

# The Coveted Mirror™



86 S. Wedemeyer

A medieval  
adventure

by Eagle Berns  
and  
Holly Thomason

**COMPREHEND™**  
INTERACTIVE NOVELS *with graphics*

Understands full-  
and multiple-  
sentence  
commands

Vocabulary of  
over 1000 words

Over 100  
beautifully-  
detailed graphics

Includes  
star chart and  
other goodies

P··L·A·R·W·A·R·E™

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# The Coveted Mirror™

A medieval adventure by Eagle Berns and Holly Thomason

**H**eed the cries from the once tranquil Kingdom of Starbury. The People beg your service in ousting the black-hearted King Voar, who seized the throne and rules with wicked vengeance to all who dare oppose him. Legend tells of The Coveted Mirror and the tragedy which brought Voar to power.

**E**ager to rule, Voar broke the magical Mirror, then stole four of the five shards from the good Wizard Munjistan. The Mirror in its entirety embraces absolute power, which Munjistan used to protect Starbury. Now Voar desires such power and frantically searches the kingdom for the missing piece. But, with the last of his strength, the Wizard cast a spell on the shard and hid it. Should a champion find the five fragments and hold the Mirror, Voar's power will be broken.

**L**et it be known, Voar is virtually omniscient, armed as he is with some of the Mirror fragments. He is able to spy on his enemies at all times and transport them at will to his fortress for punishment.

**P**lease do not tarry. Journey to the Kingdom of Starbury, find The Coveted Mirror before Voar does, and allow the Kingdom to flourish once again.

## COMPREHEND™ INTERACTIVE NOVELS with graphics

Enter a whole new world inside your computer as you become the main character in a COMPREHEND interactive novel! Your computer describes where you are, objects at that location, and possible exits. You control the outcome of the story by typing in all actions, such as "Go North and climb the tree", or "Take the shovel and



inspect it carefully". Your computer shows you the results of all actions. Explore and interact with the unknown world inside your computer to unravel the plot . . . but be careful, or your novel may have an undesirable ending!

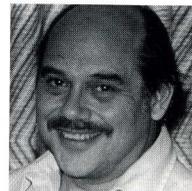
COMPREHEND is the program that allows you to communicate with your



computer using full sentences in plain English. The Graphics Magician® program makes it possible to put hundreds of detailed illustrations into each novel. Together, they have created a brand new world inside your computer!

### ABOUT THE AUTHORS

**Eagle Berns** has been in love with programming computers since 1959 (his first fling was with an IBM 650). He has taught at Stanford, and developed software at both Apple and Atari. The games he has created reflect his belief that quality could exist with no violence as part of the play. Eagle is also co-author of The Graphics Magician for the Macintosh.



Among her many talents, **Holly Thomason** is a computer artist and game designer. It is her writing you read and her graphics you see in The Coveted Mirror. She has done graphics work with many other programs on the market, and is at work on another interactive novel and a series of educational adventures.



The Coveted Mirror was written and illustrated by Eagle Berns and Holly Thomason. Project managed at Polarware/Penguin Software by Kathryn Pelczarski and Lisa Smith. COMPREHEND was written by Mark Pelczarski and Jeffrey Jay, and The Graphics Magician by Mark Pelczarski. Conversions of COMPREHEND and The Graphics Magician are by Robert Hardy, Peter Schmitt, Eagle Berns, and Dynamix. The Graphics Magician is a registered trademark and The Coveted Mirror, COMPREHEND, and Polarware are trademarks of Polarware/Penguin Software, Inc. Penguins enjoy traveling by train.

# P·LARWARE™

from Polarware/Penguin Software, Inc., 2600 Keslinger Road, P.O. Box 311, Geneva, IL 60134 (312) 232-1984

# COMPREHEND™ INTERACTIVE NOVELS

*APPLE INSTRUCTIONS  
(Apple versions require at least 64K of RAM)*

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**P·LARWARE™**  
*from Penguin Software, Inc.*

## **GETTING STARTED**

To begin, place your disk with side one (label side) up in your disk drive and turn on your computer. This magical procedure is known in the industry as "booting your disk." Depending on the novel, you may be prompted at some points during startup or during play to turn your disk over. Leave your disk in the disk drive unless instructed to turn it over or the results of the current "novel" in progress may be ruined.

## **PLAYING A COMPREHEND INTERACTIVE NOVEL**

You communicate in your novel by typing commands in English. Tell COMPREHEND what you want to do by typing in your command, press RETURN, and COMPREHEND will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type Walk North, Go North, or you can abbreviate with simply North, or even N. Press RETURN after your command. Other directions you can abbreviate are E for East, S for South, W for West, U for Up, D for Down, I for In or Enter, and O for Out or Exit.

To see what you are carrying at any time, simply type Inventory.

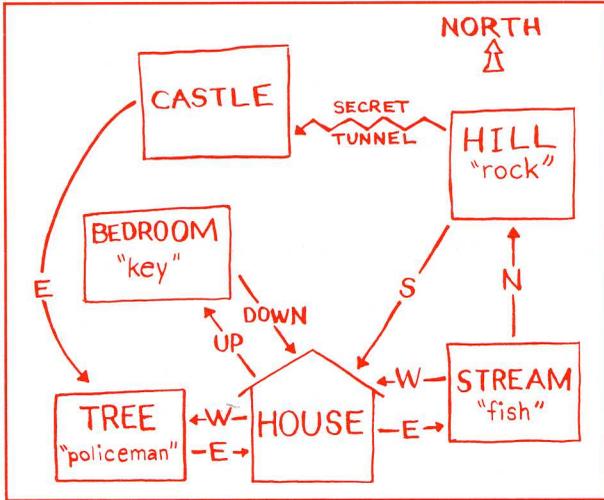
More complex commands can contain any

combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as Read the note, Look at the tree, Look under the wagon, Catch the squirrel with the box, and Feed the penguin sardines. Commands can also be combined into longer sentences, like Catch the cat by the tail and throw it into the tree. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word and, or the word then, such as Grab the rope and the food, then run out. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!

## MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!



## GRAPHICS MODE AND TEXT MODE

When playing through the novel in the graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, COMPREHEND will pause and wait for a keypress before completing the text. You can switch to all-text mode at any time by just pressing RETURN at the input prompt without any command. The all-text screen keeps several lines at the top that describe your current location, in case you need to refer back to the description after it has scrolled up. Pressing RETURN again from text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, text mode can be used to speed travel around areas of the "universe" with which you are already familiar. When in text mode, the graphics are not loaded from disk and drawn onto the screen at each location you visit. They are only updated when you return to graphics mode. Be careful when traveling in new regions with the graphics mode off, however. Sometimes a picture is worth a thousand words . . .

## **SAVING AND RESTORING "NOVELS IN PROGRESS"**

It being acknowledged that occasionally it is wise to switch off the computer for such trivial things as eating, sleeping, or visiting with other humans, a method is provided for saving "novels in progress." As a command at the input prompt, simply type **Save**. You will be prompted to enter a number for the saved game (more than one can be saved onto the disk, if you want to share it), and your current situation will be saved onto side 1 of the disk. If you decide that you really don't want to save a game, just press the **RETURN** key.

