



The Sorcerer of Siva





For days have they pursued you, the dark minions of the Sorcerer of Siva. For mile upon mile have they followed relentlessly—nightmare shapes in the twilight, glowing eyes in the shadows—constantly present, repeatedly attacking, held at bay only by the fireballs and lightning bolts at your command.

But now the end is nigh. Your cloak is torn and filthy, the crumbs of your last meal a half-forgotten memory. Your legs are leaden, your very bones weary and aching; your mind is numb from magical assaults. The bane of hope lies heavy in your breast. For hours have you known the truth: you have been not just chased but herded like a sheep toward the last path you would have chosen—the Mines of Siva. Not once in living memory has anyone ventured inside those caverns and returned to tell the tale.

Yet all choice has been taken from you. To survive you must enter the abode of the sorcerer, the heart of his domain whose name none dare speak. With only your wits and magical arts as guides, you must find and fight your way from one vast chambered level to the next, always ascending, until you win through to the exit on the fifth level. It seems impossible: you have no map, and the sorcerer's power is here at its peak, waiting to steal from you the very knowledge that keeps you alive. Fierce and inhuman are the other denizens of the mines, and there is no one to help.

Beyond this, you face another foe more implacable still: time. The far door, the only way out of the mines, opens and closes with the rise and fall of the sun. In only four hours, the sun will set, and the great door will close until the coming of day—and nothing human can survive a night in the Mines of Siva.

Yes, the challenge is great and the odds grim. Still, your will is strong and your powers substantial. Along with its fearsome inhabitants, within the mines there is also that which may be used to advantage: the legendary touchstones, which can restore knowledge of spells stolen by the sorcerer, and other magical artifacts whose arcane workings may do you good as well as harm. If luck and skill are yours, you may survive monstrous attacks, slay the sorcerer, and win your way to freedom!

Enter at your peril, but enter!

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Preparations

BEFORE YOU START

Absolutely the first thing to do before trying to play *Sorcerer of Siva* is to locate the separate sheet of Special Loading Instructions for your particular computer version and **read it carefully**. If your game box did not include one, run—do not walk—back to your dealer or contact us directly to get one. You cannot pass Go or collect \$200 without that sheet. If, after reading the Special Loading Instructions and this Book of Lore, you have a problem with your game, see if you can remember the last time the heads on your cassette deck or disk drive were cleaned, aligned, and demagnetized. If such an event is lost in the mists of antiquity, performing those brief tasks should make a big difference in *all* your software.

If you are still having problems after reading and checking appropriately, by all means call or write our Customer Service Department.

* * *

Since the rules of the game are actually programmed into the computer's memory, there is very little you need to know to play *Sorcerer of Siva*. If you've played one of our DUNJONQUEST games before, some of the rules and procedures will seem familiar. There are important differences, however. Instead of an armor-clad warrior, you are a spell-wielding wizard! Most of the commands are new or different (sometimes subtly so), and the game is potentially faster-paced than any of our previous games. You may be attacked by an evil sorcerer and a hostile monster (which can move *and* attack in the same turn) *simultaneously*, and mistakes—even hesitations—can be disastrous. To understand the more subtle and complicated aspects of the game, and to make the best decisions during play, please read the following paragraphs carefully.

BEGINNING

Once you have loaded the game into your computer according to the directions on the sheet of Special Loading Instructions, and before you can start playing, you must respond to a pair of prompts or questions.

Skill Level. To keep *Sorcerer of Siva* challenging over many playings, the game offers you eight different degrees of difficulty. If you are playing for the first time, type 1 and press the ENTER/RETURN key. When you play at Skill Level 1, you always start in the same passage, and you have all seven major spells immediately available to you. (See *Major Spells* under COMMANDS.) Higher numbers offer progressively more monstrous opposition, decrease the number of major spells known (remembered), and vary your starting position more and more. On Skill Level 8, you begin with none of the major spells, and you may find yourself in almost any chamber or passage on the initial level of the mines.

Speed Factor. You may also change the nature of the game substantially by varying the amount of time you have to make decisions and enter commands. The higher the speed factor, the shorter the turns. We suggest you start by typing 1 and pressing the ENTER/RETURN key (the last time you need do so). This will allow you the *most* time to think. Higher numbers put more of a premium on quick thinking and good reaction time, and *Sorcerer of Siva* takes on something of the character of an arcade game. With a speed factor of 10 (the highest), you must act 10 times as quickly as on Speed Factor 1.



