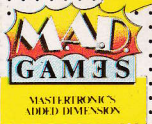




Advanced Artificial Intelligence programming brings a new kind of Adventure. Joystick controlled Menu Driven Command system enables you to realistically play the Role of the Hero trying to escape Thelric's spell in the Mythical underworld.
by Richard Darling.



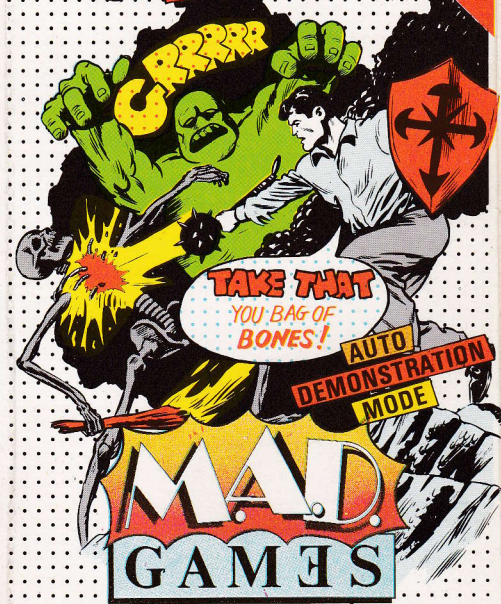
Master of Magic

C64/128
MAD 5



Master of Magic

C64/128



AUTO
DEMONSTRATION
MODE

THE GAME

MAD GAMES PRESENT MASTER OF MAGIC

Richard Darling has used Artificial Intelligence techniques to create a new concept for Role-Playing Adventures.

This is the first of a series of programs bringing together the mind challenging book-adventure and the data processing ability of the computer.

New techniques create a constantly changing display of your journey through the underworld. At the same time startling graphical images of monsters and objects in your vicinity are shown. Rob Hubbards outstanding music adds to the eerie fascination.

Whilst exploring underground caverns you chance upon a deep black pool. A ripple in the mirror-smooth surface draws you closer to the edge - a powerful hand slides out and swiftly drags you under!! It is the hand of Thelric, Master of Magic, plunging you into his strange mythical world of Magic and Mystery.

It is written in the Book of Magic that only Thelric has the knowledge which blends time and space into a powerful spell. He will not cast this spell to return you to your own world until you retrieve for him the lost Amulet of Immortality, without it he will age and die.

He teaches you some useful spells, you embark on your dangerous quest...

Controls:

Joystick into Port 2.
or Keys:
H=up, B=down, ←=left, →=right, SHIFT=right, SPACE=fire.

Demonstration mode runs automatically. To start game press FIRE or SPACE.

Programmed by Richard Darling... Art by James Wilson... Music by Rob Hubbard...

LOADING INSTRUCTIONS

Hold **SHIFT** and press **RUN/STOP**

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcasted in any form whatsoever without the written permission of Mastertronic.

All rights reserved.

© Mastertronic Limited 1985

Made in Great Britain

Design & Artwork: Word & Pictures Ltd., London.



HOW TO CONTROL THE GAME ◀◀

When the game has been loaded, after the message has finished scrolling, it will automatically go to a demonstration mode. The demo game gives you some idea of how to play – but there are many other creatures and objects which don't appear in the demo. To get out of the demo, press FIRE/SPACE.

When the game starts a menu is displayed across the middle of the screen. This shows your options, the flashing cursor is on RUN. The cursor can be moved to other options using Joystick or Keyboard, once the cursor is on your chosen option press FIRE/SPACE to execute.

Some options lead to other menus, you will be returned to main menu when the command has finished. As the game progresses other options will appear on the menu.

Remember the Master of Magic deals in Mystery and so some of the messages might be misleading!

THE DISPLAY ◀◀

Watch the window at the top right – this tells you what is happening.

The window at the top left is an accurate representation of everything you can see at each moment as you progress through the corridors, caves, rooms etc. It only displays what is in your actual line of sight.

The display across the bottom shows graphical images of all the creatures and objects which you come across. Whenever they are in your vicinity they are displayed.

The status of your mind and body strength are shown at the top of the screen.

At the top right corner is displayed a game time clock. Note that this stops when you are choosing from the Menu – so you have time to choose carefully.

TO PLAY THE GAME ◀◀

To move around the rooms select RUN from the menu. You can move using Joystick or Keys. When you want to do something else press Fire or Space, this will return you to the menu to choose your next action.

To open a door you must be directly in front of it. To pick up an object you must appear to be on top of it.

Selecting INVENTORY will show what you are carrying in each hand and any items you are wearing, such as a backpack. You must be aware of this as when you attack something you will use the weapon in your right hand.

USING MAGIC ◀◀

Basically there are three separate forms of magic which you can use. These are, drinking potions, wearing rings and casting spells. You will have to find out what the different potions and rings do, but this is how the spells you can cast work:

Magic Missile. Produces a fiery arrow which can be directed at any live target in sight. It will cause serious damage to its target if it hits but has a high chance of missing.

Fireball. Causes a 15 foot radius fireball to surround you and burn anyone, except you, in the area.

Energy Drain. This may be directed at any creature in sight and causes the instant loss of some of its body strength.

Magical Shield. This provides a shielding over your skin to protect you from attack. It will last until it is UNCAST and continually reduces your MIND power.

Remember: Casting spells requires mind power.

MAGICAL AND PHYSICAL COMBAT ◀◀

Every living creature, including you, has a body strength.

If a creature attacks another it will either score a hit or a miss, that is, it may or may not cause any damage. This is partly luck but is affected by how well the defender is protected and how skilled the attacker is and by magical influence.

If a hit is scored the defender's body strength will be reduced depending on the weapon used and the strength of the attacker. Once a monster is dead you can pick up his possessions and use them.

MONSTER HABITS ◀◀

They are creatures of varying intelligence. Most are hostile. They crave your meat to eat! They desire possessions. They guard treasure. Some are easily scared.

If they are chasing you and lose sight of you they may decide to give up and go home. However, some will go to the last place they saw you and search that area for a while – others will seek you out for a long time!

Even when you can't see them they are always moving around. Most patrol the area around their lair, but some wander for ever around caves and corridors. Many can open and close doors.

THELRIC'S FINAL WORDS. ◀◀

"Now you must find out the rest – a sharpened blade may not be best"

**Master
of Magic**



MASTERTRONIC'S ADDED DIMENSION