

SCEPTER OF KZINGLA

RAINBOW CONNECTION SOFTWARE presents...



At last...a real-time graphics adventure game with arcade sound for your Color Computer! If you are bored with silent screens of text but enjoy the challenge and complexity of adventure games then SCEPTER OF KZINGLA is for you.

TRS-80 Color Computer*

TDP System 100*



16K Ext. Basic Req.
\$16.95 cass - \$21.95 disk

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INTRODUCTION

You are walking down a dim, dank hallway. You can hear your footsteps echo off the rough stone walls and feel the rapid pulse in your chest. Your armor is heavy, and beads of sweat stand out on your forehead. Then you catch a fleeting bit of movement ahead and grasp the hilt of your massive sword--the cold, hard steel giving you a sense of security known only to the most fierce fighters. But no, there is nothing there; it must be the light. You go on. You round a corner and suddenly you are face to face with a grotesque creature that is half man and half lizard. The lizard-man attacks first with his mace, but the blow bounces off your breastplate and does only minor damage. You start exchanging blows, but it is soon evident that you have the upper hand. Then, a gremlin appears beside you and mounts an attack and is quickly followed by a zombie that comes up behind you. The attack is coming from three sides now, and soon you start losing. Then, the blow that every warrior dreads finally arrives as the zombie deals a fatal thrust and disembowels you. Your body sinks to the stone floor into a pool of your own blood. The motley group of creatures then divides your belongings and scuttles off into the darkness.

Well, you died again; but, fortunately, coming back to life again is as easy as pressing a key on your Color Computer. Of course, you have just been playing the new game from Rainbow Connection Software: **THE SCEPTER OF KZIRGLA**. In this simulation, you are in a world where electricity and atomic energy have never even been dreamed of and magic and strange creatures are a reality. Kzirgla is just one kingdom in this world, but it is one of the largest. The rulers for the past 200 years or so have driven off all attackers primarily with the aid of the Scepter. The Scepter is endowed with powerful magic which makes its user almost invincible. But one night a clever, evil wizard crept into the castle and slew the king and his family and usurped the kingdom. He quickly found out, however, that the Scepter would not obey him. He knew he could control the kingdom without its help, but in the wrong hands it could be used to overthrow him. So, he placed it in the deepest of 13 levels of dungeon of an old ruined castle and filled the dungeon with all sorts of terrible creatures.

The person that can venture into the dungeon and reclaim the Scepter will have the ability to use it to overthrow the evil wizard and be the king. It is also rumored that the closer you get to the Scepter, the stronger you will become.

LOADING THE GAME FROM CASSETTE

1. Place the cassette in the recorder and press the "PLAY" button.
2. Turn your computer on and type PCLEAR 2:LOAD.
3. After the game has loaded, type RUN.
4. If first copy fails to load, try the second take.

LOADING THE GAME FROM DISK

1. Turn on the disk drive and then the computer.
2. Type RUN "SCEPTER".

DISCLAIMER

Reproduction of this program or documentation in any form is strictly forbidden, and Rainbow Connection Software assumes no responsibility or liability resulting from its use.

PLAYING THE GAME

In order to play the game, you will have to have a few definitions under your belt, so let's take care of them right now.

Strength

This is, of course, a numerical representation of your physical strength.

Hit Points

This is a numerical representation of your ability to defend yourself (armor, healing potions, etc).

If either one of these numbers go to zero, you died. When you attack a monster and hit it, your strength is subtracted from its hit points. (Note: Your effective attack strength is increased if you use a weapon when you attack.) The converse is also true--if a monster hits you, its strength is subtracted from your hit points. When you kill a monster, you will receive all of its belongings.

At the beginning of the game, you will have to decide if you want to be a Warrior or a Magician. The Magician may not use some of the weapons that require more skill to wield and, conversely, the Warrior may not use (or use to a limited degree) the things related to magic. There are advantages and disadvantages to either type, so try them both and experiment.

The last thing you have to decide before you play the game is the skill level. You are given a choice between 1 (easy) and 9 (hard). For the first few times you play, I suggest you use Skill Level 1 until you are familiar with how the game plays.