To restore that situation, at any time while playing (or immediately after rebooting the disk), type **Restore**. You will be prompted for the number of the game you wish to restore, and immediately be put back where you left off. If you decide that you really don't want to restore a game, just press the **RETURN** key.

*Hint: sometimes it is wise to save your game just prior to trying something risky (or foolish, as the case may be). That way, if your attempt fails, you can cheat by restoring the game and trying something else.*

## **QUITTING AND RESTARTING**

To quit a game in progress, make sure you save your current situation (if you desire), then just turn off your computer or reboot with another disk.

To restart the game, the fastest way is to reboot side 1 of the disk. Since so many variables change during the course of a novel, rebooting is the fastest way to restore them all to their original state.

### **HINTS**

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

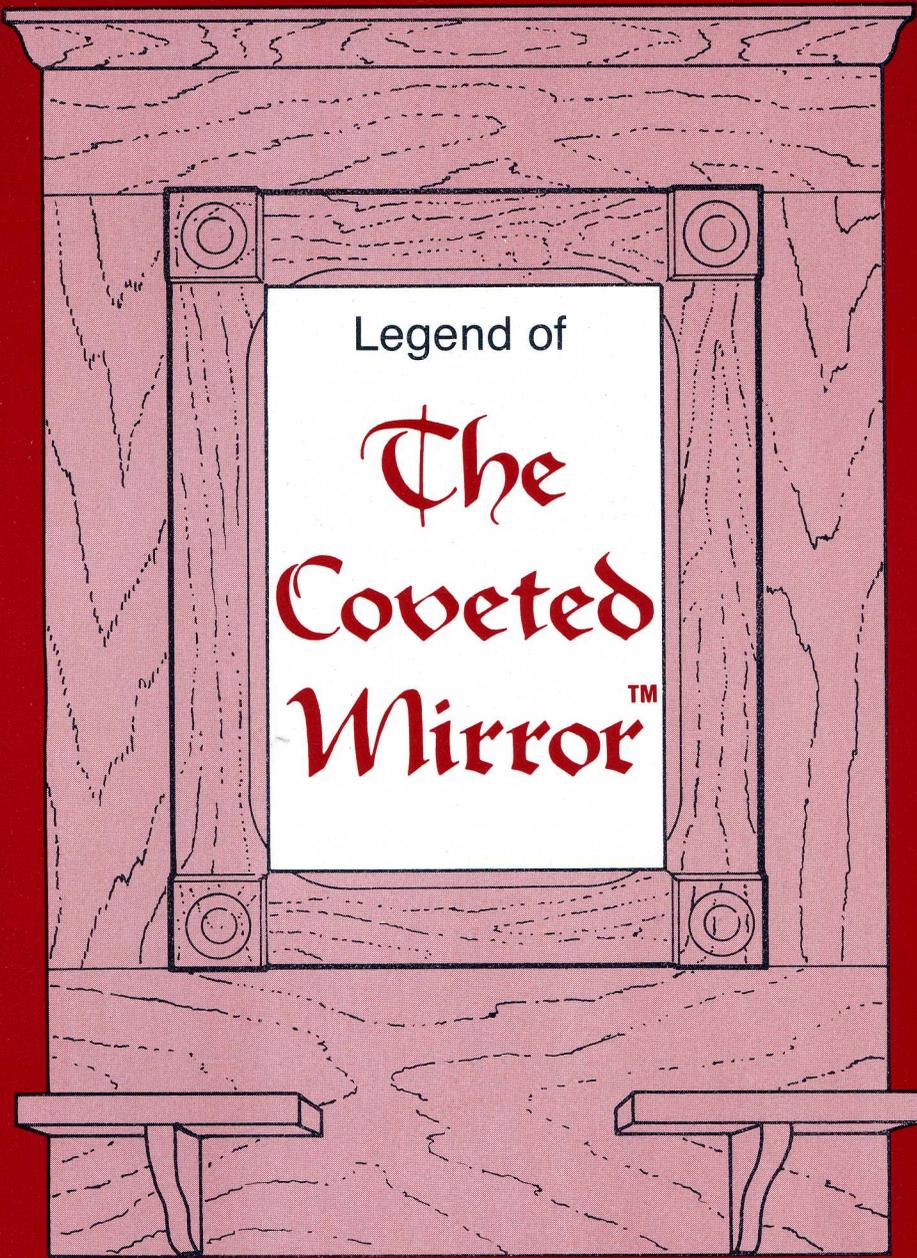
Hint Department [the name(s) of your interactive novel(s)]  
P.O. Box 311  
Geneva, IL 60134

We'll rush you a hint book free of charge.

### **LIMITED WARRANTY**

If your interactive novel disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new disk to you. **REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.**

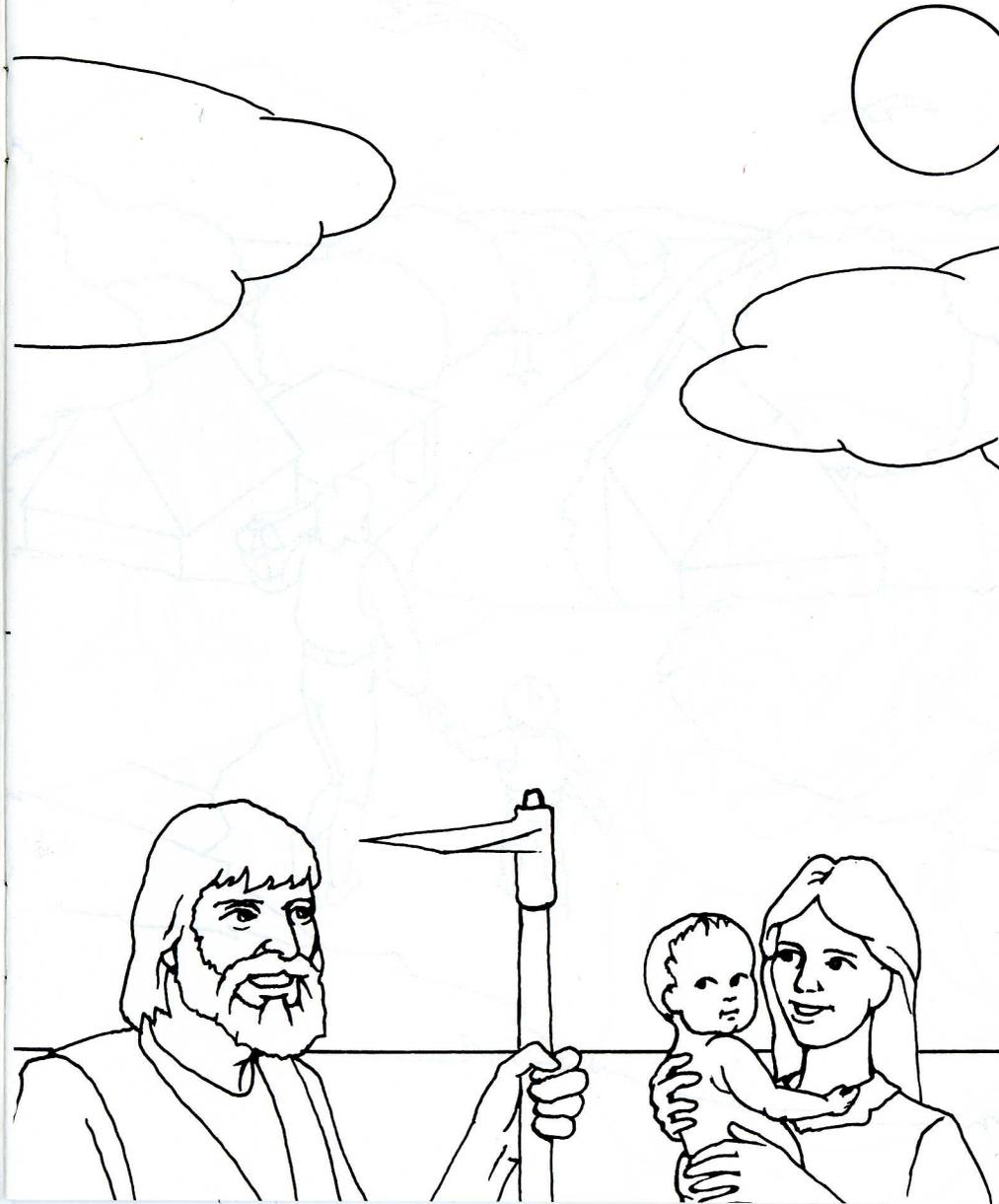
COMPREHEND was designed and written by Mark Pelczarski and Jeffrey Jay. Graphics for all COMPREHEND interactive novels were created and displayed with The Graphics Magician, which was designed and written by Mark Pelczarski. The COMPREHEND and Graphics Magician software are copyrighted 1985 by Penguin Software, Inc. COMPREHEND, The Graphics Magician, Polarware, and Penguin Software are trademarks of Penguin Software, Inc. Penguins like novel ideas.