How to Play

THE DISPLAY

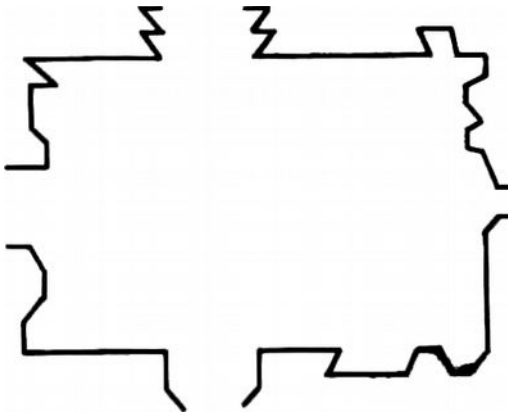
In the course of the game, you will encounter the sorcerer and his monstrous minions, find treasures and trapdoors, locate secret passages and ancient stairways, defend yourself with fireballs and lightning bolts, grow weary and suffer wounds, forget and (with luck) remember spells, run for your life and rest a few moments in peace. These things and more will be shown on the two-part screen display.

On the larger portion of the screen, the computer will draw the chamber or passage you are in at the moment. Since a wizard does not resemble a wall, it should not be difficult for you to determine which symbol or figure represents *you* on the screen. If, in the same chamber, there is a second symbol that moves periodically, it is a monster, and you should be ready to defend yourself. (If there is yet a third symbol, it is the sorcerer himself, and you may be in big trouble.)

You may turn and move about at will wherever the walls permit. If a passageway appears to lead off the screen in any direction, you are free to follow it to a new chamber or passage. In this way, you can explore the vast set of passages that make up that level and, if you locate the appropriate stairways, ultimately the other levels of the Mines of Siva.

On the right-hand (or bottom) part of the screen, the computer displays your status, including your physical condition, the number of major spells at your command, the level of the mine you are on, and other relevant information. Part of the display is reserved for reporting messages that are of immediate importance to you. There are a number of possible messages, and more than one of these may appear at the same time. While they are largely self-explanatory during play, a few are included in Figure 1 as examples. The circled numbers in the figure correspond to the descriptions under the sample display.

Figure 1. Sample Display



- ① SCRATCHED
- ② FRESH
- ③ AURA: GREEN
- ④ SPELLS: 6
- ⑤ LIGHTNING BOLT
- ⑥ YOU ARE HIT!
- ⑦ LEVEL: 1
- ⑧ TIME: 0 H 11 M
- ⑨ ZOMBIE
APPEARS
- ⑩ TOTAL SLAIN:
3
- ⑪ SORCERER
SLAIN!
- ⑫
- ⑬

B

Key Description

- ① -Shows that, at the moment, you are slightly wounded. (See *Health*.)
- ② -Shows that you are not tired. (See *Energy & Fatigue*.)
- ③ -Shows that, while you have expended some of your magical energy, you are still well able to cast spells. (See *Aura*.) On color computers, this line may be absent.
- ④ -Shows that you currently know (remember) six of the seven major spells—all but Teleportation, Spell #7. (See *Forgetting & Remembering Spells*.)
- ⑤ -Lines 5, 6, 9, 11, and 12 appear only when appropriate. Line 5 shows that you have just conjured a bolt of lightning. Other messages on this line include responses to the **E**, **G**, **X**, and **A** commands.
- ⑥ -This line usually tells whether you were hit (as in this case) or missed by the monster attacking you. The resulting wounds may result in a change in status on Line 1.
- ⑦ -Shows the level of the mines you are currently on.
- ⑧ -Shows how much time has elapsed since you entered the mines.
- ⑨ -This is used only for messages concerning a threatening monster.
- ⑩ -Shows the total number of monsters you have slain in this foray.
- ⑪ -This is used only for messages concerning the sorcerer. At the moment, it shows that your lightning bolt has struck and killed the sorcerer. (Consider yourself lucky.)
- ⑫ -A message on this line would indicate that, as a result of the sorcerer's magic, you have just forgotten your most powerful (highest-numbered) spell. (Consider yourself unlucky.)
- ⑬ -Shows the last command entered. When the computer is ready to accept a new command, a small rectangle will be displayed here. The response to the **D** command will also be shown on this line.



COMMANDS

Altogether there are 24 commands available to you for maneuvering your character through the caverns and playing *Sorcerer of Siva*. These are discussed under three major headings: Movement Commands, Major Spells, and Special Commands. Tables 1-3 summarize these commands and their meanings, and each is described in the following paragraphs. Note that none of these commands should be followed by a carriage return (the ENTER/RETURN key). Type only the appropriate key.

