

Only by conquering **Stonehenge** can you free the world of the **evil curses** and **eternal darkness**. Join us on this **marvellous arcade adventure** and **challenge** your wits against the evil forces of the **Necromancer** with his spectacular **trickery** and **deception**.



- Marvellously detailed graphics and animation.
- Many objects to collect and exchange.
- Joystick control. ● 17 screens to master.
- Atmospheric music and sound effects.
- 'Flashload' rapid load system.

PROGRAMMED BY 'GANG OF FIVE' FROM
AN ORIGINAL IDEA BY MARTIN WHEELER

CBM 64

SORCERY

VGA
6007



FLASHLOAD



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**, 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 shown by the drawing of **Stonehenge** in the right hand corner of the screen, it will slowly crumble away as your journey proceeds, if you have not completed your journey by the time it has disappeared then the **evil Necromancer** will have won.

SCREENS

You have 17 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.

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Note: A demonstration of some of the screens is shown at the beginning of the program.

STONEHENGE

On arrival at **Stonehenge** you must place the right object on the altar – **consider yourself warned!**

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.