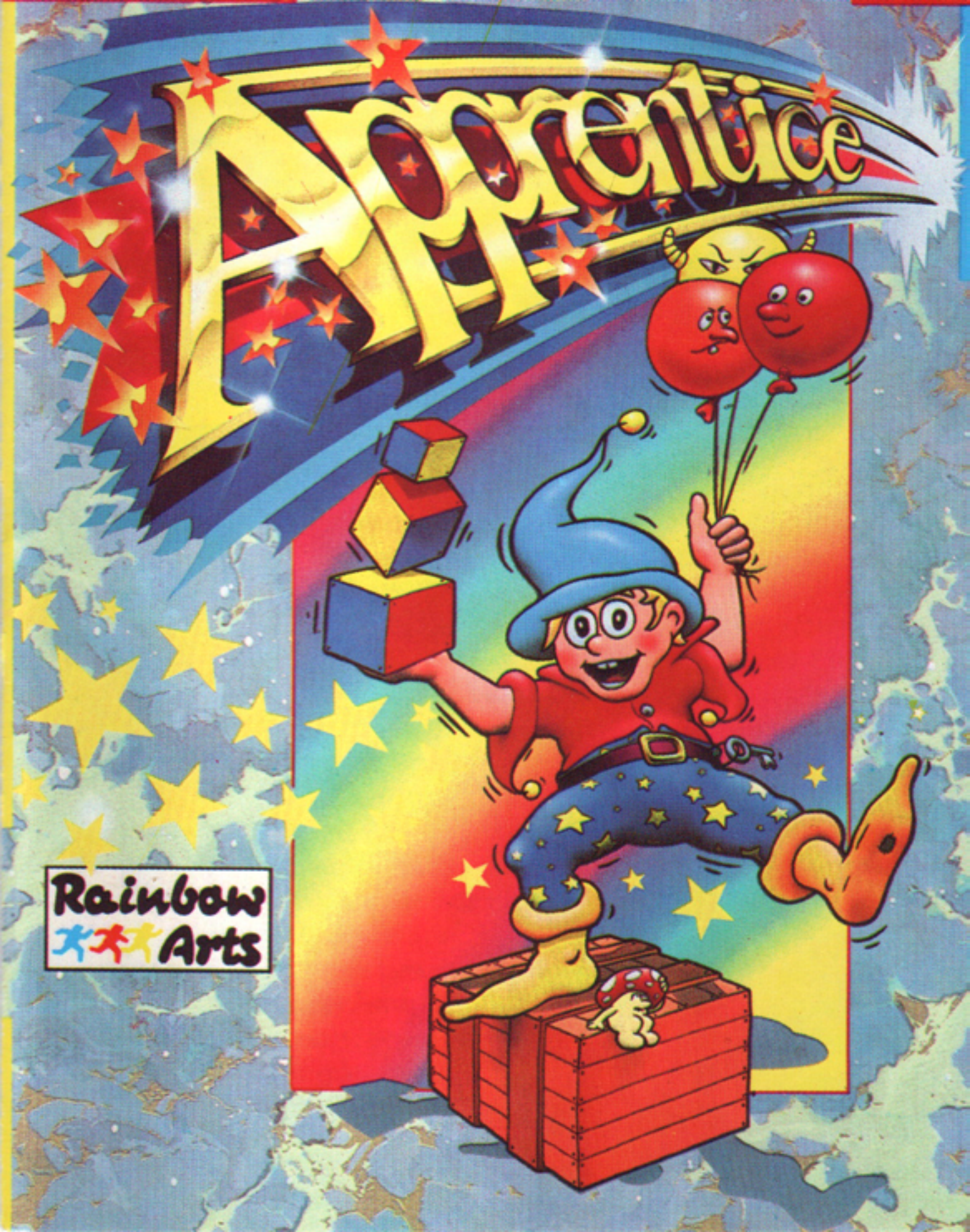
