

Poly Versa Technology Presents;

The Black Sage

Ogres & Orcs
Adventure



Apple II* with 48k, disk drive, & Apple-soft on Rom required

THE BLACK SAGE RULES

THE BLACK SAGE is a role-playing game. A role-playing game is one in which you develop a character and act this character out in a game. This allows you to escape into a world of fantasy where you do many things you dream of, but cannot do in real life.

OGRES and ORCS is a gaming system. The Black Sage being the first in a series of games using this system. Each Ogres and Orcs (O & O) adventure is compatible with the next. Unlike most games on the market, the goal is not just to master that one game, but to let your character grow and survive each successive adventure. There will be different types of dungeons. The Black Sage is a multiple choice type as you will see when you begin to play it, but others will be different. Variety, versatility, an inexpensive price, and entertainment all explain the ideology behind the O & O series.

Poly Versa Technology's goal is to provide the computer owners with inexpensive high level software. High level means a program needs 32 to 48k of memory. Inexpensive means that where other high level software runs between \$30 and \$60, we will try to keep our prices below \$20. We at Poly Versa Technology want to provide you with the games that will allow you to enjoy your computer the most.

One requirement set forth when we started to create the Ogres and Orcs series was that there wouldn't be a complex or large set of rules to memorize. We also wanted a true gaming system. Something with a good foundation on which to expand. To achieve this the rules have been put into three sections. **ONLY THE FIRST SECTION OF THE RULES NEEDS TO BE COVERED IN ORDER TO PLAY THE GAME.** The other two sections are not included when you buy the game, but can be obtained by returning the reply sheet. The three sections are: 1) General Overview 2) O&O Rule Book 3) Black Sage Exclusive Rules.

General Overview: These rules are included with the game. These give a general explanation of things that you must know in order to play the game effectively. This allows you to start playing the game soon after you have gotten it home.

Ogres and Orcs Rules: These are the basic rules for all Ogres and Orcs games. These explain that foundation on which we build the O&O series. It is not imperative that you read or own these. If you wish a copy of the rules just fill out the reply sheet and mark the appropriate box.

Black Sage Exclusives: These are the changes in the Ogres and Orcs rules that apply only to this particular game. This will explain the differences between the O&O rule book and the functioning of the Black Sage. These will be sent along with the O&O rule book.

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THE SYSTEM

The first thing that must be done is to get a character for you. The character, which is rolled out by the computer, has 6 "CHARACTERISTICS". These are attributes that can describe what a character can and cannot do. The higher the number the better that characteristic is. The average characteristic is about 10. As you play the game these characteristics may change. The six characteristics, and their common abbreviations, are: Strength (Str), Intelligence (IQ), Luck, Dexterity (Dex), Constitution (Con), and Charisma (Chr). The complete explanations of each are in the O&O rule book.

The next thing to do is to buy equipment for your character. The computer will have a large selection of things that you can buy. You will have to choose how to spend your money for you can't buy everything. You will need to buy a weapon. There are two types of weapons: Swords and Hafted weapons (hafted weapons are something on a short pole, like an axe). Pick the weapon that is best for your character and meets your budget. Weapons are rated in Dice and Adds. The more Dice (D) a weapon has the better it is. Generally speaking, the more a weapon cost, the better that weapon is. Durability (Dur) is a measurement of how fast something wears out. Don't worry about this now for the computer will do all of the work. SN, which stands for strength needed, tells how large your strength must be in order for you to use the weapon effectively. If you choose a weapon and your strength is too low to use it the computer will tell you so.

Armor is the next thing to buy. Armor is rated in "hits". The more hits the armor has the better it is. Buying a shield is just like buying armor. The more hits a shield has the better that shield is. You may not have a shield if you are carrying a hafted weapon. Again, like with weapons, the more a piece of armor cost, or a shield cost, the better that piece is.

Magical Spells. You can also buy magical spells. When you buy a spell that spell is taught to you and you can use it as often as you like for the rest of your life. There are four spells offered to you from which to choose. These are the four spells and a short description of each:

- 1) WHAT A BLAST: This is the basic destruction spell. It is like a lightning bolt or fireball.
- 2) WHERE FOR ART THOU: this spell locates hidden objects (either magical or non magical)
- 3) SEAL SHUT: This magically seals a door closed.
- 4) DETECT MAGIC: This will tell you if there is something in the room that is magical.

Final notes on equipping a character: The best thing to do is to look at all of the things that you can buy, then go back and purchase those that are best suited for your character. Make sure you buy a weapon and some armor.

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THE GAME

There are several things that you need to know before you start to play the game. Most things should be self-explanatory. A lot of the time the computer is just waiting for you to respond to a question. Read everything that is printed on the screen and answer any questions that are asked. If you do this then you shouldn't have any problems. There are a few areas that will need explanation which is what follows.

The computer will often print the phrase "hit any key". This is just the programs way of giving you a chance to read what is on the screen before it continues with the game.

