



Deluxe boxed version available at fairythorn.com

You have been imprisoned in a maze by the Rondure Sorcerer who enjoys playing with the fate of mortals like yourself. You must navigate through fourteen levels to find your freedom. Each level contains guards which you must either defeat or avoid. Treasure chests contain gold and items which may help you. The Maze Sprite will assist you provided you do not attack her. You must escape from each level by finding the exit marked X on the map. The Sorcerer will remove almost all your items before beginning the next level and you will begin each level armed with only your trusty dagger.

The Sorcerer will follow you from above and attack you with an Rondure Bomb which can cause damage to your stamina, skill and luck. Occasionally you may find a bomb on the ground if the Sorcerer has dropped one. In some levels the Sorcerer will provide you with just enough Rondure Bombs to help your escape. Use them wisely to blow holes in the walls to enter otherwise inaccessible rooms and corridors. Beware of tripwires!

Use the action button to disarm tripwires, to gain Maze Sprite assistance, and to set off an Rondure Bomb when directly facing a wall. During the game the Rondure Sorcerer will prowl the maze before swooping in for an attack. The status of the search is displayed at the bottom of the screen.

The statuses are:

The Sorcerer is searching!

.....You are safe for now.

The Sorcerer can see you!

.....The Sorcerer is approaching.

The Sorcerer is overhead!

.....An attack is imminent.

RUN RUN RUN!

.....An attack is in progress.

Evaded!

.....You managed to avoid the attack.

Combat with the maze guards:

Press forward/attack to initiate a fight when a guard is immediately in front of you. Fighting is automatic and takes the form of adventure game book combat (turn based rolling dice). Press any key to continue after each round. You may change weapons and use an item during combat. The Sorcerer will attack even if you are in combat with a guard. Your initial skill and luck values are created at the beginning of the game and will not change.

Weapons and items are collected from the treasure chests. The weapons and their effects are:

- | | |
|-----------------|--|
| 0 dagger | Your base weapon. It has no effect on your skill and luck. |
| 1 club | Basic battering weapon. Increases skill +4. No effect on luck. |
| 2 bow | An accurate weapon which may score a fatal shot. Skill +5. Luck +5 |
| 3 sword | The fighter's choice. Skill +6. Luck +6 |
| 4 axe | Brutally attack your foe. Skill +7. Luck +10 |
| shield | Automatically equipped for increased defence. |

Consumable items:

- | | |
|----------------|---|
| 5 magic fish | Rare. Increases stamina to 150. |
| 6 meat | Increases stamina by 20, but not over 100. |
| 7 fruit | Increases stamina by 10, but not over 100. |
| 8 skill potion | Increases skill by 1, but not over initial skill level. |
| 9 luck potion | Increases luck by 1, but not over initial luck level. |

Controls:

Qforward / attack
Abackwards
Orotate left
Protate right
SPACEaction
Mtoggle map on / off
0 to 4select weapon
5 to 9use item
! (symbol shift and 1)quit to menu screen

Loading instructions: 128k users select 48k mode.

Type LOAD "" then press ENTER.

The first action to take on each level is to find the map. It is always located within a few moves of the starting point. This will provide a mini in game map and a large full maze map which can be toggled on and off.

Music by Shiru, Butterfly Catcher, shiru.undergrund.net
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