

SORCERER

Company: Infocom, Inc.

Suggested Retail: \$49.95

Type: An all-text adventure, a follow-up to *The Enchanter*.

Description:

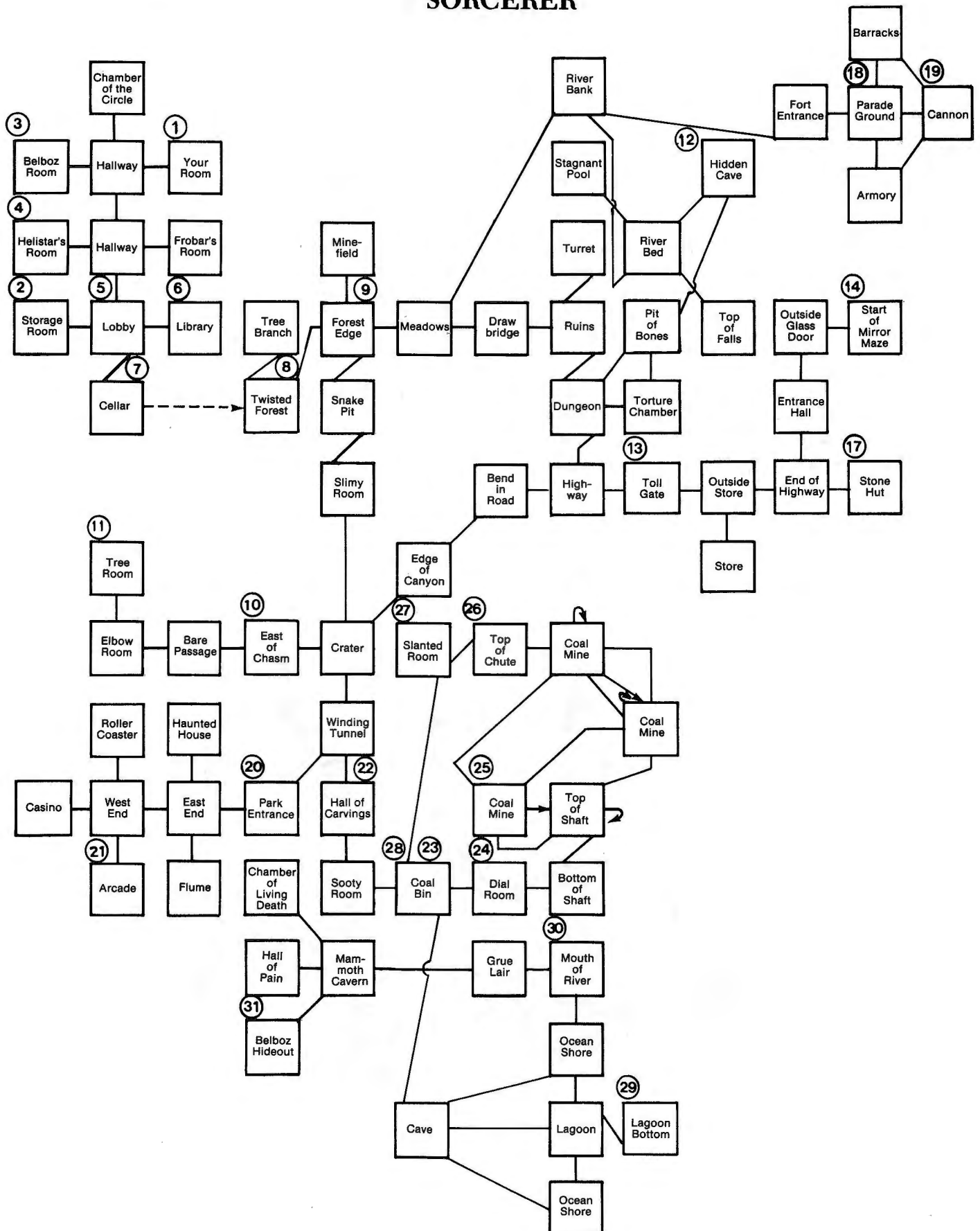
Remember taking the role of neophyte wizard in *The Enchanter*? Well, you're back again, this time armed with seven spells at the outset. Seems that your mentor, the aged and wise Belboz, has gone off on a secret mission to rid the world of an evil force so sinister that he dare not reveal it to any in the Circle of Enchanters. You must find and rescue him, which you can accomplish only by doing in the evil force known as Jeearr. You'd better find the nine other spell scrolls or you won't have a chance.