Table 1. Movement Commands

What You Enter	Meaning
#1 to 9	Move forward 1 to 9 feet
R	Turn right
L	Turn left
V	Turn around (<i>volte-face</i>)
↑ (or ^)	Go up stairs

Table 2. Major Spells

What You Enter	Meaning
T	Teleport to the next chamber or passage
B	Cast a bolt of lightning
J	Jump forward to the center (or edge) of the chamber or passage you're in
X	Reveal the distance to the nearest stairway up
F	Cast a fireball at a monster
H	Heal yourself
O	Open a door sealed by the sorcerer

Table 3. Special Commands

What You Enter	Meaning
A	Attack a monster with your dagger
Y	Drink a healing elixir
0	Rest (move 0 feet)
N	Energy spell (magically refresh yourself)
E	Examine the wall for a secret passage
S	Search the floor for a trapdoor
G	Get treasure
D (& one digit)	Drop treasure. Followed by message, DROP WHAT? Enter the number of the treasure you want to drop
I	Inventory (list treasures)
Space bar	Time out ("freezes" game indefinitely)
C	Continue playing (after "time out")
Q	Quit (cease playing)

Movement

There are five commands that allow you to move from one spot to another without using magical means. (See Table 1.) During a turn you may walk (or run) up to nine feet. Moving forward always takes one full turn, regardless of how *far* you move. The distance just indicates the speed you move at. You may also turn to the right (**R**) or left (**L**), or turn around (**V**). Since *turning* does not take any time, you may combine it with your forward movement for one turn.

To move out of the space you are in, you must move forward. (See "Jumping" under *Major Spells* for a partial exception.) Therefore, for example, to take two steps backward, you must first turn around, then move two feet forward. On the next turn you may turn about again.

In order to move, you must enter a whole number from 1 to 9. You *cannot* use fractions or decimals. Do not enter a "+" or a "0" in front of the number (e.g., +9 or 09). Type only the number itself: 9, for example.

It is also important to remember that moving about makes you tired; the faster you run (i.e., the larger the number you enter), the more tired you get. (See *Energy & Fatigue*.) You should not need to run for more than a few turns at a time, since a monster will never follow you out of a chamber or passage. (Of course, if there's a monster in the next chamber . . .)

Certain chambers on each level contain staircases leading up to the next level. (A message on the screen will announce the presence of such a stairway.) If you are in a chamber containing a staircase, you can move up the stairs by using the up arrow (↑ on most computers, ^ on the APPLE). This takes a turn. (If you have a cassette version, the PLAY key should be depressed to allow the computer to load the data for the new, higher level.) You do not have to be facing a particular direction to go upstairs; nor can you go back downstairs. (Why would you want to?)

Major (Forgettable) Spells

The seven major spells are the crux of your power and the heart of the game. They are described in the following paragraphs in order of their relative potency, beginning with the most powerful (and most easily forgotten), and are listed in the same order in Table 2.

Although the exact "cost" varies, it takes magical energy from your aura to cast any of the spells. (See *Aura* under VITAL SIGNS.) You can't cast a spell if your aura is insufficiently strong or bright (i.e., toward the blue end of the spectrum). Nor can you use a spell you have forgotten—either because you have been attacked by the sorcerer or because you are playing at an advanced skill level. (See *Forgetting & Remembering Spells*.)

Teleportation (Spell #7: **T**). This spell transports you from one chamber or passage into the center of the next, *even if* there is no door or passageway connecting the two areas. To teleport, simply face the direction you wish to go and type **T**. If there is a passage or chamber in that direction, you will disappear from your old location and reappear in the center of the new chamber. (If you are facing nothing but solid rock and you try to teleport, you will be told, **YOU CAN'T**.) You can teleport as often as your aura allows; however, teleportation is sufficiently draining that you will have to rest (or perform some strictly nonmagical activity) frequently to allow your aura to recover from the strain.

Bolt of Lightning (Spell #6: **B**). This is the most powerful weapon at your disposal and the *only way* to destroy the sorcerer. A single bolt of lightning will slay most monsters, although some very powerful creatures may require more than one jolt.

To cast a lightning bolt, face the attacking monster (or the sorcerer, if he's about) and type **B**. The bolt will then emanate from you (i.e., your representation on the screen) in a straight line in the direction you're facing. If your target lies somewhere on that line, the bolt will strike, doing great damage. (If you miss, you have just depleted your aura for nothing.)

