

Game Manual

SPELLCASTING 201

THE
SORCERER'S
APPLIANCE

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In a **Legend** adventure game, you become the main character in an evolving story that takes place in a world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

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Throughout the game the richly textured graphics, prose, sound effects and music will draw you into a spellbinding adventure that could only be brought to you by the master storytellers of **Legend Entertainment Company**.

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Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the sections with names in **bold** for valuable information about this game.

Introduction to SPELLCASTING 201

In *SPELLCASTING 101*, Ernie Eaglebeak saved the Sorcerer U community from the clutches of his evil stepfather, Joey Rottenwood, who was plotting to destroy the school to avenge his expulsion (for cheating, of course) a generation ago. Although Rottenwood evaded justice by escaping, Ernie spent his freshman year basking in the glow of hero-dom. (Hero-ness?) (Hero-itude?)

During the summer, SU's president retired, and the Trustees selected Otto Tickingclock as the new prez. Otto, a doddering professor emeritus of Applied Spellcasting, moved into the President's House from his suite in SU's freshman dorm, where he had been serving as housemaster. Exhibiting the fund raising skills of a far younger man, Otto Tickingclock began an extensive campus renovation and expansion program.

Ah, sophomore year! A time for cementing nascent friendships, settling down to serious scholarship, selecting a major... and pledging a fraternity! As *SPELLCASTING 201* begins, Ernie has just pledged Hu Delta Phart, and faces a week of harmless and friendly hazing assignments -- er, that is, they would normally be harmless and friendly, except that HDP's Pledgemaster, Chris Cowpatty, has developed an immediate and visceral dislike of young Eaglebeak. Headache number one.

But wait, there's more. President Tickingclock has given Ernie the important, the dangerous, the time-consuming task of learning the intimate secrets of SU's greatest treasure -- and greatest threat -- The Sorcerer's Appliance! Headache number two.

But the fates are sometimes as generous as they are fickle, and headache number two may actually prove to be the aspirin for headache number one. At least, until headache number three develops, and Ernie becomes enmeshed in the highest levels of university politics.

Well three headaches is a lot, even for a precocious sorcerer equipped with Peloria's most potent magic-making machine. Ernie, are you up for it? Well, then, whip out your spell book, fire up that Sorcerer's Appliance, and get rarin'!

Quick Start: Installation

If you are new to DOS and game playing on the PC, then skip this page (and the next one) and move to the section entitled *Installation and Start-up*. If you are an experienced gamer using a hard disk, and if you are wise in the ways of DOS, hard disks, and music cards, then these "Quick Start" sections will get you up and running in no time. To install the game on your hard drive, do the following:

1. Make backup copies of the disks.
2. Make sure you have at least 5,000,000 bytes of free space on your hard drive.
3. Insert Disk #1 from your *SPELLCASTING 201* package in a floppy drive, log on to that drive by typing **A:** or **B:** and then press **<ENTER>**. Then type **INSTALL** to start the installation program and follow the directions on the screen.
4. If you have a mouse, be sure you have loaded the mouse driver.
5. The installation program will create a batch file named **LEGEND.BAT**. To start the game, type **LEGEND**.

If the above makes no sense to you, or if it doesn't work, or if you do not have a hard drive, or if you just like to read manuals, then please see the *Installation and Start-up* section starting on Page 8 for detailed installation and start-up instructions.

Quick Start: Playing The Game

Like other Legend adventure game products, *SPELLCASTING 201* is easy to play without ever touching the keyboard. Using the mouse you can:

1. Move from place to place by clicking on the compass rose.
2. Single-click on objects in a picture to look at them.
3. Double-click on objects in a picture to take them, open or close them, greet them, etc.
4. Select a verb from the verb menu and then click on an object in a picture to apply that verb to that object.
5. Build complex commands quickly from the verb, object, and preposition menus. (Single-click selects the word, double-click finishes the command.)
6. Avoid pesky typing and cursor errors.

If you don't have a mouse, you can simulate one by pressing **<TAB>**. This puts a mouse cursor on the screen which you can move around using the arrow keys. "Click" by pressing **<ENTER>** and "double-click" by pressing **<SHIFT> <ENTER>**.

Again, if you don't have a mouse, there is yet another fast way to build commands by selecting verbs, objects, and prepositions from the menus. Press **<TAB>** again to begin using this feature. Then use the arrow keys to move the highlight bar back and forth between the menus, press the space bar to select a word, and press **<ENTER>** to execute your command.

And of course you can still enter commands the old-fashioned way - by typing them.

Installation and Start-up

INSTALLATION

In order to install *SPELLCASTING 201* onto your hard disk you will need approximately 5,000,000 bytes of free space. The game must be installed using the following procedures in order for you to properly hear all of the sound effects when you play the game. To proceed with the installation:

1. Put Disk #1 from your *SPELLCASTING 201* package in a floppy drive.
2. Type the letter of the floppy drive followed by a colon and press **<ENTER>**. For instance, if you put Disk #1 in Drive **A**, you would type **A: <ENTER>**. Then type **INSTALL<ENTER>**.
3. Follow the instructions presented by the installation program. When installation is complete you may start the game using the instructions presented in the *Start-up* section that follows.

START-UP

To start an installed copy of *SPELLCASTING 201*, follow the instructions in the *Installation* section above and then:

1. Change to the directory in which the game was installed. The default directory used by the installation program is **\S201**. If you chose not to use the default and installed the game in **D:\GAMES\SPEL201**, you would type: **D: <ENTER>** followed by **CD \GAMES\SPEL201 <ENTER>**.
2. Start the game by typing **LEGEND <ENTER>**.

The installation program creates a batch file named **LEGEND.BAT** that contains configuration data as you defined it during installation. You may override these defaults by typing **S201** followed by one or several of the configuration options described in the sections that follow (DOS 5.0 users should type **LOADFIX S201**).

For additional information concerning configuration options and defaults, refer to the *Configuration* and *Music and Sound* sections.

Configuration

CONFIGURATION DEFAULTS

SPELLCASTING 201 will automatically detect the type of graphics adapter you have and will default to the highest standard that it finds.

