

THE STORY

Greetings brave and noble warrior, come ye forward and knoweth ye the nature of thy sacred quest.

Know ye now of times long past and shrouded in the mists of legendry. For it is here in the dark uncertain nothingness of half forgotten obscurity that thy quest begins.

In a land where nameless evil holds sway and the very bunny rabbits do plot unholy death and carnage, here must ye go forth unto mortal combat with the nasty one. Let him who hath understanding reckon the number of the nasty for 'tis prophesised that this number shall be four score less three score nine and ten and that this shall be the number of the one ... so sayeth the prophet.

Two things more must ye know of the one – first that he feasts upon spaghetti and names himself the wizard with no name last must ye know of the nasty one that he is ... nasty!

Wandering minstrels and soothsayers tell tales of this land as twas in days of yore. When good king Richard ruled a happy land whose happy folk frolicked and were gay and ne'er saw the bloody sword of battle. But with the rising of the seventh moon in the seventh year of Richard's reign a great black thing fell down upon the Kingdom and those that were not slain became as strange ungodly beasts.

MONSTER SPECIFICATIONS

Most monsters will fight, pick up objects, trade one object for another, speak, hear, use objects and chase you from screen to screen.

Monsters have different psychology and intelligence – you'll find that some are better at chasing you than others, some will attack without provocation while others will stand guard until you come too close. When monsters are killed or turned into frogs they will drop the objects they are carrying which may then be collected.

Some characters will join your army if bribed with certain objects others may be recruited straight away. Magic frogs are edible and will allow you to slay wizards with your bare hands while your lives indicator flashes. Wandering monsters moving from screen to screen take their objects with them. Monsters which guard single screens and do not wander are replaced at the changing of the guard.

If objects taken by these monsters are not recaptured before leaving the screen they may be lost forever. There are a number of deep mineshafts that drop far below to an untidy death. If you fall down one you'll lose a life and monsters will also die if they fall although anything they may have will fall with them, and cannot be collected.

Donkey headed soothsayers have power to read the globe of visions and will reveal hidden knowledge vital to your quest. It is possible to ride on monsters backs although serious injury may occur should you fall off. Nearly all monster's can be destroyed by dropping a well aimed bomb on them.

CONTROLS

Enter = start game (Kempston/Cursor/Keyboard)

S = start game (Sinclair/Keyboard)

K = Redefine control keys

X, Joystick left = ←

D, Joystick right = →

Cap Shift, Joystick up = ↑

Z, Joystick down = ↓

A, Fire button = Attack/recruit

S = "Speak monsters"

Q,W,E = Drop objects 1, 2, or 3

F = Release rope/fall

P = Pause

WHILE PAUSED

Enter = Continue

M = Surrender

AUTOMATIC ACTIONS

Wolfan automatically collects portable objects and climbs ropes and stairs on collision.

ATTACK/RECRUIT

Joystick or key must be pressed in direction of monster and a weapon must be held.

Recruiting friendly characters needs no weapons.

"SPEAK MONSTER!"

Point Wolfan at a monster and see what it says.

LOADING INSTRUCTIONS

Type LOAD" " and press RETURN.

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