

POPULAR ENCHANTING

Price: 5 zorkmids
Outside Frobozz: 5 zorkmids



Time Paradoxes:
*Are They
a Waste?*

BELBOZ AT 200: *Is Retirement in His Future?*

SPECIAL BOOK EXCERPT
*"Spells and the
Single Sorcerer"*

The Power of Positive
Conjuring: *Learning with
Gnusto!*

Should Enchanters in
Glass Mazes Throw Spells?



Sorcery: *A Do-It-Yourself
Guide*

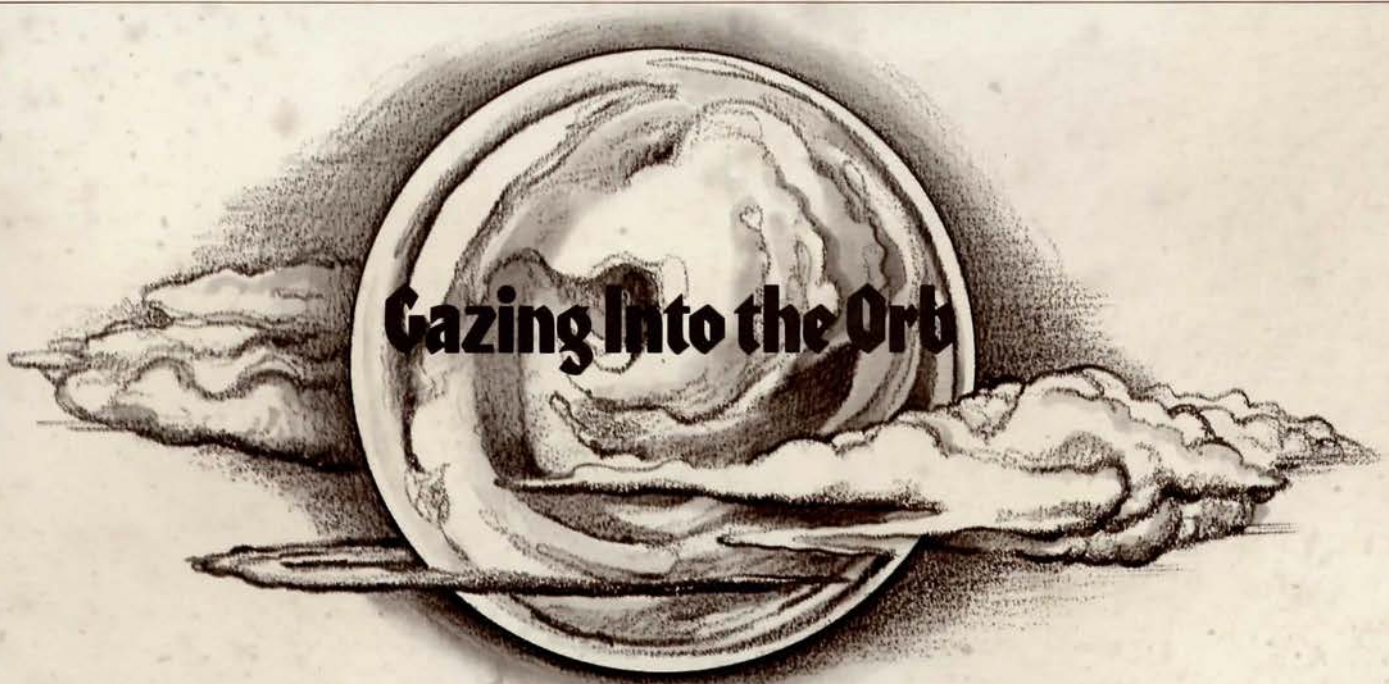


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HALL OF THE GUILD OF ENCHANTERS
VILLAGE OF ACCARDI-BY-THE-SEA
LAND OF FROBOZZ

BELBOZ

Gone
Frozzing
Belboz



Gazing Into the Orb

Few stories have captured the popular imagination as that of the young Enchanter. For those few unfamiliar with the saga, the Enchanter's adventure is the quest of a novice from the Accardi Chapter of the Guild of Enchanters. Our land had been threatened with generations of brutal subjugation by the evil warlock Krill. The Circle of Enchanters, our last hope of defense, felt that none of their number could escape detection long enough to locate and destroy Krill. With

some trepidation, the wise conjurers of the Circle followed an ancient prophecy and dispatched a fledgling Enchanter against Krill. The outcome of the harrowing confrontation is well known, and the apprentice was rewarded with a seat in the Circle.

Popular Enchanting has learned that this promising Enchanter has since become a favorite pupil of the master necromancer Belboz. With rumors of Belboz's retirement rife throughout the

land (see this month's cover story), and augurs' warnings that a new evil looms on the horizon, our eyes turn to this young Enchanter. The question we ask, gazing into the orb, is: In this time of crisis do we have the protection that only a Sorcerer can provide?

