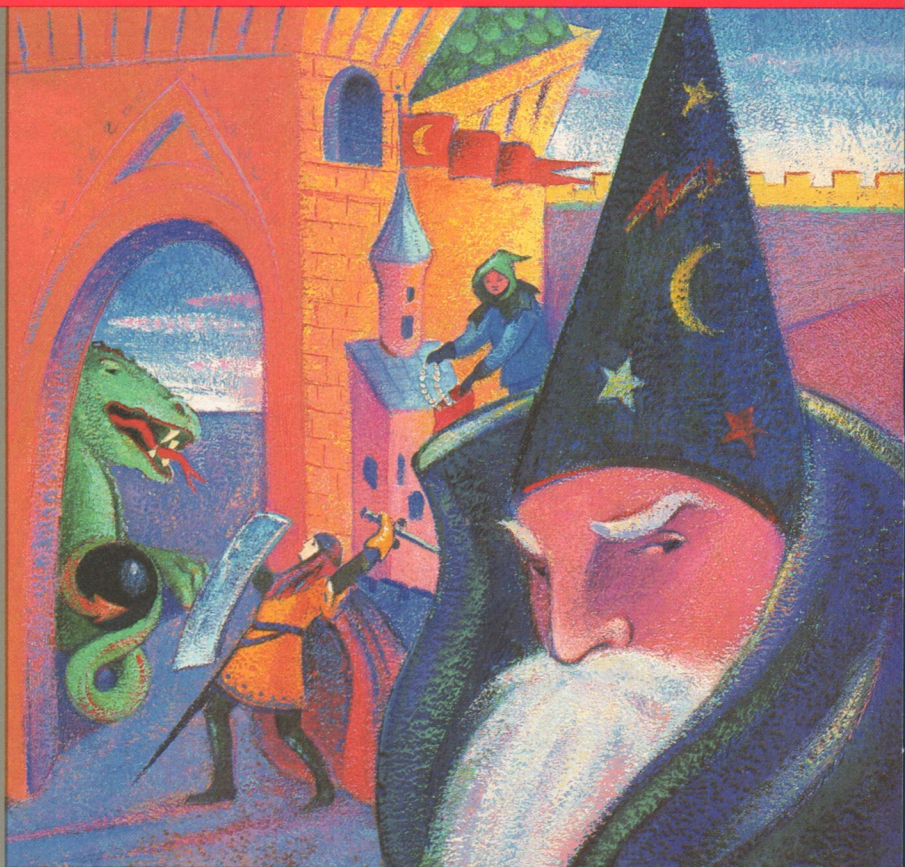


Zyll

A Text Adventure Game

Entertainment Family



IBM

**Personal
Computer
Software**

Excitement and danger await you in the realm of the evil sorcerer Zyll! Play the role of warrior, wizard, or thief...alone, with a partner, or against a competitor. Recover the Great Treasures...and Zyll's Mystical Black Orb.



Once upon a time in the Land of Magic and Enchantment lived a young man named Zyll who dreamed of becoming a Master of Black Magic. Fortunately, all Zyll could do was fail — his potions never perked, the spells seldom worked. Still, Zyll was determined to practice the dark magic and promised to one day take over as Ruler of the Realm. The people banished Zyll from the land for his evil plans.

One day after spoiling his latest potion, Zyll hurled the flask to the ground. He watched in amazement as smoke billowed and a black orb appeared before him, suspended in air. Cautiously approaching the sphere, Zyll felt a surge of energy race through his body. This was the mystical Black Orb his ancient books of magic had described! It was written that whoever possessed the orb would have magical powers greater than any other sorcerer.

Using his new powers, Zyll took revenge against the land. He stole the magnificent Great Treasures that had been hidden in secret vaults for years and used the Black Orb to turn the once beautiful and wealthy country into a barren wasteland.

