Introduction

From the scandalous imagination of Steve Meretzky, these tales of high education and low morals have delighted legions of fans. All three hit games feature the academic adventures of our favorite nerd, Ernie Eaglebeak as he struggles to win the affections of his one true love, Lola Tigerbelly, and along the way experience the (ahem) educational opportunities of college life.

In *Spellcasting 101,* Ernie escapes a life of dragontending and enrolls in Sorcerer University. A freshman year filled with frat parties and scantily clad co-eds soon turns into a wild ride through the magical realm of Peloria.

Strange as this may sound, Ernie actually manages to save the world and then in *Spellcasting 201* tries to parlay his newfound fame into fraternity membership. But hounded by Chris Cowpatty's impossible hazing requirements, Ernie turns to the magical Appliance and creates the ideal helpmate. Meet Eve...well maybe not ideal, but certainly entertaining!

And, finally no college experience is complete without the ritual trip to Fort Naughtytail for Spring Break. If you can't figure out what happens here, you need more than a hint book!

Enjoy.

SORCERER UNIVERSITY

Dear *Mr. Eaglebeak*

Congratulations! Your application to Sorcerer University has been approved and we are holding a place for you in this year's freshman class.

As you know, Sorcerer University is Peloria's oldest, most famous, and only institution of wizardly learning. Founded by Marvin Meltingwolf (who later died in a bizarre fund-raising accident), the University has housed the world-famous Sorcerer's Appliance since the device was first built by Waldo Nimblefingers in the years of the Great Melon shortage. From humble beginnings, the school has grown to prominence in the following areas:

Athletics

The university has a proud athletic tradition that dates back to 814 when its varsity pokkaball team first decided to wear uniforms. After an unbroken strong of losses that lasted until 997, the team won the coveted Squishingbug Trophy in 1035 when they wrested the championship from Farffling University, the other member of the league.

Research

At the forefront of thaumaturgical research, the Sorcerer University faculty has developed and patented more spells than most people. Think how much our lives have been enriched by just the ones listed below:

    Nee spell (create shrubbery)
    Urg spell (lift a massive weight)

