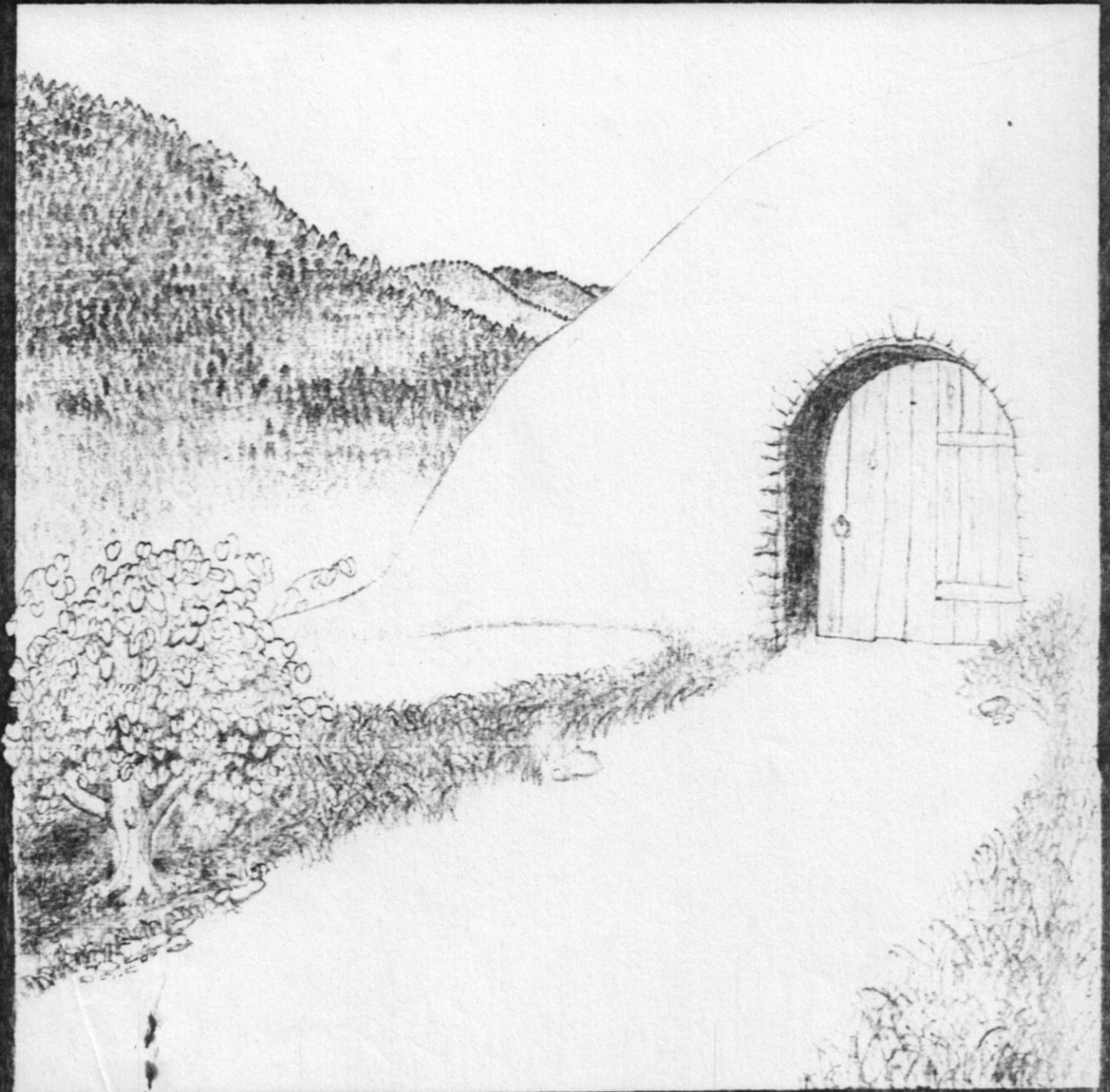


the  
Seventh  
L



Link



# The Seventh Link V1.2

## New features not discussed in the manual

The Boot disc included with this package contains several improvements over the last (V1.1) edition. These include:

- Faster boot process.
- An extra monster in the wilderness (Some V1.1's have this also)

Faster dungeon movement in two ways:

- Faster 3D algorithm
- The new 'H' command in the dungeon, which allows you to set the depth of your 3D view. Normally, you can see 8 steps into the dungeon. If you press 'H', you will see only 5 steps ahead. The advantage to the reduced view is a slight increase in speed.
- The new 'W' command, available in the outside world and towns/castles only, prints the version number of the package you have on the screen. This version number is in fact recorded on the Elira disc, and so if you receive an update to your Elira disc only, the version printed may be incorrect.
- The ALT and CTRL keys are now synonymous with the Up and Down arrow keys in all respects.
- Confirmation for the 'Record Game' function.