If you have a mouse, the game expects you to be using a Microsoft compatible mouse driver. If your mouse is behaving strangely or wreaking havoc with the graphics in the game, it is probably not Microsoft mouse compatible. Try quitting the game and starting again by typing **S201 XMOUSE**.

If you have an AdLib Music Synthesizer Card or a Sound Blaster, the game will automatically detect its presence and will default to playing music and sound effects through it.

If you have a Roland MT-32 (or compatible) sound module, start the game by typing **S201 MT32**. For more options regarding MIDI sound modules, consult the *Configuration Options* section below.

If you have an AdLib card and a Roland sound module, you must start the game by typing **S201 MT32** to override the AdLib/Sound Blaster default.

If you have a monochrome VGA monitor, you may considerably improve the quality of graphics displayed in the game by starting the game by typing **S201 MONO**.

CONFIGURATION OPTIONS

As described above, *SPELLCASTING 201* defaults to high resolution EGA 16-color graphics. If an AdLib or Sound Blaster is detected, the game will default to it for music and sound effects.

If you wish to override any of these defaults, you may type one or more of the following options, separated by spaces, after typing **S201** on the MS-DOS command line:

- CGA** Forces the game into black and white CGA graphics on computers with an EGA or VGA graphics adapter.
- MONO** May improve graphics on computers with VGA adapters and monochrome monitors.
- XMOUSE** Overrides the default Microsoft mouse driver.
- ADLIB** Causes music and RealSound sound effects to be played through an AdLib Music Synthesizer Card, if present.
- BLASTER** Causes music and RealSound sound effects to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: **S201 BLASTER <irq number> <i/o address>**.
- MT32** Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI sound module by typing: **S201 MT32 <irq number> <i/o address>**.
- NOCYCLE** Disables color cycling animation for computers with EGA and VGA adapters and color monitors.
- REAL** Disables AdLib, Sound Blaster, and Roland music and plays RealSound sound effects only through the PC's internal speaker.
- NOREAL** Disables RealSound sound effects.

So, for example, if you have an EGA adapter, a Sound Blaster on IRQ 9, and you want to see CGA pictures and play RealSound sound effects through your sound card, you would type **S201 CGA BLASTER 9 <ENTER>** at the MS-DOS system prompt.

Refer to the next section, *Music And Sound*, for more information on music card and sound module configuration.

Music And Sound

SPELLCASTING 201 supports the following music and sound effect technologies:

- RealSound (TM)
- AdLib Music Synthesizer Card
- Creative Labs' Sound Blaster
- Roland MT-32 and compatible MIDI sound modules including Roland's MT-100, CM-32L, and LAPC-1

The game defaults to playing music and sound effects through an AdLib card or Sound Blaster, if present. These defaults may be overridden using the options described in the *Configuration* section.

If you have a Roland MT-32 or compatible sound module, start the game with the command **S201 MT32**.

RealSound sound effects will be played through the PC's internal speaker if you do not have an AdLib or Sound Blaster card. See the *Installation* section for instructions for proper installation of the game.

REALSOUND (TM)

RealSound is used throughout the game to play sound effects on the PC's internal speaker or an AdLib or Sound Blaster card, if present. No additional hardware or software is required for you to hear RealSound effects in *SPELLCASTING 201*. If you do not have an AdLib card, Sound Blaster, or MIDI sound module, you will hear the RealSound title track and sound effects on your PC speaker.

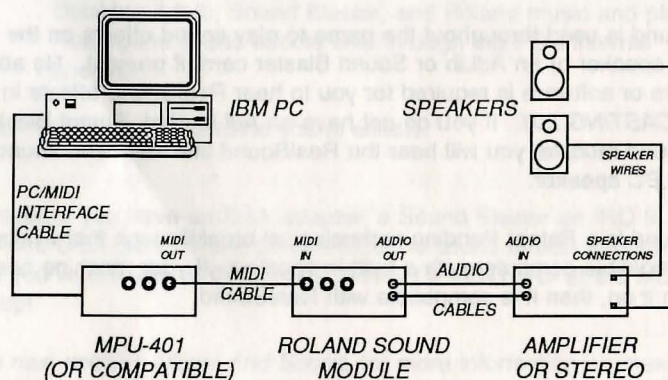
RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, then it is compatible with RealSound.

ROLAND MT-32, MT-100, CM-32L, AND LAPC-1 OWNERS

To use your MIDI sound module, make sure your equipment is configured as shown in the MIDI wiring diagram. If you have problems, check that the following steps have been taken in configuring your equipment:

Note: LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.
2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.
3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.
4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.
5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.



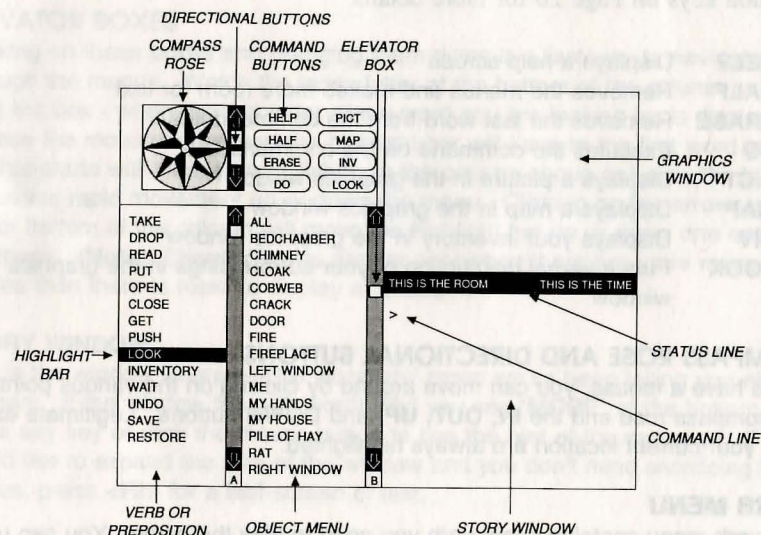
MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

Introduction to the Game Interface

To install and start up the game, see the *Installation and Start-up* section on Page 8.

When the game begins, you will see the title screen, followed by the credits and some introductory text. If you wish to skip to the beginning of the story, you can hit the <ESC> during this sequence to abort it. The game will then ask you if you wish to restore to a previously saved position.