Playability:

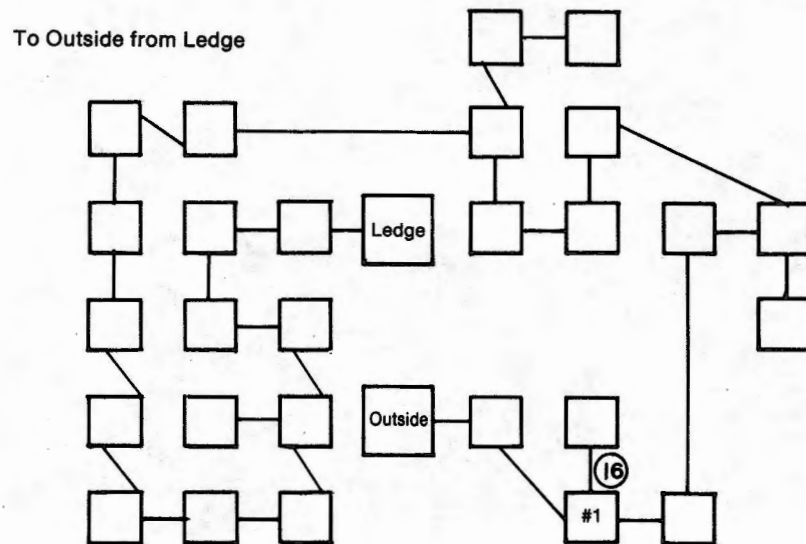
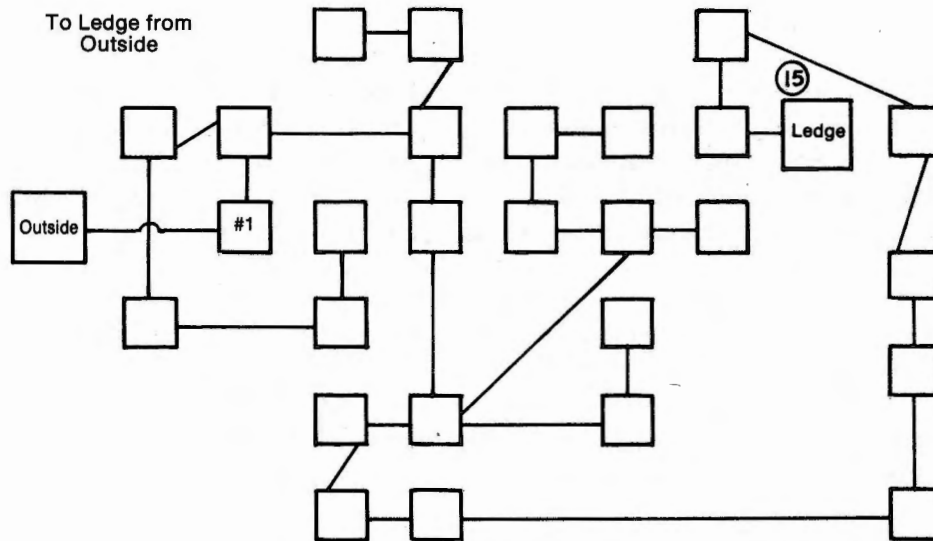
A worthy successor, with the promise of a third. Interactive puzzles and reasonably jazzy text, though not as golden or expansive as some others from Infocom. The parser and save-game capability don't get any better—they can't. The difficulty factor is well chosen, not too tough for a novice (with lots of patience) and plenty challenging for the experienced dungeon trekker.



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SORCERER MAZES



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1. Frotz Me (or the Spell Book). Get up.
2. Take All. Open Mailbox. Before the Mailman comes, Put Matchbook in Mailbox. When you get thirsty and hungry, Open Vial. Drink Potion.
3. Look Behind Hanging. Get Key. Open Desk. Get Box. Open and Read Journal. You may leave the Journal and Infotater.
4. Take Gaspar Scroll.