# the Seventh Link

## System Requirements

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The Seventh Link requires a Tandy Colour Computer III with at least one diskette drive, however two drives would make playing the game less troublesome.

## Before your first play session

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The Seventh Link cannot be played with the ELIRA and DUNGEON discs as supplied. You must first create backups of these discs using the supplied program 'LINKCOPY' which can be found on the BOOT disc. To do this, insert the BOOT disc into drive 0 and type 'LOADM"LINKCOPY'. The program will automatically execute. This procedure requires two blank discs.

Once the program is running, you will be lead step by step through the copying process. When you are finished put the original ELIRA and DUNGEON discs away in a safe place and use the newly created discs to play the game.

Note: It you wish to re-start your game from scratch, re-do the preceding steps to re-create a new set of discs.

## **To Begin the Game**

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The Seventh Link is an epic adventure in which you, as the player, must guide the actions of a party of brave travellers as they try to save their world, Elira, from destruction. The Party will roam the wilderness, battle monsters, sail the seas, explore dungeons and even journey amongst the planets.

These instructions are intentionally left brief, since the greater part of this game is the discovery of new things.

To Load the Game,

Insert the disc labelled **BOOT** into drive 0 and type **'LOADM"LINK[ENTER]'**. The program will automatically execute. When the drive light goes out insert the disc marked **'ELIRA'** into drive 0, and press any key to begin the game. If you have more than one drive, insert the **'DUNGEON'** disc into drive 1. If you only have one drive the program will prompt you to change the discs when necessary.



## Creating Your Character

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When you first use an Elira diskette, the game will sense that there is no character recorded on the diskette and will switch to a screen that allows you to define your character. The first response you must give is to type in your character's name and press [ENTER].

The next panel will ask for a Race, Class and Sex. A Class is the profession that the player will follow, such as Fighter. A brief description of the various classes may be found in the Atlas later in this book. To make selections, move the arrow-head cursor on the left up and down with the up and down arrow keys, and change the selected value with the left and right arrow keys. When you are satisfied with these three settings, press [ENTER].

The last panel allows you to parcel out ability scores to five different areas. These areas are:

- **STRENGTH** : All fighting characters need great strength
- **INTELLIGENCE** : Intelligence is the prime requisite of Magic-Users
- **WISDOM** : Wisdom is the main skill of the cleric
- **DEXTERITY** : A dextrous hand is useful for thieves and fighters
- **CONSTITUTION** : The greater the constitution of a player, the greater that player's ability to withstand damage

The following chart demonstrates the way in which magical power is derived from ability scores for each class:

<b>Class</b>	<b>Power</b>
<b>Cleric</b>	Wisdom score
<b>Druid</b>	Average wisdom/intelligence
<b>Magic-User</b>	Intelligence
<b>Ranger</b>	Lowest wisdom/intelligence
<b>Paladin</b>	Half wisdom
<b>Sage</b>	As M-U, Cleric & Druid

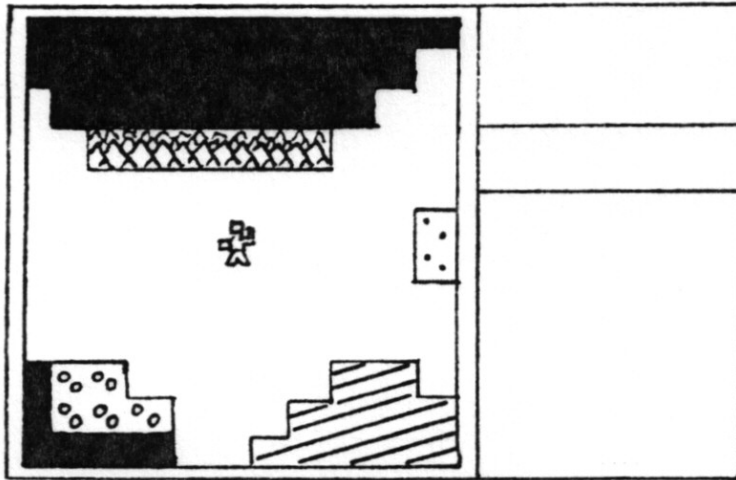
Select abilities with the four arrow keys as before. The number of 'POINTS LEFT' will be lost when you press [ENTER], so make sure they are all parcelled out to those abilities you feel are most useful. There are upper and lower limits (for the moment) of 10 and 25 points for each ability.

Your character has now been fully defined and game play may begin.