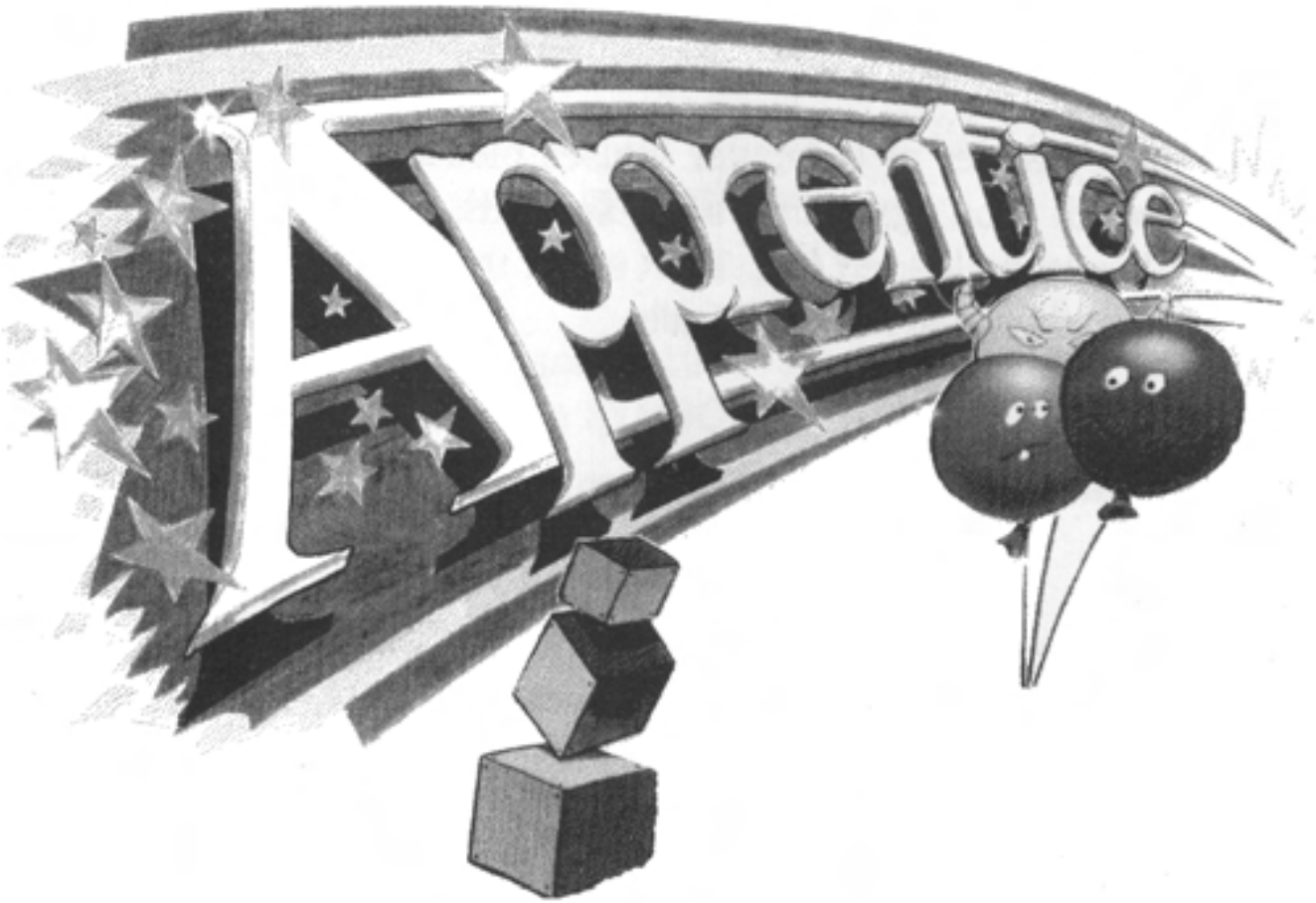
Apprentice