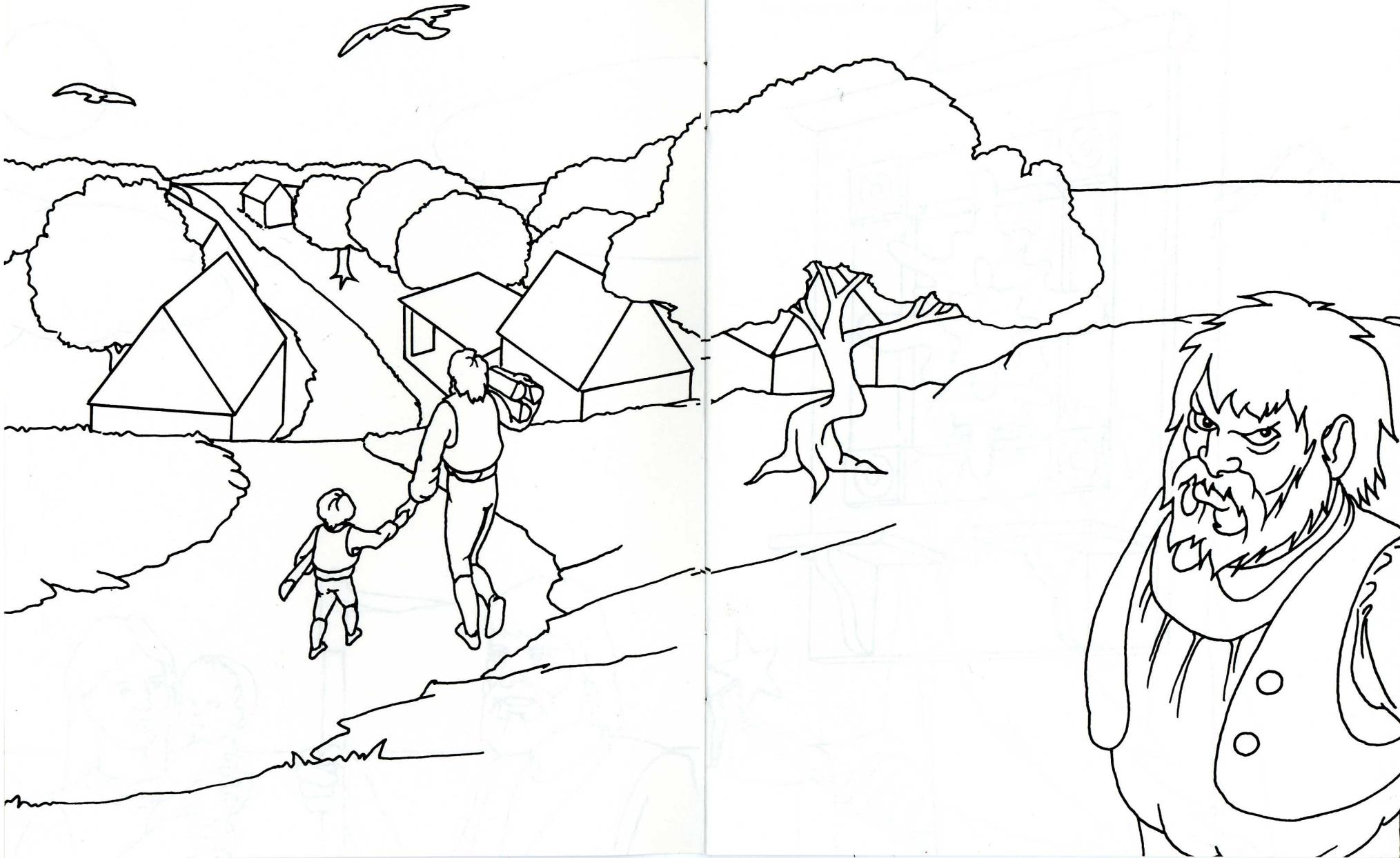
Legend of

The  
Coveted  
Mirror™

**B**eyond the distant seas, in the land of Starbury, life was good and the people happy.

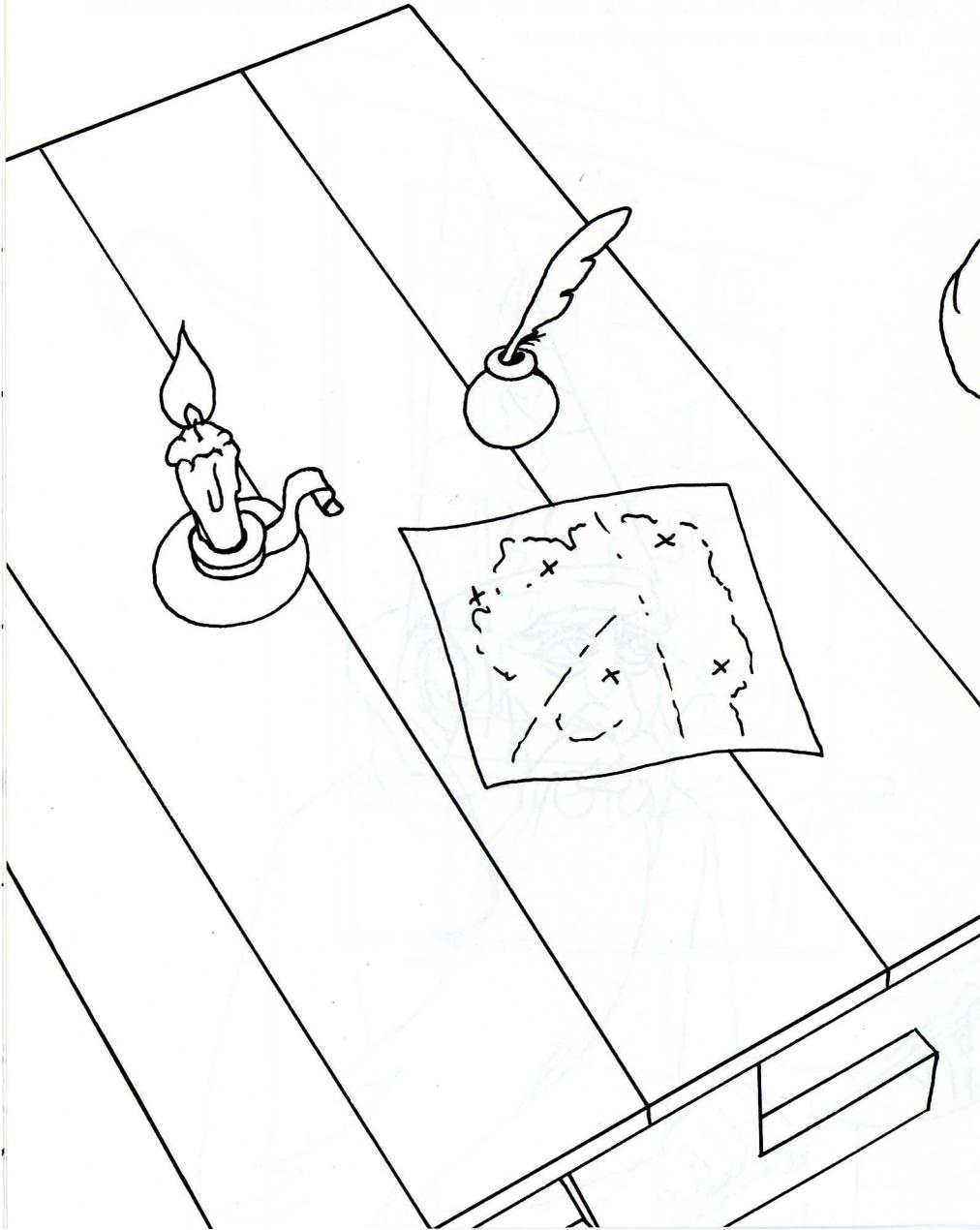


**K** Ruthless in his quest for power, a wicked villain by the name of Voar lurked nearby. His one desire was the absolute rule of Starbury and its people.