## Playing the Game

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Now that character creation is complete, you should see the following screen layout appear:



The central icon represents your party. The player icon will remain at the centre of the screen as the landscape 'scrolls' around it. You may control the party's movement with the four arrow keys, corresponding to North (up), South (down), East (right) and West (left). You will find that the party cannot see through such objects as mountains and thick trees, so all areas that lie behind such opaque objects will not be shown. When you are deep in a forest, for instance, you will only see those objects immediately next to your party, since all else is obscured by the dense trees.

On the lower right is found the dialogue section. In this area you will see your commands as you type them and the game's response. To use a command simply type the single letter associated with it. A list of commands is found following and on the quick reference card bound at the end of the book.

A useful command to use when you start-up is LOOK. Just type 'L' and then a direction in which to look and the name of the object adjacent to your party will be shown.

On the top right of the screen is the party list. Here you should find the name you gave your character plus three capital letters and the number 00100. The letters correspond to the first letters of the character's Race, Class and Status. The 'G' in the status area means 'Good', 'D' would correspond to 'Dead' and 'P' to 'Poisoned'. The number corresponds to the character's Hit Points (HP for short). The HP number represents how healthy the character is. During combat, as a monster attacks, each successful strike will reduce the HP of a player, ultimately down to zero, upon which event the player will expire. As you travel around and food is consumed, each character's HP will slowly increase to the maximum HP level for the player's skill level until the food is used up whereupon the HP level will begin to decrease.

The last area on the main screen contains two numbers, Labelled 'ELIR' and 'FOOD'. Elir are the units of currency used throughout the game. FOOD is a collective measure of how many rations the party has remaining.

## The Inventory Screen

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Occasionally it will become necessary to change what a character is holding, wearing, et cetera. To alter such things, press 'I' (Inventory) and the game will switch to the inventory screen.

The Inventory screen is partitioned thus:

On the left, a list of all objects owned by the party, the current object will be highlighted. Select the object with the arrow keys.

On the Top right, a listing of all pertinent data about the current character. Here you will find listed his or her name, race, class, sex, status, level, experience, magic points current and maxima, hit points current and maximum, experience points, and a list of all stats, Intelligence, Strength, etc. You may flip between the various members of your party with the shifted left and right arrow keys.

Immediately below the character data is a list of what is held in the left and right hands, plus the armour being worn.

Below this is a blank area used for message reporting.

Below this is an area filled with the available inventory commands and their associated keys.

When you first start-up, your character will be wearing a cloth robe and holding a dagger in his left hand.



## **Combat**

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In such a land as Elira, you will occasionally meet with unfriendly characters. At this point you may be attacked and the game will switch into 'combat mode'.

In combat each member of your party will have his or her own icon on the screen, as will each member of the attacking party. Each member of your party will get a turn (represented by each icon flashing in turn). Each character may elect to attack (with the 'A' key, invoking any weapon they are holding), cast a spell, collect a chest, or do nothing. When each character has had his/her turn, each monster will then move or attack.

Combat will continue until every member of one party or the other has been vanquished or has escaped, or the player chooses to have the entire party escape.

## **Underground**

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Journeying underground is done on a separate screen again, where the dungeons are represented three dimensionally. Any command that normally asks for a direction (such as Get or Look) will assume forward as its direction. The movement keys are also changed, having different effects when used with 'SHIFT', but we are sure you will figure those out.

Be sure to have a light source of some kind when underground.

## The Commands

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Each command has an associated key:

A Attack	B Board
C Cast	E Enter
F FireCannon	G Get
I Inventory	K Climb
L Look	M Modify Order
N Non-Key Cmnd.	O Open
Q Quit/Reload	R Record
S Steal	T Transact
U Unlock	V Volume
X Exit	Z Set Palettes
SPACE Pass	ESC/BRK Escape

**A:** Attack is used during combat to use the weapon the current player is holding. You will also need to supply a direction using the arrow keys.

**B:** Board. Move your party over a vehicle and press 'B' to board it.

**C:** Cast. When not in combat, you must choose which player will cast. When this is done you must choose what type of spell, if necessary, and then the spell letter. An individual spell may require more information in order to be cast. Which spell letter corresponds with which spell is something you must learn by experimentation.

**E:** Enter. Similar to Board, only used upon towns or other constructions.

**F:** Fire Weapon. This command only works when aboard an armoured vehicle

**G:** Get. Move the party or player next to a chest and press 'G' followed by a direction key.

**I:** Inventory explained in full above.

**K:** Climb ladder. Move over the ladder and press 'K'

**L:** Look. Use LOOK to identify objects.

**M:** Modify order. Switch the order of two Characters in the party.

**N:** Non-key command. Use 'N' when you need to do something not represented by one of the single-letter commands. You must type in the full name of the command, e.g. 'DRINK'. Other commands will be discovered as you play.

