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 Underwurld”, 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
UNDERWURLDE
CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS
LEFT Your Adventurer will move left using the CRSR key.
RIGHT Your Adventurer will move right using the CRSR key.
DOWN Your Adventurer will move down using the Z key.
UP Your Adventurer will move up and jump using the A key.
FIRE Your Adventurer will use his weapon when the SHIFT key is pressed.
DROP FROM ROPE Your Adventurer will drop from the rope when the F3 key is pressed.
PICK UP / DROP Your Adventurer can pick up or drop a weapon using the F5 key.
PAUSE The whole game can be paused by using the F1 key. Use F1 again to unfreeze the game.

JOYSTICK CONTROL
Your Adventurer can be controlled by using a joystick plugged into port 2.
UNDERWURLDE
LOADING INSTRUCTIONS

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. 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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