Beware: if the monster is on top of you or so close that you yourself would be damaged in the blast, you *cannot* cast a bolt of lightning. Of course, as is the case with all spells, you also can't cast a lightning bolt if your aura is too close to the red end of the spectrum.

Jumping (Spell #5: **J**). This is, in effect, a short-range teleport limited to line-of-sight. If you are at or near the edge of a chamber (or passage), you can magically Jump to the center of the chamber. If you are in the approximate center of the chamber, typing **J** will transport you to the edge of the chamber in the direction you're facing.

As is the case with teleportation, because of the magical weightlessness involved, Jumping onto a trapdoor will *not* set it off. However, you can't Jump from one chamber to another; nor can you Jump through a hidden or sealed door.

Locating a Staircase (Spell #4: **X**). To make your search for the way out of the mines a little easier, typing **X** will reveal the approximate distance of the nearest upward stairway from your present location. It will not tell you the *direction* of the stairway, but this can be deduced by casting the spell in a few adjoining chambers. Knowing the approximate (or even exact) location of a staircase does not tell you exactly what route you must follow to get there, but you should find the information quite helpful—especially if you haven't forgotten how to teleport.

Fireball (Spell #3: **F**). Casting a fireball (your second magical weapon) causes a brief explosion of magical fire to envelop your target. The effect is not so great as a bolt of lightning, and it will not harm the sorcerer. A

single fireball will kill only the smallest monsters, but you may cast repeated fireballs at an attacker. Enough fireballs (or a combination of fireballs and bolts of lightning) will destroy any monster.

Fireballs do offer a few compensating advantages over bolts of lightning. They do not need to be aimed, and they never miss. The spell is not so hard on your aura, and it is not so easy to forget.

Healing (Spell #2: H). When you have sustained wounds in combat with monsters, you may heal yourself by typing **H**. If you are more than slightly wounded, one such spell may not heal you completely, but, if your aura is strong enough, you may continue to cast healing spells until you are healthy again.

Opening Sealed Doors (Spell #1: O). Some doors in the mines are not only hidden but also sorcerously sealed; they may not be opened by merely physical means. If you detect a secret door (see "Secret Passages," below) that refuses to open, you will have to employ this spell of opening. Face the wall containing the sealed door and type **O**. If there is, indeed, a door therein, it will open, and you may go through it as you would any other opening.

This is the last (and least) of the seven major spells—the last to be forgotten and the first to be remembered.

Special Commands

The twelve special commands include two minor spells, certain physical actions, and various player aids. All twelve are summarized in Table 3 and described in more detail in the following paragraphs. As mentioned elsewhere, none of the one-key commands need be followed by the ENTER/RETURN key.

Physical Attacks (A). You are a wizard, not a fighter or knight, and most often you will be combatting the monsters in the mines by magical means (i.e., fireballs and bolts of lightning). Sometimes, however, especially when your aura is red or black, you may be forced to resort to more conventional combat.

To attack a monster with your dagger, type **A**. You do not have to be facing the monster, but you must be fairly close to it. You may slay the monster with one blow (if it is something as small as a swamp rat), wound it, or miss it completely. You may continue attacking until it is slain, or you are dead or too exhausted to keep swinging. A knife attack will not affect your aura, but it will make you even more tired than running.

Elixirs. One of the treasures you may find in the dunjon is an elixir. Drinking this potion has an effect much like a healing spell, except that it is even more powerful, and it does not drain your aura. To drink an elixir, type **Y**. You cannot use this command if you have not found an elixir.

While you can carry more than one elixir, you can only drink as many as you have.

Resting (Regaining Energy). Physical exertion makes you tired, and when you are exhausted you can do very little. The simplest way of recovering from fatigue is to rest by typing **O** (zero: in effect, a move of 0 feet). Doing absolutely nothing—entering no command for a turn—has exactly the same effect but takes a bit longer. A few other actions (specifically, the **S** and **E** commands) also allow you to rest.

A faster way of recovering from fatigue is to cast an appropriate spell by typing **N** (for *energy*). This simple spell is unforgettable, but like other spells, it does darken your aura somewhat.

Secret Passages. Naturally, secret passages with hidden portals abound. Since they are initially hidden from view, before you can use them, you must first search for them with the **E** command. You must be facing the wall you want to examine, but you do not have to be near it. For example, you could systematically search for secret doors by turning to face each wall in turn while standing in the middle of a chamber. Since secret passages are often well hidden, there is a very good chance that you will not find one the first time you look, but there is no limit to how often you can use the **E** command.