Karza & Thriff

Karza of Thriff
Publisher

THE TRAVELING THAUMATURGIST

Some wizards have the power to transport themselves with a mere twitch of their smallest toes. Most, alas, must walk. The best way to move from place to place is to type your desired direction. You can use all eight compass directions (which you can abbreviate to N, E, S, W, NE, SE, NW, and SW) as well as UP and DOWN (which may be abbreviated to U and D). IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore your surroundings in the game, read each description carefully. In bygone days, Enchanters could recall even the tiniest events in their lives and project them upon the clouds to the great amusement of the populace. Since you do not currently possess that skill, it's a good idea to make a map. A helpful map



will note each of the locations you visit, directions to adjoining locations, and list all of the interesting objects in each location.

Do not concern yourself about time: It passes only in response to your input.

Nothing happens while you are pondering your next move, so you can proceed at your own pace. SORCERER™ also keeps a record of your score as a guide to measure your progress in the game.

PERSONAL GROWTH:

INDULGING YOUR CURIOSITY

The essence of Interlogic™ games like SORCERER is problem solving. Solving the problems that you encounter in SORCERER will frequently involve casting the proper spell or bringing a certain item with you, then using it in the proper way. Keep an open mind: Some ways that objects and creatures behave are important, yet may not be immediately obvious.

Containers

Containers can hold other objects. Some can be opened and closed; others are always open. Some are transparent, others opaque. Some can be carried, others cannot be moved. Similarly, some objects have surfaces upon which other objects can be placed. Most containers have a limited capacity, and all objects have sizes. Here is an example from the game of what you can do with a container:

>OPEN THE TINY BOX

Opening the tiny box reveals a magic amulet.

>PUT THE JOURNAL IN THE TINY BOX
There's no room.

>TAKE AMULET

You are now wearing the magic amulet.

>LOOK IN THE BOX
It's empty.

Characters

Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may attack you without provo-

cation. You may find it productive to negotiate with other beings, exchanging gifts and favors. Here is an example, taken from ENCHANTER:

Crawling slowly along the beach is an enormous turtle, his enameled shell shining with all the colors of the rainbow.

>TURTLE, HELLO

"It's nice to find a human being who talks

turtle. Not many do, you know. Most people think turtles are boring, just because we talk slowly."

>TURTLE, FOLLOW ME

The turtle hisses, "I will follow you."

>NW

Meadow

The turtle, at his own leisurely pace, follows you.

Vehicles

There are objects in SORCERER that can transport you to regions inaccessible by foot. Pieces of furniture, such as beds, act much like stationary vehicles. Here is an example from SORCERER:

Flume

You are at the boarding platform of a fast-moving flume, flowing off beyond your view. A small plaque hangs nearby.

The midway is visible to the

north. A log boat sits at the platform, beckoning you to enter.

>GET IN THE LOG BOAT

As you enter the log boat, it lurches away from the platform and is carried swiftly away by the current of the flume. An amusement park nymph appears for a moment, warning you not to leave the log boat during the course of the ride.

>LOOK

Flume, in the log boat

The flume is wide here and straight as an arrow. The ride is quite relaxing.

>WEST

You're not going anywhere until you get out of the log boat.

You enter a stretch of sharp, winding curves! Spray dashes your face as you are tossed about the log boat!

SUGGESTIONS FOR THE FIRST-TIME VISITOR

When you enter a location for the first time, SORCERER normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and the names of the objects present are normally displayed. Walking around a location is unnecessary; anything there is always within reach, unless you are sitting or lying down.

The VERBOSE command tells SORCERER to display the full description of every room and every object each time you see them, not just the first time. Using the SUPERBRIEF command, you'll be shown only the name of the location, even the first time you enter it, and no mention of the objects present. (You can still get a description of the location and objects by typing LOOK or L.) Also, blank lines will not appear between each of your moves while you are in SUPERBRIEF. This mode is recommended for Enchanters who already know their way around. The BRIEF command tells SORCERER to return to the initial mode, in which you receive descriptions only on your first visit to a location.

