

48K SINCLAIR ZX SPECTRUM

SABRE WOLF

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CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

LEFT Your Explorer will move left using the **Q** key.

RIGHT Your Explorer will move right using the **W** key.

DOWN Your Explorer will move down using the **E** key.

UP Your Explorer will move up using the **R** key.

STAB/SWORD FIGHT

Your Explorer will fight using the **T** key

PAUSE The whole game can be paused by using the **CAPS SHIFT** or **SPACE/BREAK** keys.

JOYSTICK CONTROLS

Your Explorer can be fully controlled by using the **KEMPSTON INTERFACE**, **CURSOR CONTROLLED INTERFACE** or the **SINCLAIR INTERFACE II** and joystick, by replacing the **LEFT**, **RIGHT**, **UP**, **DOWN** and **STAB/SWORD FIGHT** commands.

PICK UP Your Explorer will automatically collect any useful objects required by passing over them.

GUARANTEE

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned, with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown above. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include **£5.00** to cover replacement costs. This guarantee does not affect and is in addition to your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

SABRE WOLF LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning.
3. Type either **LOAD "SABRE"** or **LOAD ""**
4. Press **PLAY** on the cassette recorder.
5. **SABRE WOLF** will now load automatically and a message will appear on screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the **VOLUME** control on the recorder and try again.
6. **PLAY THE GAME.**

For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC socket on your recorder. Disconnect the EAR lead, remove the cassette tape from the recorder and press the **PLAY** button, the sound may be amplified through the loudspeaker of the recorder.

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All software, graphics and audio visual by

ULTIMATE PLAY THE GAME

Trade Name of Ashby Computers & Graphics Ltd.

Made in England

481007

THE HAPPENING

Down and down I plunged, through Rocky Glades,
Steep Ravines and Shady Hollows . . . No grip, no
footholds, slipping, tumbling, spinning, darker and
darker, deeper and deeper.

Glinting eyes, clutching hands, clasping claws,
clawing my all, as I swiftly twist and tumble
onwards.

Darker and darker, deeper and deeper. It is the end
that I fear, of this untrodden voyage . . . to where I do
not know . . . AARRRGGGG . . . THUDDD . . .

Fall and end meet on soft mossy soil . . . with
weapons drawn and senses full I move quickly and
quietly around the mounded clearing . . . All safe
except a message . . . An ancient warning etched deep
into the lifeless stone.

THE WARNING

THY PATH IS LONG SO TREAD WITH CARE
BEWARE THE WOLF AND PASS HIS LAIR
DANGER THREATENS ALL AROUND
SO TAKE YE FROM THIS HIDDEN MOUND
TO FREE THEE FROM THIS SUNKEN GATE
BY WAY OF CAVE OR MEET THY FATE
AN AMULET TO SEEK THY WILL
'T WAS SPLIT BY QUAD AND HIDDEN STILL
PASS THE KEEPER WROUGHT WITH HATE
TO GAIN AN ENTRANCE TO THE GATE
THE PIECES LOST MUST THEE AMAS
FOR IF NO CHARM THEN NONE SHALL PASS

THE EXPLORATION

I edge through the shady mounded clearing and on
through the dense thickets of hot house rain forest
undergrowth, of sorts I cannot tell, and wait . . . and
listen . . . Distant rumblings of heavy feet crashing,
large animals leap from the damp green stubble, to
fight and kill.

I stay hidden . . . The rumblings grow louder and
louder, as a huge Goliath animal crashes past, horns
swiping and tail lashing, still I hide as its thunderous
noise dies away.

All was clear as I leapt over the clumps and onto the
well trodden pathway, its deep ruts and prints reveal
the multitude of life forms inhabiting this hollow.

Danger threatens so I should move quickly . . .
But Where???

THE EXPEDITION

Wide eyed, I stare, as the dense surroundings reveal
their hidden secrets . . . Strange food orchids
suddenly bloom, their staining toxins, strong on the
air, then, in an instant, are gone. Hunters, killers,
vampire bats and huge beasts spring forth from the
very ground, swimming, slithering, diving and
crawling . . . I must hide . . . Stay safe . . . With
weapon strong and cunning nature, I will survive . . .

Due to the enormous complexity and nature of the interactive SABRE WOLF G.A.S. adventure software, it is almost impossible to guarantee continuous error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

FEATURES

SABRE MAN
Realistic Fighting
WULVES
Hippos
Rhinos
Wart Hogs
Tarantulas
Fruit Bats
Parrots
Gorillas
Scorpions
Snakes
Lizards
Natives
Gem Stones
Dubbloons
Supplies
Amulets
Medallion
Chalice
Voodoo Potion
Spears
Treasure Chests
Water Flasks
Supplies
Statues

Temples
Lakes
Trees
Jungle
Native Huts
Cliffs
Magic Rings
Yellow Sickness Orchids
White Cure Orchids
Red Zombie Orchids
Blue Super High Energy Orchids
Purple De-Orientation Orchids
3-Dimensional Scenario
Full 8 Way Movement
On Screen Scoring
Superb Graphics
Multi Lives
Amazing Animation
Combat Button
Incredible Sound Effects
Explosions
Keyboard/Joystick Select
Automatic Collection
Continuous Pause
Materializations

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