

[illegible]

Heed the Words of the Circle of Enchanters

The evil Warlock has subjugated this land to his power. Many have dared oppose him, all have failed. Many, many years before our age, the Elders of the Circle of Enchanters foresaw the possibility of these dire occurrences. In their great wisdom, they realized that no accomplished Enchanter could penetrate the Warlock's defenses unrecognized, and that the task of freeing the land would fall to a young journeyman conjurer. Reluctantly, the current Circle has identified you as the one to whom they must entrust our fate.

As a newly fledged Enchanter, you have learned your lessons but have not faced all your tests. You are a person of great power, but in the ranks of necromancers you are a lowly and ignorant person indeed. Naturally, your former masters in the Circle of Enchanters have trained you well in the basics of magic. You will be greatly aided by the spells you know and the spells you will learn, but you must also rely on your powers of observation and quick wits.

COMMAND, CONJURE & CAST Practical ADVICE on the MYSTIC ARTS courtesy of the THAUMATURGIC GUILD

An Enchanter of even your level would have no difficulty with the basics of magic, but of course there were times when you were dozing during a lecture on Spell Casting. Not to mention the seminars on Thaumaturgical Theory that you spent turning flies into tiny dragons. So just in case, here's a refresher course.

Spells are ways of performing magic. Each spell is known by the one-word name through which the spell can be used. Magic spells usually have a duration and sometimes a delay before they can be used again. Remember: Magic spells are dangerous things, particularly to wizards. Wizards' heightened abilities in this realm carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a mundane person would not even notice will have a profound effect upon you!

As a certified wizard (if a somewhat lowly one), you have a personal spell book, in which you record the spells you are capable of using. Your book contains a few spells before the game begins; others may be added during your travels.

You may find spell scrolls here and there. These are extremely valuable objects. They may be used directly to

cast spells, but so doing uses up the spell and scroll permanently, so it is usually much better to write them into your spell book. Then, you can use them many times.

The Rules of Spell Casting

Newly found spells may be written into your spell book by using the GUSTO spell ("write magic"), which you learned early in your academic career. Once a spell is written in your spell book, it may be used again and again. (Some spells are too powerful to be written by a wizard of your limited experience. Such spells may still be used if they are found on scrolls, but the spell will be gone after it is used.)

Reading your book lists the spells you have written, along with their meanings. You might experiment with the spells already in your book to learn their uses.

Before a spell in your book can actually be used, it must be memorized. Only a small number of spells can actually be memorized at one time, and when you use a spell you have memorized, you forget it. You must rememorize spells to use them again. The SPELLS command lets you know which spells are memorized.