5. Look in Mailbox. Get Orange Vial. Get and Read Magazine.
6. Take Meef Scroll. Read about the names and places mentioned in the Calendar and Journal.
7. Press (the five colors corresponding to the "Current Code" as taken from the Infotater in the package). Take Aimfiz Scroll. This is a good save game point. Aimfiz Belboz.
8. You can't deal with either the Hellhound or the Boa Constrictor.
9. To avoid inventory management problems, it's wise to Drop All But Book, Amulet and Orange Vial.
10. Izyuk Me. West.
11. Take Zorkmid. Fear not, one is enough. Don't forget to Izyuk back across the Chasm.
12. Take Fweep Spell. Take Guano and Amber Vial, useless as it is. Don't forget to try the Indigo Potion from the Torture Chamber, which also has no real use in the game. Get here by Pulver-ing the River.
13. Wake Gnome. Give Zorkmid. When he promptly falls asleep, Look in Pockets. Leave the Waxer in the Store.
14. Learn three Fweep spells. Fweep Me. As a bat, move N.E.S.S.W.D.E.E.N.N.U.U.S.E.
15. Take Swanzo Scroll. Put Scroll in Hole. Fweep Me. Don't dally about. Move W.W.S.E.D.D.W.W.U.U.N.N.D.W. Fweep Me. S.E.N.D.W.S.E.
16. Take All. Izyuk Me. Up. West.
17. Get Swanzo Spell from Fireplace.
18. Lower Flag. Search Flag. Get Aqua Vial.
19. Put Guano in Barrel. Get Yonk Spell.
20. Give the poor guy the Zorkmid.
21. Take the Ball. Open Aqua Vial and Drink Potion. Throw Ball at Bunnies. Get Malyon Spell.
22. Learn Malyon. Yonk Malyon. Malyon the Dragon. A good place to save the game.
23. Open Orange Vial. Drink Potion. Write down the combination your "self" gives you. Give Spell Book.
24. Turn Dial to (the combination). Open Door. East. Get Rope.
25. Tie Rope to Timber.
26. Drop All but Rope. Throw Rope Down Chute.
27. Take Golmac Spell. Golmac Me. Open Lantern. Take Vardik Scroll.
28. Self, combination is (whatever it was). Get Spell Book (back) from Self.
29. Meef the Spenseweeds. Get Crate. (Try reading your Spell Book if you didn't drop it before your swim.) Sleep before proceeding, or you may forget some spells.
30. Meef the Vines. Wearing the Grue Suit and/or with your Lantern On, and having learned a Vardik and Swanzo Spell, charge on to the West for the final confrontation.
31. Open White Door. Vardik Me. Swanzo Belboz. Victory, 400 points and a promotion are thine!

The Spells of The Sorcerer

Spell	Description	Location
GNUSTO	Write a Magic Spell into the Spell Book	Spell Book
VEZZA	View the future	Spell Book
PULVER	Cause liquids to dry	Spell Book
IZYUK	Fly like a bird	Spell Book
YOMIN	Mind Probe	Spell Book
REZROV	Open Even Locked or Enchanted Objects	Spell Book
FROTZ	Cause Something to Give off Light	Spell Book
MEEF	Cause Plants to Wilt	Library
GASPAR	Provide for your own Resurrection	Helistar's Room
AIMFIZ	Transport to Someone Else's Location	Trunk
FWEEP	Turn Caster into a Bat	Hidden Cave
SWANZO	Exorcise an Inhabiting Presence	Chimney
YONK	Augment the Power of Certain Spells	Cannon
MALYON	Bring to Life Inanimate Objects	Arcade
GOLMAC	Travel Temporally	Slant Room
VARDIK	Shield Mind from an Evil Spirit	Slant Room

Potions of the Sorcerer

Color	Name	Description	Location
Ochre Vial	Berzio	Obviate Need for Food and Drink	Store Room
Orange Vial	Vilstu	Obviate Need for Breathing	Mail Box
Indigo Vial	Flaxo	Exquisite Torture	Torture Chamber
Amber Vial	Blort	Ability to See in Dark Places	Hidden Cave
Aqua Vial	Fooble	Increase Muscular Coordination	Flag