THE COLOUR OF MAGIC

Programmed by DELTA 4.

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Welcome to the Discworld

Based closely on Terry Pratchett's novel, this adventure casts you as the unfortunate character of Rincewind. Rincewind is a very unlucky wizard. By accident, at the start of his training, one of the eight spells of The Octavo became hopelessly lodged in his brain. Since then he has been unable to learn any other spells.

He has some points in his favour, however. He is an excellent translator, has an uncanny knack for staying alive and, as a wizard, must be claimed by Death Himself when he dies.

Rincewind lives in the city of Ankh Morpork, on the Discworld. As its names suggests, the Discworld is a flattish disc shape. It is supported by four gargantuan elephants which are carried through the infinite vastness of space on the back of Great A'Tuin, the turtle.

Many people wonder where Great A'Tuin is going. There was a theory that A'Tuin had come from nowhere and would continue at a uniform crawl, or steady gait, into nowhere, for all time. This theory was popular among academics.

An alternative theory favoured by those of a more religious persuasion, was that A'Tuin was crawling from The Birthplace to The Time of Mating, as were all other stars in the sky (which were, obviously, also carried by giant turtles). When they arrived they would briefly and passionately mate, for the first and only time, and from that fiery union, new turtles would be born to carry new worlds. This was known as the Big Bang Theory.

So there you have it. A world carried by turtle-riding elephants and a wizard with only one spell which he is unable to say. What more could happen?

Loading the program

The game has four parts. The instructions below are to load the start of the game. At the end of each part, game data will be saved to tape/disc. You will see instructions on the screen telling you how to do this and how to proceed to the load of the next part of the game. You will need to load both the next section of the game and the saved game data from the previous part to continue on your quest.

To load the start of the game:

Spectrum 48k	LOAD " "
Spectrum 128k	Select 48k mode then LOAD " "
Commodore 64/128	SHIFT RUN/STOP
Amstrad CPC 464	CTRL/SMALL ENTER
Amstrad CPC 664	CTRL TAPE (SHIFT and ⏐ KEY) then CTRL/SMALL ENTER

Playing the game

COMMANDS can be typed in ordinary English, eg EXAMINE THE WOODEN TABLE; but may be abbreviated to verb + noun format, eg EXAMINE TABLE.

To TALK to other characters in the game, first address the character by typing TALK TO (name of character) then SAY HELLO or whatever you wish.

Other useful commands include:

SAVE & LOAD saves/loads game position to tape/disc (or RAM on C64)

RAM SAVE & RAM LOAD stores/recalls game position in memory (not C64)

GRAPHICS ON/OFF switches between a graphic or text only game

SCORE gives you a rating of how well you are doing

INVENTORY or I lists what objects you are carrying with you

QUIT ends the game

HELP may just give you a clue (but might not!)

The Colour of Magic by Terry Pratchett is published in hardback by Colin Smythe Ltd and in paperback by Corgi.