Rainbow Arts



Contents

Loading instructions	3
Introduction	5
The game	8
Keyboard controls	10
The big and the little player	12
The gameworld	13
The game elements	14
The opponents	20
The magic objects	21
The display panel	25
Credits	26

LOADING INSTRUCTIONS

AMIGA
To avoid the danger of computer viruses please switch the Amiga off initially. Switch it on again after a few seconds. With the Amiga 1000 the Kickstart has to be loaded first. Then insert the disk 1 into the DF0 drive. The program then starts automatically.

ATARI ST
Insert the game disk into drive A. The program then starts automatically.

C64 DISK
Insert the game disk into the disk drive. Type LOAD"*" ,8,1 and confirm by pressing RETURN. The program then starts automatically. Please follow the screen instructions.

C64 CASSETTE
Insert the cassette and rewind if necessary. Press SHIFT and RUN/STOP together. Then press PLAY on the recorder. The program starts automatically. Please follow the screen instructions.

AMSTRAD / CPC DISK
Insert side 1 of the game disk into the disk drive. Type RUN"DISK" and confirm by pressing RETURN/ENTER. Please follow the screen instructions

AMSTRAD / CPC CASSETTE
Insert side 1 of the game cassette into the recorder and rewind if necessary. Then press CONTROL and ENTER together and follow the screen instructions.

SPECTRUM +3 DISK
Insert side 1 of the game disk into the disk drive. Select LOADER in the main menu and follow the screen instructions.

SPECTRUM 48K CASSETTE
Insert side 1 of the game cassette into the recorder and rewind if necessary. Now press J and then SYMBOL SHIFT and P together. Please confirm by pressing ENTER.

SPECTRUM +2/+3 128k CASSETTE
Insert side 1 of the game cassette into the recorder and rewind if necessary. Select LOADER in the main menu and then press PLAY on the recorder.

INTRODUCTION

You are an Apprentice, a sorcerer's apprentice, who dreams of being accepted into the Magician's Guild. Then ultinately, you too will become a master. Unfortunately, the older members of the Guild are of the opinion that you are too young with only 400 years apprenticeship. However, they want to give you a chance to prove how much you have already learnt.

Ever since the beginning of time, the vicious dragon Fumo has been jealous of the knowledge and wisdom of the Magician Guild. He has devoured many a magician after stealing their magic secrets. And so, over the years, he managed to accumulate enormous powers and can now hold his own with the most powerful magicians.

The elders underestimated you and were most surprised to see an apprentice, still wet behind the ears, prepared to confront Fumo the dragon.

You can still hear the Guildmaster's words when he said: "You of all people, young friend, want to try something that none of us wise ones dares to do? But understand this, young friend, in order to get to Fumo you must cross his enchanted, challenge and then defeat him.

We Masters of Magicians are powerful, but Fumo has covered his land with curses, and nearly everything that moves in it serves him. He would immediately be aware if one of us Masters of Magicians tried to cross the borders of his land.

Should you still want to go, we will conjure up some magic and supply you with the things you will need on the way to defeat the dragon's creatures. Always remember, little friend, that you have waited 400 years

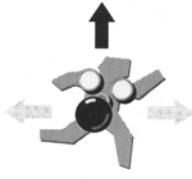
THE GAME

PLAYER CONTROLS

The game is played with the joystick and the keyboard. The controls are as follows:

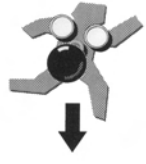
JOYSTICK RIGHT/LEFT:

The player moves in the corresponding direction. The longer the joystick is held in a direction, the faster the player moves. The player stops when the joystick is held neither to the left or the right.



