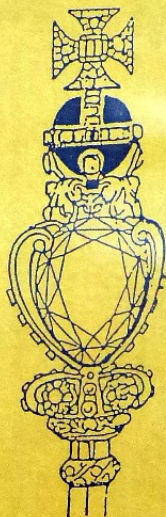# SCEPTER
OF
URSEA

ZIRCHEK

GRAPHICS ADVENTURE
for the
TRS-80 COLOR COMPUTER

REQUIRES 32K and 1 DISK DRIVE

SCEPTER OF URSEA

SCEPTER OF URSEA is a one player adventure game based in a fantasy world of feudal kings and lords. You, Nordae Arkon, live in the small, but peaceful kingdom of Ursea and make your measly living as an apprentice to Thelamon, the royal blacksmith. The King of Ursea, King Winslick, is a good king and has long ruled the kingdom with a firm hand and virtuous heart, but now he is nearing the end of his life and is fast losing his ⟨_____⟩ death of his only brother, King Winslick is the last of the royal family and has therefore declared that it is time for a new family to rule Ursea--time for a new royal bloodline to begin. Rather than hold a lottery or a contest to determine the next king, King Winslick has decided to make the best of an otherwise tragic event that recently befell the kingdom.

The King's scepter, which has been handed down from king to king for hundreds of generations, has been stolen and no one has been able to find it or discover who might have taken it. So, King Winslick has declared that whoever can find and return the Scepter of Ursea, shall become the new ruler and his family shall henceforth become the royal family. And so you begin your quest. Nordae Arkon-find the stolen Scepter and return to Ursea as its new found King!!!

MAKE AND USE A BACKUP COPY WHEN PLAYING SCEPTER OF URSEA. STORE YOUR MASTER IN A SAFE PLACE.

LOADING

To load and run SCEPTER OF URSEA, simply turn on your computer and disk drive (in that order), insert the game diskette and enter: RUN "URSEA". The game will then automatically load and run. (Remember to leave the game diskette in your disk drive. As you play the game, different programs and information will be loaded into the computer.

The game is actually comprised of four programs, each one vital to the game. You will begin by using "URSEA". This program will roll your character and allow you to move about the neighboring countryside in search of the scepter. The countryside is much bigger than the screen can show at once. Don't be afraid to venture further south. While "URSEA" is entirely above ground and played on a large scale, the three remaining programs are underground.

THE OUTSIDE PROGRAM

The game will begin by rolling up a character and asking you if you accept it. (Press "Y" for yes or "N" if you wish to roll again.) The first three traits of your character are your primary traits: Strength, Dexterity, and Constitution. The scores will range from 3 to 18. These primary traits are used to determine your next 4 traits.

Damage Adjustment is a "bonus" for having a superior strength score--this is added to the normal damage done by whatever weapon you might be using in combat and can be as high as 7.

Armor Class is your level of protection against damage by an opponent. This includes both the type of armor you have on and how quickly you can avoid an opponent's attack. Since you have no armor on at the beginning of the game, your armor class will depend on your dexterity.

Hit Points are determined by your constitution and represent how much physical damage you can withstand. If your hit points fall below one, you

will die.

The Maximum Number of Items you can carry is determined by your strength and is simply how many items you are able to carry.

Gold Pieces, of course, will be used to buy many useful things.

PLAYING SCEPTER OF URSEA

After having accepted a satisfactory character, you are ready to use the computer generated map of the surrounding countryside to set out on your quest for the scepter. The following is a list and description of the game options available. To inact these options press the corresponding letter or symbol in quotes.

The "N", "S", "E", and "W" keys are used for directions.

"I" = Inventory. This option gives you a list of all the items you have in your possession. Press any key to return to the game.

"<space bar> = status. In addition to your initial scores, the status option will also include 3 other pieces of information. Your "fatigue points" are used to measure your level of exhaustion. If your fatigue points fall below 1, you will die. "Currant terrain" will give the type of terrain you are in: water, plains, forest, marsh, sand, mountain, and road. "weapon in hand" shows which weapon is in your hand and ready for combat. When you find a weapon and decide to carry it, you will be asked if you want it to be your "in hand" weapon. If you say "no" then the weapon will be placed in your inventory. If you reply "yes" it will be considered to be in your hand and ready for combat. You are only allowed to have one weapon "in hand" at one time. It will be assumed that you are not able to draw other weapons in time to use them and you will be forced to use whatever is in hand at the time. Press any key to return to the game.