After this sequence, the main interface screen will appear:



GRAPHICS WINDOW

This window can contain:

- A picture of your location
- A map of the surrounding area
- Your inventory (what you are wearing and carrying)
- Your status (score, number of turns taken, etc.)
- A verbal description of your surroundings

COMMAND BUTTONS

Many of these buttons have function key equivalents. See the information on function keys on Page 20 for more details.

- | | |
|--------------|---|
| HELP | Displays a help screen |
| HALF | Removes the menus and makes more room for text |
| ERASE | Removes the last word from the command line |
| DO | Executes the command on the command line |
| PICT | Displays a picture in the graphics window |
| MAP | Displays a map in the graphics window |
| INV | Displays your inventory in the graphics window |
| LOOK | Puts a verbal description of your surroundings in the graphics window |

COMPASS ROSE AND DIRECTIONAL BUTTONS

If you have a mouse, you can move around by clicking on the various points of the compass rose and the **IN**, **OUT**, **UP**, and **DOWN** buttons. Legitimate exits from your current location are always highlighted.

VERB MENU

The verb menu contains every verb you need to play the game. You can use other verbs, but you will have to type them in. The most commonly used verbs are grouped at the top of the list. The rest of them are in alphabetical order.

PREPOSITION MENU

After you select a verb, the verb menu is replaced with a preposition menu. The amazing thing is that the game will display only those prepositions that you can use with the verb you have selected. Voila! No more pesky cursor errors.

OBJECT MENU

This menu contains all the things that you see from your current location. If you want to refer to other objects in the game, you must type them in.

HIGHLIGHT BAR

This is a highlighted bar you can move around to select the next word you want to place on the command line.

ELEVATOR BOXES

Clicking on these boxes and dragging them down is a fast way to navigate through the menus. Watch the index letter at the bottom of the column as you drag the box - when the first letter of the word you are looking for is displayed, release the mouse button and the highlight bar will jump to the first word in the list that starts with that letter. Clicking in the column above or below the box will cause rapid movement up or down the menu. Clicking on the arrows at the top or bottom of the column will move the highlight bar up or down one entry in the menu. (**Note:** Elevator boxes appear only when there are more menu entries than there is room to display at once.)

STORY WINDOW

This is the window where all that wonderful prose we've been telling you about appears. If the window fills with words and you see "**MORE**" at the bottom, press any key or click the mouse button to see the rest of the message. If you would like to expand the size of the window and you don't mind sacrificing the menus, press <F3> for a half-screen of text.

COMMAND LINE

All your commands will appear on this line, whether you enter them by typing, selecting from the menu, or clicking on the compass rose or graphics window.

STATUS LINE

This line lists your location and the local time of day.

Playing the Game With a Mouse

If you have a mouse, playing this game is simplicity itself. Merely by pointing and clicking you can do all of the following:

- Move around** from place to place by single-clicking on the compass rose or the directional buttons next to it. Legitimate exits from your current location are always highlighted. Double-clicking on an exit that is pictured in the graphics window will move you through that exit. If you are playing with the map in the graphics window, you can also move to adjacent rooms by double-clicking on them.
- Examine** objects by single-clicking on them in the graphics window.
- Take** objects by double-clicking on them in the graphics window.
- Open/close** doors and windows by double-clicking on them in the graphics window.
- Greet** characters you meet in the game by double-clicking on them in the graphics window.
- Customize** the interface by clicking on the command buttons.

BUILDING COMMANDS

In addition to the above, you can use the mouse to build commands. A single-click on a word in the verb menu will place that word on the command line. The verb menu will then be replaced by a preposition menu that lists the prepositions you may legitimately use with the verb you have just selected. At this point you can select one of those prepositions, or select a word from the object menu, or execute your command by clicking on the **DO** button.

Naturally, we've built in some short-cuts. For example, if you know prior to clicking on a word that it will be the last word in your command, you can

double-click on it and your command will be executed. Or, if you've already clicked on the last word in your command and you don't want to move the mouse up to the **DO** button, just double-click on the last word and the command will be executed. Another short-cut is to select a verb from the menu and then single-click on an object in the picture in the graphics window.

FINDING WORDS QUICKLY

Because the menus sometimes contain many words, we've also included a few short-cuts for getting to words that are far down in the menu. You can click in the grey area to the right of each menu to rapidly move up or down in that menu. (If there is no grey area, the entire menu is visible.) Or you can click on the "elevator box" in the column to the right of each menu and drag the box down while keeping the mouse button depressed. As you do so, you will see the index letter at the bottom of the column change. When it gets to the letter that is the first letter of the word you want, release the mouse button, and the highlight bar will jump to the first word that begins with that letter.

An even faster method is to hold down the **<SHIFT>** key on the keyboard and then press the first letter of the word you want. The highlight bar will then jump to the first word that begins with that letter. You can also use the **<HOME>** and **<END>** keys on the keyboard to jump to the top or the bottom of the list, or the **<PGDN>** and **<PGUP>** keys to move up or down the list quickly.

NOTES

To remove the last word from the command line, click on **ERASE**.

Double-clicking on an object in the graphics window is intended to "do the obvious thing" with that object. For example, climb stairs, eat food, turn off lamp, etc.

If you are using the mouse and you want to begin to type, go ahead. However, once you have begun typing on the command line, you cannot go back to using the mouse until that command has been executed or erased.

If you select a noun as the first word in your sentence, the game assumes you are trying to speak to that person or thing, and therefore it adds a comma after the word. (For example, **SAILOR, GIVE ME THE ROPE.**) If your mouse is destroying the picture, then the mouse driver is probably not Microsoft compatible. Try returning to DOS and starting the game by typing **S201 XMOUSE.**

Playing Without a Mouse

EMULATING THE MOUSE

If you don't have a mouse, there are still quick and easy ways to build commands from the menus without typing.

To do this, first you need to press the **<TAB>** key. When you do so, a mouse cursor will appear on your screen. You can move this cursor around by using the arrow keys on your keyboard. Then you can "click" by hitting **<ENTER>**, and "double-click" by hitting **<SHIFT><ENTER>**. This will let you do all the things mentioned in the previous section, *Playing the Game With a Mouse*.

