

Spell of Destruction



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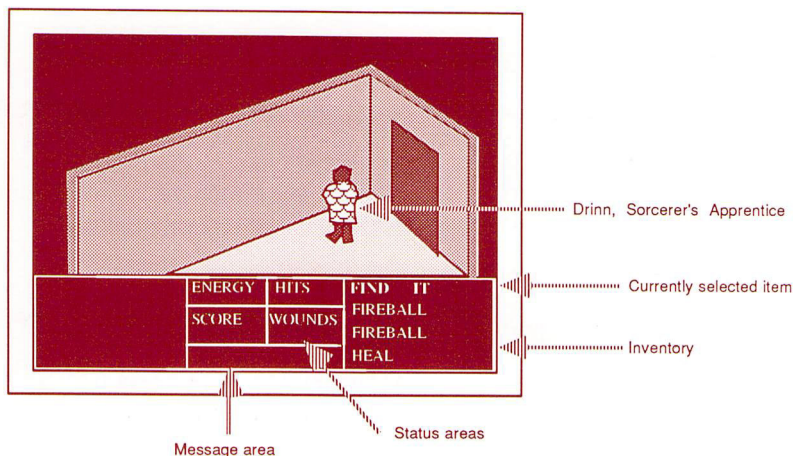
Manufactured in the U.S.A.

Getting Started

You need:

- Your Commodore 64™ or 128™ computer
- A disk drive
- A monitor or TV (color recommended)
- A joystick plugged into port 2 on your computer

To load the game, turn on your monitor, computer, and disk drive. Note: if you are using a 128, hold down the Commodore key while you turn on the computer. Insert the game disk, label side up, into the disk drive. Type: **LOAD "*"8,1** and press RETURN. The game will load and begin.



Controlling the Game

The game is played with a combination of the joystick and the keyboard.

Keyboard Controls

SPACE BAR	Starts the game
Keys 1 and 2	Scroll through available items/spells in the inventory
COMMODORE key	Takes Drinn through a door
CTRL	Re-starts the game

The Joystick

Left, right, forward, and back move Drinn around on the screen.

The fire button allows you to use whatever item is currently selected in your inventory. For instance, if you have a FIREBALL ready, pressing the fire button will cast the spell in your direction of movement. Be careful not to press the fire button inadvertently since you may accidentally waste valuable spells.

Playing the Game

You are Drinn, apprentice wizard, about to face the ultimate trial on your road to mastery—The Castle of Illusions. You will encounter demons and wraiths, Guardians and puzzles as you search for and ultimately destroy the Prime Elemental. Your every skill will be tested, both as a warrior and as a mage.

Combat

Although your intellect will be your final weapon, strength of arms will also be necessary to succeed where so many others have failed. To fight with your sword, you first must select it as your current

item. Use the **1** and **2** keys to scroll your inventory until you see **SWORD** highlighted. Then, while in contact with your opponent, press and hold the fire button and move the joystick back and forth quickly. You will see your sword arm in action and, hopefully, you will see your **HITS** increase. **HITS** reflects the damage you do to an opponent, while **WOUNDS** shows you your own injuries.

Spellcasting

You start the game with a certain number of spells. You may find others within the Castle. To cast a spell, select it from your inventory (use the **1** and **2** keys) and then press the fire button. Some of the spells—**FIREBALL**, for example—are directional in nature. You will need to aim carefully to use them. One trick is to line yourself up with one of the lines etched into the floor. When you press the fire button, the spell will fly from your fingertips in a straight line in the direction you are facing. Use all spells wisely, since some are irreplaceable, and all are single-use items.

If you are successful in using a spell, your tunic will change color momentarily as you absorb energy from your success. This color change will also occur if you tread upon a symbol of power or activate some mystic charm in the course of your wanderings. These changes usually portend important happenings, so watch carefully for them.

Getting Help

There is no **HELP** command per se in *Spell of Destruction*, but as a wizard (or at least as an apprentice), you have magical assistance available to you in the form of **TELL TALE** spells. The **TELL TALE** spell may or may not help you in difficult situations—it depends on how well you can decipher its cryptic messages. To use a **TELL TALE** spell, select it from your inventory (with the **1** and **2** keys) and then cast it (with the **fire** button) while you are in the area about which you have a question. Whatever you do, don't waste these spells; they can be your only clue to the destruction of the Guardians.

Tips

- Don't waste your spells, they are a very limited resource.
- You can often outrun an enemy and thus conserve your power for more important foes.
- Fighting with your sword is often a valid alternative to casting a spell, but use it wisely since some of the opponents are, well, very strong indeed.
- Whenever your energy level is getting low, use a HEAL spell to restore it. But again, these are in short supply, so be cautious.
- Useful items are often found in the chests lying about the Castle. To open one, simply walk into it. But be careful of traps!