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Phlub spell   (drop a massive weight)
Hrlgut spell  (induce vomiting)
Wufbam spell  (cause small dogs to explode)
Bahnzo spell  (turn a world leader into a monkey)
Emverdoo spell (create organizational chart)
Sashakol spell (summon a beautiful young woman)
Slugbgon spell (cause a lawyer to vanish)
```

Academics

Scholastic achievement at the University has never been higher. Under my leadership, the wild fraternity parties that once marred our reputation have been replaced by nightly study groups. And since the controversial ban on classroom torture (the "rack and rune" decree), more students than ever before are surviving their entire stay at the University, with as many as 15% each year now graduating in reasonably good health.

   As you may gather, I am very proud of our University. I hope this orientation manual will help you enjoy your years with us, and I look forward to greeting you personally when you arrive on campus. Stop by any time - my door is always open.

Aaron Snowbunny
President

Table Of Contents

Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the sections with names in **bold** for valuable information about this game.

Quick Start: Floppy Installation

To install the *Spellcasting* games on your hard drive, follow these easy steps.

1. Make backup copies of the disks.

2. To install the *Spellcasting* games, you will need the following bytes of free space on your hard drive:
    Spellcasting 101 3,870,000
    Spellcasting 201 5,000,000
    Spellcasting 301 6,500,000

3. Choose the game you wish to install. Insert the appropriate Disk #1 in your floppy drive and log on to that drive by typing A: or B:. Now, type **INSTALL** to start the installation program and then follow the directions on the screen.

4. If you have a mouse, be sure you have loaded the mouse driver.

5. The installation program will create a batch file named **LEGEND.BAT** in each game directory. To start one of the games, simply switch to the appropriate directory and type **LEGEND.** For example, if you installed *Spellcasting 201* in \S201, you would type CD \S201 and then **LEGEND** * to play the game.

INSTALLATION NOTES:

When installing *Spellcasting 101* or *201,* select EGA graphics (640 x 350 16 color) rather than VGA or SVGA.

If you experience problems with your mouse, see the *Configuration Options* section.

Do not install the game to a directory whose name is more than 30 characters long.

In addition to this manual, your game package should contain the following elements:

Floppy Version: 7, 3 1/2" High Density disks and 2, 3 1/2" Double Density Disks

CD-ROM Version: 1 CD-ROM disk

All Versions: Map, Discount Coupon for Hint Books, Warranty Card

Quick Start: CD-ROM Installation

The CD-ROM version of this product requires an IBM compatible computer with an 80286 processor or better, 640K of memory, MS-DOS version 5.0 and above, a VGA or Super VGA graphics card, a CD-ROM drive and a hard drives You will need about 15 megabytes of free space on your hard drive to install and play all three games in this package.

The installation process is quite simple:

1. Place the CD in your CD-ROM drive.

2. Go into DOS (bring up the > prompt on the screen).

3. Switch your DOS prompt to the drive letter for the CD-ROM drive. You can do this by typing the CD-ROM drive letter followed by a colon, then pressing **<ENTER>.** For example, if your CD-ROM drive is set up as Drive D:, then type **D:<ENTER>.**

4. Type **INSTALL <ENTER>** to run the installation program.

5. Follow the installation instructions on the screen.

The installation program will create a file named **LEGEND.BAT** in the game directories you specified on the hard disk. To start one of the games, switch directories to the appropriate game directory and type **LEGEND <ENTER>**.

Before playing a game, make sure that your mouse driver is loaded. You should also make sure you have enough free memory to load and play the game in the selected graphics mode.

INSTALLATIONNOTES:

When installing *Spellcasting 101* or *201,* select EGA graphics (640 x 350 16 color) rather than VGA or SVGA.

If you experience problems with your mouse, see the *Configuration Options* section.

Do not install the game to a directory whose name is more than 30 characters long.

Quick Start: Playing The Game

As you begin each game, you may press **ESCAPE** to bypass the introductory sequence. Or, if you are a fast reader and the game displays messages too slowly for you during these scenes, press the space bar when you are ready to move to the next message.

The games in the *Spellcasting series* feature a very flexible game interface that you can customize. You can use the mouse to interact with the picture, build game commands, and change the game interface (using the "buttons" in the upper left hand corner of the screen). You can also enter game commands by typing them in at the command line. You are in control and can decide what works best for you.

Using the mouse you can:

1. Move from place to place by clicking on the compass rose.

2. Single-click on an object in a picture to look at it and double-click on an object to take it, open or close it, etc.

3. Select a verb from the verb menu and then click on an object in a picture to apply the verb to it.

4. Build complex commands quickly from the verb, object, and preposition menus. (Single-click selects the word, double-click finishes the command.)

You can start typing at any point, and the words you type will appear on the command line. You will be entering game commands, combinations of words that tell the main character in the game what to do at each turn (e.g. **EXAMINE THE SPELLBOOK, TAKE THE SPELLBOOK, PUT SUNTAN OIL ON RALPH, ASK MOE ABOUT HIMSELF,** etc.). Press the **<ENTER>** key to execute a command.

If you do not have a mouse, you can simulate one by pressing **<TAB>.** This puts a cursor on the screen which you can move around using the arrow keys. "Click" by pressing **<ENTER>** and "double-click" by pressing **<SHIFT> <ENTER>.**

Again, if you do not have a mouse, there is yet another fast way to build commands using the keyboard. Press **<TAB>** again to begin using this feature. Then use the arrow keys to move the highlight bar back and forth between the menus, press the space bar to select a word, and press **<ENTER>** to execute your command.

Configuration Options

If you wish to override any of the defaults for the game configuration, you may type one or more of the following options, separated by spaces, after typing *S101, S201 or S301* on the MS-DOS command line. Note that some features are not available on every *Spellcasting game.*

VGA	Makes the game display VGA graphics *(S301* only).
SVGA	Makes the game display Super VGA graphics *(S301* only).
XMOUSE	Overrides the default Microsoft mouse driver display routines. Use if you experience problems with your mouse.
ADLIB	Causes music to be played through an AdLib Music Synthesizer Card, if present. *(S201, S301* only).
BLASTER	Causes music and sound effects to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: **S101** or S210 followed by **BLASTER <irq number> <i/o address>** *(S201, S301* only)
MT32	Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI interface by typing: **S101, S201** or **S301** followed by **MT32 <irq number> <i/o address>**
NOCYCLE	Disables color cycling animation for computers with VGA adapters and color monitors.
REAL	Disables AdLib, Sound Blaster, and Roland music and plays RealSound sound effects through the PC's internal speaker.
NOREAL	Disables RealSound sound effects.

So, for example, if you are playing *Spellcasting 301* and you have a VGA graphics adapter and a Sound Blaster sound board on IRQ 9, you would type **S301 VGA BLASTER 9 <ENTER>** at the MSDOS system prompt.

The XMOUSE parameter is used for mouse drivers that are not Microsoft compatible. If your mouse is not responding or the software is behaving erratically (e.g. the mouse cursor is "eating" the graphics), then you may want to

