



Spirit of Excalibur

Spirit OF EXCALIBUR

NOW
INCLUDES
HINT BOOK!!

MACINTOSH II

Macintosh II
2 meg required
Hard drive required
System 6.0.5 or higher



Spirit of Excalibur



Spirit of Excalibur introduces a new genre in Interactive computer entertainment... the Fantasy Epic Game!

A Fantasy Epic Game is a synergistic blend of traditional Fantasy Role-Playing, adventure and combat simulation, for an experience greater than the sum of its parts.

Spirit of Excalibur is set in the richly detailed world of mountains and rivers, townships and cities, castles and ruins of medieval England. More than 2.5 megabytes of dazzling artwork illustrate your journey. With add-on sound boards, powerfully orchestrated music will carry you away on a sea of enjoyment as you search for objects and solve the puzzles.

Roam at will across the 16-screen scrolling map of Arthurian Britain. Use the Icon-based interface to check character status, zoom down to the scene level or up to the map, and give directional commands to parties or forces. You can enter, talk, take, trade, drop, attack, and even use magic at the click of a button - no unwieldy commands to memorize or key words to ferret out.

As in the best FRPs, the knights and lords, wizards and clerics of the court of Camelot are yours to befriend and command. As they undertake their quests, they can interact with the peasants, warriors, maidens, nobles, bandits, and other folk of the time, growing and improving their abilities and skills.

Spirit of Excalibur also provides opportunities for the tactical planning of a combat simulation. Move troops to strategic points to harry or delay invaders while your knights complete their quests, obtaining the allies or weapons needed to successfully defend the realm from attack.

Years of historical research ensure that this, at last, is the definitive game on Arthurian legends. Now playing only on powerful computer systems for discriminating game players.

MS-DOS version supports these fine sound boards:
Roland MT-32 • Adlib • Covox • CMS.

Screens taken from IBM VGA and Amiga versions.

Developed by Synergistic Software. Directed by Robert Clardy.

Lead programmer: Alan Clark. Art direction by Rob Landeros.

Lead Artist: Robert Stein.

Historically researched manual by Rich Grace.

Color map by Jeff Theriault.

Packaging designed by Words & Pictures, London.

Cover art by Mark Ferrari.

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SPiRiT OF EXCALIBUR



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GAME INSTALLATION AND SETUP (MACINTOSH)

There is a README file on your disk with revisions to these instructions if any are required. Please review that file before proceeding.

Spirit of Excalibur will only run properly on any MAC II system with 4 MEGS of RAM and a color display. It will run only from a hard disk. All game functions can be commanded with the mouse. There are also optional key commands for many game functions.

To install Excalibur on your hard disk, simply:

- 1. Open a new folder on your hard disk.*
- 2. Copy all files (except the system folder) from Excalibur disk 1 to your new hard disk folder.*
- 3. Copy all files from disk 2 to the new folder.*
- 4. Your hard disk must boot from OS 6.0.5 or later. If you have your hard disk booting from an earlier version of the operating system, you should obtain an updated system software from your dealer and perform the normal installation procedure*
- 5. If you have a color Mac and you do have OS 6.0.5 or later, you should also verify that you have a copy of 32 bit quickdraw in your hard disk system folder. If you do not, copy "32 BIT QUICKDRAW" from disk 1 into your hard disk system folder.*

To run Spirit Of Excalibur, simply double click on the "Excalibur" icon.

NOTE: On reference card: There's only 1 button on the MAC mouse - holding shift down while pressing mouse is used as fire 2 on the mouse.

COPY PROTECTION

Spirit Of Excalibur comes on fully copyable diskettes. You can make backups as you wish. Please do not abuse this policy by giving copies to others who have not purchased the game.

At some time while playing the game, you will be asked to enter the name of a city that appears at the intersection of the shields of two of the knights in the game. This refers to the heraldic shields that appear around the border of the map of Britain that accompanies this game. Look on this map for the two shields that match those pictured on your screen. One of the shields will be across the top of the map while the other will be at the side. Extending imaginary lines down from the top one and across from the side one, you will find that these lines intersect near some town, castle, or cathedral on the map. Simply type in the name of that location and game play will continue. You will get two chances to get the spelling right, so check the spelling carefully before you press ENTER.

HELP AND TIPS INFORMATION

If you find that you are having any technical difficulties with your game, first check the lower left hand corner of the front of your game box to be sure your computer meets the system requirements stated. Also, please be sure that you are following the directions in the manual correctly.

IBM Users - Clear your RAM of all possible RAM resident programs such as menus, utilities, or memory managers. These programs can be found in your AUTOEXEC.BAT file or your CONFIG.SYS file. If you cannot find anything or don't know what might be memory resident you can boot your computer directly from a DOS (Disk Operating System) disk. To do this you must put your DOS disk in your A:\ drive and turn the computer off and then back on. This will boot your computer to a clean DOS from which you can run your game. Consult your DOS manual for further instructions.

C64, Amiga, Atari, MAC, and Apple Users - If you are having difficulty, be sure you have removed all additional, unnecessary peripherals such as printers, additional floppy drives, modems, etc. In other words, anything that might use up some of your memory. Check the game box to be sure you have all of the necessary system requirements.

If you are going to call please be sitting in front of your computer with paper and pen, and as much pertinent information about your computer as possible: Make, Model, Peripherals, RAM and Disk Size. For IBM, please also have type and brand of Graphics Card, Monitor, and the information in your CONFIG.SYS and AUTOEXEC.BAT files. You can call or write the Customer Service Department at:

Virgin Games
Attn: Customer Service
18061 Fitch Avenue
Irvine, CA 92714
Voice (714)833-8710
Virgin's On-line BBS (714)562-5030
300/1200/2400 Baud N,8,1

Customer Service Hours are 8:00 a.m. to 5:00 p.m. Pacific Time

Please be sure you have tried all above possibilities before calling as you may be able to solve the problem on your own. **Please do not call customer service for HINTS as they do not give hints out over the phone.** For hints on games, you can write in requesting a hint sheet for a game and one will be mailed to you if it is available or you can call our Hint-line BBS at (714) 562-5030 with your modem.

If you have a defective disk we will be happy to replace it within 90 days of the date of purchase. Simply mail in the defective disk with a copy of your receipt in a regular envelope with a letter explaining the problem, a return address and your system parameters. If you no longer have your receipt or 90 days has passed, we do require a check or money order for \$7.00. **We cannot accept cash or credit cards.** Please do not mail your game box in to us. If you require a refund for a game you must return the game to its original place of purchase under whatever refund/exchange policy they have.

The Virgin On-line BBS is brought to you in conjunction with the Easy Does It Bulletin Board System (714) 994-8040.

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DISK TWO
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DISK ONE
MACINTOSH



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