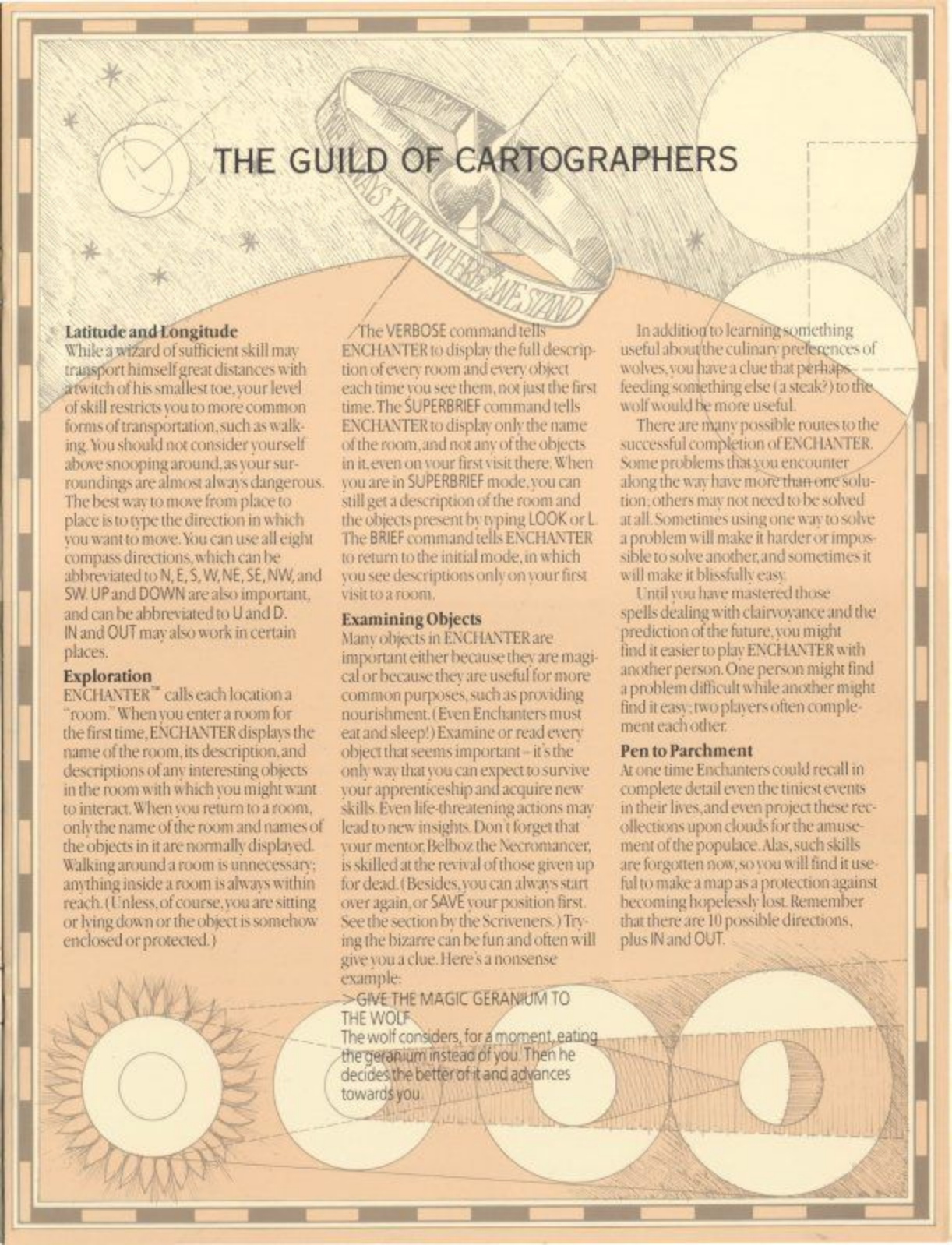
Using Your Spell Casting Powers

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

For example, suppose there were a spell named BOZBAR that you had written in your spell book or were carrying on a spell scroll:

>LEARN BOZBAR or >MEMORIZE BOZBAR would make the spell available for immediate use.
>BOZBAR HORSE >CAST BOZBAR AT HORSE >CAST THE BOZBAR SPELL AT THE HORSE would all have the same result: BOZBAR the poor horse.





THE GUILD OF CARTOGRAPHERS

Latitude and Longitude

While a wizard of sufficient skill may transport himself great distances with a twitch of his smallest toe, your level of skill restricts you to more common forms of transportation, such as walking. You should not consider yourself above snooping around, as your surroundings are almost always dangerous. The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which can be abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT may also work in certain places.

Exploration

ENCHANTER™ calls each location a "room." When you enter a room for the first time, ENCHANTER displays the name of the room, its description, and descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, only the name of the room and names of the objects in it are normally displayed. Walking around a room is unnecessary; anything inside a room is always within reach. (Unless, of course, you are sitting or lying down or the object is somehow enclosed or protected.)

The VERBOSE command tells ENCHANTER to display the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells ENCHANTER to display only the name of the room, and not any of the objects in it, even on your first visit there. When you are in SUPERBRIEF mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells ENCHANTER to return to the initial mode, in which you see descriptions only on your first visit to a room.

Examining Objects

Many objects in ENCHANTER are important either because they are magical or because they are useful for more common purposes, such as providing nourishment. (Even Enchanters must eat and sleep!) Examine or read every object that seems important – it's the only way that you can expect to survive your apprenticeship and acquire new skills. Even life-threatening actions may lead to new insights. Don't forget that your mentor, Belboz the Necromancer, is skilled at the revival of those given up for dead. (Besides, you can always start over again, or SAVE your position first. See the section by the Scriveners.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense 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 towards 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 useful.

