

IMAGIC

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# SWORDS & SERPENTS™

## GAME PROGRAM INSTRUCTIONS

### THE WIZARD'S CHALLENGE

Win a Free Swords & Serpents Poster!

Fellow Traveller, have ye discovered the secrets of the Serpent's Fortress? Answer all questions correctly and win one free poster!

- † How many different types of treasure litter Fortress floors? Name them!
- † What be a Fool's Folly, and where?
- † What secret have ye uncovered in the Lair of the Sinister Serpent?

Send your answers, with the SWORDS & SERPENTS proof-of-purchase seal, to "Serpent's Secrets" at the Consumer Affairs address below.



Game Program designed by Brian P. Dougherty

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700009-1A  
Printed in USA

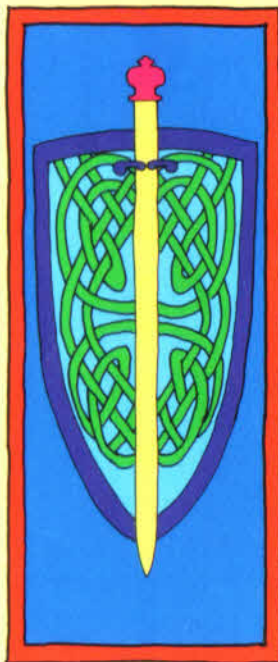


The old King lay dying. His son, the Warrior Prince, leaned closer to hear his ailing father's final words.

"Would that I could die as I was born, in our family's ancestral land!" The ancient one struggled for breath. "Reclaim our conquered Kingdom, my son. Defy the Sinister Serpent! Prevail against its henchmen! Restore our tarnished pride!...Defy...prevail...restore...." With that, the withered monarch breathed his last.

The Warrior Prince, much moved, stood slowly. He unsheathed his broadsword, and, holding it high above his head, he solemnly intoned, "Defy. Prevail. Restore. **I vow it!**"





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## THE WARRIOR PRINCE RETURNS!

The Warrior Prince sought out Nilrem, faithful wizard to the Royal Court now in exile.

The Prince found Nilrem in a musty cave. The old Wizard was frail, but his spirit and his spells were still strong. Nilrem rejoiced at seeing the young Prince.

"I foresaw your coming; I know your great purpose!"

"Then tell me, wise Wizard, what I must needs know."

"Very well, my Prince. You must recapture your family's ancestral castle, known now as the Fortress of the Sinister Serpent. Collect all the enchanted treasures you can find. Store them in the chest on the first Level of the Fortress. Once stored, these treasures will earn you valuable valor points – and may help preserve your life!

"But take care! Legions of Phantom Knights guard the corridors of the Serpent's Fortress. They glide through walls. No mortal is equal to their villainy. Beware, too, of Red Sorcerers. They appear in white clouds of smoke and cast powerful firebursts. Man does not know their like."

"How am I to survive where others have fallen?" asked the Prince.

Nilrem touched the Warrior Prince's sword. It glistened brilliantly. The Wizard knocked twice on the breastplate of the Prince's armor. It turned pure white. The old magician placed his hand on the Prince's forehead. The young Knight felt the strength of ten men pulse through him.

"This sword will serve you well against your foes. Your armor will diminish the force of their attacks. Should you fall, you will yet rise nine times. Learn the secrets of the Serpent's Fortress. Be brave, my Prince."

The young man paused. He at last said, "Ancient One, you do me a great service. Would that I could repay it!"

"You can, noble Knight, if you would but take an old Wizard with thee."

"Done!" exclaimed the Prince.



## GOALS

Help the Warrior Prince and the Wizard Nilrem as they collect treasures and battle the forces of the Sinister Serpent!

- † Locate and pick up treasures on each of the 4 Levels of the Fortress.
- † Store treasures in the chest on Level 1 to earn valor points.
- † Battle Phantom Knights and evil Red Sorcerers.
- † Find the key on each Fortress Level. With it, the Warrior Prince and Nilrem can move to the next Level where they'll find more treasures – and trials!
- † Learn the secrets of the Fortress by investigating mystical scroll rooms. Nilrem can acquire potent spells!
- † Locate the lair of the Sinister Serpent!

