

mythicon  
INC.



# SORCERER™

## INSTRUCTIONS



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Many centuries ago, the Earth was ruled by Sorcerers and Wizards. They possessed mystical powers capable of both good and evil. The most respected influences in the land were from the good Sorcerers. This fact continually disturbed the evil Wizards, and they eventually decided to use their power to conquer the countryside and enslave its people. They devised a plan to systematically eliminate the good Sorcerers by sending wave after wave of diabolical creatures to ravage the world.

As the bravest of the good Sorcerers you have been asked to destroy these forces and save the planet. As a reward for your bravery: whenever you overcome or destroy a creature, you will receive a treasure.

Knowing your bravery the Wizards have done everything within their power to keep you from succeeding. They don't believe you will survive their first three waves of evil, but just in case you do they have several surprises waiting. Only you can discover through bravery and talent how evil they can become.

To give you more power over the Forces of Evil the good Sorcerers have provided a magical Flying Platform. When you start on your journey you should first catch this elusive platform. You can continue without it, but only the foolish would dare to do so. Once on the Flying Platform you can go anywhere on the screen to avoid or destroy the enemy. The good Sorcerers have also given you four lives to use against the Forces of Evil.

## **GETTING STARTED**

1. Plug in Joystick or Ball Controller.
2. Turn power OFF, insert game cartridge.
3. Turn power ON.
4. **DIFFICULTY SWITCHES** are not used with SORCERER.

The game automatically becomes more difficult as your score increases.

**5. JOYSTICK CONTROLLERS** move the Sorcerer left or right on the screen. In the first screen, moving the joystick north will make the Sorcerer jump to catch the Flying Platform. After getting on the Flying Platform the joystick moves the Sorcerer in all directions. When the Flying Platform gets close to the ground, it dissolves and the Sorcerer may run left or right. Moving the joystick up will cause the Flying Platform to reappear.

The red fire button on the joystick fires in the direction you are facing.

It is not possible to move left off the screen. All additional screens are to the right.

**6. BALL CONTROLLERS** work very well with SORCERER. Higher scores should be possible.

**7. GAME SELECT SWITCH** will allow you to choose the level of difficulty and whether one or two players will be playing.



Practice Mode, One Player — No scoring, unlimited lives.



Level One, One Player — Scoring for successfully shooting Forces of Evil. Additional scores for picking up treasures.



Level One, Two Players — Play alternates starting with the left controller.



Level Two, One Player — Forces of Evil move much faster.



Level Two, Two Players

**8. BEGIN PLAY** by pressing the game reset button or by pressing the red fire button on your controller. After each

loss of a life a small controller symbol will appear at the top of the screen. Pressing the red fire button on your controller will restart the game.

**9. SCORING** is done by hitting the Forces of Evil with an energy charge and picking up treasures. Each time you hit a force of evil with your energy charge you get 30 POINTS. When they disappear a treasure will materialize. Touching the treasure gives you 80 POINTS. Successfully moving through the lightning storm will cause a treasure to come out of the sky. Don't forget to pick up each treasure since once you have moved to the next screen you can't go back.

**10. LIVES** remaining, in addition to the life you are currently using, are displayed at the top of the screen. When the game begins you have four lives. Three remaining lives are displayed. When no remaining lives are showing you have only the one life you are using.

**11. DIFFICULTY** is determined automatically by your score after you select the Practice, First Level or Second Level of difficulty. In the Practice Level you are able to get into every screen meeting all of the Forces of Evil. In the First Level of difficulty you must achieve higher scores before you gain access to more Forces of Evil and Treasures. When the game begins you have three different screens in which to move. These screens repeat until you reach 1000 points at which time another screen containing more Forces of Evil opens. With each additional 1000 points earned another screen with additional Forces of Evil opens. After 4000 points are earned surprising things start to happen to one of the sets of Forces of Evil. With each additional 1000 points the changes continue making the game harder and harder. Only truly great game players will discover what finally happens to the Forces of Evil before you reach the ultimate score of 9999.

The Second Level of difficulty has the same features as the First Level but all of the Forces of Evil are much more evil.

## **GAME FEATURES**

**SORCERER** by Mythicon offers tremendous variety in the types of enemies you, as the Sorcerer, will encounter. As you get better you will open screen after screen of additional Forces of Evil. As you get into the higher score levels the Forces of Evil continue their changes making it even harder to keep moving on. By automatically making the game more interesting as your skills improve you should get much more enjoyment from **SORCERER** than many of the games available today.

The music in **SORCERER** was created especially for Mythicon. You will notice that as you destroy an enemy the music changes. As soon as you enter another screen containing Forces of Evil the music will warn you to be cautious.

# ONE YEAR LIMITED WARRANTY

Mythicon Inc. warrants to the original consumer purchaser of any video game cartridge it manufactures that the product will be free of defects in materials or workmanship for one year from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to:

**Mythicon Inc.  
Service Department  
P.O. Box 1347  
Cupertino, CA 95015**

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