start the game by typing S1**01**, **S201** or **S301**, followed by **XMOUSE** to override the default. For example to play *Spellcasting 101,* you would type **S101 XMOUSE.**

Refer to the next section, *Music and* Sound for more information on music card configuration.

Music and Sound

All *Spellcasting* games support the following music technologies:

RealSound™
AdLib Music Synthesizer Card
Creative Labs' Sound Blaster
Roland MT-32 and compatible MIDI sound modules including
Roland's MT-100, CM-32L, and LAPC-1

REALSOUND™
RealSound is used to play sound effects either through your PC's internal speaker or, in *S301* only, through an AdLib or Sound Blaster card if present.

RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, it is compatible with RealSound. No additional hardware or software is required for you to hear RealSound effects.

HEARING MUSIC AND SOUND EFFECTS
For *Spellcasting 101* and *201,* you will not hear sound effects while the music is playing, regardless of the sound card you have.

For *Spellcasting 301,* you will hear sound effects and music simultaneously only if you have a Sound Blaster or MIDI sound module. If you are playing this game with an AdLib card, you will not hear sound effects while the music is playing.

## ROLAND MT-32, MT-100, CM-32L, AND LAPC-1 OWNERS
To use your MIDI sound module, make sure your equipment is configured as described below and as illustrated on the accompanying diagram. LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.

2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.

4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.

5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

If you are having trouble getting your MIDI sound module to operate, the difficulty can probably be traced to one of two causes. First, you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this). Consult the manual that came with your MIDI interface.

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing **S101, S201** or **S301** followed by **MT32 5 300.** You may also use the **LEGEND.BAT** file created during installation by typing: **LEGEND.**
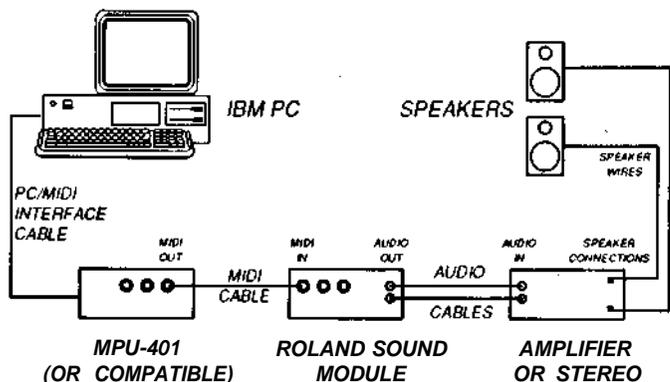
MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

Introduction To The Game Interface

To install and start up the game, see the installation sections.

When the game begins, you will see the title screen, followed by the introduction sequence. If you wish to skip to the beginning of the story, you can hit **<ESC>** at any time to skip the introduction. The game will then ask you if you wish to restore to a previously saved position.

After the introduction sequence, the main interface will appear. While there are many alternate screen interfaces for various activities, you will spend the most time interacting with this screen. The *Spellcasting 301* version of this screen looks like this:
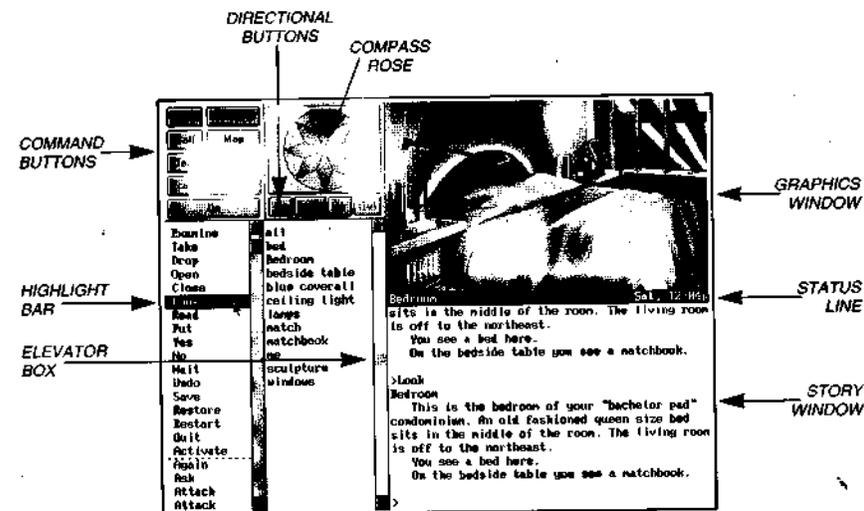
GRAPHICS WINDOW

This window can contain one of the following:

    A picture of your location

    Your inventory (what you are wearing and carrying)

    Your status (score, number of turns taken, etc.)

    A verbal description of your surroundings

    A map

COMMAND BUTTONS

Many of these buttons have function key equivalents. See the information on function keys in the next section for more details.

HELP	Displays a help screen
HALF	Removes the menus, making more room for text
ERASE	Removes the last word from the command line
DO	Executes the command on the command line
PICTURE	Displays a picture in the graphics window
STATUS	Displays your score and status in the graphics window (For *S101* and *201,* access Status by pressing F9)
INVENTORY	Displays your inventory in the graphics window
LOOK	Puts a verbal description of your surroundings in the graphics window
MAP	Displays a map of your immediate environment

COMPASS ROSE AND DIRECTION BUTTONS

If you have a mouse, you can move around in the game environment by click-ing on the various points of the compass rose and the **IN, OUT, UP,** and DOWN buttons. Legitimate exits from your current location are always highlighted.

VERB MENU

The verb menu contains every verb you need to play the game. There are other verbs you can use, but you will have to type them in. The most com-monly used verbs are grouped at the top of the list. The rest of them are in alphabetical order.

PREPOSITION MENU

After you select a verb, the verb menu is replaced with a preposition menu. The amazing thing is that the game will display only those prepositions that you can use with the verb you have selected. Voila! No more pesky parser errors.

OBJECT MENU

This menu contains all the things that you see from your current location. If you want to refer to other objects in the game, you must type them in.

HIGHLIGHT BAR

This is a highlighted bar you can move around to select the next word you want to place on the command line.

ELEVATOR BOXES

Clicking on these boxes and dragging them down is a fast way to move through the menus. Clicking in the column above or below the box will cause rapid movement up or down the menu. Clicking on the arrows at the top or bottom of the column will move the highlight bar up or down one entry in the menu. Note that the elevator boxes are only displayed when there are more menu entries than there is room to display at once.

STORY WINDOW

The story's text appears here. If the window fills with words and you see "MORE" at the bottom, press any key or click the mouse button and the rest of the message will appear. If you would like to expand the size of the window and you do not mind sacrificing the menus, press **<F3>** for a half-screen or **<F4>** for a full screen of text. If you would like to see the text displayed before the picture is updated, then type the command **TEXTFIRST.** To switch back to the default of pictures first, type **PICFIRST.**

COMMAND LINE

All your commands will appear on this line, whether you enter them by typing, selecting from the menu, or clicking on the compass rose or graphics window.

STATUS LINE

This line displays your location and the local time of day.

Playing The Game With A Mouse

If you have a mouse, game playing is simplicity itself. While you are using the main interface, you can do all of the following by pointing and clicking:

MOVE AROUND

Move around from place to place by single-clicking on the compass rose or the directional buttons next to it. Legitimate exits from your current location are always highlighted. Double-clicking on an exit that is pictured in the graphics window will move you through that exit.

EXAMINE OBJECTS

Examine objects by single-clicking on them in the graphics window. Take them by double-clicking.

GREET CHARACTERS

Greet characters you meet in the game by double-clicking on them in the graphics window.

CUSTOMIZE THE INTERFACE

Click on the command buttons in the upper left hand corner of the screen to change the display in the graphics window or to eliminate the menus.

You can build game commands using the menus on the left hand side of the screen or you can type them in. If you choose to type, you will see the words that you type appear on the command line in the story window on the screen. Press **<ENTER>** to execute *a* command. After reading this section, if you need additional information on how to build commands, please refer to *Talking to the Game* and *Game Commands and Their Abbreviations.*

At several points in *Spellcasting 301,* you will interact with different screen interfaces including a magic carpet control panel, and some wacky casino games. These screen interfaces are designed for easy point and click operation.

BUILDING COMMANDS WITH THE MENUS

A single-click on a word in the verb menu will place that word on the command line. The verb menu will then be replaced by a preposition menu that lists the prepositions you may legitimately use with the verb you have selected. At this point you can select one of those prepositions, select a word from the object menu, or execute your command by clicking on the **DO** button.