**O:** Open. Use to open doors.

**Q:** Quit & reload. Use to get out of a sticky situation and back to the last place where the game was recorded.

**R:** Record game. Use to record the game so you may turn off the computer and resume play later at the same point.

**S: Steal.** Steal chest from behind merchant's counter. Take care you do not get caught!

**T: Transact.** When you transact with a merchant, a screen similar to the inventory screen will appear. You will have the option to buy, sell or leave the store. Transacting with other characters you may find could prove quite useful, since many folk will know secrets about the worlds they live in.

**U: Unlock.** Unlock a locked door. You must be carrying the appropriate key in your inventory.

**V: Volume.** Turn the sound on or off.

**X: Exit.** Exit from a boat or other vehicle.

**Z: Set palettes.** Toggle between composite and R.G.B. colour sets.

**SPACE : Pass.** Whenever you make a move, time will pass and other entities in the game will move. Sometimes you will need to wait for them to move. In such a case use Pass.

**ESC/BRK : Escape.** Whenever combat becomes too difficult, one party member may escape by running off the screen, or you may press ESC/BRK to cause to entire party to escape. Be warned there is a severe penalty for such cowardice!

## **An Atlas of Elira**

**Introduction to the second version by Prince Ferdino,  
son of King Edfax II**

Geography and all its divers concerns have fascinated my mind for as long as I can remember, and now under the reign of my father Edfax, the 'philosopher king' as he is known by some, the popularity and intensity of this noble study are at a peak never known within our lands.

Of course, in a volume as ambitious as this geography holds but a small part of the contents. Herein, you will find, collected texts from the pens of dozens of our finest scholars on such topics as fauna; astronomy, that most fascinating of sciences; social science and for the sake of completeness, a short study on the less arcane aspects of Magic, that forbidden and long-since forgotten art.

So I give my blessing, sprung from humble knowledge 'tis true, to this fine endeavour of work. May it enlighten and enrich many for years to come. Long live Edfax! Long live Elira!



## History

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Our earliest records come to us on sheets of the strangest material, indicating that whatever art it was made by passed with the people who created it. This fact suggests they could not have been as fully backward as we always think them. Some passages and words still confound our linguistic experts, and no word of where these people came from is given. We can only assume that our race began on some continent which has since foundered. Here is the text of those flimsy sheets, with only the less arcane and more understood words translated:

Ship time 11892:23:22.

Entry 10374, by PSHOWELL (Fusion engineer)

You know that the ship is powered by a quantum black hole into which we feed hydrogen. Well, when we arrived in our target system, a one-in-a-trillion meteoroid strike damaged the field coils. We had about a week's power left before the superconductors packed it in and we were without a black hole. Against this cheery news we learnt that the pictures of lush, tropical Verdan that had made us all come here were an artifact of the robot probe's depleted memory. It seemed it decided to transmit back pictures of what it was looking for, not what it had found. The system we have come to is a proto-system of swirling gas. We cannot possibly survive in hibernation for the billions of years it will take for a habitable planet to form.

Entry 10376, by CATAMIMOTO (Medical officer)

The final nail: I can't extend hyposleep beyond 1 billion years, and Peter tells me that the planet will take twice that to become habitable.

Entry 10377, by SFCIMARRON (1st officer)

Howell's a genius. He's built this little tiny superconductor cage for the quantum mass, made of seven bands of wire from the main engine coils, and we're going to put the mass inside and send it out in an almost circular orbit around the primary proto-star in this system. The black hole will attract mass at an accelerated rate and speed up the accretion process by a factor of three! We might still make it! Howell does say, however, that the current within the superconductors will eventually fail, and when the last one is gone, the poor planet will start a slow implosion into death. Howell grimly pointed out that our new world (if it ever comes to be) will last just as long as civilisation on earth did before it got toasted.

Entry 10488, by PSHOWELL (Fusion engineer)

Well, We made it! A billion years of hypo sleep are over, and there is a habitable world spinning below us! The planet we have christened ELIRA, after the Captain's daughter (incidentally, now my wife). The angular momentum of the planet has now fallen, due to tidal interactions with the primary, to something close to earth-normal. One piece of bad news: Simmons didn't survive the billion-year sleep. Something went wrong with his crib and we found him iced over, and changed somehow. He woke up when we thawed him out, which surprised us, but his biochemistry had been radically altered. His skin was like rock, and his eyes burned. He was completely insane. He destroyed most of the medical wing, just tearing metal like paper to get out. He eventually punched a hole through the outer skin, and blew himself out into space. The last thing we saw of him was a plasma trail in the atmosphere of Elira. I hate to say it really, but I don't care about Simmons. I have a new planet, a new life and new wife. Tomorrow we'll land on chemical jets and stake our claim.