You, daring adventurer, decide to challenge the powers of Zyll. Magically, you are transported to a place near the Castle Mitain, Zyll's home. You must capture the mystical Black Orb and carry it home with you to restore the countryside to its former beauty. There is only one way to return home — the instant that four or more of the Great Treasures are brought together, you will be transported back to the Land of Magic and Enchantment.

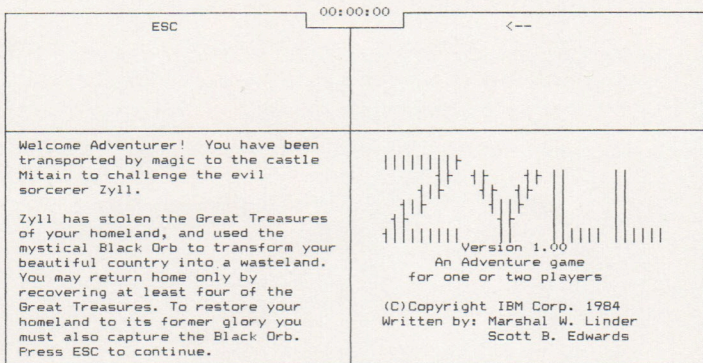
Getting Started

Check to see that you have everything you need to play (see outside package cover), including a blank diskette if you wish to save games.


Carefully insert the **Zyll** program diskette into drive A and turn on the computer. If the computer is already on, hold down the **Ctrl** and **Alt** keys and press the **Del** key.

The first screen you see is the title screen. The upper portion of each screen is called the **MENU** area; commands appear here. The lower portion of each screen is called the **RESPONSE** area.

The screen appears in either 80 columns or 40 columns of text. Using 80 columns allows you to play either a one-player game or a two-player game. In a two-player game, the left half of the screen is for Player A and the right half is for Player B. When playing alone, you use only the left side of the screen. If you are using 40 columns, you can only play a one-player game.



Read the introduction then press **Esc** to continue.



The following key combinations allow you to make changes in the screen's appearance:

Alt-D Allows you to choose the number of columns that will appear on the screen, either 40 or 80. If you have more than one monitor, Alt-D also allows you to select which monitor you wish to use. Press Alt-D repeatedly until you reach the desired display option. The three available combinations are:

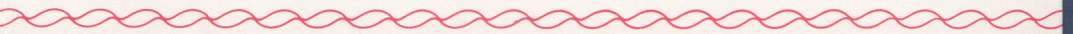
80-column color
40-column color
80-column monochrome

Note: On some TV monitors, the 80-column display may be difficult to read.

Alt-C Allows you to change the foreground and background colors on the display by repeatedly pressing Alt-C.

Tournament-Style Play

Each time you play **Zyll**, many objects are randomly placed throughout the game. By pressing the **Esc** key while the music plays at the beginning of the program, you can cause those objects to appear in the same place each time. This is a good way to learn the game or challenge your friends in tournament-style play since the objects will be in the same spots for each tournament player.



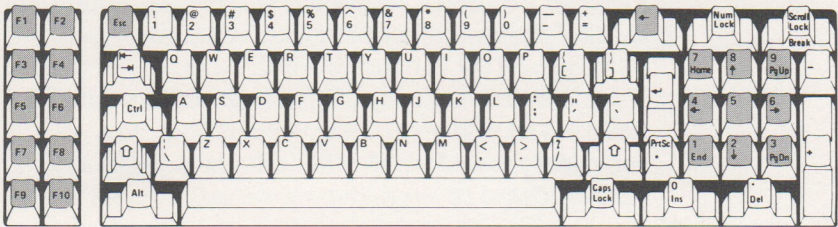
Keys to Use

Each player is assigned 11 command keys. The key layout matches the layout of the commands in the menu area.