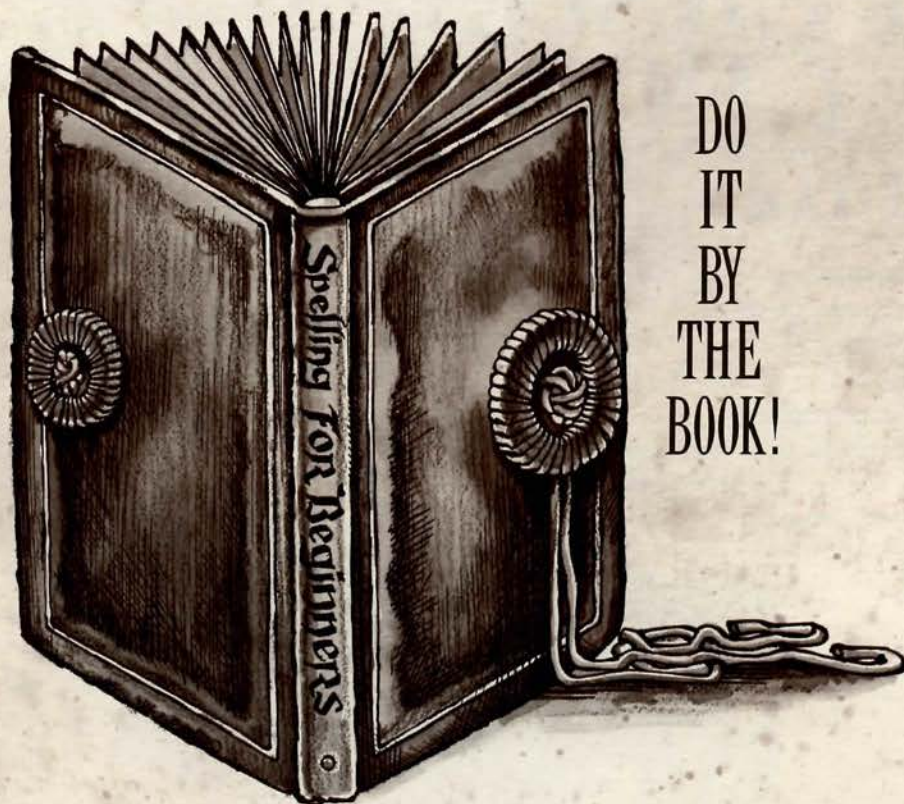


A sampling of local delicacies.



Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may attack you without provocation. You may find it productive to negotiate with other beings—exchanging gifts and favors.

THE SECRET OF SUCCESSFUL SPELL CASTING?



DO
IT
BY
THE
BOOK!

Even the most powerful conjurers can occasionally find themselves at a momentary loss for a needed spell. It's no reflection on a magician's status or skill to reinforce the first thing we all are taught: Magic can be effective only if all its steps and conventions are scrupulously honored. In that spirit, then, we present this review of basic spell-casting techniques.

Magic is performed by invoking spells. Every spell is known by a one-word name. Magic spells usually have a duration, and sometimes a period of time must pass before they can be used again.

Spells can be dangerous—particularly to wizards. Our heightened abilities in this craft carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice can have a profound effect upon you. Be wary!

Your most important tool is your Spell Book, which is the written repository of all the spells you are capable of using. As **SORCERER** begins, you already have several spells at your disposal; others may be added during the course of the game. Spell scrolls may be found almost anywhere in your travels. They are extremely valuable. A scroll may be used to directly cast a spell, but doing so uses up the scroll

(and the spell) permanently. It is usually much wiser to write the spell in your Spell Book, allowing you to use it repeatedly.

Learning with Gnusto!

Newly found spells are written into your Spell Book using the **GNUSTO** spell (literally: "Write Magic"), the first spell most magicians master. Certain spells are too powerful to be written by a magician of your limited experience. They may be cast directly from scrolls, but the spell will be gone after it is used. Once a spell is written in your Spell Book with **GNUSTO**, though, it can be used whenever necessary. (**READING** your Spell Book lists the spells you have available, along with their meanings.)

Before a spell in your Spell Book can be used, you must memorize it, using the **LEARN** command. (You can memorize only a limited number of spells at one time.) The effort of casting a spell drains it from your memory, and you must relearn it to use it again. The **SPELLS** command tells you which spells you have memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice can be used twice before being forgotten.)

Casting Spells and Aspersions

You can use spells either by typing **CAST** (the spell's name) **AT/ON** (something) or, more simply, by typing (spell name) (something). Some spells are so general in application that they require no object; just typing the spell name is sufficient.

For example, suppose there were a spell named **BOZBAR** that you had written in your Spell Book:

>**LEARN BOZBAR**

or

>**MEMORIZE BOZBAR**

would make the spell available for immediate use.

If you have **BOZBAR** memorized, or are holding a scroll containing the **BOZBAR** spell:

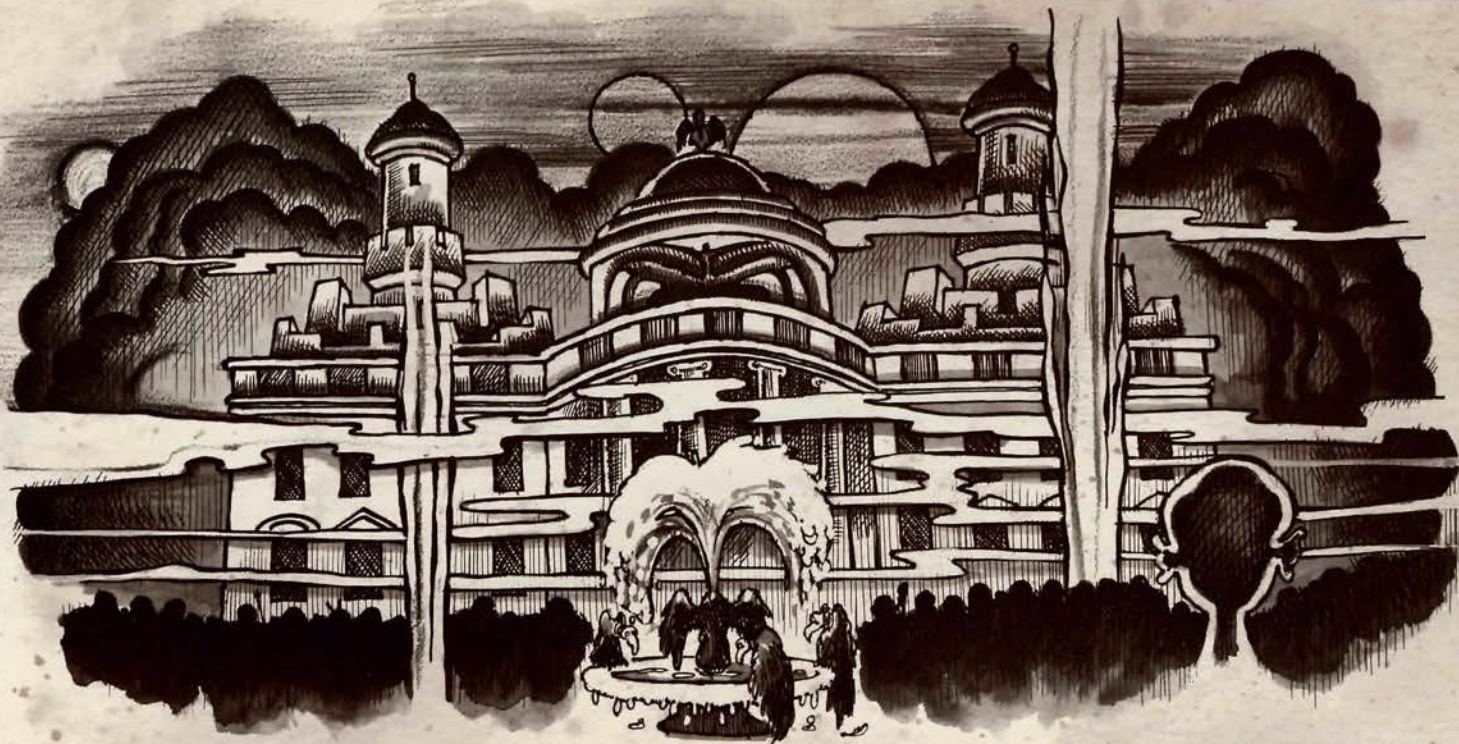
>**BOZBAR HORSE**

>**CAST BOZBAR AT HORSE**

>**CAST THE BOZBAR SPELL ON THE HORSE**

would all have the same result: to **BOZBAR** the poor horse.

In today's advanced society, magic takes many forms besides classic spell casting. Magic Potions, usually found in vials, work their magic when ingested. Many items throughout the land are imbued with magical qualities that can be revealed to the brave and inquisitive wizard.



THE COMPLEXITIES OF BEING IN COMMAND

SORCERER understands a wide range of instructions. Here are some examples, using many objects and situations which don't actually occur in the game:

TAKE THE SCROLL
TAKE ALL THE SCROLLS
PUT ON THE ROBE
PICK UP THE BROKEN WAND
DROP IT
GO OUT
DROP THE NEWT IN THE POT
WALK NORTH
WEST
SW
DOWN
D
EXAMINE THE LARGE RED DEMON
POINT THE MAGIC WAND AT
THE DEMON

PUSH THE GREEN BUTTON
DRINK THE EVIL POTION
LOOK AT THE VIAL
LOOK AT ALL THE VIALS
LOOK UNDER THE WORKBENCH
LOOK BEHIND THE CANVAS
TAKE ALL
LEARN THE BOZBAR SPELL
DROP ALL BUT THE SPELL BOOK
TAKE ALL FROM BIRDBATH
THROW DAGGER AT DEMON
PUT ALL THE BOOKS IN THE BIRDBATH

In addition, you can use multiple objects with certain verbs. To do this, make sure you separate those multiple objects by the word AND or by a comma, as in these examples:
DROP THE SWORD AND THE MAGIC KNIFE

TAKE THE LILY PAD, THE REED, AND
THE SPOTTED FROG
PUT THE NEWT AND THE MERCURY IN
THE MORTAR
TAKE ALL BUT DAGGER, SLIMY VIAL,
RUBY
THROW SPELL BOOK AND CANDLE-
STICK INTO CHASM

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following commands could all be typed before hitting RETURN or ENTER:

READ THE SCROLL THEN DROP IT. N.
OPEN DOOR. U. BOZBAR THE HORSE



SPELLING IN PLAIN ENGLISH

SORCERER, like all Interlogic games, responds to commands in plain English that you enter each time you see the prompt (>). When you have completed your command, press the RETURN or ENTER key, and the game will process your request.