I'm going to hard copy the most relevant entries in this journal, just in case the ship is damaged, and we can't access BRAIN. Trueman says that, if that happens, we will lose all our technology within four generations! What a thought!

I can't consider such possibilities now. Goodbye zero-gee, hello new world.

And that is the extent of the histories of this primitive people that we find. Many of the words

within these texts still evade translation, but their gist is clear. Eliran society was started by a band of colonists from another land that was somehow destroyed when they left it. On the whole, I find this a sad story, but then, I was not there. We can only speculate as to how long 'earth civilisation lasted before it got toasted' is, and hope that it is not anytime soon. My colleagues and I tend to put that remark down to some sort of religious ancestor-worship, and nothing that is relevant in this enlightened age.

## **People**

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Many intelligent folk inhabit the lands of Elira. Four of the Most common types are listed here.

### **Men**

Men are by far the most prolific of all the speaking peoples of Elira. Their cities and farms range the entire length and width of the main Eliran continent. Most Men swear allegiance to the King who makes his home in Castle Thoro, who is currently embodied in the form of Edfax the Second.

Most men follow no code of religion, although there are a few who have chosen to forsake a life of good and follow the will of the Power. For such poor folk, we can only hope that time will show them the depth of their folly.

### **Elder**

The Elder race was discovered, as far as we can tell, by the first Men to settle Elira. A highly advanced and well established civilisation was found, although

curiously the Elder seemed to know nothing of the magical arts so prolific amongst men at the time. The Elder are a long-lived race: individuals may reach a thousand years before their passing. With this longevity comes a profound wisdom, and many Elder have chosen to follow the Elder code of spiritual enlightenment, the Kiranla, which bids them to wander the land for a hundred years, seeking nourishment and shelter only from the kindness of the people whom they meet. Elder are rarely found in the places built by men, preferring their mountain caves to any form of artificial shelter.

## **Giants**

The Giant race has dwindled from the glorious height of their power, when they built and delved throughout Elira. Giants had an instinctive need to build their homes underground, and many of the dark dungeons found around this land are in fact Giantish cities long since abandoned. Giantish culture was dealt a massive blow a few centuries after Men came to Elira, when an agent of the Power insinuated itself into giantish rule and destroyed, by dint of setting one clan against another, much of Giantish society. The Giants split up, and without their customary society, soon dwindled to near extinction.

If you are lucky enough to meet a Giant who has not turned to the ways of the Power, spend some hours in discourse with him, if he is willing, for Giants have great stores of knowledge within their saddened minds.

## **Dwarves**

Secretive and retiring, Dwarves are rarely seen outside of the deep forests where they make their homes. Little, therefore, is known to outsiders of their customs and practices. It is known that Dwarves are long-lived, hardy creatures who roam mostly at night, and work at their many crafts during daylight. Rarely if ever will a Dwarf sleep, needing rest only after exertion or injury. Their magnificent works in steel, gold and silver sometimes find their way into the merchant-shops of Elira, where they command high prices.

## **Professions**

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Closely linked to our study of Eliran peoples is the study of their habits of work. Over the years guilds have sprung up representing some of the more high-profile lines of work. These are detailed here:

### **Fighter**

Fighters are invariably strong, slow-witted folk who failed at every other aspect of human endeavour. Quick with their weapons and quick to war, the fighting men of Elira have kept alive a tradition of hurting people for over twenty centuries. Fighters study the empty-handed arts, as well as all weaponed fighting techniques.

### **Thief**

While not recognised by most law-abiding folk as a true profession, thievery has gathered a wide spectrum of adherents who consider kleptomania a high



art form. Their guilds can usually be found just outside of cities, not quite daring to venture inside under the watchful eyes of the guards. By their nature, thieves may not wear any type of armour, lest it detract from their footpad abilities.

## **Cleric**

Clerics are those men who have devoted their lives to the worship of their deity. In return for their piety, Clerics are often given magical powers. Clerical guilds may be found near churches of many kinds. Most religions forbid their clergy to carry any kind of bladed weapon.

## **Druid**

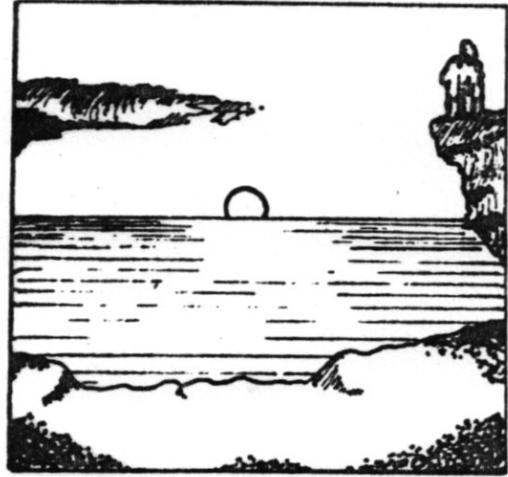
The Druids are the masters of the forest, and know how to dwell indefinitely amongst the woods and wilds of the land. Many folk hold the druids in fear, for they have great magical abilities. Due to their beliefs, Druids shun all types of projectile weapons.