"R" = rest. Resting will increase your fatigue points to their maximum of 255. You may only use the rest option 4 times. If you have a horse, this option will increase your horse's fatigue points also.

"B" = get in/out of boat. To travel in water or leave the water, go to the edge of the water and press "B".

"," = save game. You must have a formated disk with the write protect tab off. Follow the directions on the screen.

"." = load previously saved game. Follow the instructions on the screen. Be sure to re-insert the game disk before resuming play.

"C" = change weapon in hand. This option will move a weapon in your inventory to the "inhand" positin. If you have a weapon in your hand it will be placed in your inventory.

"F" = eat food. This option will restore your fatigue points to their maximum score of 255. NOTE: For a brief list of all key-options available, simply press the <enter> key.

ENCOUNTERS

It is assumed that since you are "outside" and can see the encounter at a considerable distance away, you have the option of being friendly, attacking them, or ignoring them. Outside the dungeon encounters may be friendly and even helpful--unlike the dungeon encounters that are always out to kill you. You may use your gold pieces to buy information or goods from friendly encounters.

ENTERING A DUNGEON

On finding a dungeon, you will have the choice of entering the dungeon, (Y)es or continuing with the outside portion of the game, (N)o. When you enter the dungeon your character will be saved and the dungeon portion of the program will be loaded.

•All of your character information will be passed to the dungeon program.
If you have a horse or boat they will be left outside of the dungeon.
When you leave the dungeon they will be returned to you.

You will be able to see only a small area of the dungeon at a time.
Use the arrow keys to move around the dungeon. A worksheet has been
provided to make your mapping easier.

DOORS

The doors in Scepter of Ursea are color coded in gold, red, white,
blue, and orange. To pass through these color coded doors, you must have
the corresponding colored key. There are also one way doors, false doors
and secret doors.

STAIRS

An "S" will appear when you are near stairs. If you wish to use the
stairs, simply press "Y". Press "N" to continue on the same level.

DUNGEON COMMAND WORDS

Press the "space bar" and you will be given a list of command words.
Use the command words with names of specific items you wish to manipulate.
Words such as "in", "under", "with", etc., will help clarify your
commands. (Commands may not exceed 4 words.) Be sure you use the words
exactly as shown by the computer. The "quit" command will assume you no
longer wish to play and will kill your currant character. "Go" is used to
return to the graphics portion of the program. In order to "leave" the
dungeon you must return to your original point of entry. Here is where
your map will come in handy.

COMBAT

All combat situations are mortal combat--to the death. You will not
be given an opportunity to retreat from combat. Of course, you could not
expect to become King of Ursea if you were a coward.

TACTICAL DISPLAY

If the encounter you are engaing in combat is a single creature, you
will automatically begin fighting them using normal combat proceedures,
but if there are two or more creatures present, you will begin the combat
procedure using a "Tactical Display". This tactical display will allow
you to fight each encounter one at a time. Your position is marked by an
asterisk (*) and the encounters' postions are marked by letters.

When the "tactical display" message appears press any key to begin
combat. When it is your turn to move you will use the arrow keys to move
"into" one of the encounters. You will engage the encounter using
dexterity and the dexterity of your encounter. The encounters'
statistical information will be on the right. A number equal or greater
than your opponents armor class must be rolled in order to have a
successful hit. Press any key to stop the roll.

The number of attacks is the number of attempts an attacker has to
successfully hit their opponent. Your number of attacks is obtained by
adding your strength and dexterity scores and dividing by 8.

The maximum amount of damage score for the encounters is
pre-determined and is a measure of their natural offensive abilities and
the weapon their particular kind is known to use. Your maximum amount of
damage score is obtained by adding your weapon's damage to your damage
adjustment score. Exactly which weapons do the most damage is left for
you to discover.

SCEPTER OF URSEA

Explore the kingdom of Ursea in search of the elusive sceptor. The countryside is represented by an elaborate graphics screen which harbors friend and foe alike. Enter the dark dungeon, where unknown dangers and wealth await you. Roll up your character and set out on a great adventure.

SCEPTOR OF URSEA ia a one player adventure game based in a fantasy world of feudal kings and lords. To become king of Ursea you must find the lost sceptor and return it to Ursea. The extensive documentation will give you all the information you need to know to travel through Ursea. It is up to you, however, to use this information wisely. Only the wise may become king. This adventure is unique in that you may travel through the countryside represented in a graphics screen or enter the dungeon and travel through its three levels. You may leave the dungeon and return to the outside at any time. And, of course, you can save the game in progress.

WARRANTY

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