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In Olde Englande, at about the time that Robin Hood was running around Sherwood annoying the Sherrif and generally playing havoc with the King's Deer, with everyone who was anyone rushing off to the Crusades, things back at home were at bit chaotic.

The little people, Jacks in the Green, and Pixies and the like were running around stealing the cow's milk and giving away gold to anyone who could catch them, which really annoyed the gold miners. Ladies fair were running off with the Gypsies here there and everywhere and men with funny costumes and bells on their legs danced up and down the village streets hitting each other with balloons.

In the middle of all this, in the sleepy hamlet of Little Dulford, not to be confused with Great Dulford, home of the famous Betcher Abbey, home of the gamboling friars, two wizards were arguing. An eye witness at the time was recorded by the local troubadour as saying -

"Now no one knows 'ow long they have been 'ere; even olde Albert don't recall 'em coming' an' 'e recon' 'e might be over 'undred! Mind you's Albert alus was 'un for exagaratin' 'is age, on account of the sympathy it get 'im from tha' young lasses.

Now we was not mindin' 'em afore. When they went an' kept themselves to themselves an' all. We are not jealous we're not, we is simple folk around here abouts in Little Dulford we is, an' all we's wants is a little bitty piece of peace and quiet so as we can keep on goin' about our own business and that. We cannot be a dinn' with these magician and there highfalutin' spells and magic and stuff. It's like old Albert says 'tha should ne meddle with those thing as ought to be left rit alone.'

We see 'em of course, Coin' hither and about, pickin' toadstools and all that kind of fancy stuff, or on occasions they would drop in to ole' Tubby Hiekes shop and buy some herb or what have yous, an' all kinds of fancy stuff like that an' all. But most of the time you know they leave us normal folks alone. Mid you, me sir, that's how we done like it, no use messin' around.

Now they'd 'ad their arguments afore you know, well it comon knowledge, we all knows they row. Well readin' all them magic books all they as gets up to, it as must mean that they ain't quite right in the 'ead dun' it? Anyway two summers back, no it was three I remember as it was the year Albert's Donkey died, Old Leanoric, he's the older one I think, he went and turned his brother into a frog! His own brother an' all, mind he did turn him back later, but it were a week or two, still a frog! Anyways they didn't bother us with their rows.

Well two weeks back, it all changed. First the forest went quiet, an' I mean real quiet, not even the sparrows were makin' a noise. Now it was that, ooh it must a been a couple or three days then the noises they started. Crashin' an' bangin' an' explodin' an' all that, it were terrible I tells ya. Tha' really did not want to think about it, not that you could think for the noise.

Anyroad, yesterday aforenoon old Leanoric, he upped and moved to a new 'ut, on t'other side of the village like. Hieke, who as knows them a site lot better than most what with her being a witch an' all, and knowing a bit about magic, though you cannot compare the two, Hieke's magic is useful, 'specially if one of the kows is sick or the bairn won't stop cryin' or summat like that. Now Hieke reconns that they is about to start a real feud, and woe betide any poor soul that as gets in their way. Well that's as may bes, but I can tell you that we ain't seen the last o' this, you mark my word now."

Which translated into modern terms more or less means that although the two brothers Leoric and Leanoric, Wizard things at Little Dulford, had been known to argue before, they never bother anybody else.

However living has deteriorated between them and this was going to be the big one, the final encounter, and it would be wise not to be in the vicinity once the spells have started flying.

#### GAMEPLAY

You take the role of Leoric in the final magical battle with your brother Leanoric. Playing the game is just a matter of moving through the Kingdom collecting the ingredients you need to make spells. You will need to consult the map carefully, and

plan your route through the Kingdom. You must find the herbs wherever they grow and pick them quickly. When you have collected the ingredients, you are then able to mix the spells. To do this you must return to your cauldron with both the ingredients. When you have mixed the spells you can use them against your opponent, your brother the wizard Leanoric. But remember he is doing the same and is out to destroy you!

Offensive spells such as Fireball, Sprites or Lightning Bolt, may be dodged. You cannot however run away from them... You are a Wizard after all, not a coward.

The compass points in the direction of Leanoric, letting you know where your opponent is, if not what he is up to.

#### Spells and Their Ingredients

1. Teleport	Dandelion and Burdock
2. Protect	Piperwort and Ragwort
3. Sprites	Snapdragon and Toadflax
4. Zombie	Devilsbil and Bones
5. Swift	Speedwell and Mad Sage
6. Freeze	Bind Weed and Bog Weed
7. Doppelganger	Foxglove and Catsear
8. Invisible	Chondrilla and Hemlock
9. Repel	Thistle and Skullcap
10. Heal	Balm and Feverfew
11. Fireball	Dragonsteeth and Moustetail
12. Lightning	Cud Weed and Knap Weed

#### Spell Descriptions

**Teleport**  
Magically transports you immediately to your cauldron, provided there is no one else on the screen when cast.