## **Magic User**

The Magic User is the absolute master of the arcane arts. Terribly great power comes to those who study this branch of knowledge for all their lives. All large metal artifacts detract from the power of their spells, so Magic Users tend to shy from weapons and armour.

## Ranger

The Rangers are the elusive retiring folk of the woods. They are able to cast Magic and Druidic spells to a limited degree, and are proficient in all types of weapons.



## Paladin

Paladins are holy fighters. They may cast minor cleric spells and cleave to no restrictions regarding weapons or armour. They believe that to fight against evil is more important than the evil they do with their dread weapons.

## Sage

A Sage is the most learned of all the professions. The sage may cast spells from any of the three major disciplines: Magic, Cleric and Druidic. The sage will never wear armour or bear weapons. The combined draw of all their knowledge results in magic that is slightly less effective than that cast by a pure adherent to one of the three disciplines.

## Astronomy

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This fascinating new science has revealed many startling facts about the universe, and Elira's place in it.

We know that round-about Elira orbit three other worlds of equal size and distance. We have, traditionally, named these worlds Dulfan, Selenia, and Kallios. While we know of no way to cross the great gulf between these worlds, there is one tantalising shred of documentation left to us by the ancients:

ENT (the rest is illegible)

At last the Forsyth-Lee transfer points are in place. We had to bury each terminus deep underground to shield them from the heavy background radiation in this system as a result of the nearby super nova expl - (illegible) - curred approximately 14,000 years ago. At present each transfer point can only be activated when the destination planet is directly overhead, to minimize the thickness of earth between transmitter and receiver. A team was sent through earlier today to set up the return line and begin on linking Dulfan with - (illegible) - eally easy.

Could it be that our ancestors could travel amongst the stars!? Alas, we must dismiss this startling account as so much fiction, for never have we found these buried 'transfer points'.

The infant technology of the telescope has revealed some rudimentary information about each planet, and this we present here:

<u>Planet</u>	<u>Composition</u>
Dulfan	90% water
Selenia	75% rocky surface, 23% water
Kallios	50% water, 50% vegetation

It might be noted that a grand conjunction of the three planets is due for the next year, an event we calculate as happening once every three thousand years. We will indeed be lucky to witness this grand astronomical event on Winter 17, 1990 AP.

## Fauna

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The following creatures of interest may all be found within the borders of Elira:

### Wolf Dogs

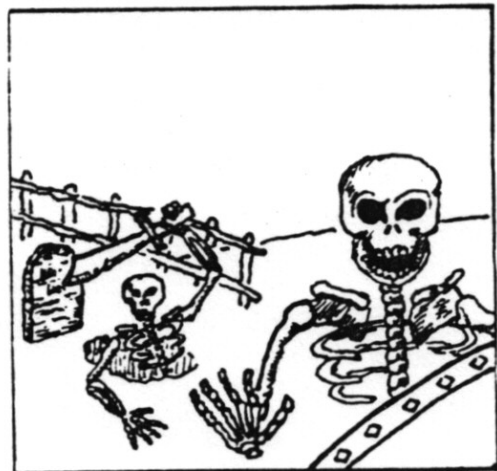
These evil creatures prowl the countryside of Elira mostly at night. They are always ravenously hungry and will attack and eat any unfortunates they might come across. Reports have been received concerning their huge intelligence, but these claims have never been substantiated.

### Orcs

Believed to be the spawn of a lost and twisted offshoot of the Elder race, Orcs are held in fear by most people of Elira. They appear only rarely, and always seem to be on some errand. They will however, divert from their paths to attack people of good nature without reason. Orcs often carry objects useful for movement underground, such as torches.

### Skeletons

Skeletons that wander the bogs and wet-lands of Elira are no longer the people whose spirits inhabited their bodies. They are the evil creation of necromancers and black wizards who rob graves for the materials for their evil animations. A cleric with the ability to Turn Undead may





inflict damage upon these mindless servants of evil, but normal weapons have a reduced effect.

### **Man O'War**

These denizens of the sea are rare indeed. Their normal habitat is the depths of the ocean floor. This environment gives them little tolerance for the low pressures of surface life, and so are weak and ineffectual against land-dwelling creatures. Man O'Wars attack by flinging lit streams of gas at their enemies. But beware also their poisonous stings!