JOYSTICK UP:

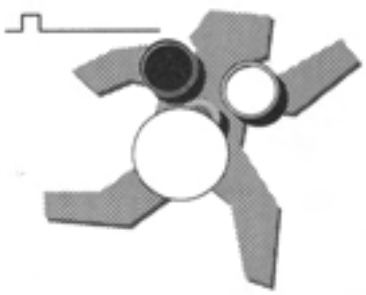
The player jumps straight up. The longer the joystick is held up the higher the jump. If the joystick is moved left or right at the same time the player will jump in the appropriate direction. The joystick must be continually held in the desired direction. A jump goes further if the player takes a run first. If the player is in front of a door that he can go through, he will not jump, instead he will enter the door.



JOYSTICK DOWN:

If the player is in front of a box he will pick it up. If he is already holding a box he will put it down.

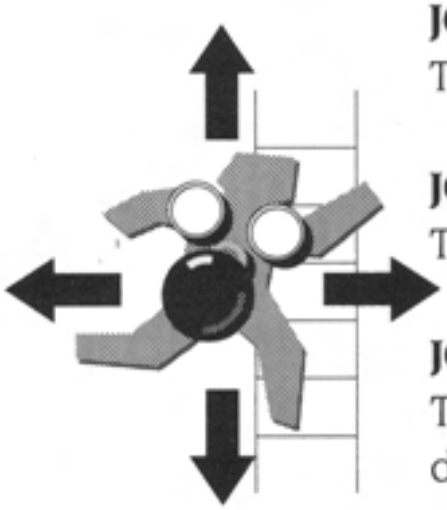
If the player has previously blown up a balloon he will let it go. The balloon then rises (see Balloons)



SHORT PRESS ON BUTTON:
If the player is in front of a box he will kick it away. If he is holding a box he will throw it away. If he is not carrying a box and there is no box in front of him he will place bombs, if they have been previously collected or bought. The functions are only carried out when the button is released.

KEEPING THE BUTTON PRESSED:
The player pumps up a balloon.

If the player is on a ladder the controls vary slightly:



JOYSTICK STRAIGHT UP:
The player climbs up a ladder.

JOYSTICK STRAIGHT DOWN:
The player climbs down

JOYSTICK SIDEWAYS
The player leaves the ladder and moves in the direction

PRESS BUTTON
If the player is carrying a box he will throw it.

KEYBOARD CONTROLS

AMIGA/ATARI ST

"P"	–	Pause
"M"	–	Music on/off
"I"	–	Displays collected objects
"SPACE"	–	If you have collected a figure you can activate the little player with this key.
"ESC"	–	If you have manoevered yourself into a dead–end situation you can get back to the beginning of the level. This can be useful in certain situations. you lose a life but you keep all collected objects
"F8"	–	The game is terminated
"TAB"	–	If you press this key on the high–score screen, you can enter one of the secret passwords you have learnt.
"F7" (Amiga only)	–	If you have a joystick with two separate buttons it can be activated here. the second button can be used to place the little bombs.

SPECTRUM/AMSTRAD

"O"	–	You go back to the beginning of the level (see above)
"9"	–	The game is restarted
"8"	–	You can enter a password
"H"	–	Pause
"S"	–	You can choose between music or sound effects.
"ENTER"	–	The little player is activated

"Q" – As joystick up
"A" – As joystick down
"O" – As joystick left
"P" – As joystick right
"SPACE" – As firebutton

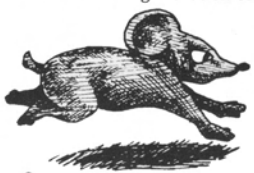
The Spectrum version supports Kempston and Sinclair joysticks, the Amstrad version supports the normal Amstrad joysticks. In both versions the keys can be redefined on the title screen.

C64

"RUN/STOP" – You go back to the beginning of a level (see above)
"RUN/STOP + RESTORE"–You can restart the game
"RETURN" – You can enter a password
"P" – Pause
"S" – Music on/off
"I" – Displays collected items
"SPACE" – Activates the little player

Important: The joystick must be connected to Port 2

The little player is activated by pressing a certain key (see keyboard controls). However, this is only possible if the big player is standing still without turning his back on you. Then the little player is controlled by the joystick. The big player remains immobile until the little player comes back to him. Press the button once and the little player disappears. But beware! The big player remains vulnerable all the time.