You can pretend that all your sentences begin with "I want to..." although you shouldn't type those words explicitly. SORCERER will digest your request and tell you whether your command is possible in that situation, as well as anything interesting that happens as a result of your action.

All words are distinguished by their first six letters (all subsequent letters are ignored). Therefore, ENCHANter, ENCHANting, and ENCHANtment all look like the same word to SORCERER.



SORCERER uses many more words than it will accept in your inputs. Still, it recognizes over 1000 words—nearly all the words that you are likely to use when conversing with the game. If you find that SORCERER does not recognize a word you wish to use or its likely synonyms—even if the game has that word in a description—you are almost certainly on the wrong track.

Completely mystifying sentences will cause SORCERER to complain in one way or another. (See “Communicating with the Unknown,” for an explanation of these complaints.) After making the complaint, SORCERER will ignore the rest of the input line. Unusual events, such as being attacked, will also make SORCERER ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

An Illustrative Story

The following transcript is not from SORCERER, but it does show most of the common interactions that you will use while playing. It contains several simple problems and their solutions, and it should give the novice player a good idea of how an interactive prose adventure game works.

Tavern

This is a dimly lit tavern, in fairly shabby condition, smelling of strong spirits and unbathed men. A swinging door leads out to the north. A drunk is sitting at a table, watching you through half-closed eyes.

>INVENTORY

You are carrying:
a spell book
a silver coin
a pouch

The drunk stands and lurches over to you. “Spare a coin for a hungry man?” he asks, his ale-laden breath fouling the air around you.

>GIVE THE SILVER COIN TO THE DRUNK

“Thanks, chum.” The drunk reaches into his tattered cloak. “Here, take this magic scroll. I used to be a magic user, but I couldn’t make the grade. Hope you’ll have more luck than me.” He hands you the scroll.

>READ IT

The scroll reads “bozbar spell: cause an animal to sprout wings.”

“Another pint of ale!” cries the drunk, flipping the silver coin to the bartender.

>GNUSTO THE BOZBAR SPELL

Your spell book begins to glow softly. Slowly, ornately, the words of the bozbar spell are inscribed, glowing even more brightly than the book itself. The book’s brightness fades, but the spell remains! However, the scroll on which it was written vanishes as the last word is copied.

>DRUNK, WHERE IS THE WARLOCK?

“He lives in the castle beyond the wide chasm to the east. At least, that’s what I’ve heard.” He looks about furtively, a great fear blazing in his eyes.

>OPEN THE DOOR

Being swinging doors, they swing open and then immediately close again.

>NORTH

Road Outside Tavern

There is a horse here, munching on a pile of oats.

>GET ON THE HORSE

You are now on the horse, holding the reins.

>LOOK

Road Outside Tavern, on the horse.

The road winds here, leading northeast and northwest. A seedy tavern lies to the south. There is a pile of oats here.

>TAKE PILE OF OATS

You can’t reach them from the horse!

>STEER HORSE EAST

Using the reins, you bring the horse about to face the east.

>KICK THE HORSE

The horse is too well trained to gallop off the road into the thick woods. It rears back on its hind legs, whinnying in confusion.

>STEER HORSE NORTHEAST

Using the reins, you bring the horse about to face the northeast.

>KICK HOSE

You can’t see any hose here.

>KICK HORS

I don’t know the word “hors.”

>KICK HORSE

The horse begins trotting along the road at a brisk trot. A new section of road comes into view...

Crest of Hill, on the horse.

The road crosses the top of a ridge here, sloping downwards to the east and the southwest.

>STEER HORSE EAST

The horse turns eastward, still traveling at a brisk trot. A new section of road comes into view...

Edge of Chasm, on the horse.

The road ends suddenly at a wide chasm.

The road leads upward to the west, and you can see it continuing on the eastern side of the chasm. Lying in a tight coil at the edge of the chasm is a hissing snake.

>HORSE, WHOA

The horse pulls to a stop, scant feet from the edge of the chasm!

>READ THE SPELL BOOK

My Spell Book

gnusto spell: write a magic spell into your spell book

frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one

lobal spell: sharpen hearing

bozbar spell: cause an animal to sprout wings

>SPELLS

The gnusto spell is yours forever. Other than

that, you have no spells memorized.

>LEARN BOZBAR AND URBZIG

bozbar spell: Using your best study habits, you commit the bozbar spell to memory.
urbzig spell: Using your best study habits, you commit the urbzig spell to memory.
"Hsssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE

The snake is replaced by a clump of daffodils.

>BOZBAR THE HORSE

A pair of handsome brown wings suddenly appears on the horse's powerful shoulders. The horse turns in a complete circle, a look of puzzlement on its face.

>KICK THE HORSE

The horse gallops toward the chasm and over the edge! It begins plummeting into the chasm, toward sharp rocks below! Then, slowly at first but with increasing sureness, the horse begins beating its powerful wings. You rise majestically through the air, sailing gracefully across the chasm. The horse lands gently on the far side, resuming its brisk trot...

