The Black Cauldron

128K Apple IIe/IIc version

LOADING INSTRUCTIONS

1. Insert Disk 1, label side up, into drive 1. Close the door to the drive.
2. Turn on power to the monitor, then to the computer.
3. If you are using a joystick, you will be prompted to center the joystick, then press either joystick button.
4. When prompted, turn the disk over and press RETURN.
5. To bypass the banner page and credits, press any key.

If you have trouble loading The Black Cauldron on an Apple IIe, first look at the serial number on the center back of your computer's motherboard. If it ends in "A", you have an old motherboard, which you can get updated free of charge through any authorized Apple dealer. If you have the right motherboard, check your 80-column card. If there are two or three exposed prongs in the lower left corner, you are missing the jumper that goes over these prongs. Acquire one through your local Apple dealer.

Because of random events and different levels of victory, you can play the game many times over and never play the same game twice! If you are especially clever, and find every hidden nuance in the game, you can score a maximum of 230 points in The Black Cauldron.

COMMANDS FOR THE HERO

STATUS

At the **STATUS** screen, you may see a list of objects you are carrying, or perform any one of several game commands:

> **Help** (see the list of control keys for available commands.)
> **Save** the current game.
> **Restore** a previously saved game.
> **Restart** the game.

Press the 🍎 key or press the upper joystick button to view the STATUS screen. Use the arrow keys or joystick to highlight a game command (Help, Save, Restore, Restart), press 🍎 or the upper joystick button, and follow the prompts to perform the command you have highlighted. To go back to the game screen, press 🍎 or the upper joystick button.

TO LOOK

In your explorations, you will often want to look at an area or object on the screen:

> Look at the room.
> Look at the magic sword.

Press 8 (or use the lower joystick button) to **LOOK**. What you actually see will depend on where you are standing.

To **Look** at something you are carrying, go to the STATUS screen and highlight the object; then press the 🍎 key (or lower joystick button). The game screen will reappear, with a closeup of the object you want to examine.

TO DO

You can **DO** any of a large variety of activities:

> Open the door.
> Talk to Dallben.
> Get the apple.

Press 6 (or use the lower joystick button) to **DO** something. What you actually **DO** will depend on what has happened in the game, and where you are standing. To open a door, you need to stand next to it. If you stand somewhere else, something quite different may happen.

TO USE

At some point in the game, you may **USE** each of the objects you pick up:

> Use the gruel to feed Hen Wen.
> Use the flask to get water.
> Use the key to unlock the door.

Go to the **STATUS** screen, and highlight the object you want to **USE**. After you return to the game screen, press **4** (or use the lower joystick button) to **USE** the currently selected object. The object will remain selected until you give it away, use it up, or select another object.
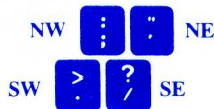

CONTROL KEYS

|	
or TAB	display STATUS screen
ESC	PAUSE game
1	turn SOUND off or on
2	display HELP screen
3	SAVE current game
4	USE object currently selected on status screen
5	RESTORE a previously saved game
6	DO something: talk, enter, exit, get, etc.
7	RESTART game
8	LOOK at an area
	LOOK at selected object from STATUS screen, or display USE, DO, LOOK menu.
CTRL Q	install and/or center joystick during game
RETURN or	RETURN to game from STATUS screen

Use the arrow keys to move north, south, east and west.

W   E   S   N

Use these keys to move diagonally.

NW   NE

SW   SE

JOYSTICK COMMANDS

NW   N   NE

upper button

W   E

lower button

SW   S   SE
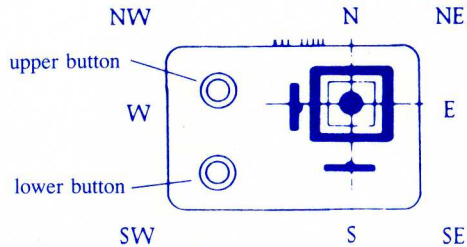
To view **STATUS** screen; press upper button.
To **LOOK** at an object; press lower button from status screen.

To **LOOK** at an area
To **USE** an object
To **DO** an activity

Press lower button from game screen, highlight desired option. Then, press lower button again to perform command.

To **MOVE** Taran: use the joystick to go N,S,E,W and diagonally.

ALSO NOTE

1. To halt Taran's steps with the keyboard, strike the last direction key again. *Do not hold down the directional key--it will cause Taran to start and stop, start and stop, which will appear as very slow movement.*
2. If you hear a "beep" after you perform a command, that means the computer has more text to show you. Press Return or either joystick button to continue.
3. To switch from keyboard to joystick or from joystick to keyboard, bring Taran to a full stop, then resume using either keyboard or joystick. If you have forgotten to plug in your joystick before loading the game, plug it in and press CTRL Q to center the joystick, then continue.

SAVING YOUR GAME

From time to time, you should save your progress on a separate disk, your own "save game disk." Then, if you meet with a fatal accident or simply want to turn the computer off and take a break, you can resume playing at the point you saved the game. Use a blank disk, or one with information that you do not need, because existing material will be erased when it is prepared.

Formatting or Preparing a "Save Game Disk"
You will need to prepare your "save game disk" only once. From the game screen, type INIT DISK and press RETURN. Follow the prompts on the screen to create a "save game disk." If you have two drives, you may put your "save game disk" in drive #2 and leave it there as you play.

Saving Your Game
To save your game, press **3**; or go to the **STATUS** screen and use the joystick or arrow keys to highlight **SAVE GAME**, then press or the upper joystick button. Next, follow the prompts on the screen. You will be asked to enter a letter to identify your game. Type a different letter for each game you want to save -- if you type a letter you have already used, the game previously saved under that letter will be erased.

Restoring Your Game
To resume a previously saved game, press **5**; or go to the **STATUS** screen and use the joystick or arrow keys to highlight **RESTORE GAME**. Following the prompts, type the letter for the saved game you wish to restore.

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