
The Aim of the Game

Come, tender novice, your skill to try at this the game to end all games.

But Caution: If by chance th'apprentice die then bid farewell to friends and fame.

Save the apprentice from his blundering spell! Steer him round pernicious pitfalls; through concealed exits! Does disaster await the apprentice? Play it and see!

You, oh feeble trainee wizard, have totally messed up your studies. In a vain attempt to make up for lost time you start playing with old incantations which catapult you into the maze – a real occult assault course. The only way to escape is to collect 10 magic power rings from 10 wizard examiners. Only then will you be allowed to reverse the incantation.

HINTS

10 wizards guard the entrance to the ring chambers. Only by bribing them with gifts will they open the door. Each wizard requires a different gift. All 10 rings must be collected to complete the game.

There are five scrolls in the maze which will open hidden magic doors if used in the correct place. 4 **must** be used to complete the game. The apprentice can destroy his enemies by firing power bolts. But beware – he cannot put out fires.

Search thoroughly for the rings – some are **well** hidden.

Joystick – pull back to pick up or drop items.

KEYS

Q – Up

O – Left

SPACE – Fire

A – Collect

P – Right

LOADING INSTRUCTIONS

Hold down CTRL and press the small ENTER key

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