Road to Castle, on the horse.

You are at the eastern edge of a wide chasm. A road leads eastward toward a castle of black stone.

>WAIT

Time passes...

The horse continues trotting briskly along the road...

Edge of Moat, on the horse.

The black castle looms on the other side of the moat. The drawbridge is closed, and the moat looks unswimmable.

A green plant is growing near the edge of the moat.

A red plant is growing near the edge of the moat.

The horse, sensing the evil ahead, halts at the moat and snorts wildly.

>GET OFF THE HORSE

You are now on your own feet.

>I

You are carrying:
a spell book
a pouch

>EXAMINE THE POUCH

The pouch has some writing on it and is currently closed.

>OPEN IT

Opening the pouch reveals a quantity of magic dust.

>READ IT

You can't read a quantity of magic dust!

>READ POUCH

The pouch reads "magic dust: world's most potent fertilizer."

>EXAMINE PLANT

Which plant do you mean, the green plant or the red plant?

>GREEN

It looks like a barnibus viltus, a simple and harmless vine. It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON GREEN PLANT

The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up the side of the black castle. The plant has now become a living bridge, which you can climb up to cross the moat.

>EXAMINE THE RED PLANT

It looks like a specimen of flombus digestus, the dangerous man-eating plant. Fortunately, this is a very tiny specimen.

>SPRINKLE MAGIC DUST ON RED PLANT

The red plant begins growing at a tremendous rate. It sprouts giant red pods, large enough to engulf you! (They do so.)

You have died

You awake to see Haffibar, the Guild physician, bending over you. "You'd better be more careful," she admonishes. "This is the second time you've gotten killed. I overheard some members of the Circle say that if you die once more, they won't waste another magic spell reviving you." You slip back into unconsciousness again, and when you wake you are outdoors...

Beginning of Road

>SOUTHEAST

Road Outside Tavern

There is a pile of oats here.

A drunk is sleeping at the edge of the road.

THE INQUIRING MIND

SORCERER comprehends three types of questions: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:
WHERE IS HELISTAR?
WHO IS FROBAR?
WHAT IS A GRUE?

You'll meet many other creatures as you play SORCERER—some human and some not. You can talk to a character by typing its name, followed by a comma, followed by what you want to say. For example:

IMP, WHERE IS MY SPELL BOOK?
HENCHMAN, FOLLOW ME.
ADVENTURER, KILL THE MONSTER.
SQUIRE, GIVE ME MY WAND THEN
CLEAN MY SANDALS.
FROBAR, WAIT HERE.

SORCERER tries to be clever about what you really mean when you don't give complete information. If you want to do something, but you don't specify what to do it with or to, SORCERER will sometimes decide that there was only

one possible object you could have meant. When it does this, it will tell you parenthetically. For example:

>UNLOCK THE DOOR
(with the key)

The door is now unlocked.

>KILL THE BROGMOID
(with the sword)

A good blow, but the brogmoid dodges.

If your sentence is ambiguous, SORCERER will ask you what you really meant. You can answer most such questions briefly by supplying the missing information. For example:

>SLICE THE SCROLL

What do you want to slice the scroll with?

>THE SCIMITAR

The scroll is reduced to paper dolls.

>TAKE THE SCROLL

Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?

>ENCHANTED

The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!



DISPELLING UNCERTAINTY

SAGE ADVICE FOR FLEDGLING ENCHANTERS

Q. How can I perform heroic deeds when I'm surrounded by mundane creatures and objects?

A. The wise Enchanter notices everything, for everything you encounter may play a significant role. Exhibit patience and examine all that comes your way.

Q. Sometimes I tremble in the face of the unknown. What should I do?

A. Even life-threatening actions may lead to new insights. If you are truly wary of a situation, **SAVE** your position first. Being adventurous can often give you a valuable clue. Consider this fabricated example:
>GIVE THE MAGIC GERANIUM TO THE WOLF

The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it and advances toward you.

In addition to learning something useful about the culinary preferences of wolves, you have a clue that perhaps feeding something else (a steak?) to the wolf would be more advantageous.

Q. My mentor always insists on **his** way. With all due respect, is he being shortsighted?

A. There are many possible routes to the successful completion of **SORCERER**. Some problems that you may encounter have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder (or impossible) to solve another, and sometimes it will make it exhilaratingly easy.

Q. Is it honorable to combine my skills with another in the defense of our land from evil?

A. Not only honorable, but sometimes sensible. Until you have completely mas-

tered the spells dealing with clairvoyance and the prediction of the future, you might find it easier to play **SORCERER** with another person. Oftentimes, one person's skills and strengths complement the other's.

Q. What is the most common mistake we novices make?

A. Deciding that you don't have to bother making a map. As you go along, make sure to mark and detail all locations and objects. Remember, there are 10 possible directions, plus **IN** and **OUT**.