There are many possible routes to the successful completion of ENCHANTER. Some problems that you encounter along the way 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 blissfully easy.

Until you have mastered those spells dealing with clairvoyance and the prediction of the future, you might find it easier to play ENCHANTER with another person. One person might find a problem difficult while another might find it easy; two players often complement each other.

Pen to Parchment

At one time Enchanters could recall in complete detail even the tiniest events in their lives, and even project these recollections upon clouds for the amusement of the populace. Alas, such skills are forgotten now, so you will find it useful to make a map as a protection against becoming hopelessly lost. Remember that there are 10 possible directions, plus IN and OUT.

"WORDS DICTATE ACTIONS" - SO SAYS THE ENCHANTERS GUILD

It is easy to communicate with ENCHANTER. When you see the prompt (>), ENCHANTER is waiting for you to type in your instructions. When you have finished doing so, press the RETURN or ENTER key; ENCHANTER will respond, and the prompt will reappear for your next action.

When you play ENCHANTER (or any other INTERLOGIC™ game), you type your commands in plain English. You can pretend that all your sentences begin with "I want to..." although you should not type those words explicitly. ENCHANTER 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.

Commanding Sentences

All words are recognized by their first six letters, and all subsequent letters are ignored. Therefore, ENCHANter and ENCHANment would look the same to ENCHANTER.

ENCHANTER understands many different kinds of sentences. These examples use objects or situations that do not actually occur in the game: TAKE THE SCROLL. TAKE ALL OF THE SCROLLS. TAKE ALL BUT THE WAND. GO OUT. DROP THE NEWT INTO THE POT. EXAMINE THE LARGE RED DEMON. PUSH THE GREEN BUTTON. HIT THE GREEN BUTTON WITH THE MAGIC WAND. LOOK UNDER THE WORKBENCH. READ THE SPELL BOOK. GIVE THE SPELL BOOK TO THE FROG. REACH INTO THE HOLE.

You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SWORD AND THE MAGIC KNIFE. TAKE THE SPRIG OF IVY, THE MISTLETOE, AND THE SPOTTED FROG. PUT THE NEWT AND THE MERCURY INTO THE MORTAR.

You can include several sentences on one input line if you separate them by the word THEN (not AND) or by a period. No period is necessary at the end of the input line. For example, you could type the following on one input line:

READ THE SCROLL. WRITE ON IT. DROP THE IDOL INTO THE LAKE THEN LOCK THE DOOR.

There are only two kinds of questions that ENCHANTER understands. The first is WHO IS (someone), and the other is WHERE IS (something). For example: WHO IS ENTHARIO? WHERE IS THE SPELL BOOK?

The Gentle Art of Persuasion

You will meet other creatures—some human, some not—as you play ENCHANTER. You can talk to a creature by typing its name, followed by a comma, followed by whatever you want to say to it. For example:

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

ENCHANTER tries to be clever about what you really mean when you don't give complete information. For example, if you want to do something, but you don't specify what to do it with or to, ENCHANTER 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.

If your sentence is ambiguous, ENCHANTER will ask what you really meant. Most such questions can be answered briefly. 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?