Whenever your search is successful, the message, **A SECRET DOOR!**, flashes on the screen. If you are lucky, the door will then open automatically, revealing the passage beyond. However, some portals are sorcerously sealed. These can be unlatched only with a spell of opening (the **O** command).

Trapdoors. Trapdoors are hidden throughout the mines. If you step on one, the floor will give way, and you will be magically transported to the lowest level of the mines, the baffling labyrinth known as the Underworld. (See the section on *The Underworld*.)

To avoid this always annoying and often deadly fate, you may search for a trapdoor using the **S** command. As with secret passages, it is easy to miss a trap, but, again, you can search all you want. When you find a trap, it will flicker, making its location obvious. You can often avoid a trap by going around it, Jumping (**J**) or Teleporting (**T**), or leaping over it. For example, if you know a trap is three feet directly in front of you, you can leap over it by moving six or more feet forward.

Treasures. Each treasure appears as a small rectangle within a chamber or passage. To find out exactly what kind of treasure is in a particular room, you must pick it up. If you are close to it, you can Grab it by typing **G**. However, you can use the same **G** as a simple spell to *Get* the treasure from across the room. Note that, as a spell, the **G** command cannot be used if your aura is too dark. (If you try, you will be told, **YOU CANT.**)

When you get a treasure, you will be told if it is a touchstone. (See *Forgetting & Remembering Spells*.) If not, the computer will display briefly the *number* of the treasure. You can then look up the number on the treasure list for a description of the item.

If you forget which treasures you are carrying, you can check by typing the letter **I** (the inventory command). This does not count as a turn.

If, after picking up a treasure, you decide you don't want it, you can put it down again at any time by typing the letter **D**. Then, when the computer asks, **DROP WHAT?**, enter the *number* of the treasure you want to drop. (Unlike other DUNJONQUESTs, *Sorcerer of Siva* requires only a single digit for this.) Note that a room can contain only a single treasure. If you drop a treasure in a room with a treasure in it—or more than one treasure in the same room—only the last dropped treasure will be available thereafter (in case you change your mind and want to pick something up again).

Stopping the Game. If, in order to attend to mundane matters like answering the telephone, grabbing a sandwich, or putting out the cat, you want to halt the game temporarily, merely press the space bar. (If you insist, you may do this simply to ponder your next move, but too much of this sort of thing is contrary to Article XIII of the Wizards' and Sorcerers' Covenant.) When you are ready to get back to the game, just type **C** to continue.

If you are felled by the dark specter of despair and simply want to give up, cease playing, abandon hope, and end it all, type **Q** to Quit. (You can then start over again if you want.)



SCORING

When you finish your game, you will be given a score that takes in many factors: the speed and skill level you selected, the treasures you accumulated, the state of your health and aura, and so on. Two considerations, however, are of overriding importance: Did you find your way out of the mine, or did you get killed? And did you slay the sorcerer?

Don't expect to get all the way through the mine on your first try, even if the skill level and speed factors are set to 1. As you gradually learn the secrets of the mine and its treasures, you can keep the game challenging by adjusting the skill level and speed factor appropriately. This will also increase your possible score, but you will find it more difficult to do as well with the added handicap. If you can triumph on Skill Level 8 and Speed Factor 10, you *are* a wizard.

VITAL SIGNS

Energy & Fatigue

Casting spells, fighting, and running about in the mines naturally make you tired. While the computer keeps precise track of exactly how much physical energy you have from moment to moment, the display shows only five basic states of fatigue: FRESH, TIRING, TIRED, WEARY, or EXHAUSTED.

The fresher you are, the faster you strengthen your magical aura (that is, the faster you recover the mental/mystical energy expended in casting spells). When you are EXHAUSTED, you cannot increase your aura rating, and you cannot perform physical activities such as moving or fighting.

You can recover from fatigue in either of two ways. The first is the simplest and slowest: just rest by typing **0** (zero)—that is, moving zero feet—or do something else requiring no energy (e.g., the **S** or **E** commands). Although the computer will make the appropriate adjustments each time you rest, you may have to do this several times before you notice a change in the printed display. (After all, you can't go from being EXHAUSTED to being FRESH simply by pausing for a few seconds of rest.)

You can regain physical energy much faster by using the energy spell (**N**), but this, of course, will drain you of some of the mental energy shown under AURA.