Naturally, we have built in some short-cuts. For example, if you know prior to clicking on a word that it will be the last word in your command, you can double-click on it and your command will be executed. Or, if you've already

clicked on the last word in your command and you do not want to move the mouse up to the **DO** button, just double-click on the last word and the command will be executed. Another short-cut is to select a verb from the menu and then single-click on an object in the picture in the graphics window.

FINDING WORDS QUICKLY

Because the menus sometimes contain many words, we have also included a few short-cuts for getting to words that are far down in the menu. You can click in the grey area to the right of each menu to rapidly move up or down in that menu. (If there is no grey area, the entire menu is visible.) Or you can click on the "elevator box" in the column to the right of each menu and drag the box up or down while keeping the mouse button depressed.

An even faster method is to hold down the **<SHIFT>** key on the keyboard and then press the first letter of the word you want. The highlight bar will then jump to the first word that begins with that letter. You can also use the **<HOME>** and **<END>** keys on the keyboard to jump to the top or the bottom of the list, or the **<PGDN>** and **<PGUP>** keys to move up or down the list quickly.

NOTES

To remove the last word from the command line, click on **ERASE.**

Double-clicking on an object in the graphics window will "do the obvious thing" with that object. For example, climb stairs, eat food, turn off lamp, etc.

If you are using the mouse and you want to type, go ahead. However, once you have begun typing on the command line, you cannot go back to using the mouse until that command has been executed or erased.

If you select a noun as the first word in your sentence, the game assumes you are trying to speak to that person or thing, and therefore it adds a comma after the word. (For example, **SAILOR, GIVE ME THE ROPE.)**

If your mouse is not responding or is destroying the picture, then the mouse driver is probably not Microsoft-compatible. Try returning to DOS and restart the game by typing **S101, S201** or **S301** followed by **XMOUSE.**

If you definitely do not want to use the menus, press **<F3>** and they will go away, creating more room for text. If you want to return to the golden years of adventuring, press **<F4>** for the all-text look.

Playing Without A Mouse

EMULATING THE MOUSE

If you do not have a mouse, there are still quick and easy ways to build commands from the menus on the main interface without typing. To do this, first press the **<TAB>** key. When you do, a mouse cursor will appear on your screen. You can move this cursor around by using the arrow keys on your keyboard. Then you can "click" by hitting **<ENTER>,** and "double-click" by hitting **<SHIFT><ENTER>.** This will let you do all the things mentioned in the previous section, Playing the Game With a Mouse.

USING THE MENUS

If you do not want to use the method outlined above, pressing the **<TAB>** key again will give you yet another alternative. This system puts a highlight bar over the first word in the verb menu. You can move this bar back and forth between menus (and up and down within them) by using the arrow keys on your keyboard. Once you have highlighted the word you wish to select, hitting the space bar will place that word on the command line. After you have finished building your command, hitting **<ENTER>** will execute it.

SPELLCASTING 301 - ALTERNATE SCREEN INTERFACES

In *Spellcasting 301* you will encounter a number of alternate screen interfaces which are graphical in nature, but are still easy to use with the keyboard. Simply press TAB and then use the "mouse emulator" to steer the mouse cursor around the screen and then press **<SPACE>** to "click" on features.

TYPING

If you like to type, go ahead. No matter what method you have been using to build commands, you can start typing at any time. The cursor will appear on the command line and you can enter your commands. Press **<ENTER>** to execute a command.

FUNCTION KEYS

You can use function keys to customize the interface as follows:

- **<F1>**   Displays the help screen
- **<F2>**   Returns the menus to the screen if they are not there
- **<F3>**   Removes the menus and creates more room for text
- **<F4>**   Puts you into fullscreen text mode
- **<F5>**   Displays a picture in the graphics window
- **<F6>**   Displays a map of your surroundings in the graphics window
- **<F7>**   Displays your inventory in the graphics window
- **<F8>**   Describes your surroundings in the graphics window
- **<F9>**   Displays your score and status in the graphics window

Many of these function keys have command button equivalents. See the information on command buttons in *Introduction to the Game Interface.*

Save, Restore, And Quit

Once you have begun the game, you can use the **SAVE** command whenever you want to capture and store everything you have done so far. **SAVE** allows you to define a point which you can return to if you are "killed" or if you just want to turn off your computer for a while.

When you type **SAVE** (or when you select it from the verb menu), you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are.

In *Spellcasting 101* and *201,* the description can have up to eight letters in it. The game will automatically append a ".SAV" extension. In *Spellcasting 301,* your description of the saved game can have up to 33 characters in it.

Also in *Spellcasting 301,* you can delete a file by pressing **<ALT><D>** when the highlight bar is positioned over the name of the saved game. If you pick the name of an already existing file when you save, the original file will be erased and the new file will take its place.

When you are ready to return to a place you have saved, type **RESTORE** (or select it from the verb menu). As a reminder, a list of your previously saved games will appear in the **RESTORE** window. When the game asks you for a description, move the highlight bar to the description you want and press **<ENTER>** or type in a new description. For *Spellcasting 201* and *Spellcasting 301,* if you type in the beginning of a valid description and hit **<ENTER>,** the game will automatically match it and fill in the rest of the name. Once you have entered a valid description, you will return to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left.

If you want to stop playing, use the **QUIT** command. However, if you quit without saving, you will have to start from the beginning of the game the next time you play.

Talking To The Game

You "talk" to the *Spellcasting* games by telling Ernie what you want him to do at each turn. You do this by typing your input on the keyboard, or by clicking the mouse on the menus, the compass rose, or the pictures. For more information, see *Introduction to the Game Interface* and *Playing the Game With a Mouse.*

Your simplest inputs will be directions - moving around from place to place:

>**NORTH**
>**DOWN**
>**SW**

Equally simple are inputs which are just verbs:

>**JUMP**
>**SCREAM**

Let's get a bit more complicated, and add some nouns (or, if you combine them with adjectives, noun phrases).

>**TAKE THE COCONUT**
>**READ SPELL BOOK**
>**EXAMINE SAND CASTLE**
>**KISS THE PRETTY BLOND WOMAN**

You can use articles like "the" or "a" if you wish, but most people just omit them to save time.)

Shall we add a dash of prepositions?

>**THROW OCTOPUS OVERBOARD**
>**LOOK OUT WINDOW**
>**DIVE INTO THE POOL**

Take a deep breath. So far, the noun phrases we have looked at have all been the direct object of the sentence. Now we are going to throw in a second noun phrase, the indirect object!

>**GIVE BOOK TO WOMAN**
>**SELL KEG TO BARTENDER**
>**POUR COOLER ON WALTER**
>**BUY VELVET STRIPS FROM BELINDA**

Sorry, it is time to introduce some mind-bogglingly complicated concepts. You can include several inputs after a single prompt, as long as you separate them by a period or by the word "then":

