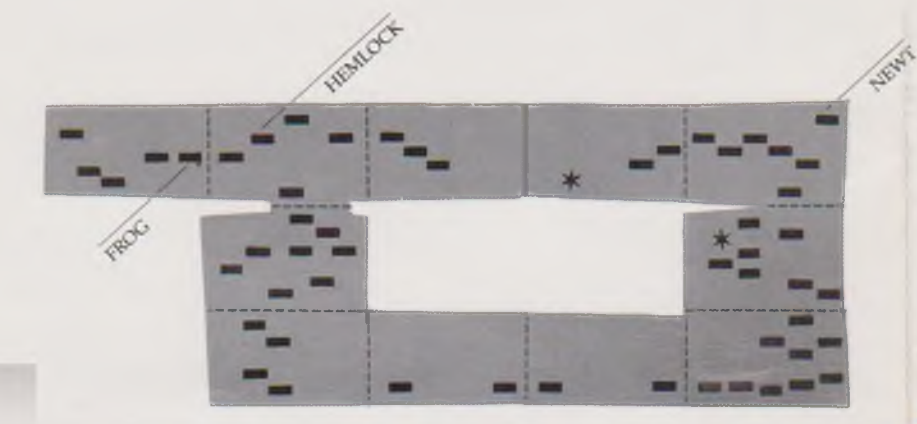
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Cauldron™