### **Stone Giant**

Towering up to twelve feet tall, these colossi were once a gentle and retiring race. The days of their benign ways are over, alas, and the evil influences of the Power have changed them into a warlike people. They will always cast their huge stones at anyone found within their domain.

### **Evil Cleric**

Some holy men turn from their true faiths and fall under the spell of the Power, promised wealth and strength. Although rare, bands of Evil Clerics will occasionally use their powers, in the form of deadly lightning bolts, on any travellers they encounter.



## Sea Snake

Legends say that in the dim past, when the Power stirred in the sea, all the snakes on land were drawn to the ocean like insects to light. Under the waves they multiplied and developed their power to control electricity and now occasionally emerge from the depths to terrorise ships and sailors.

## Sea Dragon

Their immense intelligence makes Sea Dragons very dangerous foes indeed. Of the few who survive encounters with them, there are some who tell of balls of fire, and gobbets of poison launched from a great distance.



## Green Slime

Found only in dungeons, these amorphous creatures are believed to be analogous to the tiny amoebae so recently discovered by our biology experts. They will extrude tentacles and sting their attackers, so exercise care when approaching. Many adventurers tell of a special strain of Slime that cannot be harmed by edged weapons.

## Floating Stars

These enigmatic creatures, dwellers of the middle dungeons, are so bizarre and unlike any other form of Eliran life, that some have suggested that they are not Eliran at all, but originated on some other planet.

## **Mind Slayers**

Mention the Mind Slayer's name and ardent adventurers will quake in terror. These malignant beasts have the power to drain the very intelligence from an assailant's mind. A few of these unfortunates survived, and were found wandering the moors, babbling like men deranged. Only face a Mind Slayer if you are an adventurer of redoubtable strength.

## **Gelatinous Cubes**

These strange dungeon dwellers are so ideally suited to the square nature of dungeon corridors that one wonders if they were not especially created for the purpose of wandering the dim halls, scouring them of refuse. 'Cubes will attempt to absorb unlucky adventurers, and add their possessions to the cache of indigestible objects at the centre of their bodies.

## **Invisible Craals**

So rare, so deadly are these creatures that very little is known of their habits. Tales tell of their ability to move within a party of adventurers, and attack unseen at their flanks. It is also said that Craals can throw balls of fiery sparks at their enemies.

## **Pirates**

Pirates are often found along the Straits of Elira. Beware such evil-doers, for they will attack with their



powerful cannon, or ship to ship with swords and daggers. Pirate ships themselves are powerful and rugged. Such a ship would aid your party greatly in its quest.

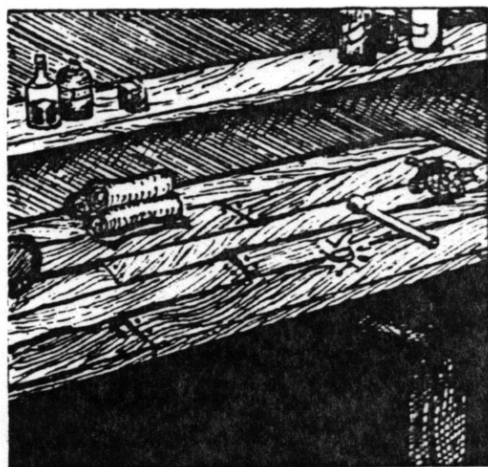
Other monsters have also been reported, but only those whose existence is confirmed do we list here. Reports of Gorgons, Liches, Banshees, Devils and the like are ignored in the name of scientific accuracy.

## Magic

---

The study of magic in all its forms has given forth so few spells of good nature, that its study was outlawed by Orontin III, in the year 1789 AP. Two hundred years of illegality has still not completely vanquished this evil art. In almost every city and castle in Elira, one may find stores which on the

outside convey mundane items, but inside secretly barter items essential for the magical arts. It was with the help of one of these shopkeepers, who declined to be named, that the following list of spells was compiled. By ancient tradition, each spell has associated with it a 'key', although it is unknown what these represent. Spells are generally broken up into three categories, following the professions that developed them.



## Spells

Caster	Spell
Magic User	Ring of Fire Magic Missile View Surrounds Shield
Cleric	Find Taps Malediction Call Light Bless Heal
Druidic	Drain Life Heal Minor Wounds Create Food Druid Fire Dissolve

There are many more spells, and to learn them, all a proficient magician needs to do is read a scroll which has been marked with the glyph and motion for that spell.

## **A Brief Description of a few spells**

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### **Magic-User Spells**

#### **Ring Of Fire**

This Magic-User spell will cause an expanding circle of magical fire to reach out and burn attackers. It does not always succeed, and the damage done is minor, but this spell should not be dismissed because of the large number of enemies it can strike at one time.