Ask the elders

Here at the Cambridge-By-The-Sea chapter of the Infocom Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door," we're constantly improving, honing, and perfecting. If you find a bug, feel a certain problem was too easy or too hard, have a suggestion for additional sentence syntaxes, or would just like to tell us what you thought of **SORCERER**, drop us a line! Write to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
Attn: Belboz

You can call the Infocom Technical Support Team to report bugs and technical problems by dialing (617) 576-3190. If you develop a problem with your diskette within 90 days after purchase, we will replace your diskette at no charge. Otherwise, there is a replacement fee of \$5. Please return your registration card if you'd like to be on our mailing list and receive our customer newsletter.

LOOKING AHEAD...

Guarding Against Loss: Resurrections and Advice for Quitters

Should you wish to stop playing but resume from the same position at a later time, use the **SAVE** command at the prompt then follow the instructions on your Reference Card. (Read the Reference Card carefully – some systems will overwrite data already on the disk, so only a blank disk should be used for a **SAVE** disk.) Because it takes many hours to complete a game of **SORCERER**, this command allows you to pursue your quest over several sessions. Also, the cautious or prudent player can use **SAVE** as a protection before attempting a dangerous or irreversible move. Then, even if you are "killed," you can return to the **SAVED** point. To resume playing after you have made a **SAVE**, type **RESTORE** at the prompt and follow the Reference Card instructions. You will then continue playing from the **RESTORED** position. To be safe, take a **LOOK** around to reorient yourself.

To start over from the beginning, type **RESTART**. **SORCERER** will ask you if that is really the action you wish to take. If so, type **Y** for **YES**.

If you want to stop playing altogether, type **QUIT**. Once again, **SORCERER** will ask you to confirm your decision.

SPELLCASTERS' CLASSIFIEDS

All commands can be used repeatedly as needed. Some will constitute a move, and time will elapse; others will not affect time within the game play. They can be used whenever the prompt (>) appears.

AGAIN—Asks SORCERER to respond as if you had repeated your previous sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF—Commands SORCERER to describe in full **only** newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. BRIEF is the initial mode of the game. (See SUPERBRIEF and VERBOSE).

DIAGNOSE—Tells you about your physical condition: if you are tired, thirsty, hungry, or injured.

INVENTORY—Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK—Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT—Ends the game session. You have the option to SAVE your position first. You may abbreviate QUIT to Q. Requires confirmation.

RESTART—Starts the game over from the beginning. Requires confirmation.

RESTORE—Restores a game position made using the SAVE command.

SAVE—Saves a game's position onto a storage diskette.

SCORE—Gives you your current score and a ranking based on that score.

SCRIPT—Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS—Lists the spells you currently have memorized from your Spell Book and how many times you have memorized each one.

SUPERBRIEF—Tells SORCERER to provide only the name of a location, even when you enter it for the first time. (See BRIEF and VERBOSE.)

TIME—Gives the current time of day in the game. You may abbreviate TIME to T.

UNSCRIPT—Commands your printer to cease making a transcript.

VERBOSE—Tells SORCERER to provide a full description of all locations and all objects every time you encounter them. (See BRIEF and SUPERBRIEF.)

VERSION—Provides the release number and the serial number of your version of SORCERER.

WAIT—Causes time in the game to pass. Normally, no time passes between moves. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

COMMUNICATING



WITH THE UNKNOWN!

Occasionally, even a careful wizard unleashes a command that SORCERER cannot execute. In those cases, you'll be asked to clarify your wishes in one of the following ways:

I DON'T KNOW THE WORD (your word). The word you typed is not in SORCERER'S vocabulary. Try a synonym or rephrasing. If neither works, the concept is probably not essential to the game play.

I CAN'T USE THE WORD (your word) HERE. SORCERER knows the word, but not in that context. Most commonly, this is because it recognizes the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, it might recognize LOWER only as a verb, not as an adjective, as you used it.

I CAN'T FIND A VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE! This usually means that you've typed an incomplete sentence. For example: PUT THE LAMP IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid sentence has, at most, two noun phrases—a direct object phrase and an indirect object phrase.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN or ENTER key.

IT'S TOO DARK TO SEE! In the story, there is not enough light for you to perform your action.

I CAN'T SEE ANY (object) HERE! The object you indicated was either not present or not accessible to you. (For example, it may be present but in a closed container.)

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to one or more objects in the same sentence, some of which aren't present or accessible.

YOU CAN'T GO THAT WAY. There is no passage or exit in the direction you want to move.

I CAN'T USE MULTIPLE (IN)DIRECT OBJECTS WITH (your verb). You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful are TAKE, DROP, PUT, and EXAMINE. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK. You cannot say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

I DON'T UNDERSTAND THAT SENTENCE. Your command may have been gibberish (GIVE THE TROLL WITH SWORD) or a reasonable sentence written in a syntax that SORCERER does not understand (SMELL UNDER THE ROCK). In either case, try rephrasing your sentence.





