

The title 'The Black Cauldron' is rendered in a highly stylized, blue-outlined font. The word 'The' is smaller and positioned to the left of 'BLACK'. 'BLACK' is in a blocky, outlined font, and 'CAULDRON' is in a larger, more rounded, outlined font. To the right of the word 'BLACK' is a small illustration of a cauldron with a handle and a spout. A long, decorative, swirling line extends from the top left, looping around the top of the title and ending near the cauldron's spout.

# The BLACK CAULDRON

128K Apple IIe/IIc version

## LOADING INSTRUCTIONS

1. Insert Disk 1, label side up, into drive 1. Close the door to the drive.
2. Turn on power to the monitor, then to the computer.
3. If you are using a joystick, you will be prompted to center the joystick, then press either joystick button.
4. When prompted, turn the disk over and press RETURN.
5. To bypass the banner page and credits, press any key.

If you have trouble loading The Black Cauldron on an Apple IIe, first look at the serial number on the center back of your computer's motherboard. If it ends in "A", you have an old motherboard, which you can get updated free of charge through any authorized Apple dealer. If you have the right motherboard, check your 80-column card. If there are two or three exposed prongs in the lower left corner, you are missing the jumper that goes over these prongs. Acquire one through your local Apple dealer.

Because of random events and different levels of victory, you can play the game many times over and never play the same game twice! If you are especially clever, and find every hidden nuance in the game, you can score a maximum of 230 points in The Black Cauldron.

## COMMANDS FOR THE HERO



### STATUS




At the **STATUS** screen, you may see a list of objects you are carrying, or perform any one of several game commands:

**Help** (see the list of control keys for available commands.)

**Save** the current game.

**Restore** a previously saved game.

**Restart** the game.

Press the  key or press the upper joystick button to view the **STATUS** screen. Use the arrow keys or joystick to highlight a game command (Help, Save, Restore, Restart), press  or the upper joystick button, and follow the prompts to perform the command you have highlighted. To go back to the game screen, press  or the upper joystick button.



### TO LOOK


In your explorations, you will often want to look at an area or object on the screen:

Look at the room.

Look at the magic sword.

Press **8** (or use the lower joystick button) to **LOOK**. What you actually see will depend on where you are standing.



To **Look** at something you are carrying, go to the **STATUS** screen and highlight the object; then press the  key (or lower joystick button). The game screen will reappear, with a closeup of the object you want to examine.



### TO DO

You can **DO** any of a large variety of activities:

Open the door.

Talk to Dallben.

Get the apple.

Press **6** (or use the lower joystick button) to **DO** something. What you actually **DO** will depend on what has happened in the game, and where you are standing. To open a door, you need to stand next to it. If you stand somewhere else, something quite different may happen.






## TO USE

At some point in the game, you may **USE** each of the objects you pick up:

- Use the gruel to feed Hen Wen.
- Use the flask to get water.
- Use the key to unlock the door.

Go to the **STATUS** screen, and highlight the object you want to **USE**. After you return to the game screen, press **4** (or use the lower joystick button) to **USE** the currently selected object. The object will remain selected until you give it away, use it up, or select another object.

## CONTROL KEYS

-  or **TAB** display STATUS screen
- ESC** PAUSE game
- 1** turn SOUND off or on
- 2** display HELP screen
- 3** SAVE current game
- 4** USE object currently selected on status screen
- 5** RESTORE a previously saved game
- 6** DO something: talk, enter, exit, get, etc.
- 7** RESTART game
- 8** LOOK at an area
-  LOOK at selected object from STATUS screen, or display USE, DO, LOOK menu.
- CTRL Q** install and/or center joystick during game
- RETURN** or  RETURN to game from STATUS screen

Use the arrow keys to move north, south, east and west.



Use these keys to move diagonally.