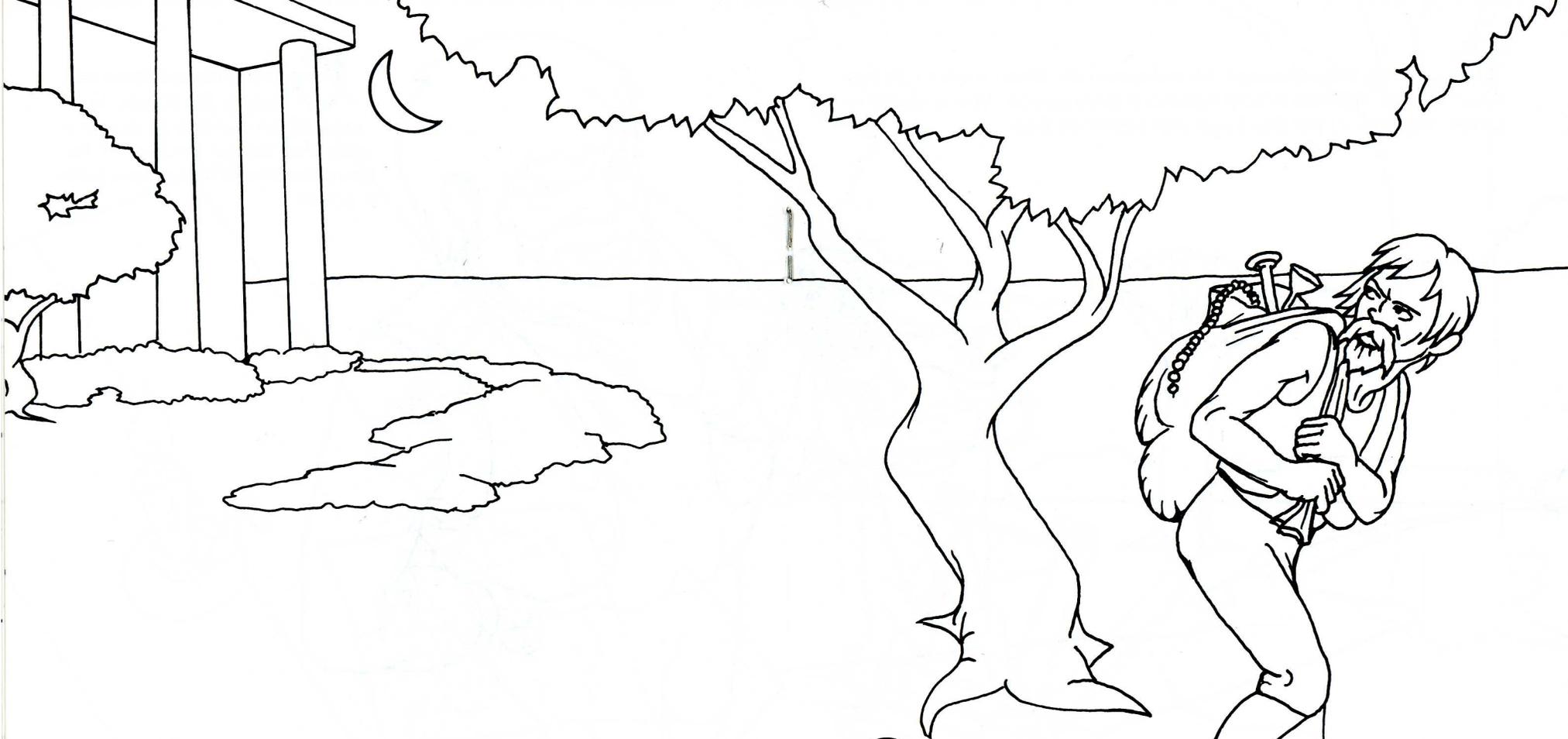


Inspired by all that is evil, Voar would have had his way were it not for one obstacle — the Wizard Munjistan and his magical Mirror. With the Mirror, Munjistan could view the land and whisk troublemakers into his presence to exact swift justice.



