

SENSATIONAL SOFTWARE FROM
MIKRO-GEN



**THE WITCH'S
CAULDRON**
FOR COMMODORE 64

**THE WITCH'S
CAULDRON**

**TO LOAD PRESS THE SHIFT KEY +
RUN/STOP TOGETHER**

Forsooth, thou art a bumpkin. Thou heedest not my warnings, and thus didst incur the wrath of the Wicked Witch Hazel. And verily didst she caste a spell, and now thou hast the like unto a TOAD. Shouldst thou desire to regain thy human form, thou must seek out spells and concoct potions of thine own to aid thee in thy task. Frog like as thou art, thou wilt not find thy task easy and perils will beset thee a-plenty. Thou mayest not regain thy true form without mishap and mayhem, and verily, Witch Hazel shalt hinder thee in her own way. Happenest thou will make thrice times ten changes, happenest not. Thou mayest become like unto a ghoul, ghost or other night-bumping devil, thou mayest not. Thou mayest receive aid in thy task, but heed, this aid costeth plenty.

On with thy search then, plucky toad. Fail and thou art doomed to die beneath the wheels of a carriage. Succeed and we'll go a-wassailing down at the Old Witch's Arms!!

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This fully illustrated adventure takes you into the eerie world of witches and magical beings. You must type commands into the computer which will in turn give you descriptions of where you are, what you can find there, and other useful information.

When entering messages simply use plain English. If the computer doesn't seem to understand first time, try rephrasing your instruction. You can travel around Witch Hazel's house by using words such as NORTH, SOUTH, EAST, WEST, UP, DOWN etc. You can TAKE and DROP objects, some of which are essential to your quest, others not, and many are not what they seem at first sight. HELP and EXAMINE are extremely useful words.

LIST gives a list of the objects being carried.
SCORE tells you your present score.
SAVE saves the game to tape.
LOAD loads a previously saved game.
QUIT ends the game.
LOOK describes your present location.
INSTRUCTIONS gives you a list of useful hints.

Other useful words are:

BREAK STIR MOVE LIGHT TIE
DRINK GIVE IN OUT ON OFF
CRUSH UNLOCK OPEN READ

When you wish to carry out an action you may need to say which object you wish to use. For example:

KILL THE MAN WITH THE KNIFE
UNLOCK THE DOOR WITH THE
SILVER KEY
PUT THE WATER IN THE CAULDRON
GIVE THE WOMAN THE GOLD CHAIN

You can also say things like:

OIL THE NORTH DOOR
CLIMB ONTO THE TABLE
TAKE EVERYTHING
DROP EVERYTHING

This is a very complex adventure game. To reduce the frustration of trying to think up exact word commands, Witch's Cauldron has a vocabulary of nearly 300 words. There are almost 100 different locations, most of which are illustrated with a full colour high resolution picture. Of the many objects dotted around some are useful and some are not, and there are around 700 possible actions of all types.

Remember, you start the game as a TOAD and must return to your previous human form by whatever means you can. GOOD LUCK!!!