When you get into the actual simulation, you will see the room you are in drawn at the bottom of the screen and your status and prompts for input will appear at the top of the screen. The green walls are the outside walls for that room, and the inside walls are colored yellow. You are the blue character, and monsters appear as red ones. The off-colored blocks are either booby traps or treasure; so be careful, as the traps will lower your hit points or strength. To go down to the next room, you must exit the current room by going through the doorway in the righthand outer wall. You may notice that occasionally there is no free path through the room, requiring you to knock down part of a wall.

LIST OF MONSTERS

From the few brave souls who ventured into the dungeon and returned, the following list of monsters has been compiled:

- Zubus These creatures resemble a bowl of cherry jello. They are about one and one-half feet off the ground and have 30 or 40 short legs. They usually are not very dangerous and are easy to kill.
- Ildors They are short, horselike things with three human arms and hands. They are never taller than three feet and usually don't carry anything deadlier than a knife. An Ildor doesn't have armor and is not hard to kill.
- Gremlins These are short, stocky fellows with bald, pointed heads. They are easily defended against and are not too deft at fighting. They seldom carry anything of value except an occasional gold piece.
- Elves They are cousins of the Gremlins, but are a more stout lot. They like to fight and can be dangerous. They have been known to carry a small treasure.
- Dwarfs A Dwarf looks much like an Elf or a Gremlin, but they are not related. They have round, shiny heads and pointed ears. They are also a bit taller and are bloodthirsty.
- Lizard-Men As you may have already guessed, these things are part man and part lizard. They have leathery skin that protects them when in battle, so they seldom use armor. They are hearty fighters and like treasure.
- Berzerkers These are the brawlers of the dungeon. They roam about attacking anything and everything that moves, even if it is bigger than themselves. They are careless fighters and take no heed for their personal safety. A Berzerker can be very dangerous, and it takes a skilled warrior to kill one.
- Zombies A Zombie is a dead man's body that is animated by magic. They are usually not too skilled at fighting but are very strong. They can't be killed, since they are already dead; but the magic can be nullified by hacking off their heads.
- Skeletons Imagine a Zombie with no flesh, muscle, or internal organs, and you have a Skeleton. However, Skeletons are stronger and are fierce fighters. The only way to destroy one is to chop it into many little pieces until it is unable to continue fighting. Skeletons are very, very dangerous.
- Kcahs-Oidars Only a few people have even seen one of these and lived to tell about it. They say it has two heads, one facing forward and one back. It is also said to have four arms and possess incredible strength. Nobody knows how to kill one because nobody ever has. It is generally believed, however, that they carry large amounts of treasure stolen from countless victims.

LIST OF COMMANDS

When you see the prompt "COMMAND:" near the top of the screen, you must respond with one of the following: an arrow key, A, B, F, I, or X. Now, here is a list of all commands and a description of each.

Arrow Keys

Press and hold the corresponding directional arrow key indicating your desired direction of travel.

A (Attack)

You use this command when you wish to attack a monster or demolish a wall. When you are asked which direction you want to attack, respond by using an arrow key. Then you will be asked what weapon you want to attack with, so use one of the following keys (in descending order of power):

- P = Magic Pendant
- S = Sword
- A = Axe
- M = Mace
- D = Dagger
- C = Club
- H = Bare Hands

B (Bribe)

The monsters are very greedy, and many times will go away if you give them enough treasure. The smaller the monster, the less treasure it will take. Play around with this option a bit--it could save your life.

F (Fly)

If you have a flying carpet, this command will set it in motion. It will carry you over all monsters, treasures, and traps, but not over walls. To get off it, just press any key while you are flying. But be warned--the carpet turns into dust when you are done with it!

I (Inventory)

This gives you a list of all the important things you could find in the dungeon and tells you how many of each you have. To go back to command mode, press any key.

X (Suicide)

Use this option when you want to exit the game prematurely.

While you are in the main command mode, the game runs in "real time" or timed response. The monsters will zero in on you and plot their attack. However, if the computer is waiting for you to answer a question (ie, "Which direction?"), the monsters can't advance. If at any time you want to "freeze" the game and take a break, you can just press the shift and "@" keys at the same time and the game will stop and wait until you press the ENTER key.