>**SIT AT TABLE. ORDER RED WINE**
>**GET IN BOAT THEN START ENGINE**

You can also use pronouns:

>**TAKE TOASTER OVEN. TURN IT ON. PUT PIZZA IN IT**
>**TAKE FEATHER FROM LISA. TICKLE HER WITH IT**

You can use multiple objects with certain verbs (like TAKE and DROP) as long as you separate the noun phrases with a comma or the word "and." You can even use the amazingly useful word "all":

>**TAKE THE STARFISH AND BEACH UMBRELLA**
>**DROP HOT FUDGE, ICE CREAM SCOOP, CHERRY**
>**TAKE ALL**

You will probably want to fortify yourself with some good strong scotch before moving on to the next area: talking to characters in the game.

>**ASK WAITER FOR BOURBON**
>**BELLHOP, PICK UP THE SUITCASE**
>**TELL HERBIE ABOUT THE HAMMER**
>**ASK VALERIE ABOUT RUBBER SHEETS**

Using Magic

Casting magic spells is an essential part of the Spellcasting games. To cast a spell, you must be holding your spell book.

There are several ways to cast a spell. For example to cast the BIP spell (produce soft music) you can use any of the following:

>**CAST THE BIP SPELL**
>**CAST BIP**
>**BIP**

A spell like BIP is fine to cast into thin air. However, most spells need to **be** cast at something or somebody. So, to cast a FRIMP spell (levitation):

>**CAST THE FRIMP SPELL ON THE MARBLE**
>**CAST FRIMP ON MARBLE**
>**FRIMP MARBLE**

All spells have a Level associated with them. In *Spellcasting 101,* you begin as a mere Level 1 Sorcerer and can only cast Level 1 spells. However, as you gain experience, your Level will increase and you will be able to cast more powerful spells.

As you play the *Spellcasting* games, you will find various spell boxes, each containing a new magic spell. If you open a spell box in the presence of your spell book, the spell will be transferred to the book. You can then cast the spell repeatedly.

However, if you open a spell box when your spell book isn't present, the spell will be cast into thin air. While the spell may seek out something in the room, there is no guarantee that it will be the target you intended. In any case, if your spell book is not present at the time the spell is cast, the spell will not tie able to return to the spell book and will then be gone forever.

Helpful Hints

Here are ten pieces of advice for novices, or even for old pros who are just plain stuck.

1. *Crime pays.* **TAKE** everything that isn't nailed down.

2. *Keep your eyes open.* **EXAMINE** things that you come across; you'll get extra tidbits of info.

3. *Two heads are better than one.* Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've over-looked.

4. *Adventuring can be a dangerous business.* **SAVE** early, **SAVE** often.

5. *Take it slow.* Read ALL the text and examine all the pictures carefully.

6. *If at first you don't succeed...* If you get stuck at some point, do not go away mad, just go away! Come back later with a fresh mind.

7. *Draw a map.* Although there's an on-screen map, your hand-drawn map can include other information, such as what things are found where.

8. *We didn't create this manual to support our local printer.* Read it! It was designed to remove technological obstacles and make your adventuring experience an enjoyable one.

9. *Try weird stuff.* Sometimes trying wacky things will pay off with a clue; at the least, you'll probably uncover some wacky responses!

10. *It never hurts to ask.* Many computer magazines and bulletin boards will run tips and hints...especially if you ask!

Special Tip for *Spellcasting 301:* One of the best ways to get gold is to sell things you don't need at the Pawn Shop. In fact, if you manage your assets properly, you can play the entire game without having to trust Lady Luck at the Gambling House.

If all else fails, use the discount coupon packaged in your game box and order hint books. Callers within the continental U.S. can also call our 24-hour auto-mated hint line (see the front page of this manual for details).

Game Commands And Their Abbreviations

Many of the game commands below have function key or command button equivalents. These are listed in parentheses after the description of the com-mand. In addition, many game commands have single key equivalents.

AGAIN (G)   Repeats your last command.

BRIEF   *(S301* only) Tells the game to give you the normal level of descriptiveness, in which you see a full description of a place only the first time you go there. On subsequent visits to the location, you will not get a description, although you can always get one by saying **>LOOK** or by playing with the graphics screen in "LOOK" mode. See also VERBOSE.

CAST   *(S101, S301* only) Shows you a list of all the charac-ters you've met so far in the game, along with a short description of who they are. Useful for those players with poor memories who abhor taking notes.

CREDITS   Displays a list of everyone who worked on this game what they did.

FULL MODE   Removes the menus, compass rose, and graphics window, leaving you with a full screen of text.

HALF MODE   Removes the menus, but still displays the compass rose and the graphics window. (**<F3>** key) (**HALF** button)

INVENTORY (I)   Tells you what your character is carrying.

LOOK (L)   Will give you a full description of your current location. This is always a good thing to try if you do not know what else to do.

LOOK MODE   Displays a verbal description of your surroundings in the graphics window. (**<F8>** key) (**LOOK** button)

MAP MODE   Displays a map of your surroundings in the graphics window. (**<F6>** key) (**MAP** button)

MENU MODE   Restores the menus to the screen if you have removed them previously. (**<F2>** key) (**MENU** button)

MUSIC OFF   Turns off the music.

MUSIC ON	Turns the music back on.	
NAUGHTY	Puts you in Naughty Mode, with gutter language, lewd encounters, and all sorts of other fun stuff.	
NICE	Puts you back in Nice Mode, which is the mode the game starts in. Nice Mode is kind of like TV - no four letter words, no sexual acts, no elimination of bodily wastes, but still plenty of gratuitous violence.	
NOTIFY	Normally, the game will tell you when your score changes. If you do not want to be bothered, **NOTIFY** will turn off this feature. And, if you change your mind, **NOTIFY** will turn it back on.	
OOPS (O)	If you mistype a word, use **OOPS** instead of retyping the entire input. For example, if you type **>TAKE BOK,** and the game responds, "I do not know the word '**BOK**'," you would simply type **OOPS BOOK.** Naturally, you menu users will never need to use **OOPS.**	
PICFIRST	Displays room pictures before room descriptions.	
PICTURE MODE	Restores the picture to the graphics window. (<F5> key) **(PICTURE** button)	
QUIT (Q)	Tells the game "Hey, I'm outta here!" You might want to **SAVE** first.	
RESTART	Starts the game over. Again, you might want to **SAVE** first.	
RESTORE	Brings you back to any point in the game where you have previously saved.	
SAVE	Creates a file which the **RESTORE** command can use to return you to this point in the story. You should **SAVE** now and then, and especially before trying dangerous things like **>ATTACK GIANT SCORPION.**	
SCRIPT	Sends all the text output of the game into the specified file, which you can then read, print, edit, delete, etc.	

|	
STATUS	Gives you a brief report of your score, the number of turns you have taken, and your rank as a sorcerer.
STATUS MODE	Displays your status in the graphics window. **(<F9>** key)
TERSE	Tells the game to give you the normal level of descriptiveness in which you see a full description of a place only the first time you go there. On subsequent visits to the location, you won't get a description, although you can always get one by saying **>LOOK** or by playing with the graphics screen in "Look" mode. See also VERBOSE.
TEXTFIRST	Displays room descriptions before room pictures.
UNDO	Probably the single most useful thing ever conceived of in all of recorded human history. **UNDO** simply takes you back one turn, undoing the effects of your last move.
UNSCRIPT	Stops sending the text output to a file.