THE BIG AND THE LITTLE PLAYER

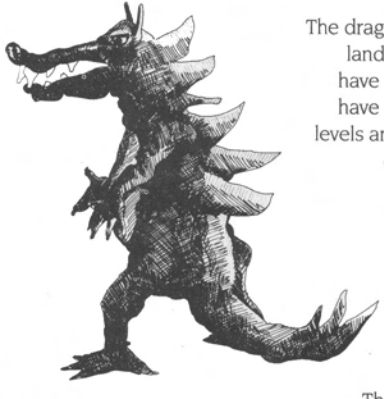
Most of the time the big player is used. He can jump, run and collect any magic items. Apart from that he can pick, throw, kick and carry boxes and put them down somewhere else, pile them up or drop them. He can switch switches, go through doors, let ballons go up and much more.

With the help of a certain magic object the big player can activate the little one (see above). Once this has been done a candle starts burning down in the display field. This candle shows how much time the little player has left to collect objects, go through narrow passages or even to attack monsters. Once the candle goes out the little player returns to the big one automatically and cannot collect any more items or injure opponents. The big player also loses some of his lifeforce. If the little player returns in time, the big one doesn't lose any energy.

There is also a symbol with which the candle can be renewed. This symbol is of most use when the little player collects it as his candle is near to expiring. The little player can help the big one quite a lot by reducing the lifeforce of other beings by touching them. Naturally the little one loses energy in such attacks and should,

therefore, only be used to purposefully achieve a goal. When the little one starts flashing it means that his lifeforce is running out. He can then no longer collect any objects or attack any monsters.
As he doesn't weigh very much the little player can cross platforms that would collapse under the weight of the big player.
Should the little player touch the skull symbol the candle goes out.

THE GAMEWORLD



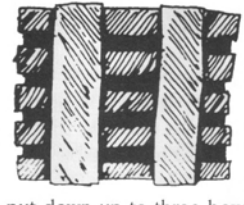
The dragon's realm consists of various landscapes (forest, town, etc.) You have achieved your goal when you have successfully completed these levels and defeated Fumo the vicious dragon. However, his realm is larger than one would have thought and there are further levels that need to be discovered and explored. These are the element levels. You have to go through the earth, air and fire and even through hell. These levels can be reached via doors hidden at the ground levels. Sometimes they are connected by doors. As Fumo had to use a lot of magic powers to conquer the elements these levels are harder to solve than the ground levels. The element levels all differ and will continually pose new problems for you.

As you can see, great dangers are awaiting you. Don't rush things through, think first! After all you have unlimited time to solve a level and to examine each situation carefully. Follow this advice because a lot of dangers can be overcome by careful thought rather than hasty deeds.

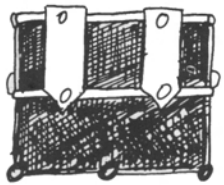
THE GAME ELEMENTS:

On your way to the dragon you will continually come across obstacles and you will have to solve very different puzzles. The solutions can be used by you, but they can also make life difficult for you.

The boxes will be great help to you. You can find them virtually everywhere and use them in many different ways. You can use them to construct new paths or stairs that lead you to places higher up that you would otherwise only reach with a balloon. Apart from that you can throw the boxes into water and build bridges. However, in some places the water is so deep that several boxes are required at the same place in order to create an island. In some waters this is not possible as their depth is immeasurable. In order to stack boxes you put down up to three boxes on the same spot. In order to put a further box on the pile you have to jump up and put the box down during the jump. The boxes are also great for blocking the path of Fumo's servants. But watch out because some of the opponents can jump over the boxes, knock them out of the way or even carry them off. You must, therefore, be