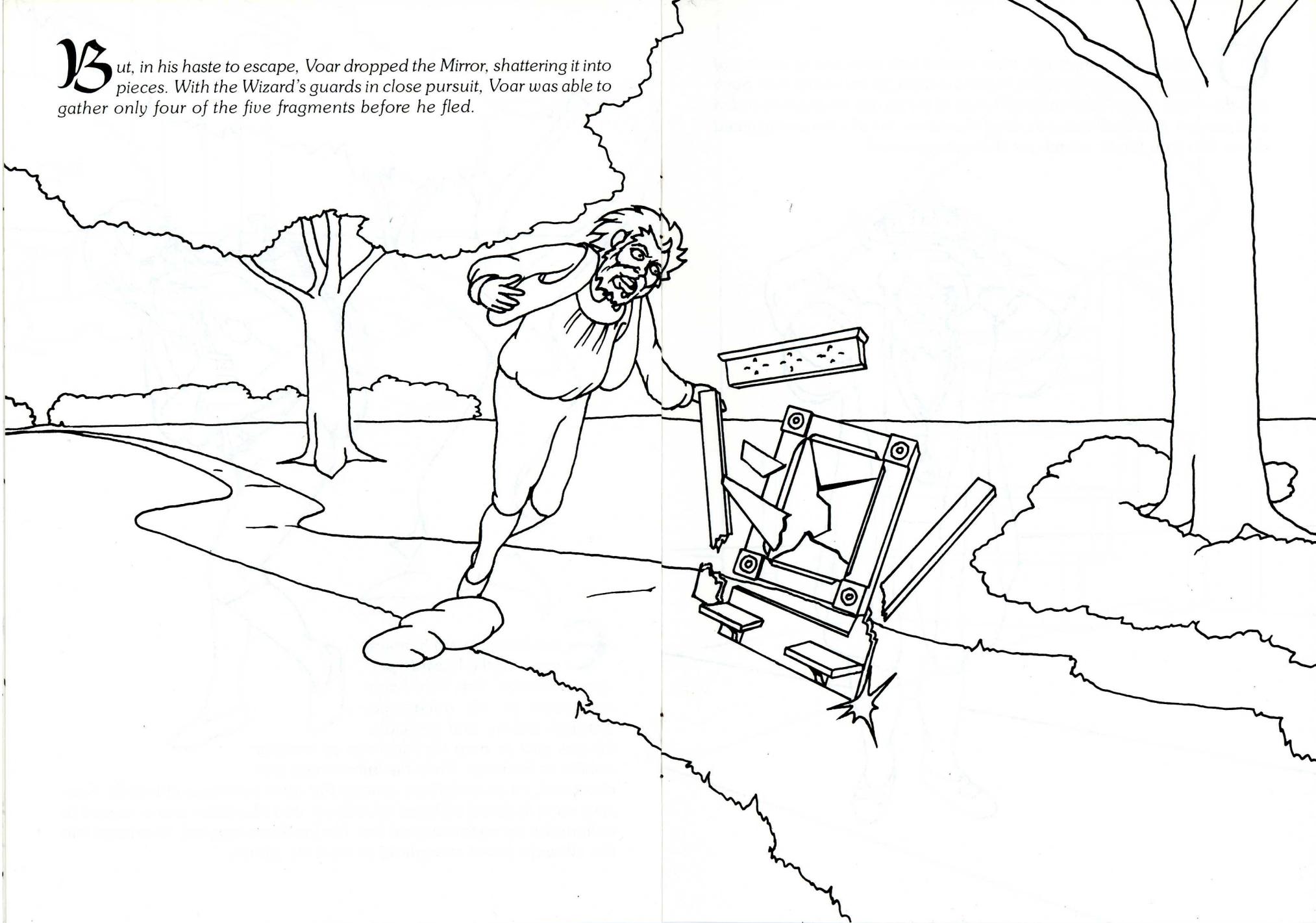


**B**ereft of his one desire and hungry for power, Voar used all his cunning to devise a plan that would forever rid his life of the Wizard and pave a path to power.

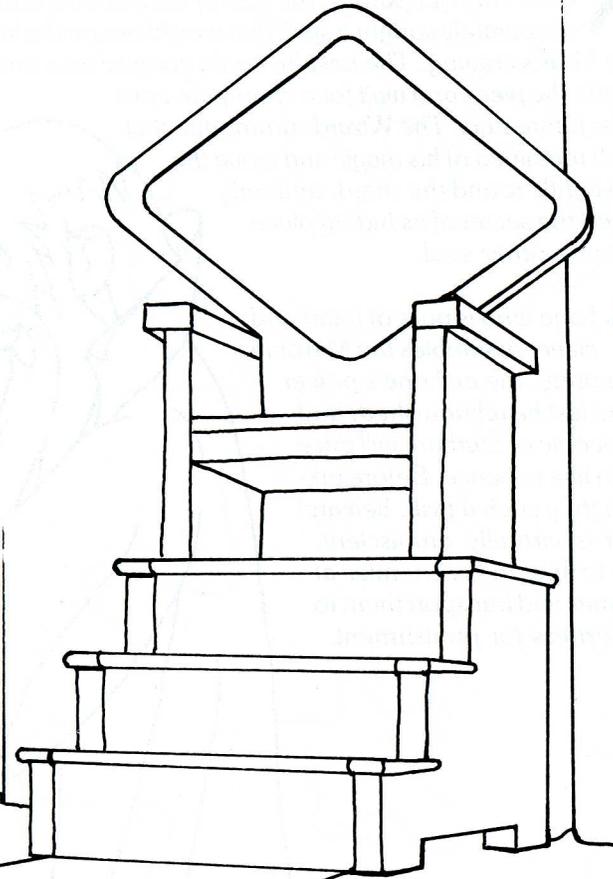
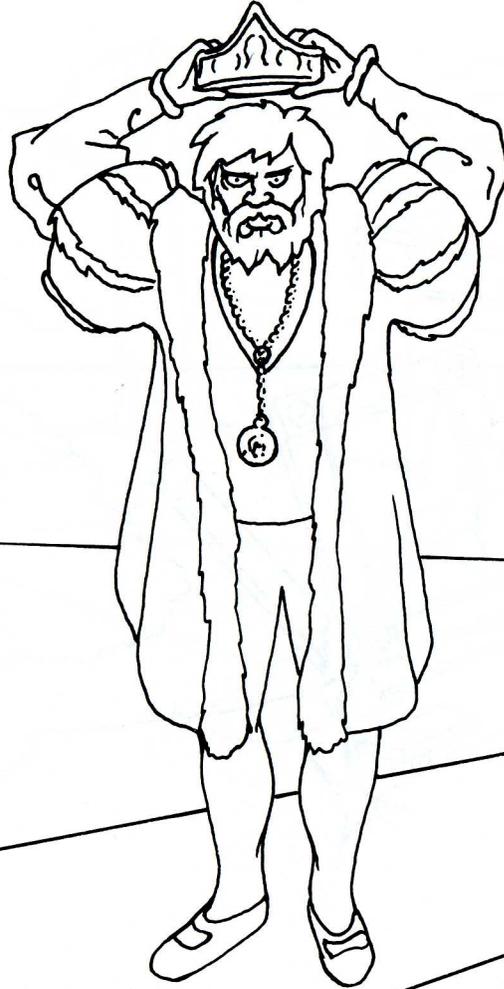


**E**ach lawless act in Starbury required the Wizard's personal attention. This Voar knew and used to his advantage. Through bribery and coercion, he was able to map the locations of wealthy nobility in Starbury. Then the information was circulated, as an invitation, among the most notorious criminals. Starbury soon suffered a plague of robbery, and Munjistan was occupied to exhaustion trying to maintain law. His foe thus occupied, Voar crept into the Wizard's forest stronghold to steal the Mirror.

**B**ut, in his haste to escape, Voar dropped the Mirror, shattering it into pieces. With the Wizard's guards in close pursuit, Voar was able to gather only four of the five fragments before he fled.