VERBOSE	Puts you in the level of maximum location descriptions; you will get a full description of your location every single time you enter it. (See also BRIEF).
VERSION	Gives you the release number of this software, as well as some legal stuff.
VOLUME #	If you have a sound card or sound module, the **VOLUME** command, followed by a number from 1-10, allows you to control the volume of the game's music.
WAIT (Z)	Your character will just stand around while time passes in the story. You can also enter commands like **WAIT 45 MINUTES** or **WAIT 3 HOURS.**

ABBREVIATIONS

A - You would think this would be the abbreviation for **AGAIN,** wouldn't you. Well, you would be wrong. If that were the case, then a simple input like **>GIVE A DOG A BONE** would turn into the nightmarish **GIVE (AGAIN) DOG (AGAIN) BONE.** Consequently, we treat "a" as an article rather than an abbreviation, and shorten **AGAIN to "G".**

D - Down

E - East
G - Again
I - Inventory
L - Look
N - North
O - Oops
Q - Quit
S - South
T - Time
U - Up
W - West
X - Examine
Y - Yes
Z - Wait
NW - Northwest
NE - Northeast
SE - Southeast
SW - Southwest

Sample Transcript

The following sample transcript shows a typical interaction with any one of the *Spellcasting* games. The scenario is not taken from any of the *Spellcasting* games and, in fact, is set at Sorcerer U's rival college, the St. Weinersburg Academy of Magic. But it will demonstrate how you "talk" to the game and may give you some ideas if you get stuck.

The map below shows the geography we created for this section. You might want to make a map like it as you play.
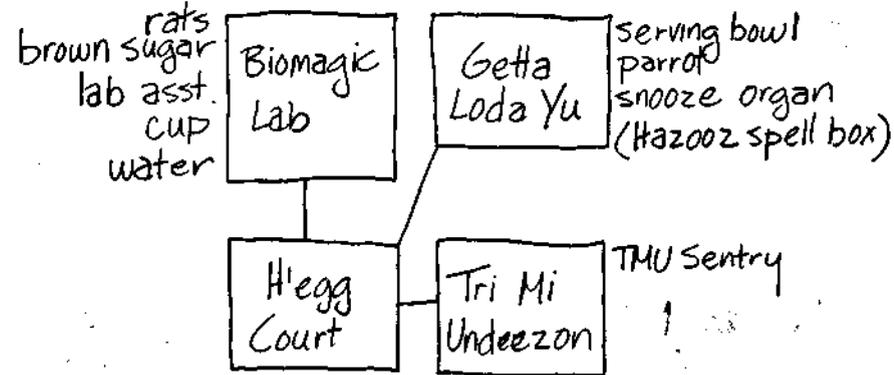
>LOOK
Getta Loda Yu
   You are in the lounge area of your fraternity at the St. Weinersburg Academy of Magic.
   A snooze organ is sitting by the front door, which leads southwest.
   The GLY mascot, a large parrot named Blabby, is perched on the organ.
   A serving bowl is sitting on the table.
   Blabby cries, "Brawk! Not meatloaf for dinner again! Brawk!"

>TAKE BOWL
You pick up the bowl.

>EXAMINE THE PARROT
Blabby is a large green parrot. The letters of GLY's arch-rival fraternity, "TMU", have been tattooed on his chest.
   Blabby cries, "Brawk! Let's hide it in the organ! Brawk!"

INVENTORY
You are carrying a serving bowl, a spellbook and a note.
   You are wearing a tunic.

>READ NOTE
"Zeke! Did you see what those jerks from TMU did to Blabby? We've got to get back at them! A measured response, something in kind... Got it! We'll fill their entire frat house with molasses! You take care of it, and I'll get you off toilet-cleaning detail for the rest of the term.
                              Signed,
                              your beloved GLY president,
                              Sal Crocodiletears"

>READ SPELL BOOK
Your Level 1 spells:
    BIP (produce soft music)
    URB (resistance to sleep)
Your Level 2 spells:
    FRIMP (levitation)

>EXAMINE ORGAN
The snooze organ is a large musical instrument, reminiscent of a piano. It has a keyboard of seven keys, one in each color of the rainbow. Above the key-board is a large dial. The organ is on casters.
    Blabby cries, "Brawk! You hold 'em down and I'll tattoo 'em! Brawk"

>EXAMINE DIAL
The dial is labeled "Duration." It can be set to any number between 1 and 60. It is currently set to 5.
    Blabby cries, "Brawk! Let's hide it in the organ! Brawk"

>LOOK INSIDE THE ORGAN
You discover that the top of the organ flips open. Within, you discover a HAZOOZ spell box.

>READ SPELL BOX
[taking the HAZOOZ spell box first]
"HAZOOZ (reproduce substances) A product of Spells 'R' Us. Not recom-mended for indoor spaces."
    Blabby cries, "Brawk! You hold 'em down and I'll tattoo 'em! Brawk"

>OPEN SPELL BOX
A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has van-ished.

>READ SPELL BOOK
Your Level 1 spells:
    BIP (produce soft music)
    URB (resistance to sleep)
Your Level 2 spells:
    FRIMP (levitation)
Your Level 3 spells:
    HAZOOZ (reproduce substances)

>SOUTHWEST
Hardboiledegg Court
    This is a serene courtyard, named for SWAM's first president, Samuel Hardboiledegg. Fraternity houses lie to the east and northeast, a large brick building stands to the north, and paths lead west and south.
    Someone has dropped a notebook here.

>TAKE ALL
notebook: Taken.

>READ IT
The notebook belongs to someone taking Music 117, Beginning Snooze Organ.
There are three pieces written in the notebook:
    "HUMAN: red, violet, violet, yellow"
    "FERRET: red, green, indigo, red"
    "RAT: blue, orange, violet, orange"   .

>NORTH
Biomagic Lab
    This is a laboratory for experiments on the impact of spells on living things.
    A lump of brown sugar is sitting on a table, surrounded by three lab rats.
The rats have borne the brunt of endless magical experiments.
    A lab assistant named Barry is here. Barry is holding a cup of water.

>EXAMINE RATS
They're typical laboratory rats. Typical for the Biomagic Lab, that is. One is about the size of a hippo, one has jaws like an alligator, and one is reading a heavy volume entitled, "Everything They Didn't Teach You About Particle Physics in Graduate School."

>TAKE SUGAR
The big rat sits on you, the fierce one snaps your arm in its visor-like jaw, and the intelligent one explains that the brown sugar is their treat for enduring seven thousand castings of the YABBADUDU spell (produce loud disco music). They release you after you agree to lay off the sugar.

>OUT
Hardboiledegg Court

>NORTHEAST
Getta Loda Yu
   A snooze organ is sitting by the front door, which leads southwest.
   The GLY mascot, a large parrot named Blabby, is perched on the organ.

>EXAMINE DIAL
The dial is labeled "Duration." It can be set to any number between 1 and 60. It is currently set to 5.

>TURN DIAL TO 20
The dial is now set to 20.
   Blabby cries, "Brawk! Not meatloaf for dinner again! Brawk!"

>PRESS RED KEY. PRESS VIOLET KEY. PRESS VIOLET KEY. PRESS YELLOW KEY
The organ makes a sound like cherries being squished.

The organ makes a sound like grapes being squished.

The organ makes a sound like grapes being squished.

The organ makes a sound like bananas being squished.
   You fall into a deep snooze...
   .. .and wake up to find that twenty minutes have passed.

>TAKE ORGAN
The snooze organ is much too large to pick up.

>PUSH ORGAN SOUTHWEST
As you begin pushing the organ, Blabber squawks indignantly and flies to a different perch...

Hardboiledegg Court
   The organ rolls to a stop.

>PUSH ORGAN NORTH
Biomagic Lab
   A lump of brown sugar is sitting on a table, surrounded by three lab rats.
The rats have borne the brunt of endless magical experiments.
   A lab assistant named Barry is here. Barry is holding a cup of water.
   The organ rolls to a stop.

>PRESS BLUE KEY. PRESS ORANGE KEY. PRESS VIOLET KEY. PRESS ORANGE KEY
The organ makes a sound like blueberries being squished.

The organ makes a sound like oranges being squished.

The organ makes a sound like grapes being squished.

The organ makes a sound like oranges being squished.

The rats all fall into a deep snooze.

>TAKE BROWN SUGAR THEN PUT IT IN BOWL
You pick up the lump of brown sugar.

You put the lump of brown sugar into the serving bowl.

>BARRY, GIVE ME THE CUP OF WATER
"Sure, I never touch the stuff anyway." He hands you the cup.

>POUR WATER IN BOWL
The water pours over the brown sugar and dissolves it into a syrupy mass of molasses.

>SOUTH
Hardboiledegg Court

>EAST
Tri Mi Undeezon
   This is the house of GLY's archrival frat, TMU. The only exit is to the west.
   A sentry, Oliver Shoeflypie, has been posted here to prevent retaliatory pranks. How sadly mistrustful of human nature, don't you think?

>YES
Of course, on the other hand, here YOU are...

>CAST HAZOOZ SPELL ON MOLASSES
   As you begin casting the spell, Oliver smacks you over the head with a pil-
low, which disturbs your concentration enough to keep you from successfully
completing the spell. "No spellcasting in here, you humorless small-minded
vengeanceseeking twerp!"

>WEST
Hardboiledegg Court

>NORTH
Biomagic Lab