constantly on the lookout so that no such boxes hit you. It is recommended always to have a box with you as you can use it to injure your opponents by throwing it at them or kicking them in their direction.
Often you might find magic objects behind a box, hidden there for you by the Wise. So it's worthwhile not to leave any box unexplored. Move it to the side and look behind it.
The easiest way to examine a large pile of boxes is to keep on kicking the pile.
You can only put a box down if there is enough room for it.
Apart from the normal wooden boxes there are also treasure boxes that cannot be picked up but contain lots of goodies like extra symbols and money. If you find a treasure box, kick it and the treasure will come out of the box until it is empty. Be careful! A full treasure box behaves like a wooden box but an empty one does not implede your opponents.



The doors that can be found in many places are extremely important. You can only go through a door if you have the appropriate key to open it. This means that the key has to be the same colour as the lock. There is also a skeleton key that will open any door. It is easily recognisable by its sparkling stars. Doors with a handle require no key.
Moving the joystick up opens a door and allows you to go through it. Each key can only be used once. Various things await you behind the doors. By looking at the ornaments you can see beforehand what kind of a door it is.

I. BARTERING

A heart above a door tells you that you will meet a princess who will offer you a deal. You can swap your objects for others. You are bound to need these new items during your adventure. You can see the item she wants and the one she is offering in return at the bottom left of the screen.

If the item on the right flashes then you still have to look for it and pick it up. Otherwise you can swap by bringing the marker to the symbol on the right with the joystick and pressing the button of the screen.
You should visit the princess as often as you get the chance to as this is one way of finding out which objects you still need to find. When you wish to leave the princess select "EXIT" and press the button.

2. SHOP

You can buy various extras in the shops that will ease difficult passages during the game. You have to pay with the coins the Masters of the Guild hid all around. The display at the bottom left of the shop displays the price for each chosen item and you can see how much money you still have at the bottom right. Prices can vary from one shop to another. Some shops are very expensive and others offer good value for money.

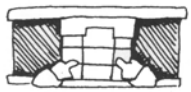
If an extra is sold out "NO" will appear instead of the symbol. The symbols are chosen by moving the joystick to the right or left. To leave a shop you have to select "EXIT".

3. TELEPORT

These are doors without any decoration. From here you can reach different places on the same level. Fumo has had a lot of those doors installed so that he can travel round his realm quickly. If a skull can be seen the door leads to an element level. For you that means you have to be especially careful as these levels are harder to solve than the ground levels. You will usually have to solve a difficult puzzle before gaining access to a more difficult level.

With a bit of luck you will find a password in one of these element levels, which could be used to your advantage at a later stage. It is worthwhile going into shops in the element levels as they have a better supply of goods.

4. ORACLE



Doors to an oracle are marked with a scroll. Here you get information which, if you think about it carefully, will show you how to solve a level or a certain difficult task.

5. EXIT

If the word "EXIT" appears above a door you can leave the level from there in order to explore the next one up.

In order to give you some special help the Masters of the Guild have hidden switches at several places in the Dragon's Realm. If you switch them you change certain parts of the level. Creepers shoot out of the ground and allow you to reach higher planes. Cave entrances can open before you or paths appear which weren't there before. The switches are sometimes invisible.

You can flick a switch by walking past it. If you want to flick the switch to the right you have to pass it from the left to right.

The balloons will prove to be very useful. You can blow them up, jump on them and let yourself be carried to high platforms. However, after a while

the balloons lose air so that you cannot stand on them for as long as you might like to. In some places, there are thorns and spikes which will burst the balloons.

On your journey to Fumo you will have to cross over many different platforms: mobile and immobile ones. There are wooden platforms that are not very stable, but will carry your weight. You can break them by letting four boxes fall on them at the same time. Try stacking five boxes and then kick the bottom one away.

Other platforms are built so lightly that they collapse under your weight. They disintegrate when the big player walks over them. But there is always the little player ...