NOTE: Nilrem the Wizard appears in two-player versions. In the one-player game, the Warrior Prince moves through the Fortress alone.

## QUEST SELECTION

When the SWORDS & SERPENTS title appears, select a game by pressing:

- † 1 Player, 2 Player or 2 Player Magic on the right controller.
- † Next, press "Enter."

## GAME VARIATIONS

### 1 PLAYER VERSION:

The Warrior Prince battles alone, attempting to learn the floor plan of the Fortress and as many of its secrets as he can.

- † Use right keypad cover on either controller.

### 2 PLAYER VERSION:

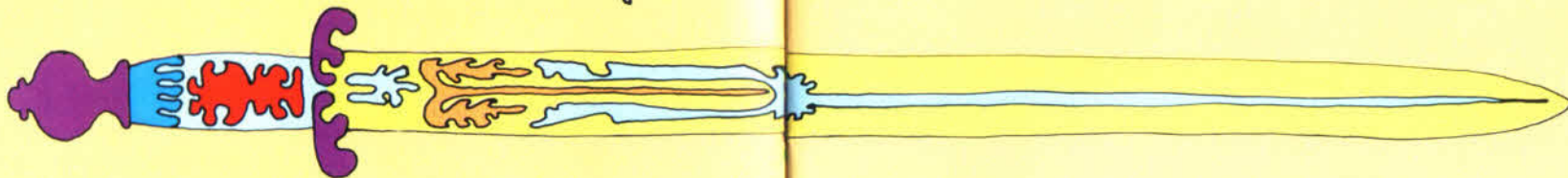
The Warrior Prince and the Wizard Nilrem join forces against the Sinister Serpent. The Wizard begins with one magic spell, and acquires others as he proceeds.

- † Right controller: Warrior Prince.
- † Left controller: Nilrem the Wizard.

### 2 PLAYER MAGIC VERSION:

The Warrior Prince and the faithful Wizard engage the forces of evil, but this time the Wizard begins with four magic spells.





## QUICK QUEST

To begin SWORDS & SERPENTS immediately, do the following:  
(NOTE: Read the entire instruction manual for a full understanding of SWORDS & SERPENTS.)

- † Select Game Variation.
  - † Screen shows Warrior Prince and the Wizard (or Prince alone) in the Fortress Store Room.
- † Use disk to move Prince or Wizard.
- † To destroy Phantom Knights or Red Sorcerers:
  - † Prince must strike them with his sword before they strike him.
  - † Warrior Prince is injured: loses half a life, changes color.
  - † Wizard casts spells he has on hand:
    - † Rotate Wizard until he faces opponent or object at which spell is directed.
    - † Release disk.
    - † Press desired spell on left controller keypad.
    - † Nilrem is injured: loses half a life, changes color.
- † To pick up treasure:
  - † Position Warrior Prince or Wizard directly over treasure.
  - † Release disk.
  - † Press "Enter."
    - † Treasure disappears when picked up.
- † To store treasure:
  - † Return to treasure chest in Store Room on Level 1.
  - † Position Prince or Wizard directly over chest.
  - † Release disk.
  - † Press "Enter."
    - † Status screen appears listing total number of stored treasures, cumulative score and number of lives remaining.
    - † Wizard runs out of Reincarnations (lives): he disappears from game.
    - † Prince runs out of Reincarnations: game ends.

- † To read scrolls:
  - † Move Wizard or the Warrior Prince directly over scroll.
  - † Release disk.
  - † Press "Read Scroll."
    - † Scroll message appears on screen.
    - † If Nilrem reads a scroll containing a spell, he acquires that spell.
    - † If either the Prince or Nilrem reads "Ye read, ye move" on a scroll, they reappear in the transport scroll room on the opposite side of that Fortress Level.
- † To move between Levels:
  - † Locate key on current Level of Fortress.
  - † Pick it up as you would a treasure.
  - † Locate stairs.
  - † Press "Enter."
    - † Stairs will open. Move onto them.
    - † Screen displays number of Level you've reached.



