

HOW TO PLAY?

This game belongs the genre called text adventure or interactive fiction. You will move through a series of locations, each made up of a description which is sometimes accompanied by a small static graphic. The game consists of exploring this world, interacting with the characters you meet, collecting and using objects... in short, doing everything that allows you to overcome the challenges of the story and have a fun time doing it.

Communicate with the computer using the formula: >VERB NOUN, for example >ATTACK PIRATE or >EXAMINE GIRL.

On some occasions you may need to use a more complicated formula like: >OPEN DOOR WITH KEY or >GIVE COIN TO MAN.

Read the descriptions carefully, there you will find information about the objects and characters present.

LOOK (L) redescibes the current location.

You can find out the existing exits in a location by typing: EXITS.

To move use NORTH (N), SOUTH (S), EAST (E), WEST (W), UP (U), DOWN (D).

Examine everything with: EXAMINE, EX or X. This way you will find clues or hidden objects.

Type INVENTORY (I), to list the objects you have in your possession.

Manipulate objects with GET, DROP, WEAR, REMOVE, PUT, GIVE [SOMETHING] TO [SOMEONE], for example >GIVE BOOTS TO DWARF etc.

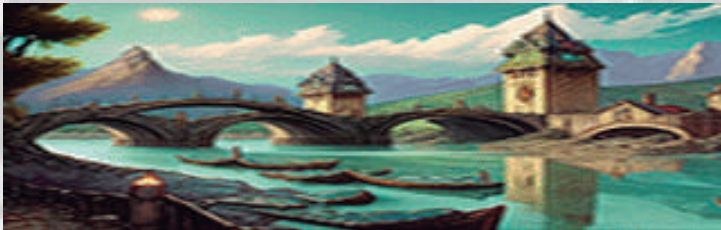
To talk to the characters use SAY [CHARACTER] "WHATEVER YOU WANT TO SAY", for example SAY GIRL "HELLO".

Try to use the most appropriate verb in each case: WAIT (Z), ATTACK, OPEN, CLOSE, LIGHT, etc..

Be specific. For example, don't write >USE KEY ON DOOR, write >OPEN DOOR.

If you are sure about something and the game does not understand, try writing using different words.

You can record and recover your position to tape or disk with SAVE and LOAD, or in memory with RSAVE and RLOAD.



DOUBLE SIDED DISCS

On some systems you will have to change the side of the disk when prompted by the program in order to continue loading the graphics.

TIPS FOR NOVICE ADVENTURERS

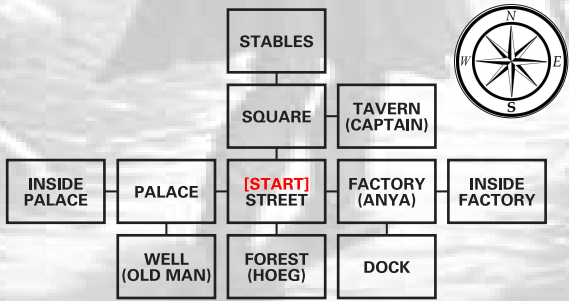
Read the texts carefully and examine everything you can, it is the key to discovering the clues and objects.

Get into the role: your name is Ged and you are looking for the Elf Wizards of Maroland. Try to communicate with the characters you find in a simple way, they are key to advancing in the adventure.

Follow the conventions explained on the inside page. Knowing how to communicate with the game is essential to enjoy a text adventure.

If you need help, you can ask the author directly, or consult with other adventurers in the the Interactive Fiction Community Forum (intfiction.org).

Draw a map, it's the best way to move quickly and not get lost. For example, this is the map of the first part of Maroland:



CREDITS

Script and programming: Dwalin (@Dwalin15)

Graphics: Generated with Imagine AI Art Generator (vyro.ai)

Spanish version tested by: Jade (@playerax), Pablo Martinez (@pablote2es) and Edlobez (@edlobez).

English version tested by: Edward Toovey (@RavensheadPress), Stephen McGarry (@RetroAdventurer) and Christopher Merriner.

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The access key to the second part is a tribute to someone who was undoubtedly, for 15 years, my best friend.

CONTACT

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A new era begins in Maroland...

The Ancient Talking Dragons have nearly all been annihilated...  
The Elves hide in their ancient mansions. The future belongs to humans...  
However, naive human wizards long for immortality. It's only a matter of time before one of them finds something they can't control.  
"Remember, Ged, the power of an entity lies in its true name. Those who know the true name of a being can dominate it, even if it is a fearsome Dragon."

Your master Ogion was powerful, but one night he summoned an evil creature, a Shadow that escaped his control, mortally wounding him.  
"The Shadow must be destroyed, Ged. Look for the Elven Wizards, only they have the wisdom to stop her."

Ogion died that night, and, with regret, you direct your steps towards Goil, the capital of the island, in search of the Elven Wizards...

#### THE MISION

In this adventure you will take the role of Ged, the wizard's apprentice. After the death of Ogion, his master, Ged must find the Elven Wizards of Maroland, and obtain the knowledge to be able to defeat the Shadow invoked by Ogion, and which killed him.

If the Shadow is not defeated, darkness will soon reign over all the islands of Maroland...



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# — THE ELVES — OF MAROLAND