In the fire-levels there are paths that consist of small flames. If you use these paths you lose some of your energy. Again the magicians have provided an effective remedy. They invented a potion that will protect you from injury by fire. They have hidden this potion for you in blue containers. If you have found one or even several of these, the fire will not be able to harm you for a while.

THE OPPONENTS

Remember, Apprentice, nothing in Fumo's realm is as you know it. The whole world is under his spell and all creatures are loyal to him. So beware of anything that moves, as nothing and nobody feels friendly towards you. You should try to avoid any contact with Fumo's horrible henchmen. Some of them are so greedy that they even eat things that are meant for you. You should therefore make sure you collect your extras

before they are eaten up by the henchmen. There are also other creatures that will aim to attack you.

You can defend yourself by throwing boxes at them. With some trickery you can stop some on platforms or even lock them in between boxes.

The little bombs that you can collect on the way are also very useful. Without losing energy yourself you can use them to put your opponents into checkmate.

THE MAGIC OBJECTS

The Masters of the Guild of Magicians have hidden the following magic objects for you in the land of the dragon. During your adventure you can collect all of them:

Objects with dark background:
These objects are for bartering. You can swap them at certain places for other things.

Blueberries and apples:
These fruits turn into points if you collect them. The Masters have also distributed them in such way that they can show you where to go.

Coins:
With any coins you collect during your travels you can buy extras in the shops.

Keys:
You will find different coloured keys (green, yellow, and grey or blue with stars). These will open a lock of the corresponding colour. No door remains locked for the key with the stars. Each key can only be used once.

Blue containers:
These contain red–fire–energy which will protect you from fire.

Leaves:
For a short time you have the properties of a leaf. You fall more slowly and can thus jump further as if you had flying shoes.

Springs:
Your jumping power can be increased enormously with springs. If you have picked one up, your next twenty jumps turn into power jumps. You can then jump higher and further than usual. There are two kinds of springs: The blue ones that allow you to jump as high as five boxes and the red ones that allow you to jump as high as seven boxes. When you have used up your power jumps you can then only jump as high as four boxes – as usual.