   Three lab rats are in a deep snooze.
   A lab assistant named Barry is here.
   There is a snooze organ here.

>PUSH ORGAN SOUTH
Hardboiledegg Court
   The organ rolls to a stop.

>READ SPELL BOOK
Your Level 1 spells:
   BIP (produce soft music)
   URB (resistance to sleep)
Your Level 2 spells:
   FRIMP (levitation)
Your Level 3 spells:
   HAZOOZ (reproduce substances)

>CAST URB ON ME
You suddenly feel energetic and wide awake.

>PUSH ORGAN EAST
Tri Mi Undeezon
   A sentry, Oliver Shoeflypie, has been posted here to prevent retaliatory
pranks. How sadly mistrustful of human nature, don't you think?
   The moodhorn rolls to a stop.

**>PRESS RED KEY. PRESS VIOLET KEY. PRESS VIOLET KEY. PRESS
YELLOW KEY**
The organ makes a sound like cherries being squished.
   Oliver looks suspicious.

The organ makes a sound like grapes being squished.
   Oliver looks very suspicious.

The organ makes a sound like grapes being squished.
   Oliver looks extremely suspicious.

The organ makes a sound like bananas being squished.
   Oliver falls into a deep snooze.

>INVENTORY
You are carrying a cup, a serving bowl, a spellbook and a note. The serving
bowl contains some molasses.
   You are wearing a tunic.

>DROP BOWL
Dropped.

>CAST HAZOOZ ON MOLASSES
The molasses begins to swell and grow, immediately inundating the nearby
furniture. It continues to balloon into a larger and larger mass!

>OUT
Hardboiledegg Court
   Molasses begins pouring out the windows of the fraternity house to the
east.
   GLY's president, Sal Crocodiletears, slaps you on the back and says,
"Sorry, I probably won't be able to get you out of toilet-cleaning detail for a
whole term, but I think I can get you off dishwashing detail for the next three
days. I let you know..." He walks off, whistling.
   You feel a tap on the shoulder, and turn to find yourself face to face with
three lab rats. They look mad.

About The Author

Steve Meretzky was born on a small farm in Iowa during the depths of the depression. His family moved to southern California, where he spent much of his childhood skateboarding and lifting weights.

After flying over 70 missions during the Korean War, Steve enrolled in Southern Methodist University, earning letters in both football and track.

Steve now lives in Lubbock, Texas where he raises llamas and roots for the Los Angeles Dodgers. NOT!

Steve Meretzky has been writing adventure games since 1982. He's not sure what he wants to do when he grows up.

Other games by Steve Meretzky:
Planetfall
Stationfall
Sorcerer
The Hitchhiker's Guide to the Galaxy (in collaboration with Douglas Adams)
Leather Goddesses of Phobos
Leather Goddesses of Phobos 2: Gas Pump Girls Meet the Pulsating Inconvenience from Planet X
Zork Zero
Spellcasting 101: Sorcerers Get All the Girls
Spellcasting 201: The Sorcerer's Appliance
Spellcasting 301: SPRING BREAK

Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, first make a boot floppy by exactly following the instructions in the next section. If this does not solve your problem, please call our Technical Support Department at one of the numbers listed in the front of this manual for specific help.

If you would like game hints, callers within the continental U.S. may call our 24-hour automated hint line at 1-900-PRO-KLUE (1-900-776-5583). You may also use the discount coupon that came in your game box to order hint books, or you might try dialing into one of the on-line services (with a modem) where you can talk to real live gamers who have probably been stuck at the same place you are.

I've got an MT-32 and do not hear any music

If you have a Roland MT-32 or compatible sound module and you are not hearing any music, start the game with either **S101, S201, or S301** followed by **MT32.** If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.

2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game by typing **S101, S201** or **S301** followed by **MT32 5 300** (e.g. **S101 MT32 5 300).**

I'm getting a low memory warning

If you get a low memory warning when you start up the game, make sure you have taken all of your TSR (Terminate and Stay Resident) programs out of RAM. You need at least 570,000 bytes of free memory to avoid the low memory warning. To solve this problem, follow the instructions in the next section entitled, *Creating a Boot Floppy.*

The mouse cursor is eating the graphics!

If moving your mouse cursor over the picture destroys it, then the mouse you are using is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game again by typing **S101, S201** or **S301** followed by **XMOUSE.**

The mouse cursor isn't anywhere to be seen

If the mouse doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software. If you know the mouse driver is loaded and you do not have a mouse cursor, try hitting **<TAB>** and then click on the mouse button.

I start the game, play for a few turns and then the program "goes to lunch".

If the game hangs in the first few rooms and you have a Sound Blaster or compatible card, you most likely have an IRQ conflict. You should check the IRQ and address information for your card and change the configuration using the INSTALL program.

I'm playing S301 in SVGA and I'm having trouble

Trouble can take a variety of forms - from faded or missing graphics, to overwritten text, to missing portions of the screen. In most cases, unusual problems are due either to interference from TSRs or an incompatibility with your SVGA adapter. First, follow the steps in the next section to make a boot floppy. If you are still having problems, then your SVGA adapter is not VESA compatible. You will be able to play this game in VGA mode by using the install program to select VGA graphics.

I've never had a problem like this before...

Don't panic, chances are you are getting interference from a forgotten TSR. Turn to the next section and create a boot floppy by following the instructions exactly. If you are still having problems, please call our Technical Support Department at one of the numbers listed at the front of this manual.

Creating A Boot Floppy

If you have a hard drive and are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot floppy, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files. To create a boot floppy follow these instructions carefully:

1. Find a blank diskette for your A: drive.
2. Insert the blank diskette in the A: drive and close the drive door.
3. Type DIR A: then hit the **<ENTER>** key.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A:/S** then hit the **<ENTER>** key.
6. Type **N** when DOS asks if you want to format another diskette.
7. Type **DIR A:** then hit the **<ENTER>** key.
8. You should see COMMAND. COM listed in the newly formatted disk's directory. If you do not, type **COPY C: \COMMAND.COM A:** then hit the **<ENTER>**key.
9. Type A: then hit the **<ENTER>** key.
10. Type **COPY CON CONFIG.SYS** then hit the **<ENTER>** key; the DOS prompt is now gone, but the cursor is still there.
11. Type **FILES=20** then hit the **<ENTER>** key.
12. Type **BUFFERS=20** then hit the **<ENTER>** key.
13. Hold down the **<CRTL>** key and hit the letter **Z** once, then the **<ENTER>** key.

DOS tells you it copied one file and the DOS prompt is back on the screen. Congratulations! You just made your own DOS system configuration file on your own DOS system boot floppy. Now reboot your computer with this diskette still in your A: drive. When the boot process is complete you will see this DOS prompt: **A:>**

14. Then type **C:** and hit the **<ENTER>** key.
15. If you are not using a mouse, you may skip this step. If you are, then type **MOUSE <ENTER>.** (If you get a "Bad command or file name" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.)
16. Type **CD** and then the name of the directory where you have installed the game. Then hit the **<ENTER>** key.

17. Type the appropriate command as listed in *Configuration Options.*

If you have any further trouble, please call Technical Support at one of the numbers listed at the front of this manual.

SORCERER UNIVERSITY

REGISTRATION FORM