For IBM PC, PC XT, *Portable* PC Users

Player A

Player B

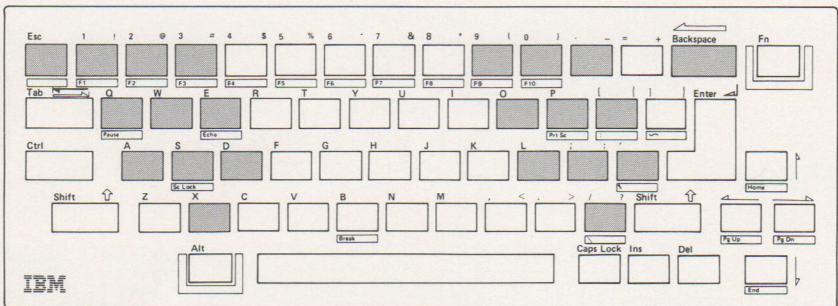


For example, to choose the command **Take Object**, Player A would press the **F3** key. Player B would press the **PgUp** key.


For IBM PCjr Users

Player A

Player B



To choose the **Take Object** command, Player A would press the **F3** key. Player B would press the **Home** key.



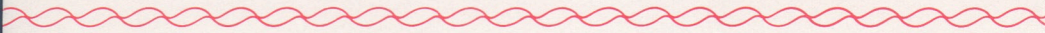
Things to Know

- Alt-K** If you would like to use the same command keys as those for the PCjr, press **Alt-K**. To switch back, press Alt-K again.
- Dashes** When three dashes (---) appear as an item on the command menu, there is no command available in that position.
- Decals** You may want to use the yellow keytop decals that come in the package to label each player's command keys. Just peel off the decals from the sheet and press them firmly on the correct keytops (see **Keys to Use**).

Type of Game

The second screen asks you to select the type of game you would like to play. Here are the four choices and what they mean:

- | | |
|--------------|--------------------------------|
| Solitaire | Play the game alone |
| Cooperative | Play with another player |
| Competitive | Compete against another player |
| (Saved game) | Continue a saved game |

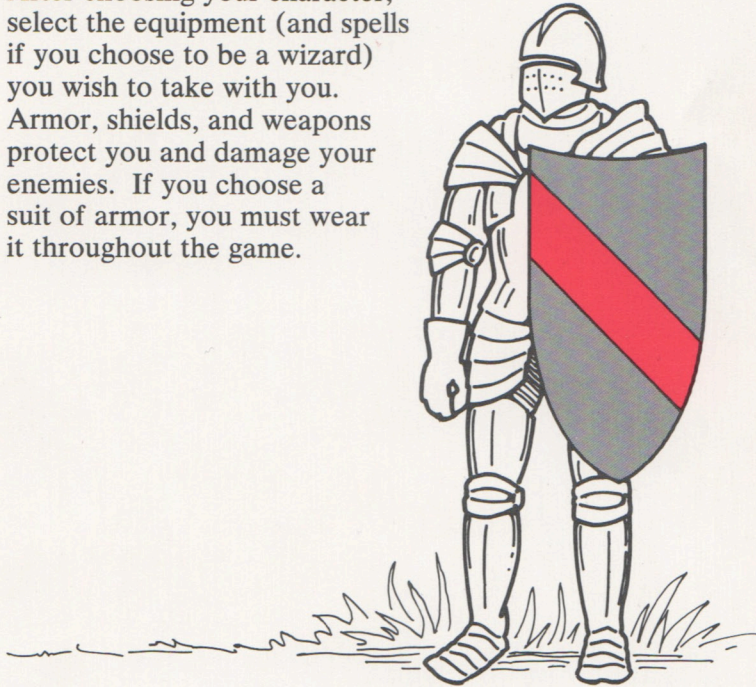


Choosing a Character

Zyll lets you choose the character you want to be: a warrior, a wizard, or a thief. How well you act out the part is important to the success of your quest. Each character has advantages and disadvantages that you will learn as you play the game. Some advantages of each character are:

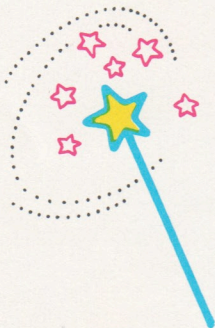
Warrior	Skilled fighter, very strong
Thief	Pick locks, find/hide objects, pick the pocket of another player
Wizard	Throws magical spells

After choosing your character, select the equipment (and spells if you choose to be a wizard) you wish to take with you. Armor, shields, and weapons protect you and damage your enemies. If you choose a suit of armor, you must wear it throughout the game.