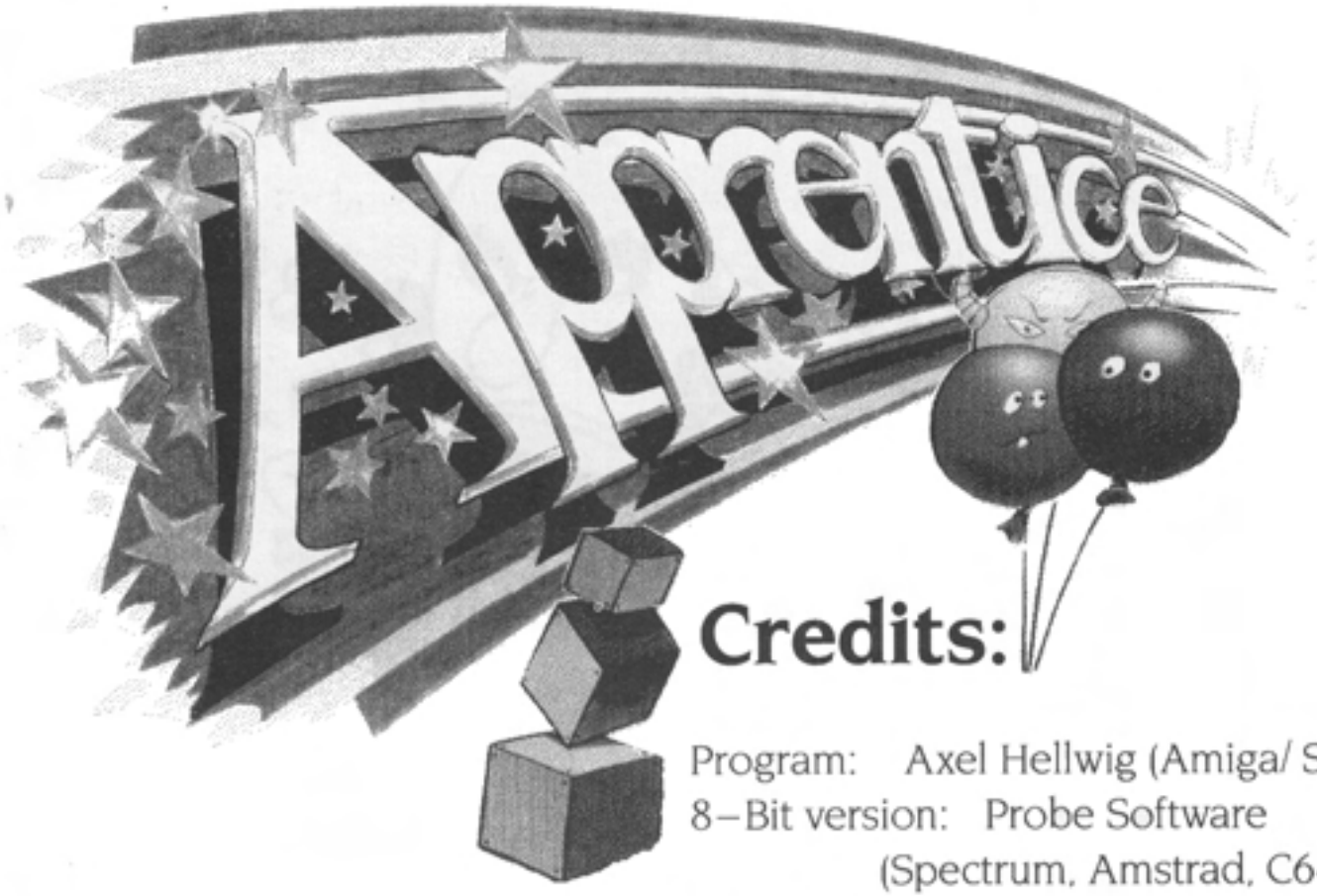
Little bombs:
The little bombs are an effective remedy against all the monsters that Fumo lets loose on you. You can deposit them by pressing the button quickly once, provided you are not carrying a box or standing near one. This is also possible during a jump. The bombs ignite after a short while or when an opponent touches them and will not harm you.

Little player:
The little player can be activated once per symbol

Balloons:
You can use the balloons to be carried to higher planes. If you press the button longer the balloons fill up with air. You keep it in your hand until you release it by moving the joystick down. Once the balloon has been pumped up it continually loses air. If you want it as a "lift" you should bear this in mind.

Candles:
The life force of the little player can be replenished with candles.

Magic wands:
Magic wands make you invulnerable. Unfortunaltey they don't last very long.



Credits:

Program:	Axel Hellwig (Amiga/ ST)
8–Bit version:	Probe Software (Spectrum, Amstrad, C64)
Graphics:	Thorsten Rappe (Amiga/ ST)
Sound:	Chris Hülsbeck (Amiga)
	D. Pleiß und M. Weichselbaum (ST)
Game–tester:	Thomas Heinks
Producer:	Teut Weidemann
Managing Director:	Marc A. Ullrich
Packaging	Creative Advertising and Printing
	Uwe Schaffmeister
Artwork:	Steinar Lundt
Manual:	Stefan Graen
	Uwe Schaffmeister
Manual–illustration:	Volker Kraftzel
Public Relations:	Kristin Dodt
	Stefan Graen
Technical organistation:	Bernard Morell

Distributed in UK by Softgold
7–8 Burnham Trading Estate
Lawson Road
Dartford, Kent. DA1 5BH

End

DISTRIBUTED IN UK BY SOFTGOLD 7-8 BURNHAM TRADING ESTATE,
LAWSON ROAD, DARTFORD, KENT. DA1 5BH
TEL: 0322 92513/18 FAX: 0322 93422