USING THE MENUS

If you don't want to use the method outlined above, pressing the **<TAB>** key again will give you yet another alternative. This system puts a highlight bar over the first word in the verbs menu. You can move this bar back and forth between menus (and up and down within them) by using the arrow keys on your keyboard. Once you have highlighted the word you wish to select, hitting the space bar will place that word on the command line. After you have finished building your command, hitting **<ENTER>** will execute it.

TYPING

If you like to type, go ahead. No matter what method you have been using to place words on the command line, you can always begin to type. The cursor will magically appear on the command line, as it did in days of old when adventure games were young.

If you definitely don't want to use the menus, press **<F3>** and they will go away, creating more room for text. If you really want to return to the golden years of adventuring, press **<F4>** for the all-text look.

FUNCTION KEYS

You can use function keys to customize the interface as follows:

- <F1> Displays the help screen
- <F2> Returns the menus to the screen if they are not there
- <F3> Removes the menus and creates more room for text
- <F4> Puts you into full-screen text mode
- <F5> Displays the picture in the graphics window
- <F6> Displays the map in the graphics window
- <F7> Puts your inventory in the graphics window
- <F8> Puts a verbal description of your surroundings in the graphics window
- <F9> Displays your status in the graphics window

Many of these function keys have command button equivalents. See the information on command buttons on Page 14 for more details.

Save, Restore, and Quit

Once you have begun the game, you can use the **SAVE** command whenever you want to capture and store everything you have done so far. **SAVE** allows you to define a point you can return to if you are "killed" or if you just want to turn off the machine for awhile.

When you type **SAVE** (or when you select it from the verb menu), you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are, like **Inside Appliance** or **Solved Friday Puzzle**. The description of the saved game can have up to 33 characters in it.

In the course of playing this game, you may create up to 128 simultaneous **SAVE** files. You can delete **SAVE** files by pressing <ALT><D> when the highlight bar is over the description of the saved game. If you pick the name of an already-existing file when you **SAVE**, the original file will be erased and the new file of that name will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse. <ENTER> or a double-click will **SAVE** your current game with the new description in a new **SAVE** file.

When you are ready to return to a place you have saved, type **RESTORE** (or select it from the verb menu). As a reminder, a list of your previous **SAVE** files will appear in the **RESTORE** window. When the game asks you for a **SAVE** file description, move the highlight bar to the description you want and press <ENTER> or type in the description. If you type in the beginning of a valid description and hit <ENTER>, the game will automatically match it and fill in the rest of the characters. Once you have entered a valid description, you will be returned to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the **QUIT** command. However, if you quit without making a **SAVE** file, you'll have to start from the beginning of the game the next time you play.

Talking to the Game

You "talk" to *SPELLCASTING 201* by telling the game what you want the main character in the game to do at each turn. You do this by typing your input on the keyboard, or by clicking the mouse on the menus, the compass rose, or the pictures [See *Introduction to the Game Interface* and *Playing the Game With a Mouse*.]

Your simplest inputs will be directions -- moving around from place to place:

>NORTH
>DOWN
>SW

Equally simple are inputs which are just verbs:

>JUMP
>SCREAM

Let's get a bit more complicated, and add some nouns (or, if you combine them with adjectives, noun-phrases).

>TAKE THE COIN
>READ BOOK
>EAT THE JUICY POMEGRANATE
>SLICE THE HOT RED PEPPER
>KISS THE TALL BLOND WAITRESS

(Note that you can use articles like "the" or "a" if you wish; most people just omit them to save time.)

Shall we add a dash of prepositions?

>TURN AROUND
>SIT DOWN
>LOOK OUT WINDOW
>HIDE BEHIND BROWN CURTAIN

Take a deep breath. So far, the noun-phrases we've looked at have all been the direct object of the sentence. Now we're going to throw in a second noun-phrase, the indirect object!

>GIVE APPLE TO BOY
>POINT MAGIC WAND AT THE GORILLA
>BUY VELVET STRIPS FROM BELINDA

Sorry, it's time to introduce some mind-boggling complicated concepts. You can include several inputs after a single prompt, as long as you separate them by a period or by the word "then":

>GET IN BOAT THEN START ENGINE
>LOOK THROUGH KEYHOLE. SLIDE NOTE UNDER DOOR.

You can also use pronouns:

>TAKE TOASTER OVEN. TURN IT ON. PUT PIZZA IN IT
>TAKE FEATHER FROM LISA. TICKLE HER WITH IT.

You can use multiple objects with certain verbs (like **TAKE** and **DROP**) as long as you separate the noun-phrases with a comma or the word "and." You can even use the amazingly useful word "all":

>TAKE PANTIES AND BRA
>DROP BRA, TEDDY, NYLON STOCKINGS
>TAKE ALL
>GIVE ALL THE UNDERGARMENTS TO AUNT EUNICE

You'll probably want to fortify yourself with some good strong scotch before moving on to the next area: talking to characters in the game. This can be useful if you want to ask a character to do something for you:

>MABEL, GIVE ME THE HIP BOOTS
>TELL MABEL TO GIVE ME THE HIP BOOTS
>ASK MABEL TO GIVE ME THE HIP BOOTS
>ASK MABEL FOR HIP BOOTS

or if you would like to get some information from them:

>PROFESSOR BROKENBONE, TELL ME ABOUT THE MAGIC SPATULA
>ASK BROKENBONE ABOUT SPATULA.

Using Magic

Casting magic spells is an essential part of **SPELLCASTING 201** skill at Sorcerer University. To cast a spell, you must be holding your spell book.

There are several ways to cast a spell. For example, to cast the BIP spell (produce soft music) you can use any of the following:

>CAST THE BIP SPELL
>CAST BIP
>BIP

A spell like BIP is fine to cast into "thin air." However, most spells need to be cast at something or somebody. So, to cast a FRIMP spell (levitation):

>CAST THE FRIMP SPELL ON THE MARBLE
>CAST FRIMP ON MARBLE
>FRIMP MARBLE

All spells have a "level" associated with them. To start, you are a Level 2 sorcerer and can cast only Level 2 spells. However, as you gain experience, your level will increase, and you will be able to cast longer, more powerful spells.

