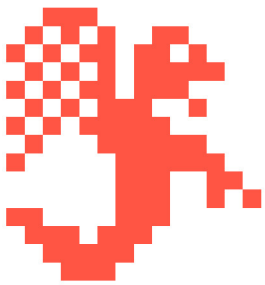
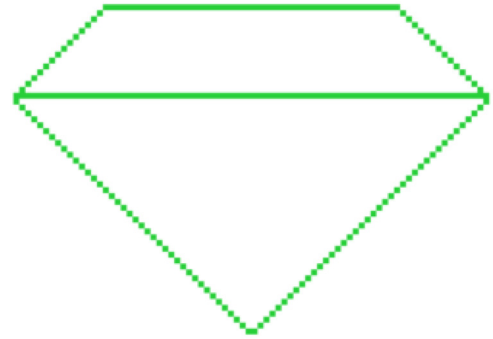
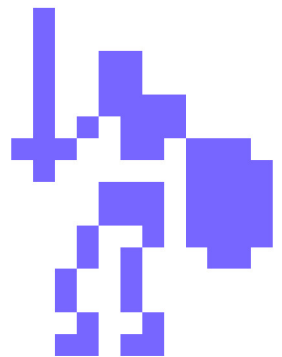


# LE RUBIS SACRÉ



The Magician of the cursed lair has stolen the Sacred Ruby that ensures balance in the World of Oz.

Can you kill the Magician and return the Sacred Ruby to Oz?



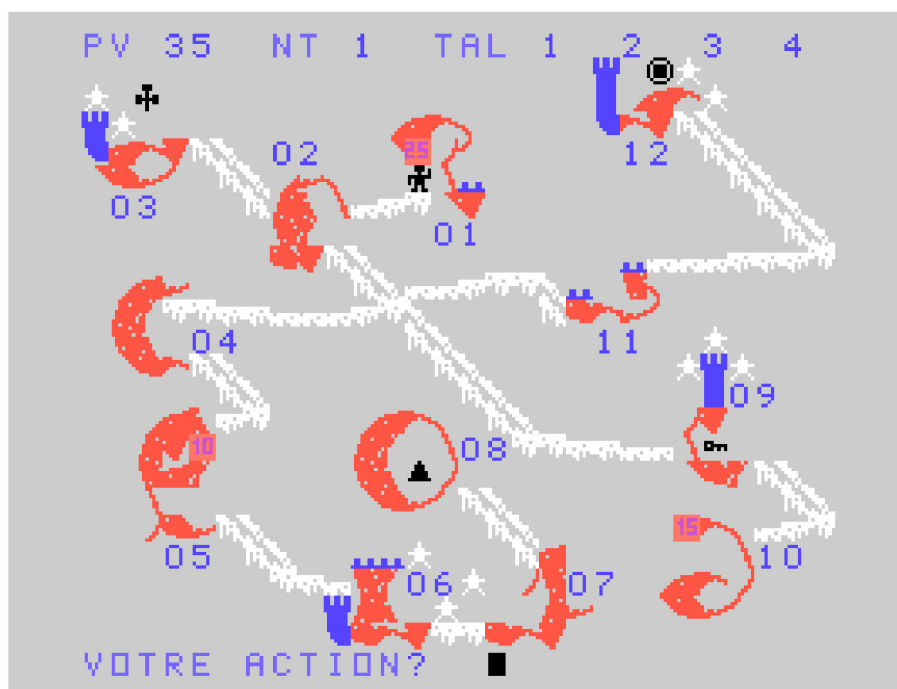
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Your world (Oz) has been divided into 12 small places, numbered and connected to each other by bridges. You will not be able to move from one place to another if there isn't a direct connection bridge.

Some places in Oz (number 10, 5 and 1) can give you Life Points (PV); the number of PV that will be added is indicated in a small red rectangle. In case the PV drops to zero, the mission will be lost and the Magician will become the master of your world.

Your position in Oz will be indicated with the icon of a man '♣'.