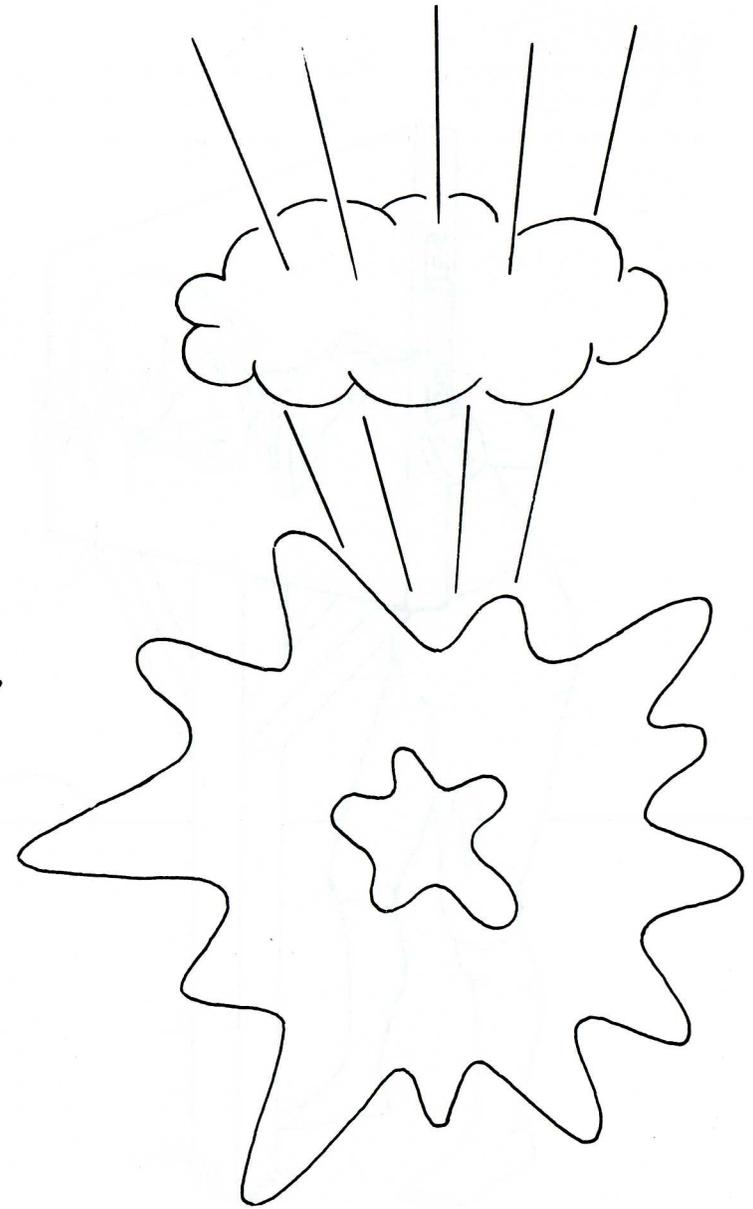
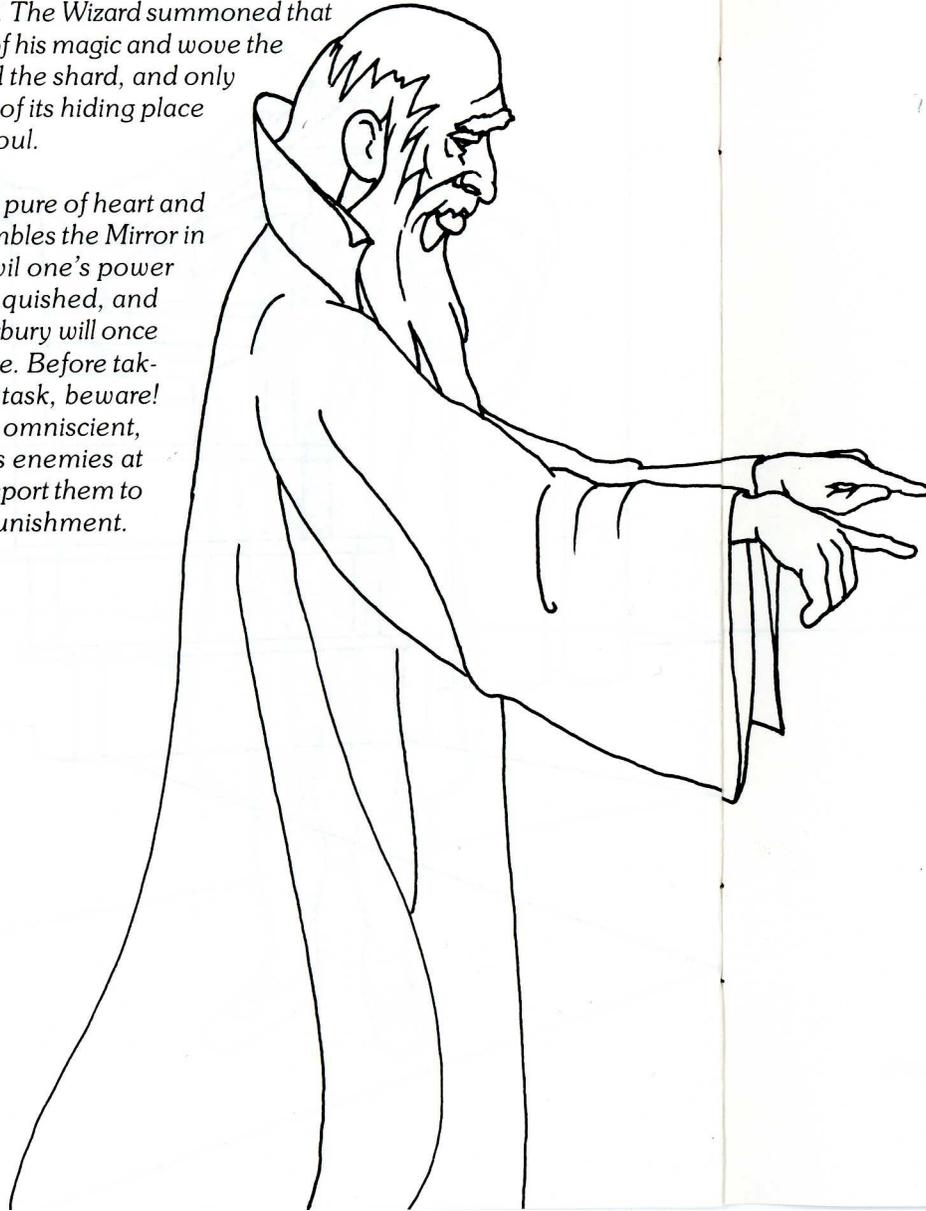


