Introduction

Sword of Ages is a graphic text adventure where the stress is on puzzle solving although there is plenty of hack and slash. This is my first shareware product so be sure to send in the shareware fee. The game is quite simple to play, but I hope it takes a little bit longer to win than to learn.

Commands

Most commands, such as direstions, can be issued from the "Commands" menu. Sometimes the proper command will not be in the commands menu. In that case you will have to type the command. An example would be, "light candle". If you think something might work, try it. When you want to use something in a scene but are not sure how, just drop it. By   the way, search and dig everywhere, you never know what you might find. The following is a summary of the standard commands:

NORTH   Moves you north
SOUTH   Moves you south
EAST   Moves you east
WEST   Moves you west
UP   Moves you up
DOWN   Moves you down
LOOK   Describes the current scene
REST   Restores strength and passes time
STATUS   Tells you your condition
INVENTORY   Tells you what you are carrying
OPEN   Opens an object
CLOSE   Closes an object
GET <OBJECT>   Gets an object
DROP <OBJECT>   Drops an object
WEAR <ARMOR>   Wear a piece of   armor
OFFER <OBJECT>   Offer an object to   a monster
AIM <BODY BART>   Aims a weapon for the head, chest, or side.
ACCEPT   Accepts an offer made by another character.

Version History

    1.0   Released on VERY small scale.
    1.0.1   More items, scenes, and better graphics.
    1.0.2   Bug fix. v1.0.1 was unbeatable.
    1.0.3   More sounds. Never released.
    1.1   First semi-major upgrade. Characters give more inteligent responses. More Items. More monsters. More sounds. More scenes. More fun!
    1.1.1   Improved wand of petrification code.
    1.2   Added more scenes and sounds.
    1.3   Added more sounds, scenes, objects, and monsters. I also put in code to make it possible for the player to advance by killing monsters. Therefore you will start off less powerful than in previous versions, but will be able to improve.
    1.3.1   Minor Changes. Updated instructions and shareware info.
    1.3.2   The really cool new icon (I always thought the globe stunk). A new monster.
    2.0   Made the town larger. 30+ new scenes! General store added. New items! And last but not least COLOR icons (Special thanks to Brian Milch for being kind enough to design them.)
    2.1   Fixed a bug. Much, much, much, much, etc. better graphics in the town. A new monster was added.

Paying up

I am asking 5 dollars for this program which I belive is a fair price. When you send in the money you are placed on my list of registered users. On request you will also recieve a hint book which will help to solve the game. More importantly though, you will have the satisfaction of helping a really great guy (me) and telling me how much you love this program. This program is cheaper than going to the movies and more fun too. At least I think it is.

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Address

If you have comments, suggestions, or are sending in the registration fee use the following address.

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