With the theft of the Sacred Ruby, the World of Oz was contaminated by evil radiations that cause you to lose Life Points, either by moving more than once in the same place or even returning more than seven times to Oz from the Wizard's prison.



In addition to the evil radiations, Stars have also appeared in some places (3, 6, 9 and 12). These act as portals allowing you to travel from the World of Oz to the World of the Magician. Each of these portals has a precise correspondence in the parallel universe of the Magician; using the portals you will have the ability to tele-transport yourself from one world to the other.

In places 3, 12, 9 and 8, some talismans are manufactured. These can also be collected and transported to the Magician's lair. Once used, they will return to their original places in the World of Oz.

## LIST OF TALISMANS



can be used to open chests;



can increase the chance to win during fights (one in two chances instead of one in three);



allows you to return to Oz if the room you are in is empty.

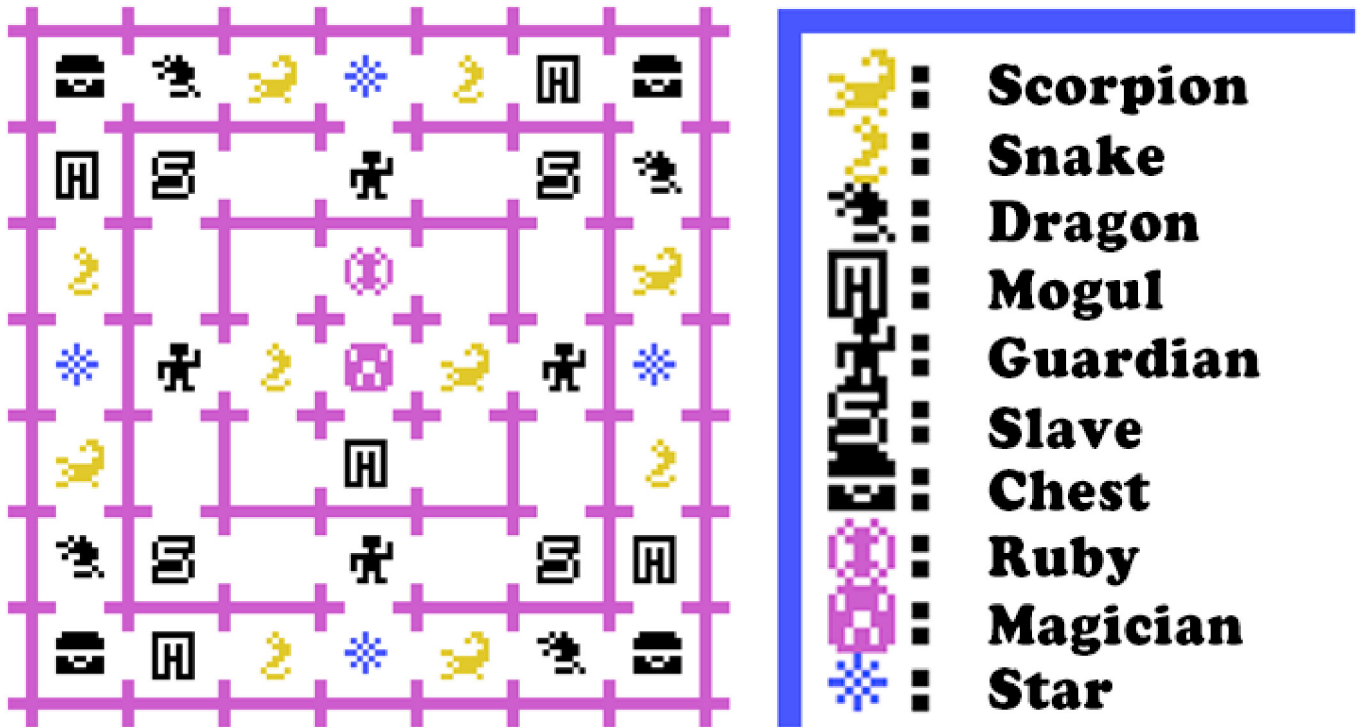
When tele-ported into the Magician's lair, you will see a three-dimensional maze, with a first-person view. The first room will always be the one with the Star connected to the initial portal.