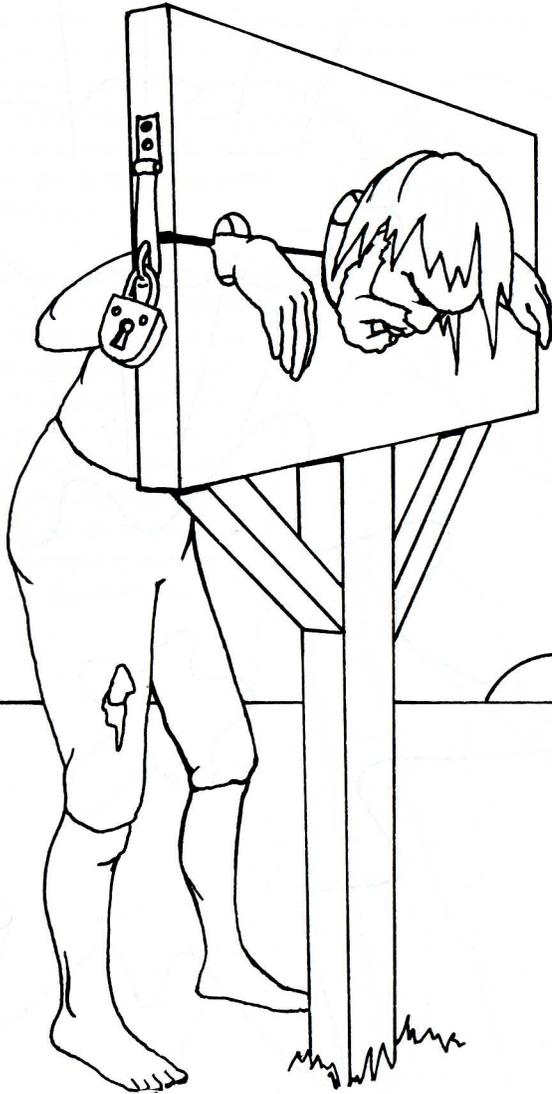
**O**ut of the Wizard's reach, Voar wasted little time seizing control of Starbury, a kingdom now helpless to resist his iron-fisted rule. Such was the magic of the Mirror that, with most of the pieces, Voar commanded vast powers, overshadowing those of Munjistan. Yet all-consuming greed drove him to a frantic search for the missing shard.



**R**ather than jeopardize the fate of his beloved Starbury, Munjistan desperately sought a spell that would secure the last piece of mirror from Voar's craving. The best he could conjure was one which required he hide the piece and wait for a champion born under future stars. The Wizard summoned that which remained of his magic and wove the spell tightly round the shard, and only shared the secret of its hiding place with one other soul.

**I**f one who is pure of heart and clever assembles the Mirror in its entirety, the evil one's power will at last be relinquished, and the people of Starbury will once again live in peace. Before taking lightly such a task, beware! Voar is virtually omniscient, able to spy on his enemies at all times and transport them to his fortress for punishment.





**S**tarbury awaits its champion beneath the blanket of Voar's oppression.

# RECIPE



Here's what's cooking: Invisibility Potion

Recipe from: Grumpella Serves: 17

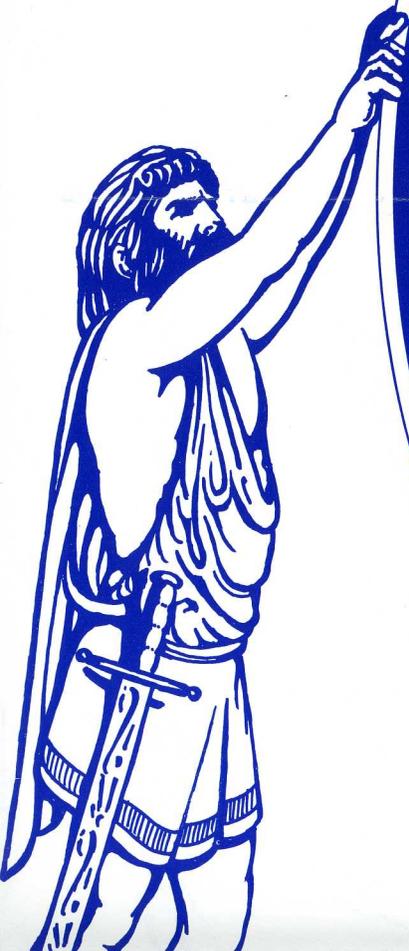
Ingredients: 3 chopped bat wings  
11 whole spider legs  
2 T. newt dust  
1 fowl shadow  
1 cup old bones  
5 gallons seawater

Mix bat wings, spider legs, newt dust and seawater in large cauldron. Bring to a boil, stirring constantly. Simmer half hour. Remove from heat, and fold mixture into shadow. Heat to a boil, add old bones and allow to cool.

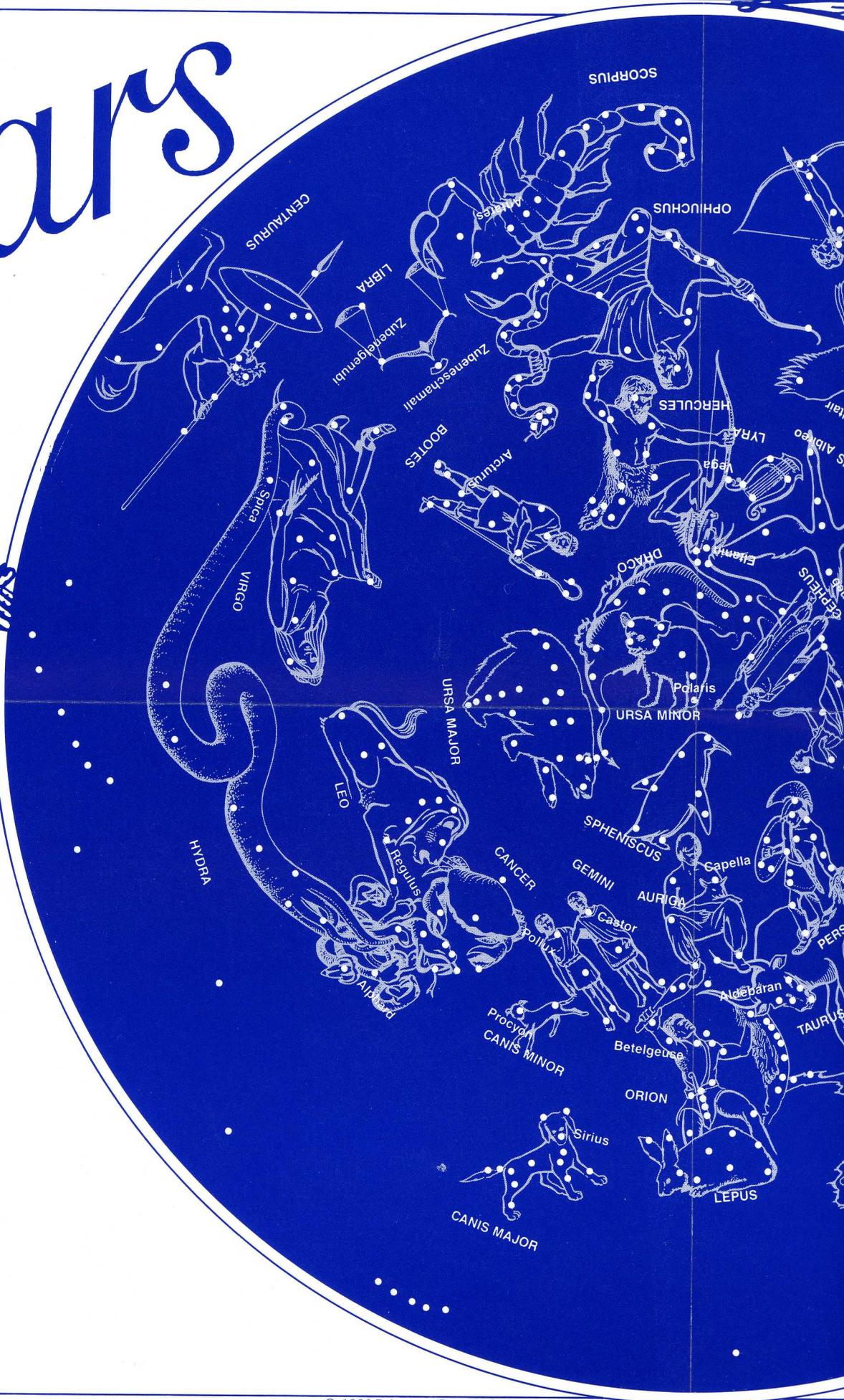
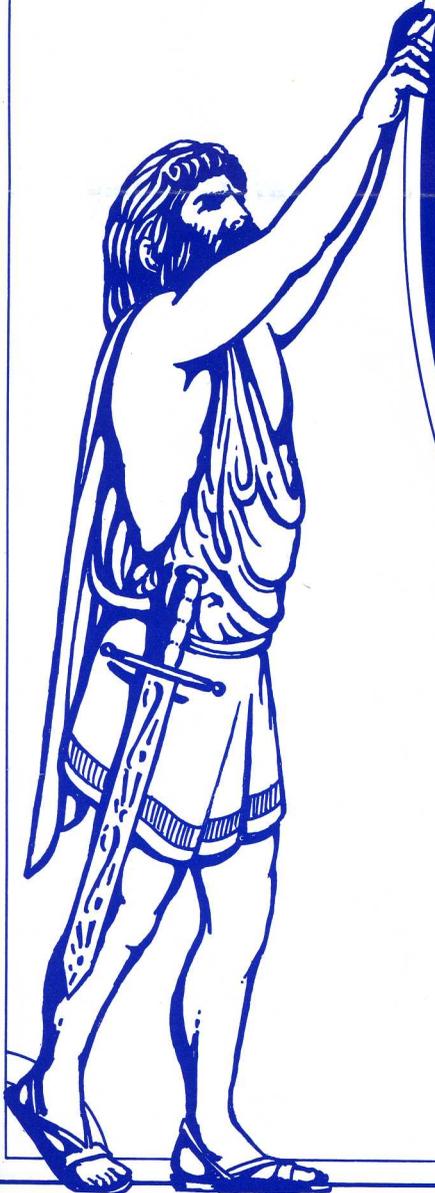
Serve cool in goblet and watch it vanish!

