

## Introduction

Sword of Ages is a graphic text adventure where the stress is on puzzle solving although there is plenty of hack and slash. This is my first shareware product so be sure to send in the shareware fee. The game is quite simple to play, but I hope it takes a little bit longer to win than to learn.

## Commands

Most commands, such as directions, can be issued from the "Commands" menu. Sometimes the proper command will not be in the commands menu. In that case you will have to type the command. An example would be, "light candle". If you think something might work, try it. When you want to use something in a scene but are not sure how, just drop it. By the way, search and dig everywhere, you never know what you might find.

The following is a summary of the standard commands:

|                 |                                             |
|-----------------|---------------------------------------------|
| NORTH           | Moves you north                             |
| SOUTH           | Moves you south                             |
| EAST            | Moves you east                              |
| WEST            | Moves you west                              |
| UP              | Moves you up                                |
| DOWN            | Moves you down                              |
| LOOK            | Describes the current scene                 |
| REST            | Restores strength and passes time           |
| STATUS          | Tells you your condition                    |
| INVENTORY       | Tells you what you are carrying             |
| OPEN            | Opens an object                             |
| CLOSE           | Closes an object                            |
| GET <OBJECT>    | Gets an object                              |
| DROP <OBJECT>   | Drops an object                             |
| WEAR <ARMOR>    | Wear a piece of armor                       |
| OFFER <OBJECT>  | Offer an object to a monster                |
| AIM <BODY PART> | Aims a weapon for the head, chest, or side. |
| ACCEPT          | Accepts an offer made by another character. |

## Version History

- 1.0 Released on VERY small scale.
- 1.0.1 More items, scenes, and better graphics.
- 1.0.2 Bug fix. v1.0.1 was unbeatable.
- 1.0.3 More sounds. Never released.
- 1.1 First semi-major upgrade. Characters give more intelligent responses. More Items. More monsters. More sounds. More scenes. More fun!
- 1.1.1 Improved wand of petrification code.
- 1.2 Added more scenes and sounds.
- 1.3 Added more sounds, scenes, objects, and monsters. I also put in code to make it possible for the player to advance by killing monsters. Therefore you will start off less powerful than in previous versions, but will be able to improve.
- 1.3.1 Minor Changes. Updated instructions and shareware info.
- 1.3.2 The really cool new icon (I always thought the globe stunk). A new monster.
- 2.0 Made the town larger. 30+ new scenes! General store added. New items! And last but not least COLOR icons (Special thanks to Brian Milch for being kind enough to design them.)
- 2.1 Fixed a bug. Much, much, much, much, etc. better graphics in the town. A new monster was added.

## Paying up

I am asking 5 dollars for this program which I believe is a fair price. When you send in the money you are placed on my list of registered users. On request you will also receive a hint book which will help to solve the game. More importantly though, you will have the satisfaction of helping a really great guy (me) and telling me how much you love this program. This program is cheaper than going to the movies and more fun too. At least I think it is.

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## Address

If you have comments, suggestions, or are sending in the registration fee use the following address.

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