SORCERERS' SOCIAL NOTES

Always remember...

Every sentence you type must contain a verb or a command.

Separate multiple objects of the verb by AND or a comma.

You may type several sentences at one time, providing that they are separated by a period or the word THEN. A period is not required at the end of a line of input.

WHO, WHERE, and WHAT are the only types of questions you are allowed to ask.

For those in a rush, you can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be entered as U and D, respectively.

Other helpful abbreviations include L for LOOK, G for AGAIN, and Z for WAIT.

SORCERY: A DO-IT-YOURSELF GUIDE

Now that you are familiar with your powers and limitations, it's time to try loading the program from your disk. Follow the instructions on your Reference Card (included in the game package).

An introductory sentence should appear, followed by a description of the game's starting location. Finally, the prompt (>) will appear, indicating that SORCERER is waiting for your first command. But beware! Only the most foolhardy and headstrong Enchanter would embark on the game's quest before thoroughly reading this manual!

Here's a quick exercise to help you get used to interacting with SORCERER. Load the game according to the instructions on your Reference Card. Read the opening description. When the prompt (>) appears, try typing the following:
>NORTHEAST

When you press the RETURN or ENTER key, the game will respond with a description of your new location:

Forest Edge

To the west, a path enters the blighted woods, which stretch out of sight. A signpost stands beside another path leading north, and to the east is a wide meadow. At the base of the signpost is a slimy hole leading down.

The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

You respond:

>READ THE SIGN

And press RETURN or ENTER.

Sorcerer replies:

"*** !!! >>>WARNING<<< !!! ***"

This path is protected by a

Magic Mine Field

installed by the

Frobozz Magic Mine Field Company."

18 WAYS TO WIZARDLY WORD POWER

For an explanation of these commands, see the Spellcasters' Classifieds.

AGAIN (or G)	RESTART	SUPERBRIEF
BRIEF	RESTORE	TIME (or T)
DIAGNOSE	SAVE	UNSCRIPT
INVENTORY (or I)	SCORE	VERBOSE
LOOK (or L)	SCRIPT	VERSION
QUIT (or Q)	SPELLS	WAIT (or Z)

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Spells and the Single Sorcerer

During most of the SORCERER adventure, you will be alone in your quest. It will be helpful to be familiar with possible choices of action. The following list includes some of the many verbs that SORCERER understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example: LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

ASK	DESTROY	EXTINGUISH
ATTACK	DIG	FILL
BOARD	DISEMBARK	FIND
BURN	DRINK	FLY
CLIMB	DROP	FOLLOW
CLOSE	EAT	GIVE
COUNT	ENTER	HELLO
CROSS	EXAMINE	JUMP
CUT	EXIT	KICK

KILL
KISS
KNOCK
LAUNCH
LIE
LIGHT
LISTEN
LOCK
LOOK

LOWER	SEARCH	
MOVE	SHAKE	TELL
OPEN	SHOOT	THROW
POINT	SHOW	TIE
POUR	SLEEP	TOUCH
PULL	SLIDE	TURN
PUSH	SMELL	UNLOCK
PUT	SPRAY	UNTIE
RAISE	STAND	WAKE
REACH	SWIM	WALK
READ	TAKE	WAVE



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**NATE'S
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SCROLLS	LIST	NATE'S
FROTZ	zm12	zm8
REZROV	zm12	zm9
BLORB	zm16	zm12
NITFOL	zm16	zm14
QUELBO	zm19	zm15
GRIGPO	zm26	zm20
YOMIN	zm28	zm22
ONKIK	zm38	zm31
YIMFIL	zm46	zm36
VEZZA	zm90	zm74

SPECIALS	LIST	NATE'S
MAGIC AMULETS		
	zm120	zm99
WANDS: *BII	zm88	zm80
*UT	zm72	zm61
*SS	zm29	zm12
SCROLL RACK		
*72	zm12	zm4
*144	zm18	zm6
WAND RACK		
*6	zm12	zm2

POTIONS	LIST	NATE'S
BERZIO	zm4	zm2
IGNATZ	zm4	zm3
VILSTU	zm4	zm3
ONBIT	zm4	zm3
KWIN	zm4	zm3
WALDOE	zm4	zm3
KNALB	zm6	zm4
BLORT	zm12	zm10

OTHER	LIST	NATE'S
MORTAR (pestle included)		
*small	zm1	zm ¹ / ₂
*medium	zm1	zm ¹ / ₂
*large	zm2	zm1
TONGUE OF OWL		
	zm ¹ / ₂	zm ¹ / ₄
JAR OF NEWT EYES		
	zm2	zm1
JAR OF GROUND MORGIA		
	zm2	zm1
BAT WINGS (pair)		
	zm4	zm3
TOAD WARTS (doz.)		
	zm4	zm2
DRAGON SCALES (ea.)		
	zm10	zm8



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