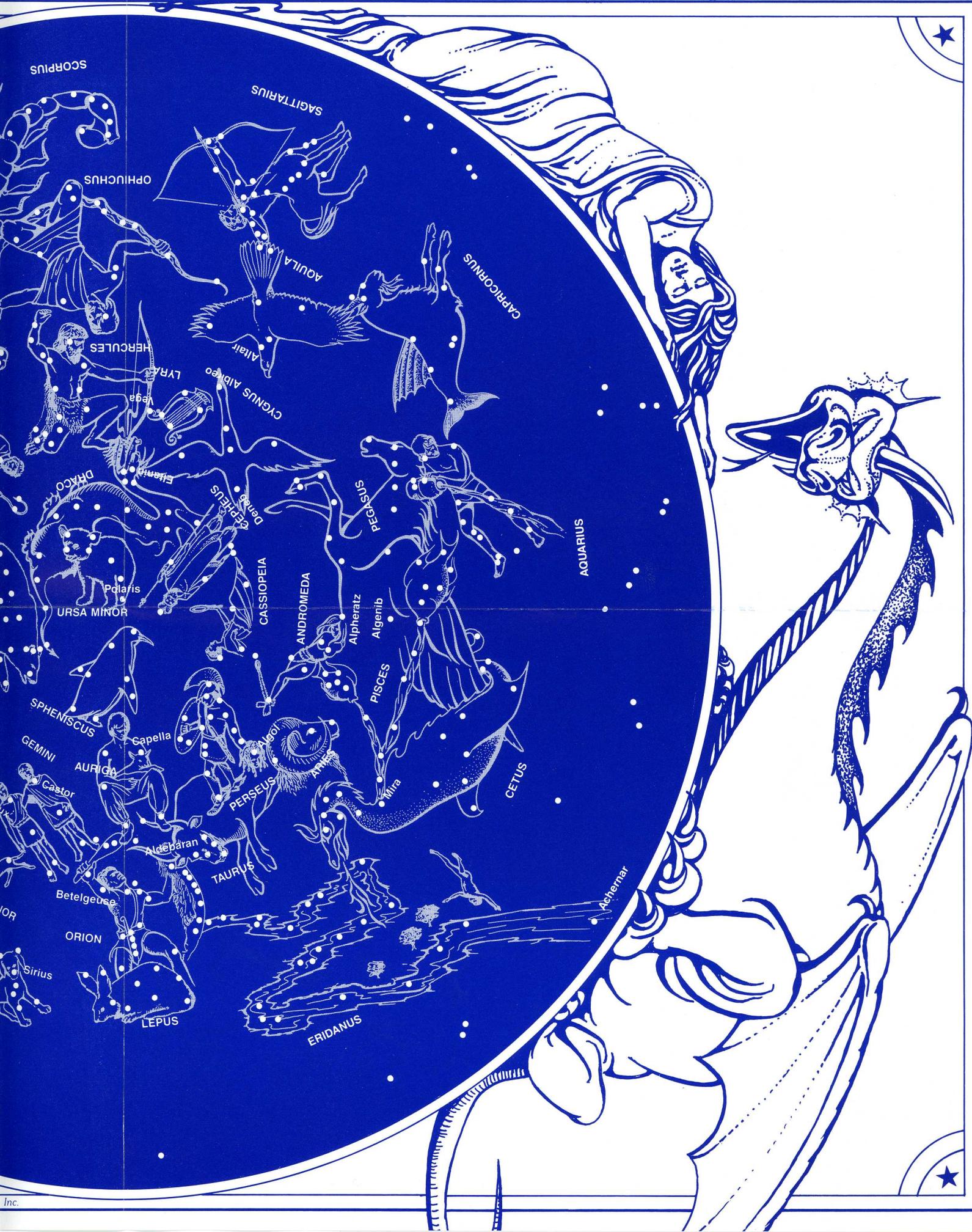
(store leftovers in dark, dank place)

# Stars



# Stars





SCORPIUS

SAGITTARIUS

OPHICHIUS

AQUILA

CAPRICORNUS

HERCULES

LYRA

CYGNUS Albireo

Altair

DRACO

CEPHEUS

PEGASUS

AQUARIUS

URSA MINOR Polaris

CASSIOPEIA

ANDROMEDA

Alpheratz

Algenib

PISCES

SPHENISCUS

Capella

PERSEUS

Mira

CETUS

GEMINI

AURIGA

TAURUS

Betelgeuse

ORION

Sirius

LEPUS

ERIDANUS

Acfternar