Your Friend, the Sound Track

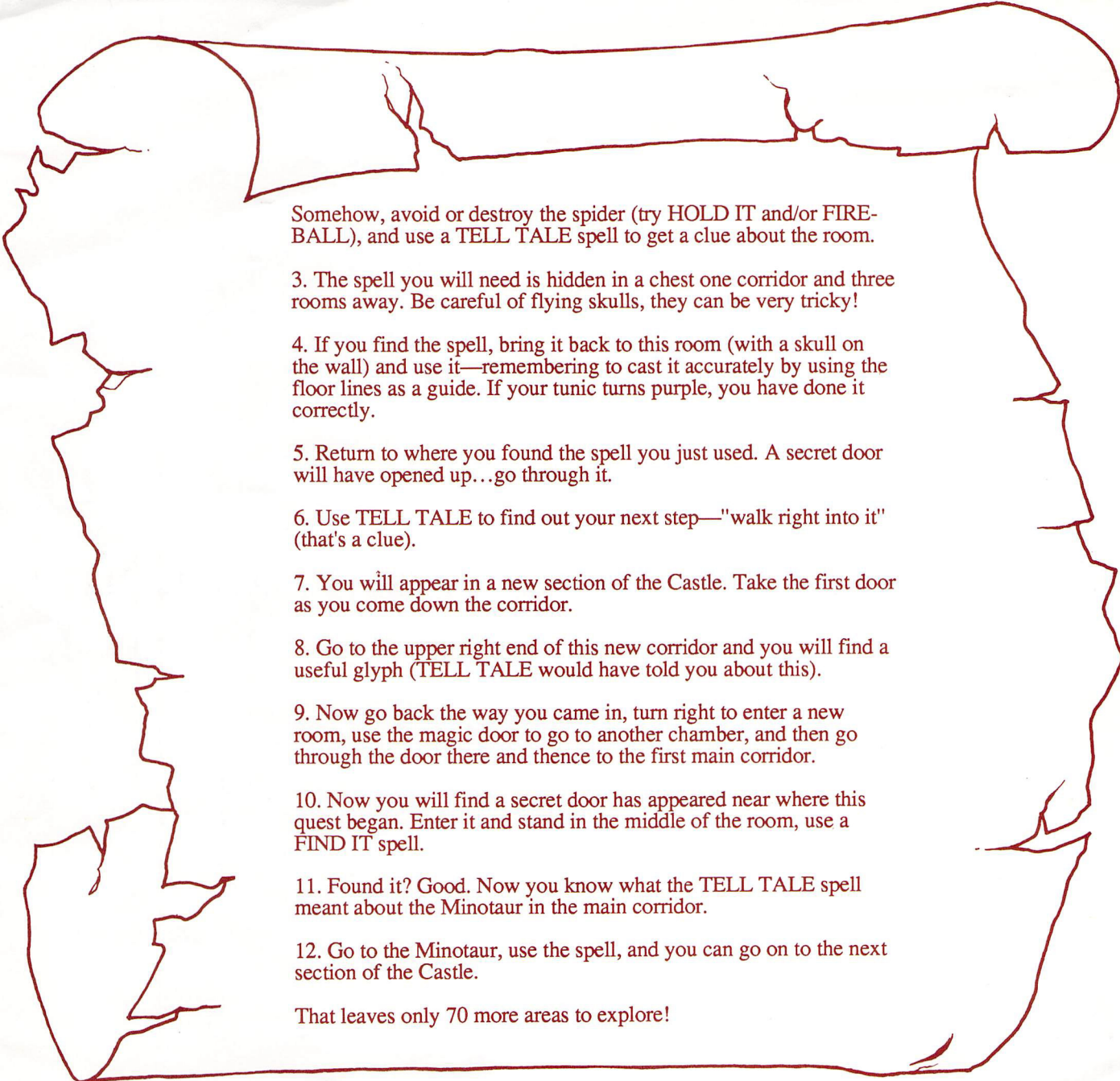
Listen carefully to the music as you play the game. The score will often give clues as to what danger you may be in or what you should do next.

Read This as a Last Resort!

The following section is a guide through the first section of The Castle of Illusions. *Spell of Destruction* is a complex and challenging game, so if you are having trouble getting started with it, you may want to "cheat" by reading the following. Please do try to play it "cold" first, though. The feeling of accomplishment will be all the greater that way. The puzzles in this game are often so complex that the solutions are not readily apparent, even once you've solved them! So, if you are having trouble, perhaps this will help:

Getting past the Minotaur

1. Start at the beginning of the game.
2. Go through the first door into the first main corridor. Once you have explored a little and found the Minotaur (try a TELL TALE spell in the corridor), go back and enter the first room on the right.



Somehow, avoid or destroy the spider (try HOLD IT and/or FIRE-BALL), and use a TELL TALE spell to get a clue about the room.

3. The spell you will need is hidden in a chest one corridor and three rooms away. Be careful of flying skulls, they can be very tricky!

4. If you find the spell, bring it back to this room (with a skull on the wall) and use it—remembering to cast it accurately by using the floor lines as a guide. If your tunic turns purple, you have done it correctly.

5. Return to where you found the spell you just used. A secret door will have opened up...go through it.

6. Use TELL TALE to find out your next step—"walk right into it" (that's a clue).

7. You will appear in a new section of the Castle. Take the first door as you come down the corridor.

8. Go to the upper right end of this new corridor and you will find a useful glyph (TELL TALE would have told you about this).

9. Now go back the way you came in, turn right to enter a new room, use the magic door to go to another chamber, and then go through the door there and thence to the first main corridor.

10. Now you will find a secret door has appeared near where this quest began. Enter it and stand in the middle of the room, use a FIND IT spell.

11. Found it? Good. Now you know what the TELL TALE spell meant about the Minotaur in the main corridor.

12. Go to the Minotaur, use the spell, and you can go on to the next section of the Castle.

That leaves only 70 more areas to explore!



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Software that challenges the mind.

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