**Protect**  
For the duration of the spell, you are immune to the effects of magic.

**Sprites**  
Creates Sprites which last for a short length of time. These cause damage to your opponent.

**Zombie**  
Turns a peasant, either a villager or a traveller, into a zombie 'bodyguard' useful for protecting your wizard while he collects ingredients, or for attacking your opponent. C64 only.

**Swift**  
Doubles your speed for a short length of time

**Freeze**  
Immobilizes any character for a short length of time.

**Doppelganger**  
Turns a peasant into your mirror image, useful for confusing your opponent.

**Invisible**  
Turns you invisible for a short length of time.

**Repel**  
Reverses your opponent's spell back onto him. IBM only.

**Heal**  
Restores some of your energy.

**Fireball**  
Releases a ball of burning gases, used to cause damage on your opponent.

**Lightning Bolt**  
Calls down a bolt from above to damage your opponent.

The spells range from magical protection to magical attacks. Teleportation allows you to immediately return to your cauldron to mix more spells, zombie enables you to control the peasants in order to use them in your battle.

Spells have limited lives, so you will have to constantly keep picking herbs and mixing spells in order to continue the battle. The fight is to the death, you will be offered no mercy by Leanoric, and he expects no quarter from you.

You could always try to track down Leanoric and physically beat him up with your staff, but you will find that magic is really a much safer option when it comes to the crunch.

#### HINTS

**Other Characters**  
There are plenty of other characters moving about the Kingdom. Mostly these are harmless villagers and travellers - Villagers will mainly stay in the area of the village, going about their normal business. They are afraid of being turned into zombies and will therefore run away from the wizards.

Travellers will walk along the road. They tend to be very single-minded about this and will not give way. They are however easy prey for the Wizards, when they are looking for zombies as they are unafraid of you.

Villagers are however much easier to control in the zombie state, although they will not leave the village, they can be ordered about. Travellers even in the zombie state, will not leave the road, and will resist orders.

Hieke the witch, may also appear, she is dangerous if roused as she can also cast spells.

#### Selecting a Spell

Hold the fire button down and move the joystick left or right. This turns the pages of the spell book, keep turning the pages slowly until you come to the spell you require. If you turn too fast you will not see the spells as they flash past.

#### Mixing Spells

Each wizard has his own cauldron, outside his hut. To mix a spell you must return to your own cauldron and stand behind it.

Hold the joystick down continuously and move the joystick left and right to select the spell, as before. You must have both ingredients in order to mix the spell, this is shown by the names of the herbs being in black rather than red. Release the fire button and the spell will be mixed and its name will turn black. The herbs will turn red indicating that you must pick them again.

To return to the game press fire while still holding the joystick down.

#### Arming Spells

C64/C128 version only.  
Select the spell you require and press the fire button, if the spell is mixed you will now be armed with it. To return to the game press fire with joystick pushed down.

To cast the spell press fire again.

#### Casting Spells

PC Version.  
This is simple, just select a spell that you have mixed, and it will be cast when you release the fire button.

Some spells can be used only once, others may be used a number of times. Most spells act as necessary, but you will have to learn to control offensive spells such as lightning bolt.

#### Collecting Herbs

You can collect the herbs in any order you like. You do not have to return to the cauldron each time you collect a herb, nor do you have to work through the spell book in order.

To collect a herb, first you have to find it. When you reach the spot where it grows, simply try to move up or down over the picture of the herb. Your wizard will bend down and pick the plant, and this will be indicated by the name of the herb in your spell book turning black.

You will need to keep on collecting herbs as you use them up to make spells.

#### Combat

Most combat will be by magical means, you will have to learn which spells have the most effect and how to protect yourself from Leanoric's spellcasting.

If no spell is selected, or if the currently selected spell is exhausted, then pressing the fire button will cause the wizard to swing his staff, this is of course only useful at close range, it is also a dangerous occupation, as you are vulnerable to spells, but is useful in direct emergencies.

#### LOADING INSTRUCTIONS

C64

- 1) Turn on your computer and your disc drive.
- 2) Place the disc into the drive with the label facing upwards
- 3) Type LOAD "",8,1
- 4) Press RETURN.
- 5) The game will load and run automatically.

C128

- 1) Switch on your computer and your disc drive.
- 2) Hold down the C= key while pressing the reset button.
- 3) Keep the C= key pressed until the screen displays show C64 Mode.
- 4) Place the disc into the drive with the label facing upwards.
- 5) Type LOAD "",8,1
- 6) Press RETURN.
- 7) The game will load and run automatically.

PC

- 1) Load MS-DOS from another disc.
- 2) Insert game disc.
- 3) Type AUTOEXEC press RETURN.
- 4) Select your machine type from the list provided.

#### CONTROLS

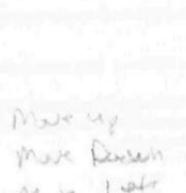
C64/C128

Joystick in port 2 only

Space bar centres the wizard on the screen.



PC's



Space to fire.

or Amstrad digital joystick

Q

A

O

P

Space + Q

Space + P

Space

ESC

Move up

Move Down

Move Left

Move Right

Turn Back a page

Turn Forward a page

Cast spell

About game