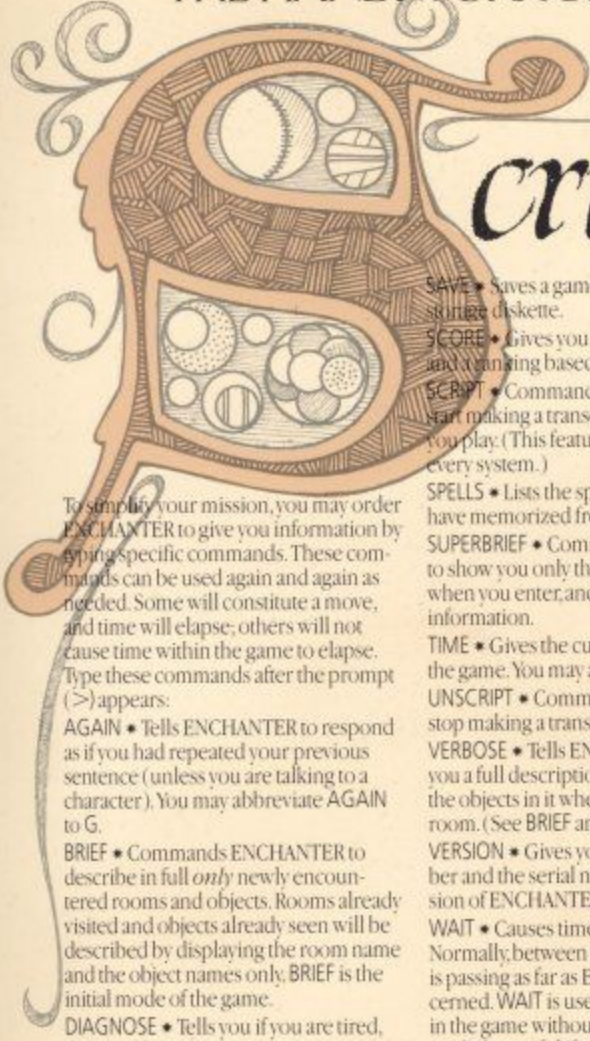
>ENCHANTED

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

The Power of Vocabulary

ENCHANTER uses many more words than it will accept in your inputs. ENCHANTER recognizes a vocabulary of hundreds of words—nearly all the words that you would be likely to use in playing the game. However, descriptions of rooms, objects, or events may use words that ENCHANTER couldn't possibly digest. These words are used only to enhance your mental imagery, and are not necessary for you to use to complete the game. If you find that ENCHANTER doesn't know a word you wish to use or its likely synonyms, you almost certainly don't need that word to solve the game.

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



crivener's

To simplify your mission, you may order **ENCHANTER** to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN • Tells **ENCHANTER** 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 **ENCHANTER** to describe in full *only* newly encountered rooms and objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. **BRIEF** is the initial mode of the game.

DIAGNOSE • Tells you if you are tired, thirsty, or hungry.

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. If you want, you can **SAVE** your position first. You may abbreviate **QUIT** to **Q**.

RESTART • Starts the game over from the beginning.

RESTORE • Restores a game position made using the **SAVE** command.

SAVE • Saves a game position onto a storage diskette.

SCORE • Gives you your current score and 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.

SUPERBRIEF • Commands **ENCHANTER** to show you only the name of the room when you enter, and no other information.

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

UNSCRIPT • Commands your printer to stop making a transcript.

VERBOSE • Tells **ENCHANTER** to show you a full description of the room and the objects in it whenever you enter a room. (See **BRIEF** and **SUPERBRIEF**.)

VERSION • Gives you the release number and the serial number of your version of **ENCHANTER**.

WAIT • Causes time in the game to pass. Normally, between your moves, no time is passing as far as **ENCHANTER** is concerned. **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**.

Sentence Syntax

△ Sentences must contain at least a verb or a command.

△ Multiple objects of the verb must be separated by the word **AND** or by a comma.

△ Several sentences typed on the same input line must be separated by a period or the word **THEN**. A period is not needed at the end of a line of input.

△ Only two kinds of questions may be asked: **WHO** and **WHERE**.

△ Directions may be abbreviated as follows: **N** (North), **S** (South), **E** (East), **W** (West), **NE** (Northeast), **SE** (Southeast), **NW** (Northwest), **SW** (Southwest), **U** (Up), **D** (Down). **IN** and **OUT** may also be useful.

Marking Time and Resuming Place

Should you wish to stop playing but resume from the same position at a later time, use the **SAVE** command. This comes in handy because it takes many hours to play **ENCHANTER**, and you may not want to play an entire game in one sitting. Also, the cautious or prudent player can use **SAVE** as a protection before attempting something dangerous or tricky. Then even if you are "killed," you can return to the **SAVEd** point. To save a game position, type **SAVE** at the game prompt (>) and then follow the instructions on your Reference Card. Remember that some systems require a blank, initialized disk for storage. To resume playing after you have made a **SAVE**, type **RESTORE** at the prompt and follow Reference Card instructions. You can then continue playing from your **RESTOREd** position. (It would probably be wise to look around to reorient yourself.) You can **RESTORE** any position at any time during play.