Welcome to Sorcerer U! Please bring this form with you on registration day. It will be needed in order to complete any information which is missing from our registration records. No one will be registered for anything without this form! Registration will occur in Donkeydung Hall, between 9:00 a.m. and 4:30 p.m.

Student: *Eaglebeak, Ernie*

Status: *Freshman, Class of '41*

ID Number: *9179*

Advisor: *Professor Otto Tickingclock*

Living Group: *Frogkisser House*

Hometown: *Port Gekko (alumni sector 14)*

Secondary School Class Rank: *23*

Sorcerer Aptitude Test Scores: Oral: *590*   Anal: *670*

Dietary Restrictions (if any): *none*

Allergies (if any): *none*

Medical Checkup Completed: *Yes*

Health Score: *91*

Schedule for Fall Term of 1037

course:	days:	time:	location:	professor:
Spellcasting 101	MonWedFri	9:30-11:30	Meltingwolf Hall	Wartytoad
General Magic 101	MonWedFri	1:00-3:00	Meltingwolf Hall	Friendofsheep
Physical Skills 101	MonWedFri	4:00-6:00	Sorcerer Stadium	[staff]
Math & Science 101	TuesThurs	9:30-11:30	Meltingwolf Hall	*to be determined*
Mythology 101	TuesThurs	1:00-3:00	Meltingwolf Hall	Barleybreath
Ethics 101	TuesThurs	4:00-6:00	Meltingwolf Hall	Hoppingturtle

SORCERER UNIVERSITY

REGISTRATION FORM

DO NOT FOLD, SPINDLE OR MUTILATE. Keep in a safe place.
A fee of 15 Gold Pieces will be assessed to replace lost forms.

For new students, welcome to Sorcerer University! If you are a returning student, please be aware that a major construction and renovation program is in progress. We recommend that you use the weekend before classes to familiarize yourself with the new campus geography.

Student: Eaglebeak, Ernie
Status: Sophomore, Class of '41
ID Number: 9179
Living Group: Hu Delta Phart

Intended Major: Applied Spellcasting
Medical Checkup Completed: Yes
Health Score: 87

Special note to sophomores: Truancy during freshman lectures reached unacceptable levels last year. While it may have been possible to skip an occasional class and still pass you freshman courses, we strongly recommend that you attend all class sessions.

Schedule for Fall Term of 1038:

Spellcasting 201: Intermediate techniques (4 credits)
Professor Waldo Wartytoad
Mon-Wed-Fri   9:30-11:30
Ivorytower Hall

General Magic 201: Powder and Potions (4 credits)
Professor Theodore Branmuffms
Mon-Wed-Fri   1:30-3:30
Donkeydung Hall

Ethics 201: Financial Aspects of Sorcery (3 credits)
Professor Judd Dogwhistle
Tu-Thu   9:30-11:30
Donkeydung Hall

Alchemy 302: Concepts of Transmutation (3 credits)
Professor Bruce Hiddenmolar
Mon-Wed-Fri   4:00-6:00
Alchemy Lab

Music 114: Beginning Moodhorn (1 credit)
Miles Catwhosingsatdawn
Tue   1:30-3:30
Music Room

Physical Skills 201: Competitive Jousting
Staff   (1 credit)
Tu-Thu   4:00-6:00
Sorcerer Stadium

REGULAR CAFETERIA HOURS

Breakfast	6:00 - 9:30
Lunch	11:30-2:00
Dinner	4:30-7:30

BEGINNING MOODHORN

ELEMENTARY MOODHORN COMPOSITIONS FOR THE NOVICE MOODHORNIST

BY MILES CATWHOSINGSATDAWN
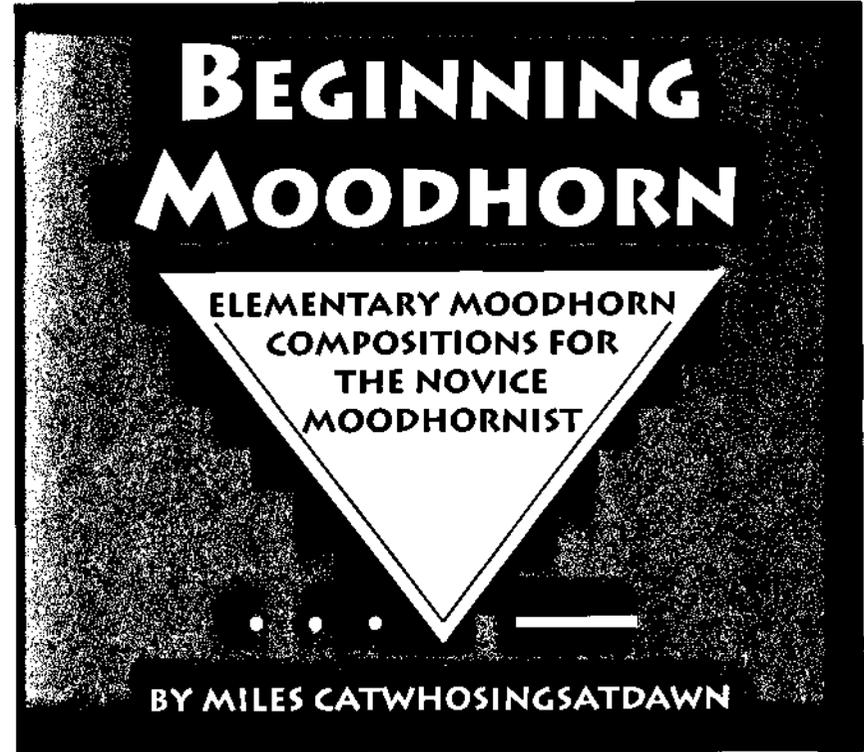
Preliminary Lesson

Your teacher will show you how to hold your instrument and produce correct tones. Use the chart below as a handy reference for basic music nomenclature.

Normal Time	*Double Time*
Trib High	*Trib Low*
Thrub High	*Thrub Low*
Oscilloop	*Frombulate*
Introwig	*Extrowig*
Woozle Right	*Woozle Left*

Happiness Interlude

Johann Ratinfestation, (c) 1015

Sea of Sadness
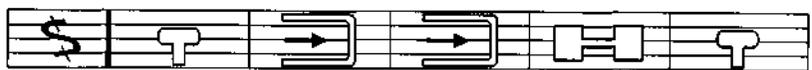
Ingor Stringofpearls, (c) 997

Boldness: Opus 48

Wolfgang Lawnmowerblade, (c) 1037

Fear: Opus 49

Wolfgang Lawnmowerblade, (c) 1037

Shyness Sonata

Johann Ratinfestation, (c) 1026

Lust in Putzburg

Gustav Whoopeecushion, (c) 1034

Drippingtreesap's Love Theme No. 15

Ludwig Drippingtreesap, (c) 1008

Harmony of Hate

Franz Josef "Papa" Hopsthroughmeadows, (c) 1020

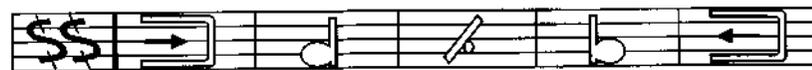## Summer Heat

Johann Ratinfestation, (c) 1018
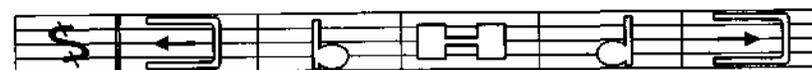
Winter Cold

Johann Ratinfestation, (c) 1018

Harmony of Hunger

Franz Josef "Papa" Hopsthroughmeadows, (c) 1020

Weariness Waltz

Johann Ratinfestation, (c) 1014

PROPERTY OF RANTIN' RALPH'S RUG RENTALS

Win-a-bagel™ Recreational Magic Carpet Operating Instructions

Win-a bagel™ Recreational Carpets feature a unique Auto-Magic Transmission™ mechanism that allows even the most unmagically-inclined driver to control its flight.

In case of mechanical difficulty, simply pull the red Auto-Magic Failsafe Lever™ located in the forward right corner of the Win-a-bagel™ Recreational Carpet. The carpet will immediately execute a safe landing. After such a landing, do not attempt to fly the vehicle again until it has been checked out by a Win-a-bagel™ authorized dealer.

NOTE: The magical properties of your Win-a-bagel™ Recreational Carpet are woven into the fibers of your vehicle. Do not attempt to unravel these fibers, as this could release the magical powers contained therein, with unpredictable and possibly dangerous results.

For routine maintenance, or in the case of difficulty, visit only a Win-a-bagel™ authorized dealer.

Ernie—
Here are the directions to Fort Naughtytail. This is the only guaranteed safe route from SU to there, so don't deviate, you old deviate!

Vince

- After taking off, head east, following Barfton Road
- When you get to Barmaid U, turn southeast
- When you reach the ocean, go 5 more minutes, then turn south
- When you reach the Island of Lost Soles, turn east
- Continue until you catch sight of Point Blather. Now head northeast. You'll be over downtown F.N. in 10 more minutes.
- Then, don't forget to land, you dunce!

Pharts—
Here are the hotel room assignments for Fort Naughtytail. The magic carpet leaves tomorrow morning at 7:00 a.m. sharp. Let's get super-psyched for some seriously major wildness!
—your Spring Breakmaster, Vince Gifthorseinthemouth

THE ROYAL INFESTA HOTEL
On the Plaza
Fort Naughtytail 47-Z-20

TO: Hu Delta Phart Fraternity, Sorcerer University
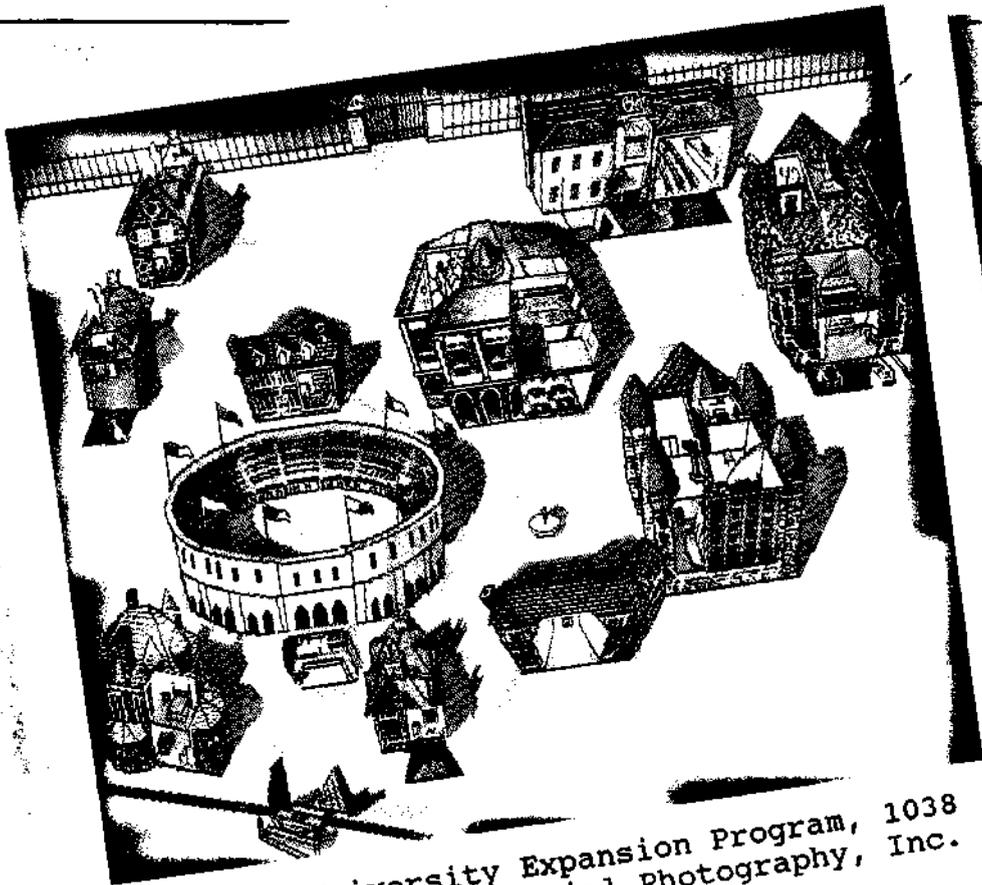FROM: Harvey Swolencowudder, Reservations Manager

We have received your deposit and confirm your reservation for the six rooms listed below. The rates quoted are for our 8-night Spring Break Supersaver Package. Your balance of 985 gold pieces will be due at check-in.

Room Number	Number Persons	Beds	View	Rate
848	2	2-twin	ocean	320
Ralph anywoodennickles (Pledgemaster)	Cy Alex Manny Tony Duane Sean ~~Ernie~~			
1236	1	1-twin	ocean	240
Ollie Offmorethanyoucanchew (Lotionmaster)	Howie Lou Eric			
1707	1	1-twin	pool	230
Izzie Yourchickensbeforetheyhatch (Goldmaster)	Sam Brian Wes ~~Ernie~~			
2925	2	1-queen	plaza	310
Fred Beforeyoucancrawl (Kegmaster)	Gary Larry Mark Donnie Donald Paul			
3313	4	2-king	ocean	850
Vince Gifthorseinthemouth (Spring Breakmaster)	Moe Chuck Barry Neal Jeff Jimmy Sal			
17	1	1-cot	dumpster	20
Ernie Eaglebeak (Carpetmaster)	Sid			

Please note that in past years, it has been a common practice for excessive numbers of guests to stay in rooms intended for fewer numbers. This will no longer be permitted, and our house security team will be making spot-checks to insure compliance with this policy. Enjoy your stay and thank you for choosing the Royal Infesta Hotel!

P.S. Don't forget to set up the usual warning alarms for those feeble house detectives!

Sorcerer University Expansion Program, 1038
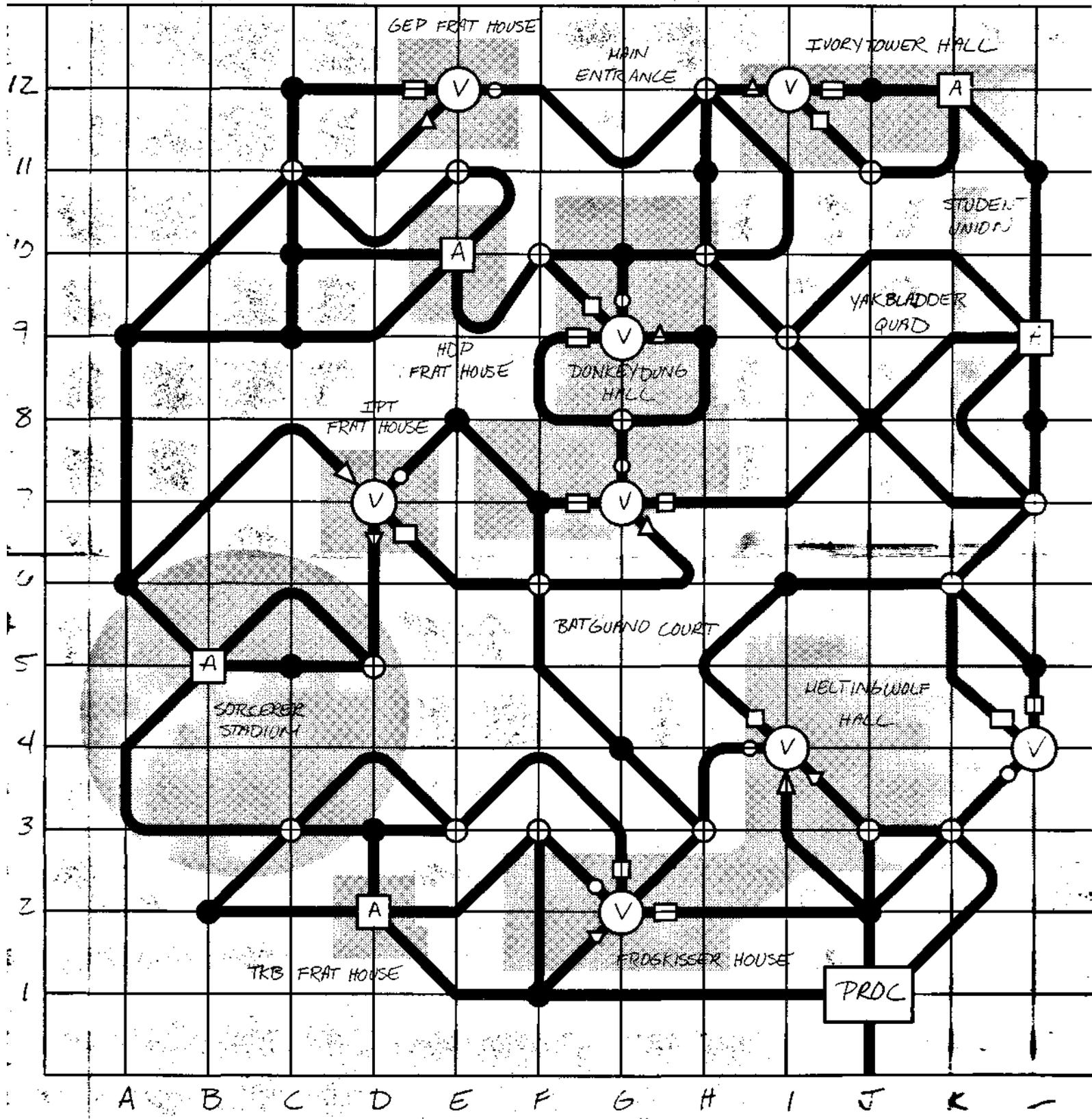Photo by Flybynite Aerial Photography, Inc.

MANHOLE LOCATIONS	
K12	IVORYTOWER LAB
E10	HDP FRAT HOUSE
L9	STUDENT UNION
B5	SORCERER STADIUM
D2	TKB FRAT HOUSE

LOCATOR GOGGLE ACTIVATION CODES	
KING CORNEA™	385
VISOR-360™	109
JOHNNY GOGGLES™	701
TRANS-EYE DELUXE™	543
HYPERGUARD SUBSHADES™	295
FOR-SITE EYEWEAR™	619
A-GOG PLUS™	880
MASTERVIEW 8000™	255

LEGEND

● ACTIVE NODE

○ AUX NODE

◡ ACCESS TUNNEL

Ⓥ SUB-BUILDING VALVE

[A] ACCESS MANHOLE

[PROC] MAIN PROCESSING PLANT

12
11
10
9
8
7
6
5
4
3
2
1

WAR

GEP FRAT HOUSE

MAIN ENTRANCE

IVORY TOWER HALL

STUDENT UNION

YAK BLADDER QUAD

HDP FRAT HOUSE

DONKEY DUNG HALL

IPT FRAT HOUSE

SORCERER STADIUM

BATGUANO COURT

MELTINGWOLF HALL

TKB FRAT HOUSE

FROSKISSER HOUSE

PRDC

A B C D E F G H I J K