As you progress through **SPELLCASTING 201**, you will come across various spell boxes. These each contain a new magic spell. If you open such a box in the presence of your spell book, the spell will be transferred to the book. You can then cast the spell over and over at your convenience.

However, if you open a spell box when your spell book isn't present, the spell will be cast into thin air. While the spell may seek out something in the room, there is no guarantee that it will be the target you intended, and remember that the spell will then be gone forever.

Helpful Hints

Here are ten rules of thumb for those of you new at adventure gaming:

1. "Crime pays." **TAKE** everything that isn't nailed down.
2. "Keep your eyes open." **EXAMINE** things that you come across; you'll get extra tidbits of information.
3. "Two heads are better than one." Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.
4. "Jesus saves." And so do all the apostles, when they're playing a game as dangerous as **SPELLCASTING 201**! **SAVE** early, **SAVE** often.
5. "If at first you don't succeed...." If you get stuck at some point, don't go away mad, just go away! Come back later with a fresh mind.
6. "Draw a map." Although there's an on-screen map, your hand-drawn map can include other information, such as what things are found where.
7. "We didn't create this manual to support our local printer." Read all the documentation, especially the sample transcript.
8. "Take it slow." Read ALL the text and examine all the pictures carefully.
9. "Try weird stuff." Sometimes trying wacky things will pay off with a clue; at the least, you'll probably uncover some wacky responses!
10. "It never hurts to ask." Many computer magazines and bulletin boards will run tips and hints for **SPELLCASTING 201**...especially if you ask!

If all else fails, you can call our automated 24-hour hint line at **1-900-PRO-KLUE**, or call our customer support line (**1-800-658-8891**) to order the official **SPELLCASTING 201** hint book.

Things To Try at the Start of the Game

Really stuck on how to get started? Try these ten inputs right from the start of the game:

>EXAMINE THE BATHTUB
 >TAKE THE SPELLBOOK
 >READ IT
 >CAST THE PRENT SPELL ON THE BANANA
 >WAIT
 >CLIMB THE STAIRS
 >READ THE PACKAGE
 >OPEN IT
 >READ THE SPELL BOX
 >OPEN IT

Note that these aren't necessarily the "correct" first ten inputs. Many other inputs are possible during the first ten turns.

Game Commands And Their Abbreviations

Many of the game commands below have function key or command button equivalents. These are listed in parentheses after the description of the command. In addition, many game commands have single key equivalents.

AGAIN (G)	Repeats your last input.
CREDITS	Displays a list of everyone who worked on <i>SPELLCASTING 201</i> and what they did.
FULL MODE	Removes the menus, compass rose, and graphics window, leaving you with a full screen of text.
HALF MODE	Removes the menus, but still displays the compass rose and the graphics window. (<F3> key) (HALF button)
HINT	Will print a message telling you that hints aren't available in the game. The message will go on to recommend that you call an on-line service such as Genie, CompuServe, PRODIGY, or PC-Link and ask their gamers for hints. Or, it will tell you, you could simply dial our 24-hour hint line, which is 1-900-PRO-KLUE (1-900-776-5583), but which will cost you \$.75 for the first minute, and \$.50 for each subsequent minute.
INVENTORY (I)	Tells you what your character is carrying.
LOOK (L)	Will give you a full description of your current location. This is always a good thing to try if you don't know what else to do.
LOOK MODE	Displays a verbal description of your surroundings in the graphics window. (<F8> key) (LOOK button)
MAP MODE	Displays the map in the graphics window. (<F6> key) (MAP button)

MENU MODE	Restores the menus to the screen if you have removed them previously. (<F2> key) (MENU button)
MUSIC OFF	Turns off the music. (To turn off the sound effects, however, use SOUND OFF .)
MUSIC ON	Turns the music on.
NOTIFY	Normally, the game will tell you when your score changes. If you don't want to be bothered, NOTIFY will turn off this feature. And, if you change your mind, NOTIFY will turn it back on!
OOPS (O)	If you mistype a word, use OOPS instead of retyping the entire input. For example, you type >TAKE SPELL BOK , and the game responds, "I don't know the word ' BOK '" You would simply type OOPS BOOK . Naturally, you menu users will never need to use OOPS .
PICFIRST	Displays room pictures before room descriptions.
PICTURE MODE	Restores the picture to the graphics window. (<F5> key) (PICT button)
QUIT (Q)	Tells the game "Hey, I'm outta here!" You might want to SAVE first.
RESTART	Starts the game over. Again, you might want to SAVE first.
RESTORE	Brings you back to any point in the game where you've previously saved.
SAVE	Creates a file which the RESTORE command can use to return you to this point in the story. You should SAVE now and then, and especially before trying dangerous things like >ATTACK KNIGHT WITH BARE HANDS .
SCRIPT	Sends all the text output of the game into the specified file, which you can then read, print, edit, delete, etc.

SOUND OFF	Turns off the sound effects. (To turn off the music, however, type MUSIC OFF .)
SOUND ON	Turns the sound effects back on.
STATUS	Gives you a brief report of your score and the number of turns you've taken.
STATUS MODE	Displays your status in the graphics window. (<F9> key)
TERSE	Tells the game to give you the normal level of descriptiveness, in which you see a full description of a place only the first time you go there. On subsequent visits to the location, you won't get a description, although you can always get one by saying >LOOK (or by playing with the graphics screen in " LOOK " mode). (See also VERBOSE).
TEXTFIRST	Displays room descriptions before room pictures.
UNDO	Probably the single most useful thing ever conceived in all of recorded human history. UNDO simply takes you back one turn, undoing the effects of your last move.
UNSCRIPT	Stops sending the text output to a file.
VERBOSE	Puts you in the level of maximum location descriptions; you'll get a full description of your location every single time you enter it. (See also TERSE).
VERSION	Gives you the release number of your copy of <i>SPELLCASTING 201</i> , as well as some legal stuff.
VOLUME #	If you have a sound card or sound module, the VOLUME command, followed by a number from 1-10, allows you to control the volume of the game's music. This command has no effect on the volume level of the RealSound sound effects.

WAIT (Z) Your character will just stand around while time passes in the story. You can also say things like **WAIT 45 MINUTES** or **WAIT 3 HOURS**.