## HAND CONTROLLERS

Right Cover

Select Game

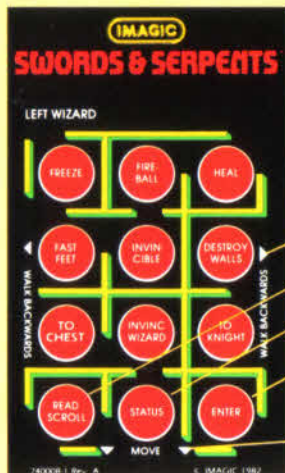
Warrior Prince Backs Up

Read Scroll

Call Up Status Screen

Pick Up/Store Treasures; Open Stairs;  
Use Lantern of Life

Move Prince



Left Cover

Cast Spells

Wizard Backs Up

Read Scrolls/Acquire Spells

Call Up Status Screen

Pick Up/Store Treasures; Open Stairs;  
Use Lantern of Life

Move Wizard



## THE QUEST BEGINS

The noble young Prince and the ancient Wizard must make their way through the murky passageways of the Fortress.

- † Their journey begins in the Store Room on the first Level.
- † Guide the Prince with the right, and the Wizard with the left, controller.
- † To move the Prince or Wizard forward, press that disk edge in the desired direction.
- † To make the Prince or Wizard back away from an approaching foe:
  - † Press and hold either top side button.
  - † Press disk in direction you wish the Prince or Wizard to face.
- † The Prince appears at the center of the screen throughout the quest.
- † If the old Wizard wanders out of view, he cannot return until the Warrior Prince finds him. He paces impatiently and may be in a slightly different location when found.



Before leaving his cave, Nilrem passed his hand over a still pool of water. The surface now reflects the interior of the Fortress. The view is from above looking down.

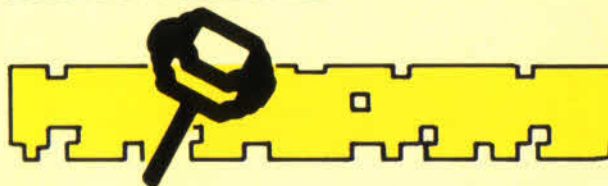




## EVIL ADVERSARIES

"Wizard, what are these black shades and foul-smelling smoke-belchers?"

## PHANTOM KNIGHTS



"These dark attackers are Phantom Knights, my lord. Legend tells us that any mean mortal who betrays his sworn oath to the hallowed Code of Valor must, in afterlife, roam forevermore. The Sinister Serpent has legions of these vicious, mindless minions."

- † Phantom Knights can move through walls.
- † They attack the Wizard and Prince from all sides.
- † Since they are spirits, Phantom Knights move faster than the Wizard or the Warrior Prince.
- † If the Warrior Prince or Wizard is struck by a Phantom Knight, he loses half a life.

## RED SORCERERS



— Red Sorcerer

— Fireburst

"The stinking smoke-spewers," the wizened Wizard continued, "are evil Red Sorcerers. They are apprentice warlocks. Should they survive a millennium in the service of the Sinister Serpent, they may lay claim to a castle and a kingdom of their own. However," the Wizard added dryly, "as Red Sorcerers are not very bright, and know only one spell, this rarely happens. Still, my Prince, beware!"

- † Red Sorcerers appear in puffs of sulphuric smoke.
- † They fling deadly firebursts at the Prince.
- † Because his magic is stronger and purer, and as they are not very bright, Red Sorcerers cannot detect the Wizard Nilrem's presence.
- † Even so, Nilrem can be injured if he gets in the path of a fireburst intended for the Warrior Prince.
- † If the Prince or Nilrem is struck by a fireburst, he loses half a life.

## DEFENSES THE ENCHANTED SWORD

Armed with his enchanted sword and shielded by his magical armor, the Warrior Prince takes on all evil adversaries.



— Phantom Knight

— Warrior Prince

The Warrior Prince destroys evil adversaries by striking them with his sword – before they hit him!

The Prince can resist a fireburst flung by a Red Sorcerer!

- † When a Red Sorcerer appears, rotate the Prince until he faces his opponent.
- † When the Sorcerer flings the fireburst, the Prince can spear it.



# First Level of Dungeon

