

Spell of Destruction



Commodore® 64/128 Disk



The Trials of a Sorcerer's Apprentice



Drinn was quite sure of one thing, that he should never have contemplated becoming a sorcerer!



On the occasions when the Loremaster allowed him time to reflect on his state, Drinn could not help but think that life was once so much easier for him. The problem was, well, a high quality one. Drinn had been chosen as the 'bright star' of all of the Loremaster's pupils.

Drinn had left his home in Cthelea on the day of his Seventeenth birthday, as was traditional for one chosen to the apprenticeship at the Loremaster's castle in the Plains of Degithal.

Now after barely two years as an apprentice Drinn was the chosen one, standing in preparation for the Loremaster's trial. If Drinn could pass this test of his newly acquired skills then he would become the youngest Lore-adept in the history of the Land!



Young man you have done well, but I must warn you that the task ahead of you is far from being a simple one", the Loremaster said, "for until this day this trial has only ever been taken by apprentices much older and experienced than yourself. But I have confidence in you!



In a few moments you will be transported into 'The Castle of Illusions', a place where you will meet every kind of demon and your skills both in fighting and sorcery will be tested to the full.

"Your task is straightforward, for you shall simply have to seek out the prime Elemental in this minor city of illusions, and destroy it with a single spell. Simple did I say?! I mislead you, for this will be one of the hardest tasks of your life.

"You shall enter the Castle with a supply of spells in your possession, and of course a goodly supply of Fireballs and your trusty sword. And I will reveal to you that there are other spells to be found around the castle as well—but use them with care and forethought!

"This too I will tell you, that the Castle has been split up into a number of sections surrounding the hidden location of the Prime Elemental that is your final goal. Each section is protected by a very special 'Guardian', which will require all your skills to despatch.

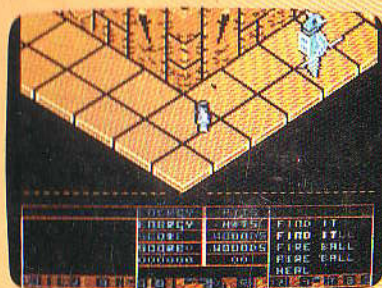
"Good luck! This could be your finest hour!"

And even as the old man spoke, Drinn was aware that the world seemed to shimmer brightly and then suddenly he found himself looking at a stone corridor inside the Castle of Illusions—facing the first door of a very long quest...

Mindscape, Inc. is an electronic publishing subsidiary of SFN, one of the country's leading educational publishing, information, and communications corporations. Mindscape is dedicated to the production of superior software for today's microcomputer technology that combines the best in entertainment, personal productivity, and educational value. Our products stretch the limits of the computer; the result: software that challenges the mind.



Spell of Destruction



You need:

Commodore 64™ or
Commodore 128™ computer
Disk drive
Joystick
Monitor or TV (color recommended)



You are Drinn, ex-sorcerer's apprentice, now the chosen one. Only one thing stands between you and becoming the youngest Lore-Adept in the history of the Land: the evil Prime Elemental and its Guardians. Alone and overmatched, you face the portal of the dreaded Castle of Illusions with nothing but your wits, courage, and a supply of spells and fireballs. Enter the castle, if you dare, but remember your quest—find the Prime Elemental and destroy it with but a single spell. Luck go with you as you find and use the final Spell of Destruction.

Features

- Scrolling 3-D graphics to draw you into the action.
- Over 70 locations, each with multiple exciting and dangerous challenges to master.
- “Real-time” action combined with problem-solving and strategy to create a unique adventure experience.
- Revolutionary “motion picture” musical score that reflects the action as it happens.



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Software that challenges the mind.

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