Abbreviations

A-You would think this would be the abbreviation for **AGAIN**, wouldn't you. Well, you would be wrong. If that were the case, then a simple input like **>GIVE A DOG A BONE** would turn into the nightmarish **GIVE (AGAIN) DOG (AGAIN) BONE**. Consequently, we treat "a" as an article rather than an abbreviation, and shorten **AGAIN** to "G".

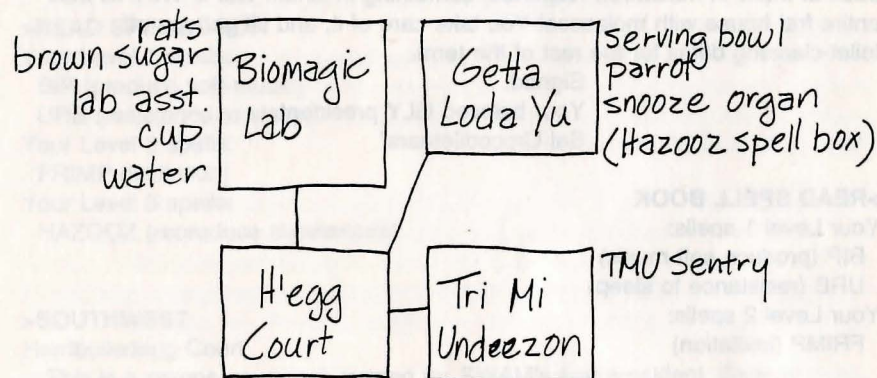
D - down	O -oops	X -examine
E - east	Q -quit	Y -yes
G - again	S -south	Z -wait
I - inventory	T -time	NE -northeast
L - look	U -up	SE -southeast
N - north	W -west	SW -southwest
NW -northwest		

Sample Transcript

The following sample transcript shows a typical interaction with a game just like *SPELLCASTING 201*. It will demonstrate how you "talk" to the game, and it may give you some ideas if you get stuck.

The sample transcript is not taken from of *SPELLCASTING 201*; in fact, it's set at Sorcerer U's rival college, the St. Weinersburg Academy of Magic. If you want to see some things you can actually try in *SPELLCASTING 201*, see the section entitled *Things To Try at the Start of the Game*.

The map below shows the geography we made up for the sample transcript. You might want to make a map like it as you play *SPELLCASTING 201*.



>LOOK

Getta Loda Yu

You are in the lounge area of your fraternity at the St. Weinersburg Academy of Magic.

A snooze organ is sitting by the front door, which leads southwest.

The GLY mascot, a large parrot named Blabby, is perched on the organ.

A serving bowl is sitting on the table.

Blabby cries, "Brawk! Not meatloaf for dinner again! Brawk!"

>TAKE BOWL

You pick up the bowl.

>EXAMINE THE PARROT

Blabby is a large green parrot. The letters of GLY's arch-rival fraternity, "TMU", have been tatoood on his chest.

Blabby cries, "Brawk! Let's hide it in the organ! Brawk!"

>INVENTORY

You are carrying a serving bowl, a spellbook and a note.

You are wearing a tunic.

>READ NOTE

"Zeke! Did you see what those jerks from TMU did to Blabby? We've got to get back at them! A measured response, something in kind... Got it! We'll fill their entire frat house with molasses! You take care of it, and I'll get you off toilet-cleaning detail for the rest of the term.

Signed,

Your beloved GLY president,
Sal Crocodiletears"

>READ SPELL BOOK

Your Level 1 spells:

BIP (produce soft music)

URB (resistance to sleep)

Your Level 2 spells:

FRIMP (levitation)

>EXAMINE ORGAN

The snooze organ is a large musical instrument, reminiscent of a piano. It has a keyboard of seven keys, one in each color of the rainbow. Above the keyboard is a large dial. The organ is on casters.

Blabby cries, "Brawk! You hold 'em down and I'll tatoo 'em! Brawk!"

>EXAMINE DIAL

The dial is labelled "Duration." It can be set to any number between 1 and 60. It is currently set to 5.

Blabby cries, "Brawk! Let's hide it in the organ! Brawk!"

>LOOK INSIDE THE ORGAN

You discover that the top of the organ flips open. Within, you discover a HAZOOZ spell box.

>READ SPELL BOX

[taking the HAZOOZ spell box first]

"HAZOOZ (reproduce substances). A product of Spells 'R' Us. Not recommended for indoor spaces."

Blabby cries, "Brawk! You hold 'em down and I'll tatoo 'em! Brawk!"

>OPEN SPELL BOX

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

>READ SPELL BOOK

Your Level 1 spells:

BIP (produce soft music)

URB (resistance to sleep)

Your Level 2 spells:

FRIMP (levitation)

Your Level 3 spells:

HAZOOZ (reproduce substances)

>SOUTHWEST

Hardboiledegg Court

This is a serene courtyard, named for SWAM's first president, Samuel Hardboiledegg. Fraternity houses lie to the east and northeast, a large brick building stands to the north, and paths lead west and south.

Someone has dropped a notebook here.

>TAKE ALL

notebook: Taken.

>READ IT

The notebook is that of someone taking Music 117, Beginning Snooze Organ. There are three musical pieces described in the notebook:

"HUMAN: red, violet, violet, yellow"

"FERRET: red, green, indigo, red"

"RAT: blue, orange, violet, orange"

>NORTH

Biomagic Lab

This is a laboratory for experiments on the impact of spells on living things.

A lump of brown sugar is sitting on a table, surrounded by three lab rats. The rats have borne the brunt of endless magical experiments.

A lab assistant named Barry is here. Barry is holding a cup of water.

>EXAMINE RATS

They're typical laboratory rats. Typical for the Biomagic Lab, that is. One is about the size of a hippo, one has jaws like an alligator, and one is reading a heavy volume entitled, "Everything They Didn't Teach You About Particle Physics in Graduate School."

>TAKE SUGAR

The big rat sits on you, the fierce one snaps your arm in its visor-like jaw, and the intelligent one explains that the brown sugar is their treat for enduring seven thousand castings of the YABBADUDU spell (produce loud disco music). They release you after you agree to lay off the sugar.

>OUT

Hardboiledegg Court

>NORTHEAST

Getta Loda Yu

A snooze organ is sitting by the front door, which leads southwest.

