

THE BLACK VOID

Long dark paths have I travelled, through caverns and hidden labyrinths, my path grown darker... Deathly chill as I approach the "Well of Evil"... forewarned by lost and lonely travellers of the forces guarding the UNDERWURLDE.

I approach, fix my rope, and with a firm leap, swing down into the depths of THE BLACK VOID.

The still air rushes past as I descend down into the dark dank hollow, disturbing the dust, a debris of long-since fought battles and struggles.

WINGED HARPIES AND GARGOYLES

Silent fossilised creatures stir, emerging from centuries of hibernation, awakened by my echoing gropes and thuds. Their dormant evil, hungry from ages past sparks itself into life.

Suddenly the whole cavern erupts into a scurrying slithering shadowy grave of beating wings and desperate gnashing jaws.

Winged Harpies soar and swoop down with beaks wide and talons spread. Hungry monsters and reptiles desperate not to lose their first meal in eons, batter and punish me until I can take no more, waiting for me to fail.

SIRENS OF THE UNDERWURLDE

All about are strange sparkling plants "Sirens of the Underwurlde", waving their poisonous gnashing deadly tendrils, beckoning me on toward them, their stifling odours a prelude to their vision of hideous ugliness. To touch their sticky putrid foliage would mean certain death.

BEWARE

ALL YOU NEED IS THERE TO TAKE
LOCATE THE WEAPONS, THEN TO MAKE
A JOURNEY ON IF YOU WOULD DARE
TO FIND THE DEVIL IN HIS LAIR
THE LONG DARK PALACE, SEEK YOU WILL
THE GEMS YOUR POCKETS WILL NOT FILL
THO' ENERGY THEY'LL MAKE YOU FAST
AND GARGOYLES THEN YOU WILL GET PAST
UP AND UP, THE JOURNEY'S SLOW
SO DOWN IS FIRST THE WAY TO GO.

The old travellers' words still singing in my head.

UNDERWURLDE VOLCANOS

In the distance the low rumbling of UNDERWURLDE volcanos can be heard. Huge plumes of poisonous sulphurous devilish gases roll along the cavern roofs. As the enormous bubbles of inert plasma ascend the natural chimney stack causeways, eroded and forged from centuries of ancient fires and flames.

My journey has only just begun. I must travel on through this deadly labyrinth of the UNDERWURLDE to find the ULTIMATE palace of darkness, in which lies the way to my escape.

FEATURES

Sabreman

Volcanic Bubbles

Rocks

Poisonous Plants

Eagles

Bows

Arrows

Catapult

Daggers

Torches

Fireballs

Magic Gems

Volcanic Craters

Rope Swings

Ledges

Jumps

Ducks

Pictures

Tables

Chest of Drawers

Caves

Castle

Guardians

Falling Stalactites

Gremlins

Multi-Lives

Superb Graphics

Statues

Extra Lives

Explosions

Weapons Select Button

Realistic Jumps

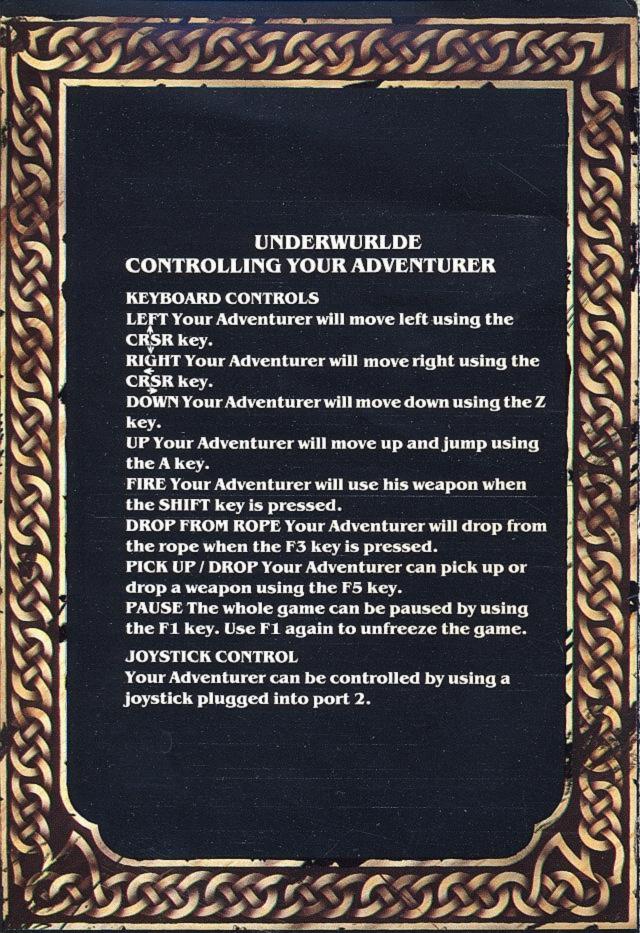
Continuous Pause

Amazing Animation

Keyboard/Joystick Select

Bookshelves

Pick Up/Drop





- 1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
- Place the tape in your tape recorder and rewind to the beginning.
- Press SHIFT and RUN STOP on your Commodore 64 simultaneously.
- 4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be found in your Commodore 64 manual.

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