If you want to stop playing altogether, type **QUIT**. **ENCHANTER** will ask you to confirm that you really want to leave the game. Type **Y** for **YES**.

To start over from the beginning, type **RESTART**. Once again, **ENCHANTER** will ask you to confirm your decision.





ENCHANTER will tell you when it can't digest your input, or if it wants you to clarify your instruction. Some of the common ENCHANTER responses are:

I DON'T KNOW THE WORD (your word). The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will help here. If not, you can usually be sure that the word isn't important in playing the game.

I CAN'T USE THE WORD (your word) **HERE**. ENCHANTER knows your word, but cannot understand it the way it appears in your input. It may be that ENCHANTER uses the word as a different part of speech. For example, you may be using **LIGHT** as a noun (as in "turn on the light"), but ENCHANTER knows **LIGHT** only as a verb (as in "light the lamp"). Or it is possible that your sentence made no sense at all. "Open the take," for example.

YOU MUST SUPPLY A NOUN! This usually indicates an incomplete sentence, such as "Eat the red" or "Put the bomb in the," where ENCHANTER expected another noun but couldn't find one.

Official Observations of the Esteemed Guild of Physicians

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is: "Shoot the wrath in the bed with the crossbow." A valid ENCHANTER sentence contains, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN or ENTER key on your keyboard.

I CAN'T SEE ANY (object) **HERE**. The object you referred to was not found in your vicinity.

I CAN'T USE MULTIPLE DIRECT (or INDIRECT) 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 of these verbs are TAKE, DROP, and PUT.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as ENCHANTER was concerned. You might try rephrasing the sentence.

A Log of the Commands We Heed

The following list of useful words includes some common verbs, some commands, and those special commands and verbs described by the Scriveners. This list *does not* represent the entire vocabulary available to an Enchanter and makes no mention of the numerous command variations you can construct by using prepositions (e.g., LOOK could also be LOOK UNDER, LOOK AT, etc.).

AGAIN (or G)*	CLOSE	ERASE
ASK	CONNECT	ESCAPE
ATTACK	CUT	EXAMINE
AVOID	DESTROY	FILL
BRING	DIAGNOSE*	FIND
BRIEF*	DRINK	FLY
BURN	DROP	FOLLOW
CAST	EAT	GIVE
CLIMB	ENTER	HIDE


JUMP	REACH
KILL	READ
KNOCK	RESTART*
LEARN	RESTORE*
LEAVE	SAVE*
LIE	SCORE*
LIGHT	SCRIPT*
LISTEN	SEARCH
LOCK	SHAKE
LOOK	SHOW
MAKE	SLEEP
MEMORIZE	SPELLS*
MOVE	STAND
QUIT (or Q)*	STAY
POINT	SUPERBRIEF*
POUR	TAKE
PULL	TELE
PUSH	THANK
PUT	THROW
RAISE	TIE

TIME (or T)*
TOUCH
TURN
UNLOCK
UNSCRIPT*
UNTIE
VERBOSE*
VERSION*
WAIT (or Z)*
WAKE
WALK
WAVE
WEAR
WRITE

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*For a detailed explanation, see the section by the Scriveners.



Advice on

LOADING YOUR BOW

from the FLETCHER'S GUILD

Now that you have shared in the wisdom of the Guilds, you are ready to play ENCHANTER. To load the game, follow the instructions on the Reference Card (included in the game package). A brief introductory passage will appear, followed by the copyright notice and release number. You will then see the description of the game's starting location. Finally, the prompt (>) will appear. It is time to begin!

Scoring and True Aim

ENCHANTER keeps track of your score as a rough measure of your progress in the game. A perfect score is to be strived for, but of course a true Enchanter is above such mundane considerations and will consult the score only to measure progress towards more worthy goals.



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