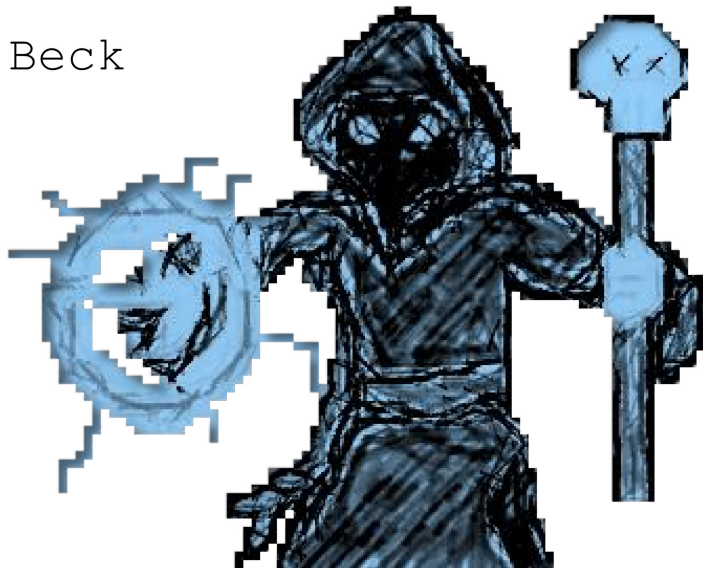


The Necromancer

by Jim Beck



FAIRWARE

If you enjoy this game,
please send a contribution
(\$10-\$15 suggested) to:

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Welcome to *THE NECROMANCER*, a fantasy adventure game. This game may be considered a continuation of *THE QUEST*, yet the different format required an entirely new character scheme. Characters can not be transferred from one game to the other.

All game saving is done on the game disk in two save slots. Because of this, it is required that there be NO WRITE PROTECT TAB ON THE GAME DISK. (Making a backup of your original is suggested.)

Special thanks to those who contributed Fairware money for The Quest and my other Fairware packages. Encouragement is always helpfull in the development of new software, and it is because of these contributions that this particular package was created.

Any bug reports or questions about the game can be directed to the above address or by phone at **1-403-435-2065**.

Because of the size and complexity of the game, it takes a while to load, and an eternity to save/restore games. (But not NEARLY as long as The Quest took.) My appologies for any premature hair loss because of this.

This is an adventure game, therefore most things must be discovered by the player. Hence the documentation is very short.

Any suggestions for improvements for existing games or ideas for new games are welcome.

PLAYING THE GAME:

The object of the game is to destroy the Necromancer, who is introducing evil into your land. He resides on an island out in the middle of a dark lake to the South-East of your village.

One of the other great foes you must destroy is the Dragon. the dragon carries off unwary travellers at night, (Including you, if you're not carefull) and lives in a volcano to the North.

Your statistics and what they mean:

STRENGTH: How hard you hit.

AGILITY: How good you are at hitting foes.

DEXTERITY: How well you dodge your foe's swings.

INTELLIGENCE: Influences how many hit points you gain when you go up a level.

HIT POINTS: How many wounds you can sustain before being killed.

MAGIC: This is needed to heal yourself with potions. it is diminished when healing takes place and is only regenerated when you go up levels.

EXPERIENCE: You gain this by fighting. When you have enough, you go up a level.

There are dark areas in the game, as well as night and day. you cannot enter a dark area without a light source. If you get caught in the dark without light, you will perish. You can sleep at the Inn (for a price) to pass the night. This also protects you from the dragon.

Potions can be obtained from the Alchemist or from exploration and can heal you if you have sufficient MAGIC.

You can talk to all living characters in the game. Sometimes this is helpfull. At other times...

All options available to you can be examined by pressing the "?" key at most prompts.

Some magical items are ONLY usefull in COMBAT. If used elsewhere, they will be wasted.

GOOD LUCK!

HOME COMPUTER

TEXAS INSTRUMENTS



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