The objects listed below are in increasing order of protectiveness, amount of damage inflicted on enemies and weight. For example, a leather suit weighs less than plate armor and does not provide as much protection. Remember, consider your character's abilities when choosing what objects to take with you.

Armor	Weapons	Shields
Leather Suit	Shortsword	Small
Chainmail	Mace	Large
Plate Armor	Warhammer	



The powerful wizard is able to cast spells! If you choose this magical character, pick five of your wizardly spells to take with you, along with your equipment. Each spell is helpful, but some take more of your strength than others. Experiment with all of the spells as you try to defeat a master of Black Magic, the evil sorcerer Zyll!



The Quest Begins!

Commands

You must make many decisions as you explore the Castle Mitain and the surrounding countryside. Your command choices are displayed in the MENU area which consists of two main command menus. Select the OTHER option from the first menu to display the second menu.


Some commands from the main menus lead to additional menus. For example, if you choose the command MOVE, a menu appears giving you a choice of directions in which to move.

If you change your mind about a command choice, press the **Esc** key to return to the main command menu. Player B presses the **Backspace** key.

You are not able to use all of the commands all of the time. Availability depends on your character and the situation. The only available commands are the ones that are highlighted. Usually, if you choose a command that is not highlighted, a message appears telling you why you cannot use that command.

The result of your command choice appears in the RESPONSE area. If the text is too long to fit in one screen, the word MORE will appear. Press any **command key** to see the rest of the message.

Note: Any urgent messages will be displayed immediately in highlighted letters.



Saving the Game

The SAVE GAME option saves your current game and allows you to return to it at a later time. To save a game, follow the steps below:

1. Press Alt-S.
2. Remove the Zyll program diskette and insert a blank diskette into the disk drive. **If you save a game on a diskette containing information other than saved Zyll games, that information will be erased.**
3. Type a letter A through D. If a game has already been saved under the letter you choose, the previously saved game will be replaced with the current one.



The current game automatically resumes after the game is saved.

To Return to Your Saved Game

Insert the Zyll program diskette and start the game as usual. When asked to select the type of game, remove the program diskette and insert the saved game diskette. Choose the SAVED GAME option. Select the game you wish to play from the highlighted list in the menu area.


Pause

Sometimes you may want to stop and take a short break from the action. If you are using an IBM PC, PC XT, or *Portable* PC, press **Ctrl-Num Lock**. Press **Fn-Pause** if you are using a PCjr. To resume play, press any key.





Words of Wisdom

Zyll is an advanced adventure game. Many puzzling obstacles and hidden dangers await you! We offer these words of wisdom to help you in your quest:

1. Become your character. Think and react the way your character would. Discovering your strengths and weaknesses helps you overcome some of the challenges you face.
 2. You may find it helpful to draw a map as you go along because Zyll's domain is very large with many places to explore.
 3. Because each character has special talents, different characters may have to try different approaches to complete the quest. Sometimes one character might have to try a little harder or a little longer to overcome an obstacle that poses no problem to another.
 4. To make the game as realistic as possible, each action takes up a certain amount of time. The clock at the top of the screen helps you keep track of how long an action or command takes, as well as how long you have been playing the game.
 5. You gain points throughout the game for various actions, such as picking up valuable or useful objects or escaping obstacles. Although points help you keep track of your progress, there is no set number of points you need to complete the game.
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After completing your quest, the challenge of Zyll still remains. **The game is different each time you play — new obstacles to conquer and different characters to become!**



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