Aura

Your aura is a measure of the mental or mystical energy needed to cast a spell. Performing any magical act temporarily depletes or weakens your aura (that is, shifts it toward the red end of the spectrum), although some spells cause it to fade more than others. Although the computer keeps precise track of your mystical energy, AURA will be displayed as one of only six colors: BLUE (best), GREEN, YELLOW, ORANGE, RED, or BLACK. (On some computers, this state will be represented by a printed word on the side of the screen; on others, the color change will show up on the figure itself.)

An ORANGE or, especially, RED AURA may prevent you from casting any of the more difficult spells, and if your AURA is BLACK, you will be unable to cast spells of any kind.

Unless you are EXHAUSTED, doing anything except casting spells will strengthen or refresh your aura (shift it back toward the blue end of the spectrum). The less physically tired you are, the faster your aura will be enhanced.

Forgetting & Remembering Spells

Regardless of your aura, you can't cast a spell you have forgotten. This unfortunate circumstance can come about in either of two ways. Whenever the sorcerer appears on the screen, he may cast a spell of forgetfulness, causing you to forget the most powerful spell you have left. Also, the higher the skill level you select at the beginning of the game, the more spells you have forgotten and the fewer spells you have available initially. (This is presumed to be the result of previous attacks by the sorcerer.)

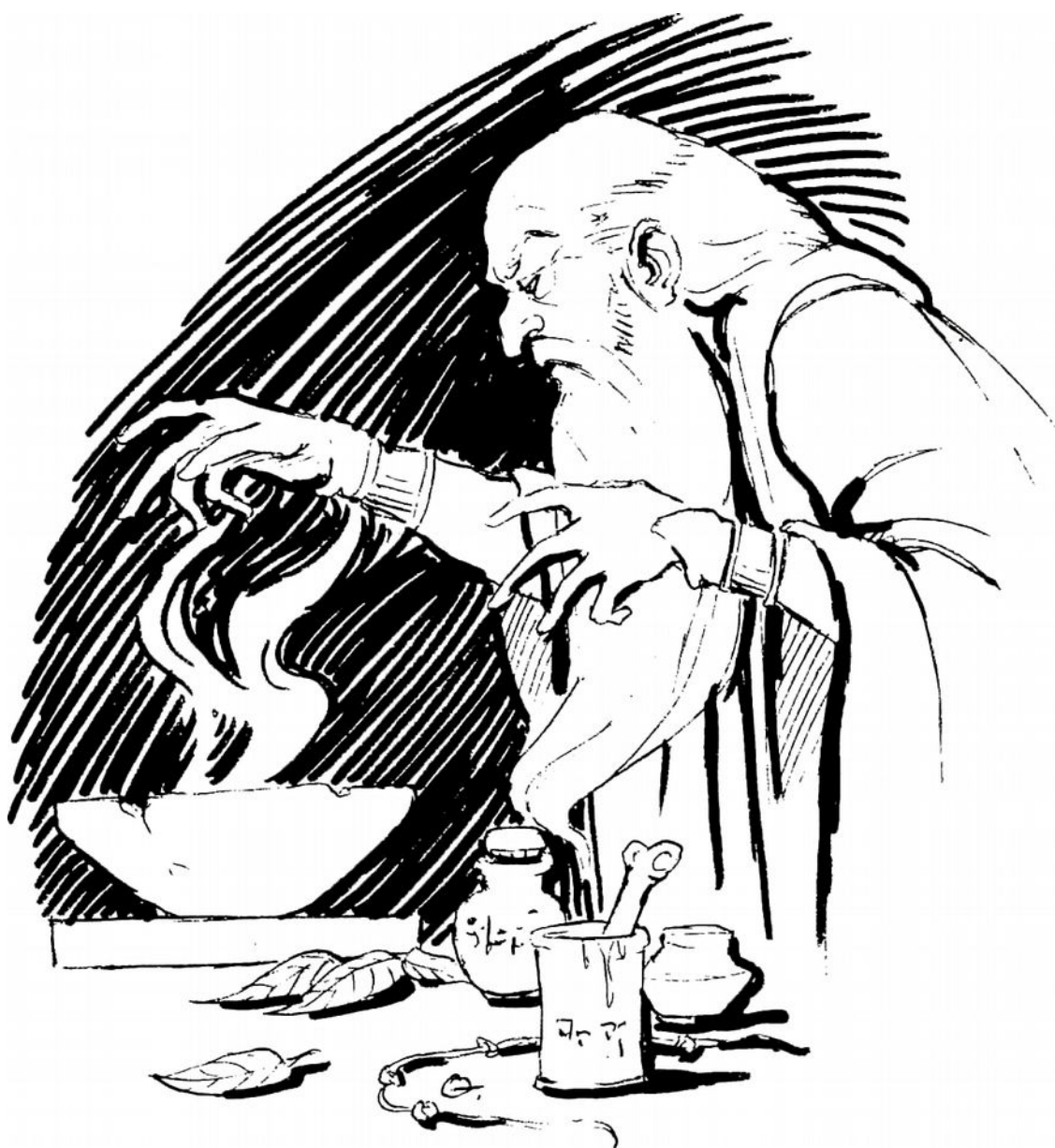
The computer keeps track of the number of major (forgettable) spells you know at any point. Since spells are always forgotten (or remembered) in a set order (given in Table 2 as well as under *Major (Forgettable) Spells*), this number will remind you just what spells you do or don't have available. Thus, if the display reads, SPELLS: 6, you would be unable to use Spell #7, Teleportation (the T command), but you could cast any of the others.