The goal will be to explore the rooms and find, one after the other, all 4 chests, open them using the talisman (the one with a key icon), and discover the letter contained into.

You need to remember the 4 letters found in chests (in the exact order you found them), since these will form the magic spell you'll need to use when facing the Magician. You can kill him only with the correct magic spell.

It will not so easy to find the Magician, since its lair is populated by dangerous creatures at his service, a real army to face!

## LAIR OF THE MAGICIAN - MAP



- The Star at *north* in the map, is connected with place *n.3* in Oz;
- The Star at *south* in the map, is connected with place *n.6* in Oz;
- The Star at *west (left)* in the map, is connected with place *n.9* in Oz;
- The Star at *east (right)* in the map, is connected with place *n.12* in Oz.

*(These relationships between the Magician's lair and Oz are also valid in reverse).*

## ALLOWED ACTIONS IN OZ

The computer will prompt you: *"Your action?"*

- press 'D' if you want to move; at the question: *"Movement?"*, insert the number of the place you want to visit.
- press 'T' to collect the talisman of your current place.
- press 'M' to move in the in the parallel universe of the Magician (only allowed in places containing the Stars).




You will lose Life Points (PV) for all the moves and actions not allowed. Any action and move will increase by one the Turn Number (NT). You need to try to find the Sacred Ruby with the minimal number of turns.

## ALLOWED ACTIONS IN THE LAIR OF THE MAGICIAN

At *"Your action?"* prompt, insert:

- 'N' to go north;
- 'S' to go south;
- 'W' to go west;
- 'E' to go east;
- 'T1', 'T2', 'T3' or 'T4' to use talisman 1,2,3,4;
- 'R' for no action;

Each time you will arrive in a room containing a Star, the computer will ask you the following question: *"Are you going to Oz?"*. Just reply with "Y" or "N".

If a room contains a chest or a monster and you have one of the following talisman: ,  or , these will be automatically used.

In case of victory in a fight, the killed enemy will definitively disappear from the labyrinth, for the whole game.

In the first row of the screen, you will always see the 'PV', the 'NT' and the owned talismans. For example:

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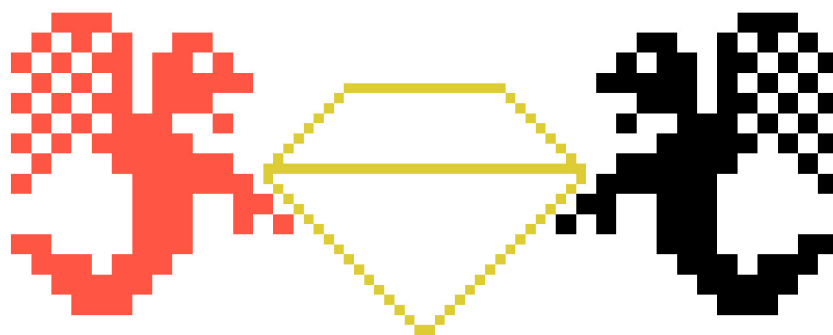
PV:010 NT:003 TA:1  2  4 

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The Ruby can only be recovered once you have succeeded in killing the Magician, then you will have to find a way to return to Oz.

With the death of the Magician, all the evil forces and radiations present in the labyrinth will disappear! You will be alone in the labyrinth and all the rooms will look similar; It is useless to try to use the talisman to return to your world!

The only way to exit will be to find the only Star left in the whole labyrinth and use it to be able to reach Oz again. In addition, each step in the maze will cause you to lose a Life Point. It will be very important, therefore, to concentrate to find the Star as soon as possible ...



*English Version of the manual by:*

*TI-99 Italian User Club ([www.ti99iuc.it](http://www.ti99iuc.it))*

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the English translation and adaptation.*