The GLY mascot, a large parrot named Blabby, is perched on the organ.

>EXAMINE DIAL

The dial is labelled "Duration." It can be set to any number between 1 and 60. It is currently set to 5.

>TURN DIAL TO 20

The dial is now set to 20.

Blabby cries, "Brawk! Not meatloaf for dinner again! Brawk!"

>PRESS RED KEY. PRESS VIOLET KEY. PRESS VIOLET KEY. PRESS YELLOW KEY

The organ makes a sound like cherries being squished.

The organ makes a sound like grapes being squished.

The organ makes a sound like grapes being squished.

The organ makes a sound like bananas being squished.

You fall into a deep snooze...

...and wake up to find that twenty minutes have passed.

>TAKE ORGAN

The snooze organ is much too large to pick up.

>PUSH ORGAN SOUTHWEST

As you begin pushing the organ, Blabber squawks indignantly and flies to a different perch...

Hardboiledegg Court

The organ rolls to a stop.

>PUSH ORGAN NORTH

Biomagic Lab

A lump of brown sugar is sitting on a table, surrounded by three lab rats.

The rats have borne the brunt of endless magical experiments.

A lab assistant named Barry is here. Barry is holding a cup of water.

The organ rolls to a stop.

>PRESS BLUE KEY. PRESS ORANGE KEY. PRESS VIOLET KEY. PRESS ORANGE KEY

The organ makes a sound like blueberries being squished.

The organ makes a sound like oranges being squished.

The organ makes a sound like grapes being squished.

The organ makes a sound like oranges being squished.

The rats all fall into a deep snooze.

>TAKE BROWN SUGAR THEN PUT IT IN BOWL

You pick up the lump of brown sugar.

You put the lump of brown sugar into the serving bowl.

>BARRY, GIVE ME THE CUP OF WATER

"Sure, I never touch the stuff anyway." He hands you the cup.

>POUR WATER IN BOWL

The water pours over the brown sugar and dissolves it into a syrupy mass of molasses.

>SOUTH

Hardboiledegg Court

>EAST

Tri Mi Undeezon

This is the house of GLY's arch-rival frat, TMU. The only exit is to the west.

A sentry, Oliver Shoeflypie, has been posted here to prevent retaliatory pranks. How sadly mistrustful of human nature, don't you think?

>YES

Of course, on the other hand, here YOU are...

>CAST HAZOOZ SPELL ON MOLASSES

As you begin casting the spell, Oliver smacks you over the head with a pillow, which disturbs your concentration enough to keep you from successfully completing the spell. "No spellcasting in here, you humorless small-minded vengeance-seeking twerp!"

>WEST

Hardboiledegg Court

>NORTH

Biomagic Lab

Three lab rats are in a deep snooze.

A lab assistant named Barry is here.

There is a snooze organ here.

>PUSH ORGAN SOUTH

Hardboiledegg Court

The organ rolls to a stop.

>READ SPELL BOOK

Your Level 1 spells:

BIP (produce soft music)

URB (resistance to sleep)

Your Level 2 spells:

FRIMP (levitation)

Your Level 3 spells:

HAZOOZ (reproduce substances)

>CAST URB ON ME

You suddenly feel energetic and wide awake.

>PUSH ORGAN EAST

Tri Mi Undeezon

A sentry, Oliver Shoeflypie, has been posted here to prevent retaliatory pranks. How sadly mistrustful of human nature, don't you think?

The moodhorn rolls to a stop.

>PRESS RED KEY. PRESS VIOLET KEY. PRESS VIOLET KEY. PRESS YELLOW KEY

The organ makes a sound like cherries being squished.
Oliver looks suspicious.

The organ makes a sound like grapes being squished.
Oliver looks very suspicious.

The organ makes a sound like grapes being squished.
Oliver looks extremely suspicious.

The organ makes a sound like bananas being squished.
Oliver falls into a deep snooze.

>INVENTORY

You are carrying a cup, a serving bowl, a spellbook and a note. The serving bowl contains some molasses.
You are wearing a tunic.

>DROP BOWL

Dropped.

>CAST HAZOOZ ON MOLASSES

The molasses begins to swell and grow, immediately inundating the nearby furniture. It continues to balloon into a larger and larger mass!

>OUT

Hardboiledegg Court

Molasses begins pouring out the windows of the fraternity house to the east.

GLY's president, Sal Crocodiletears, slaps you on the back and says, "Sorry, I probably won't be able to get you out of toilet-cleaning detail for a whole term, but I think I can get you off dishwashing detail for the next three days. I'll let you know..." He walks off, whistling.

You feel a tap on the shoulder, and turn to find yourself face to face with three lab rats. They look mad.

About The Author

STEVE MERETZKY (1957 -)

Steve has been writing adventure games since shortly after his rather miraculous graduation from MIT in the waning days of the 70's.

Steve, and his equally frazzled mate, Betty Rock, have two children: Sasha, who is just beginning to walk, talk, and go to malls, and Danny, who has already mastered several difficult level five spells, such as WINKUVANI (demolish a room in microseconds) and IWANWUNMO (ability to resist sleep until every book in sight has been read).

Steve's hobbies have evolved over the years, and now consist primarily of fixing bugs, changing diapers, and trying to find spare hours to catch up on videotaped episodes of Twin Peaks.

If you absolutely loved *SPELLCASTING 201*, you'll probably be disappointed to discover that you can no longer find any but the most recent of Steve's previous games:

Planetfall (1983)

Sorcerer (1984)

The Hitchhiker's Guide to the Galaxy (in collaboration with Douglas Adams) (1984)

A Mind Forever Voyaging (1985)

Leather Goddesses of Phobos (1986)

Stationfall (1987)

Zork Zero (1988)

SPELLCASTING 101: Sorcerers Get All the Girls (1990)

Credits

Writing	Steve Meretzky
Art	Tanya Isaacson, Jim Sullivan, Paul Mock, Donald Langosy
Music	Arfing Dog
System Architecture	Duane Beck & Bob Bates
System Programming	Duane Beck, Mark Poesch, & Glen Dahlgren
Graphics Systems Development	Mark Poesch
Music System Development	Michael Lindner
AdLib Transcription	Michael Lindner
Sound Effects	Glen Dahlgren
Additional Game Programming	Duane Beck & Glen Dahlgren
Production Coordination	Peggy Oriani
Cover Art	Craig Nelson
Testing	Alyssa Verdu & Josh Schrifftman
Additional Testing	Hugh Hughes, Bruce Graham, Wendy Pry, Linda Duchaineau and Michael Sonesen.
Producers	Michael Lindner & Steve Meretzky

Help! Troubleshooting and Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, please call our toll-free customer support line (**1-800-658-8891**) between 9:00 a.m. and 5:00 p.m. EDT/EST. If you live outside the United States, call **703-222-8500** and ask for customer support. For game hints, call **1-900-PRO-KLUE (1-900-776-5583)** or try dialing into one of the on-line services (with a modem) where you can talk to real live gamers who have probably been stuck at the same place you are.