The only way to remember spells you have forgotten (including those you lacked at the beginning of the game, if any) is to find *touchstones* inside the mines. (See TREASURES.) Whenever you find a touchstone, you will recall one spell—the lowest-numbered spell you don't know. If you knew (remembered) five spells, a touchstone would bring to mind Spell #6 (Bolt of Lightning). If you only recalled three spells, getting a touchstone would give you back the ability to cast Spell #4 (Reveal Staircase). Each touchstone will allow you to recall only one spell. As soon as you pick it up, its mystical energy is released; the block in your mind is dissolved; and the touchstone becomes an inert pebble. Finding a touchstone when you already remember all seven forgettable spells does you no good, either; you can't "save it up" for a time when you forget one.

Health

Anytime a monster attacks you, you may be wounded. If your cumulative wounds are severe enough, **you will die** (and the game will be over). Some monsters, of course, being bigger, stronger, or more ferocious than the rest, are capable of inflicting more substantial wounds than others. (Being a magical assault directly on your mind, the sorcerer's attack does not affect your physical well-being—at least not directly.) The computer automatically keeps track of the effects of all these attacks and displays the resulting state of your health: HEALTHY, SCRATCHED, WOUNDED, or CRITICAL. Being clawed, bitten, mangled, mauled, etc., when you are already WOUNDED or, worse, CRITICAL may cause your quest (and you) to be terminated without further notice.

You may heal yourself (at least partially) in either of two ways. The first is by casting a healing spell (H). Provided you have not forgotten the spell, this can be done anytime your aura is strong enough. The second method is to drink an elixir (using the Y command)—one of the treasures to be found in the mines. Once a potion is drunk, it is gone and may not be used again. You may drink more than one elixir in succession if you have them, but you may not, of course, drink more than you have.



The Dunjon

THE MINES

The Mines of Siva consist of five floors or levels containing a total of more than three hundred chambers and passages. You begin each game on the bottommost floor (Level 1) and finally exit the mines, if you are lucky, from the top floor (Level 5). Each level except the top one has several stairways leading to the next higher level. You can go up a staircase simply by using the ↑ (or ^) command. Once you have ascended the stairs, the computer will load in the new level automatically. (If you have a cassette version of the game, you should leave your recorder in PLAY mode for this purpose.)

You cannot go back down stairs. However, you may be forced to start over from the first level—from *below* the first level, in fact. If you step on a trapdoor, it may open beneath your feet, prompting the computer to announce, TRAPDOOR!! You will then find yourself plunging through darkness into an uncharted area of the mines called the Underworld.

The Underworld

The chambers and passages in which you find yourself after falling through a trapdoor are much like those of the other parts of the mine. There are treasures as well as menacing monsters. However, the Underworld is a magically shifting maze as inconstant as the weather, and you cannot continue on your quest until you have found your way out. It may take much searching and many minutes, but eventually you will reach the relative stability of the first level of the mines. (The computer will clearly announce this minor success.)

Regardless of where in the mines you were before falling into the Underworld—even if you were on the 5th level—when you find your way out, you will be on the first level—somewhere. (Disk versions will make the transition automatically. If you have a cassette version, you should rewind your tape to the beginning of the data files—the start of the first level—as soon as you have been told of your unfortunate descent into

the Underworld. If you were only on the first level when you stepped on the trapdoor, however, you need not rewind the tape.)

Remember that you have a time limit of four hours ("game" time, not real time) to navigate through five levels of the mine, find your way up four stairways, locate the single exit, and escape.