* Magic Giving Energy



The Hemlock Caverns
purple



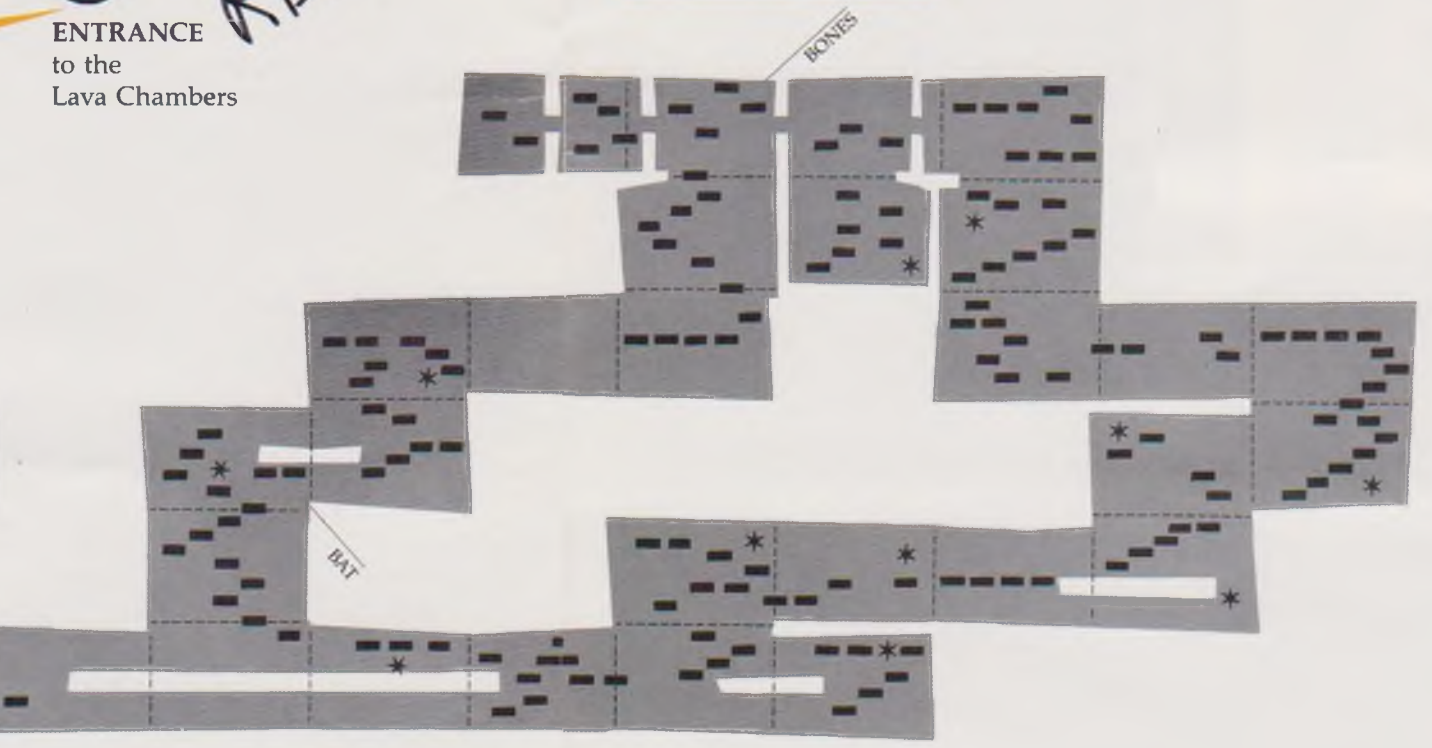
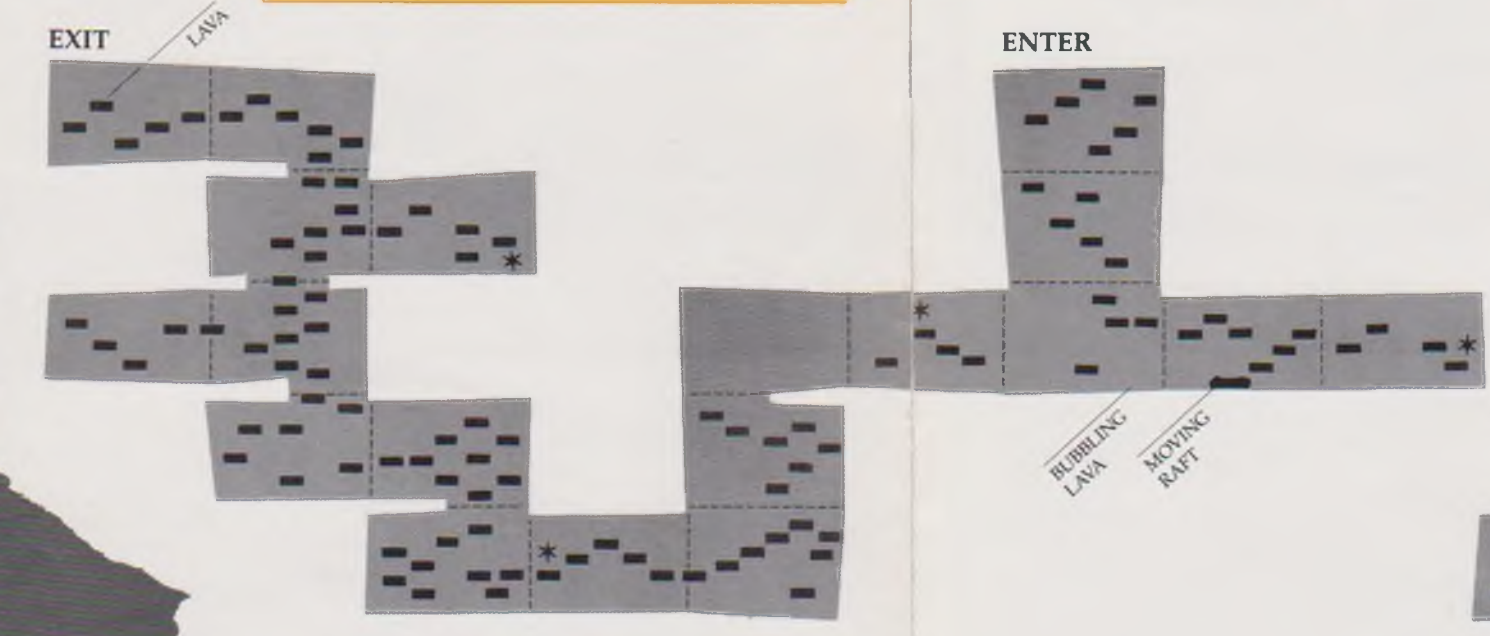
The Pumpkin's Lair

BEWARE of this location if you have not collected the six ingredients to mix in the Cauldron for the Invulnerability Spell—or the Pumpkin will get you!

Your Goal:
The Golden Broomstick!

The Crypt

The Lava Chambers



Cauldron II



Your Goal:
The Cauldron!