I can't call the hint line for hints! How do I get hints?

You may not have access to the 900 hint line if you live in a country that is not the United States or reside in certain U. S. counties and municipalities that have not upgraded their phone equipment to handle 900 service. You can get game hints purchasing a hint book from the same store you bought the game. If this is not possible or the store does not carry hint books, you can call us at **1-800-658-8891** or **703-222-8500** and order a hint book using a major credit card.

I've got an MT-32 and I don't hear any music

If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command **S201 MT32**. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.
2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game typing **S201 MT32 5 300**.

The mouse cursor is eating the graphics!

If moving your mouse cursor over the picture destroys it, then the mouse you are using is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game again typing **S201 XMOUSE**.

The mouse cursor isn't anywhere to be seen

If the mouse doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a "**Bad command or file name**" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.

I'm getting a low memory warning

If you get a low memory warning when you start up the game, make sure you have taken all of your TSR (terminate & stay resident) programs out of RAM. If on a 512K machine this still does not free up enough memory, you may wish to reboot your machine without your mouse driver. You can then play the game without using your mouse or hearing music. You can also save memory specifying CGA graphics instead of EGA (type **S201 CGA** to force CGA graphics).

This game is a disk space hog!

SPELLCASTING 201 takes up approximately 5,000,000 bytes on your hard disk.

If you don't have that much space to spare, you may consider deleting some of the following files from the hard disk after they have been installed:

*.MUS	If you don't have a sound board
*.RS	If you don't want to hear sound effects
S201_E?.PIC	If you don't want to see EGA graphics
S201_C?.PIC	If you don't want to see CGA graphics

I have a color monitor and I'm seeing pictures in black and white

If you have a CGA, MCGA, or TGA (Tandy Graphics Adapter) compatible graphics interface card, then the pictures will appear in black and white, 640x200 resolution mode. If you have an EGA card and you are seeing CGA

black and white pictures, then your EGA card may not have enough "on board" memory or it might not be register compatible. You may be able to solve the latter problem obtaining an upgrade to the Video ROM BIOS from the manufacturer of the card.

I have a black and white (monochrome) EGA or VGA Monitor

On some gray-scale monitors, the graphics may look dark or fuzzy. To get pictures with improved contrast and resolution, try starting the game typing **S201 MONO**.

None of this has helped me!

If you have a hard drive and are suffering from problems that you can't explain, then there is one step to take before calling us: Try booting your machine from a clean "system boot floppy" uncluttered with autoloading TSRs, device drivers, and complicated **CONFIG.SYS** files. Then run the game and see if the problems go away. To create a boot floppy, follow these instructions carefully:

1. Find a blank diskette for your A drive.
2. Insert the blank diskette in the A drive and close the drive door.
3. Type **DIR A:** then hit the **<ENTER>** key.
4. If you see any files listed, you need to **go back to step 1** because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A: /S** then hit the **<ENTER>** key.
6. Type **N** when DOS asks if you want to format another diskette
7. Type **DIR A:** then hit the **<ENTER>** key
8. You should see **COMMAND.COM** listed in the newly formatted disk's directory. If you do not, type **COPY C:\COMMAND.COM A:** then hit the **<ENTER>** key
9. Type **A:** then hit the **<ENTER>** key.
10. Type **COPY CON:CONFIG.SYS** then hit the **<ENTER>** key; the DOS prompt is now gone, but the cursor is still there.
11. Type **FILES=20** then hit the **<ENTER>** key
12. Type **BUFFERS=20** then hit the **<ENTER>** key
13. Hold down the **<CTRL>** key and hit the letter **Z** once, then the **<ENTER>** key.

DOS tells you it copied one file and the DOS prompt is back on the screen. Congratulations! You just made your own DOS system configuration file on your own DOS system boot floppy. Now reboot your computer with this diskette still in your **A:** drive. When the boot process is complete you will see this DOS prompt: **A:>**

14. Type **C:** and hit the **<ENTER>** key
15. Type **CD S201** for *SPELLCASTING 201* and hit the **<ENTER>** key
16. Type the command listed in your game manual to start the game.

If you have any further trouble, please call Customer Support toll free between 9am and 5pm Eastern time Monday thru Friday at **1-800-658-8891**.

Legal Stuff

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (Q. Why does Washington have all the lawyers and New Jersey have all the toxic waste? A: New Jersey got to pick first.)

1. **Limited Warranty.** This manual and the related software product are sold "**AS IS,**" without warranty as to their performance. Wait a minute! You mean that if the program doesn't have a happy ending, I don't get my money back? ... Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

The entire risk as to the quality and performance of the computer software program is assumed the user. However, Legend Entertainment Company warrants for a period of 90 days to the original purchaser that the medium on which the software is recorded is free from defects in material and workmanship. If during that period ending 90 days from purchase a defect should become apparent, return the disk to Legend or your dealer and Legend will replace the disk without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disk as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. (NOTE: After the warranty period, a defective disk may be returned to us with a check or money order for \$7.50 U. S. and we will replace it.)

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room, upsetting a heater which sets some curtains afire. Unfortunately, it is a windy day and the fire is soon out of control. Three days later Chicago is still ablaze. If we took out an insurance policy against such remote contingencies, we'd have to charge \$1599.99 for the game, and you wouldn't be reading this lame copy. Anyway, we do not assume liability for things like this, even if the city is a small one like Muleshoe, Texas.

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