TREASURES

All of the treasures in the Mines of Siva are magical in nature. Some are helpful, some harmful, and some may be either or both, depending on the circumstances or the number of them you are carrying. Their magical effects may be obvious or subtle; they may help (or hinder) a certain ability or prevent (or aid) a particular action. You may well find more than one of the same sort of treasure; in that case, the effect of the second (or subsequent) item of the same sort may be cumulative, negligible, or negative. Solving the mysteries of the treasures is one of the major challenges of playing *Sorcerer of Siva*.

You can find treasures anywhere in the mines, even in the Underworld. On the screen they appear as identical small rectangles. When you pick one up, the computer will tell you at once if it is a TOUCHSTONE. If not, you will be given the number of the treasure, which you can identify by looking at the list below.

Touchstones

If you find a touchstone, it will immediately release a mystical energy that will break the mental block caused by the sorcerer's spell of forgetting. That is, the touchstone will immediately restore to you the lowest-numbered spell you have forgotten. If you knew or remembered four major spells, the first touchstone you found would cause you to recall Spell #5, Jumping (**J**). Although that touchstone would do you no further good, finding a second touchstone would then make available Spell #6, Bolt of Lightning (the **B** command).

Other Treasures

- | | |
|---|-------------------------|
| 1. A small flask containing a healing elixir. | 6. A ruby amulet. |
| 2. A silver ring. | 7. A platinum ring. |
| 3. A talisman of amber. | 8. A gold ring. |
| 4. A talisman of hematite. | 9. A pair of old boots. |
| 5. A gem-encrusted scepter of brass. | |

THE GUARDIANS OF THE MINES

The Sorcerer

Your nemesis in the Mines of Siva is the sorcerer. He will not attempt to kill you directly nor even inflict physical harm. Rather, from a safe and hidden vantage he directs his monstrous minions to come at you with fang and claw. Still worse, his personal attacks are directed at the very source and substance of your magic power. Each time he appears and casts a spell of forgetting, you lose your most powerful remaining spell!

The only way to kill the sorcerer is with a well-aimed bolt of lightning. Unfortunately for you, the sorcerer (being more than a bit of a coward) will not dare confront you unless you are already battling for your life against one of the monsters of the mine! Then you must choose between defending your powers or your life! If you are unable to cast a bolt of lightning, you have no choice but to flee whenever the sorcerer appears.

If you manage to slay the sorcerer, you will not only prevent any further loss of your magical abilities, but you will also, indirectly, eliminate those monstrous beings (such as an efreet, a djinn, or an elemental) that are summoned or created by the magic of the sorcerer.



The Monsters

There are nineteen different sorts of monsters you may encounter in the mines. They vary widely in size and power. Some, more annoying than menacing, can be dispatched by a single fireball; others can survive a bolt of lightning and kill you in two or three blows. Nor are all monsters of a particular type identical; you may encounter one substantially harder than others of its ilk. If you are overconfident, this individual variation can be a nasty surprise.

Although all the denizens of the mines are controlled or directed by the sorcerer, some are summoned by his conjurations and will vanish at his death; others will dog your steps until you have left the mines, even if their necromantic master falls.

Banshee. A female spirit said to presage—or bring—death.

Cave Bear. A giant bear larger than a grizzly.

Demon. A powerful magical being; its form is not unlike a human but with horns and great bat wings.

Djinn. A magical servant like a smoky cloud in the form of a giant; a genie.

Efrete. A malevolent spirit much like a djinn.

Elemental. A giant of stone; the living essence of the element earth.

Giant Spider. A hairy arachnid the size of a panther.

Ghoul. A shambling, misshapen creature with long arms, a fanged mouth, and a taste for human flesh.

Goblin. A dwarfish creature with green skin, subhuman intelligence, unclean habits, and a vicious disposition.

Hobgoblin. A larger variety of goblin.

Ogre. An unpleasant creature resembling a large hobgoblin or small giant.

Phantasm. An insubstantial being; a spirit.

Skeleton. The bony skeleton of a dead man magically given direction and movement.

Swamp Rat. A large, vicious rodent with the fangs of a weasel and the heart of a tax collector.

Troll. A creature the size of an ogre but less human, with larger fangs and a tougher hide.

Vampire Bat. A large, bloodthirsty bat.

Wolf. A feral canine of unusual size and cunning.

Wurm. A huge serpent capable of swallowing a person whole.

Zombie. One of the living dead, a corpse brought back to life.