#### **Magic Missile**

The same power that drives Ring Of Fire is concentrated into a bolt that flies forwards and impales enemies directly in front of the caster. This spell is rated of low to medium power.

#### **Blink**

Whenever a Magic-User feels he is in mortal peril, he may Blink from where he is to another location nearby. This ability may be used to confuse his enemies while the Magic-User prepares another offensivespell.

#### **View Surrounds**

If a Magic-User can concentrate enough, he may summon a mental picture of the immediate area around him. In ancient times, it is said, the Giants somehow transferred this power into gems, and that these gems had many uses.



## Cleric Spells

### Find Traps

Often, defeated combatants will leave behind treasures laden with hidden traps. Occasionally a small needle will prick the opener of such a chest, and either inject an acid or a lethal quantity of poison. This spell allows the user to pick up chests without fear of either trap.

### Malediction

A Cleric can call upon his deity to channel supernatural power through the cleric and against his enemies. The damage done is slight, but damaged monsters will think twice before attacking.

### Bless

Bless allows divine power to be transferred to another person. After such a transfer the recipient will feel energised and refreshed.

### Heal

Heal will deliver all the divine power that a person can safely receive. Heal will restore him to a state of complete fitness and well being.

## Druidic Spells

### Drain Life

This spell works in the manner of Malediction, but calls its power from the living energy field around the caster.

### **Heal Minor Wounds**

Heal minor wounds works as Bless, but is more powerful and takes less of a toll upon its caster.

### **Druid Fire**

Druid Fire allows the caster to turn the living energy field against an enemy. How much energy is directed depends on the strength of the caster. A proficient Druid may even kill lesser monsters with this powerful offensive spell.

### **Dissolve**

Dissolve is the most powerful Druidic spell. It works by reaching back into time and negating the victim's very existence by an equal proportion of living energy. The victim, once chosen and cast upon, will simply fail to continue to exist.

## Warranty Information

The Seventh Link is supplied with the following warranty and restrictions:

### Warranty:

The program will load and operate on a properly equipped computer for a period of one year from date of purchase.

If the program fails to load or operate within the warranty period (one year from date of purchase), Oblique Triad will replace the program diskette(s) upon receipt of original(s) free of materials charges by prepaid post. Oblique Triad will not pay shipping charges incurred by user for returning originals, but will pay return postage for replacements.

There is no other warranty, expressed or implied, upon this product.

### Restrictions:

There are no warranties of merchantability or fitness for a particular purpose.

In no event will Oblique Triad be liable for damages caused, or losses incurred by use or misuse of the program.

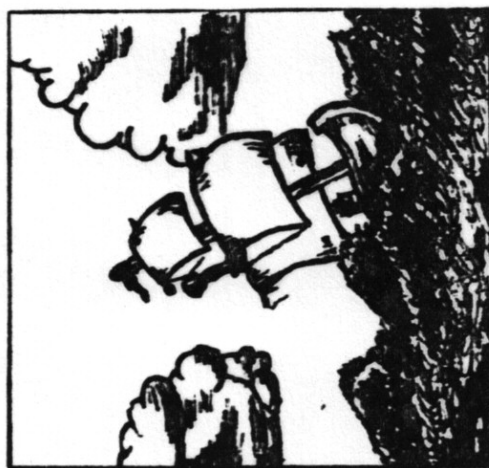
## Oblique Triad

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We accept: AMEX, MasterCard,  
Cheque or Money Order

# the Seventh Link



## Loading Information

1. Insert the BOOT disc into drive 0.
2. Type "LOADM"LINK"
3. Hold the space bar until the title screen appears to set composite or colour T.V. palettes.
4. When the drive stops, insert an ELIRA disc and press space.

## Using LINKCOPY

You may not use the supplied ELIRA & DUNGEON discs to play 7<sup>th</sup> Link. You must make backups with LINKCOPY, which is found on the BOOT disc.

1. Insert the BOOT disc in drive 0
2. Type "LOADM"LINKCOPY"
3. Use the up and down arrows and the space bar to first format 2 blank discs, then backup the originals to the blanks.

You may also use LINKCOPY to make periodic backups of your playable discs.

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Player's Quick  
Reference  
Card

## The Commands

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A Attack  
C Cast  
F FireCannon  
I Inventory  
L Look  
N Non-Key Cmnd.  
Q Quit/Reload  
S Steal  
U Unlock  
X Exit  
SPACE Pass

B Board  
E Enter  
G Get  
K Climb  
M Modify Order  
O Open  
R Record  
T Transact  
V Volume  
Z SetPalettes  
ESC/BRK Escape

**Magic-User Spells**

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**Cleric Spells**

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**Druidic Spells**

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