

## SAGA The Sorcerer's Curse

A Disk Graphic Adventure  
for the Tandy Color Computer  
from Ark Royal Games

Centuries ago, Arcadia was the capital of a rich kingdom where the good king Alexander ruled wisely. During his reign his wizard Melcior was accused of practicing black magic and was banished from the kingdom. Before he left, however, he swore revenge. Life in Arcadia remained peaceful until one day when the king's beautiful daughter, Princess Jasmine, was kidnapped by the evil wizard's minions and placed under a magic spell. The king sent messengers throughout the land to find brave men to save his lovely daughter. The reward would be her hand in marriage. But so far, after many years, no one has returned to tell an adventure.

It is now up to you to find her and release her from the cursed spell. The task will not be easy: monsters, riddles and many secrets lurk beneath the wizard's spell, in the depths of his evil stronghold.

Saga comes on two disks: the game disk and the picture disk. To load, place the game disk in drive 0 and type RUN 'GAME' if you own disk version 1.0 or type RUN 'GAME1' if you own disk version 1.1. (Version numbers are stated at the top of screen when computer is turned on.)

Text will explain how to set screen colors and loading procedures. Follow prompts.

After inserting picture disk ENTER <P> (ignore <>) and game will start.

After each room description you will direction references: N,S,E,W,U,D. Use these one stroke commands to move in that direction. Ex: to go down, Enter<D>. It is a good idea to draw a map!

To view your inventory ENTER <I>. HP's are hit points (physical condition) and oil pertains to the amount of oil you have in your lamp. Oil diminishes during play; HP's may be replenished by drinking good water or eating good food. If HP reaches 0 you have bought the farm.

If you forget where you are ENTER <L>.

Commands (other than those given) are mostly two word commands: a verb followed by a noun, GET MAP, for instance. Other key words are ..... We'd like to tell you but don't want to spoil your fun.

To save a game ENTER <SAVE GAME>. Follow prompts. If you change your mind about saving a game press the BREAK key.

To load save game follow loading procedures except before ENTERing <L> to view the screen, ENTER <LOAD GAME>.

IMPORTANT: Lamp must be on when saving game.

To quit a game ENTER <QUIT GAME.>

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