

WILL HARVEY PRESENTS

# The Immortal

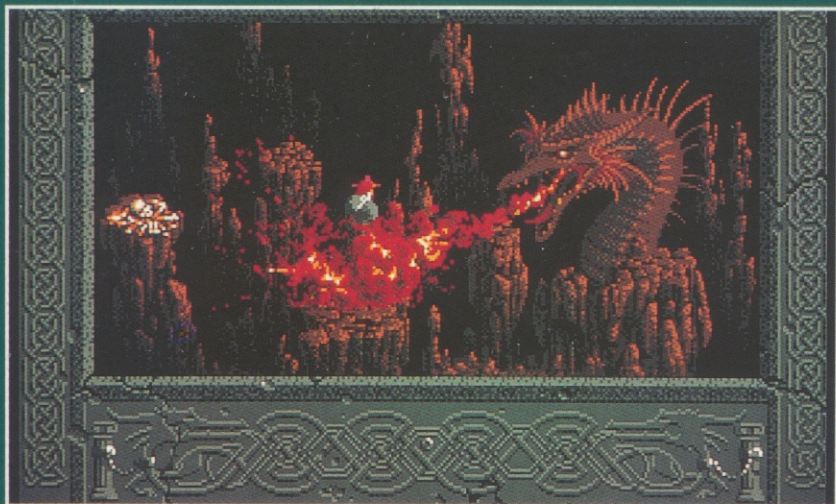
STAR  
PERFORMER

EL  CTRO  NIC  ARTS<sup>®</sup>



# GRAPHICS TO DIE FOR

DES GRAPHIQUES A EN MOURIR  
GRAFIKEN, DIE SIE BEGEISTERN WERDEN!  
UNA GRAFICA DA MORIRE



The labyrinth holds mysteries unfit for mortal eyes. Mysteries of eternal life. Of sorcery and betrayal. And from the caverns below, your lost master calls for you to save him...

Le labyrinthe contient des mystères que ne doivent pas percer les êtres humains. Des mystères de la vie éternelle, de sorcellerie et de trahison. Et depuis les cavernes souterraines, votre maître égaré vous appelle au secours...

In dem Labyrinth warten überraschende Geheimnisse auf Dich ... Hexerei, Scharlatanerie, Schein und Trug. Aus den Tiefen der unterirdischen Höhlen ruft Dein verlorener Meister nach Dir, Du mögest ihn retten.

Il labirinto nasconde misteri inadatti ad occhi mortali. Misteri di vita eterna. Di stregoneria e tradimento. E dalle caverne sottostanti, il tuo maestro perduto ti chiama per salvarlo...



Fully interactive battle sequences with spiders, dragons, trolls, and goblins. Des séquences de batailles totalement interactives, avec des araignées, des dragons, des trolls et des lutins. Interaktive Schlachtsequenzen mit Spinnen, Drachen, Zwergen und Kobolden. Sequenze di guerra totalmente interattive, con ragni, draghi, trolls e folletti.



Movie-quality animations. Des animations de qualité cinématographique. Animationen in Filmqualität. Animazioni tipo cinema.



Explore 8 levels and over 50 chambers filled with challenging puzzles. Explorez 8 niveaux et passez par 50 salles regorgeant d'énigmes. Erkundung von 8 Ebenen und über 50 Kammern, angefüllt mit kniffligen Rätseln. Esplora 8 livelli e più di 50 sale piene di rompicapo impegnativi.

**Screenshots represent Amiga  
and Atari ST versions**

T·h·e

I·m·m·o·r·t·a·l



T·h·e

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W I L L H A R V E Y P R E S E N T S

# The Immortal



MANUAL



ELECTRONIC ARTS®

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# Loading Instructions

## Apple II GS

To play The Immortal, you need an Apple II GS with 1 MB of memory, a 3.5" disk drive, and a two button joystick.

To play The Immortal:

1. If your computer is on, turn it off. Plug in your joystick.
2. Insert the Boot/Play Disk into your startup drive.
3. Turn on your computer. The game will boot automatically.
4. Follow the onscreen instructions. Once the game is loaded, the credits will go by and the game will start.

Do NOT attempt to enter the control panel once the game is booted or your disk will crash.

Note: In this manual, the two buttons on your joystick are referred to as joystick button A and joystick button B. Because joystick models vary, you'll have to experiment to find out which button on your joystick is button A and which is button B.

## Credits

Game Design: Sandcastle: Will Harvey, Ian Gooding, Michael Marcantel, and Brett G. Durrett.

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## Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support  
P.O. Box 7578  
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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In Australia, contact: EAE (ECP), 4/52 Lawrence Drive, Nerang 4211, Queensland, Australia. Phone: (75) 963-488.

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MANUAL BY DAVID LUOTO

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BOOT DISK

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# The Immortal™

by Will Harvey



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PLAY DISK

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