



Harken witches everywhere, take the challenge, if you dare!

Screen pictures shown may be different machine versions of game.

SILVERBIRD SOFTWARE
London, WC1A 1PS



CBM
64/128

CAULDRON

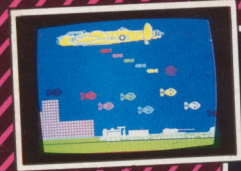
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COMMODORE 64/128

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THE GAME

Harken witches everywhere, take the
challenge - if you dare,
Tomorrow night, 'Tis Halloween, when only
one shall be Witch Queen,
Six ingredients thou must take, and in the
cauldron boil and bake,
Juice of toad, eye of newt, wing of bat
and hemlock root,
Mouldy piece of splintered bone, found from
deep in musty tomb,
Molten lava, cooled awhile, taken from
the smoking isle.
Then the spell shall be at hand, to rid the
pumpkin from the land.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the user manual.
2. Place the rewind cassette in the cassette unit and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128 and switch it back on whilst holding down the COMMODORE key.

2. Now follow the instructions for Commodore 64 owners above.

Note: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Commodore Controls

Use a joystick in port 2

THE HAG'S MISSION.

You play the part of the hag, and you must fly across the land searching for the keys to the underworld, avoiding bats, evil bouncing pumpkins, carnivorous plants and all manner of nasty creatures whilst you look. You must take off and land only on grassy clearings, as trying to fly through trees causes the witch to tumble off. Each coloured key opens only the same coloured door, and once you have entered the realm beneath, you have to jump from platform to platform to pick up the required ingredient for the spell.

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