FIGHTING: When the time comes for you to fight a monster the computer will go to the fight routine. The fight display, headed by your character name "vs" monster name, gives a lot of detailed information of which only a small amount is real important. The rest is given for those who want to know the details of the fight. There is really only two important piece of information displayed. First, the line that says "Present Constitution", which is second to the bottom. This is your characteristic Constitution, and if it falls to zero, you're dead. So when you're fighting a monster, and your Constitution starts to drop you might consider running because the monster is killing you. The second thing to look at on the fight display is the Monster's Condition (not Constitution). This will give a rough estimate as to the shape the monster is in, with relation to where he started. If the monsters condition stays at "perfect" then you are doing little to him. If, however, the monster's condition is "poor" then you are killing the monster. The monster's condition is printed down the right-hand side of the display screen. At the end of a round you will be given the option to fight or run. If the monster is killing you (your Constitution is going down) then you might want to run. If, however, the monster's condition is other than perfect, then you did some damage against the monster. (NOTE: Some times when you run the monster catches up with you and you end up fighting him anyway.)

SAVING ROLLS: This is one way you're characteristics are directly used in the game. Sometimes your ability to survive depends on your ability to think quickly, do some fancy footwork, or just be lucky. When the time comes for you to make a saving roll the computer rolls the equivalent of two dice and adds that amount to your appropriate characteristic. If that number is twenty or greater than you made it. If that number is less than twenty than you missed your saving roll and something awful will probably happen to you. You also get experience points for making saving rolls, which the computer keeps track of. Saving rolls are a hit or miss situation.

MOVEMENT: When the castle layout is displayed it is time for movement. At the bottom of the screen there will be some text. This text tells you which rooms you can move. Just enter the number 1, 2 or 3 to move to the room you want. When you leave a room the room number will be put on the castle layout.

EXPERIENCE: One goal of the game is to live and gain experience points. The more experience points you get the better you are. Experience

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points are given out for doing anything that would make you a more experienced adventurer. As you get more experience points your character will improve.

There is no actual winning in O&O. But how succesful you are can be determined several ways. You may want to become rich so the more treasure you get the better. You want to improve your character so it is always good to have a characteristic raised. In any case the more experience points you get the better you become at achieving whatever goal you set.

MONEY: Money comes in one of four forms. 1) Gold pieces (the basic unit of money in this world). 2) Silver pieces (1/10 the value of a gold piece). 3) Mithreal pieces (mithreal is a valuable, light blue, metal worth 10 times as much gold per unit of weight). 4) Assorted Jewels (the values of which are given in gold pieces).

The abbreviations for each are:

GOLD PIECES = G.P.
SILVER PIECES = S.P.
MITHREAL PIECES = M.P.
ASSORTED JEWELS = ASSORT. JEWELS

POSSESSIONS: You may acquire objects on your adventure, which the computer will keep track of.

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HISTORICAL SYNOPSIS

Many years ago a wizard grew discontent with the Wizards Guild's actions to stop his developing new types of magic (the Wizard's Guild is a powerful group of wizards equivalent to the Bar Association for lawyers). This wizard, who became known as the Black Sage, rejected the Guild and went off into new lands to build himself a private castle where he could practice the magic that he wanted and would not have to follow the Guild's many rules and regulations.

The Black Sage did what he had set out to do and he built himself a castle and developed the magic that he wanted. Through the years he acquired a large collection of animals, monsters, treasure and magical objects. But that was many years ago, when the Black Sage was much younger. Now the Sage has grown old in years and can no longer protect his property like he was once able to do. So now many people venture to his castle in hopes of finding some of the riches that the Sage acquired. Some are successful, but others die trying.

You have just gotten out of the Free World's army and now wish to go seeking fame and fortune and leave behind your common existence. You have heard many stories about the Black Sage and his castle so you decided to venture there yourself. You found a map which shows the castle's location so all you need is some equipment and a little intelligence. May you have a pleasant and eventful adventure and may you not come back empty handed.

COMPILED AND EDITED ON A VECTOR GRAPHIC WORD PROCESSOR

COURTESY OF CALIFORNIA BUSINESS COMPUTERS CORPORATION



BLACK SAGE

*** Actual Fantasy Role Playing**

*** Character Definition**

*** O & O - an Unlimited Series**

*** Each Room is Unique**

*** Hi-res Graphics Display**

If you like to search through castles, battle monsters, find treasures, use magic, and have a great time, The Black Sage is for you. The Black Sage is the first of Poly-Versa-Technology's Ogres & Orcs fantasy role playing games. Each game will allow you to take your character into a new and exciting world. The only limitation of this role playing system is your own imagination.

* Apple II is a trademark of Apple Computer Inc.
Ogres and Orcs is Poly Versa Technolgy's system of fantasy role playing.
The Black Sage is P.V.T.'s Ogres and Orcs game of multiple choice castle search.