

ARDOK THE BARBARIAN

Ardok and the Magic Cauldron

The year is 50 B.C. Gaul is entirely occupied by the Romans. Well, not entirely...One small village of indomitable Gauls still holds out against the invaders. And life is not easy for the Roman legionaries who protect the fortified camps of Totorum, Aquarium and Compendium...

Getafix, the honorable village druid, specializes in brewing a magic potion which gives superhuman strength to those who drink it. It is this potion which has enabled our Gaulish friends to resist the power of Caesar's Roman Empire for so long.

Ardok is the hero-a shrewd, barbaric warrior; all perilous missions are entrusted to him. He gets his superhuman strength from Getafix's magic potion.

Bogg is Ardok's closest friend. He is addicted to wild boar, and always travels with Ardok in search of adventure, so long as there is wild boar to eat and plenty of fighting.

Bogg fell into a vat of magic potion as a baby, and the effects on him were permanent. He was a huge, strong Gaul and Getafix refused to give him any more potion because "he certainly didn't need it when the other villagers did!" Feeling dejected and hurt, Bogg kicked the bubbling cauldron and due to his tremendous strength, it shattered into eight pieces! The village was horrified as the potion spilled out. Getafix gathered up a small piece of the cauldron and a tiny bit of potion. He poured it into a gourd and gave it to Ardok saying, "It is up to you to find all the pieces of the cauldron so it can be put back together, for without it, I cannot make my magic potion. We must have our strength to hold back the Romans! Take this little bit of potion and search, but remember-it is the last there is!"

So Ardok and Bogg set out to search for the remaining seven pieces of the

magical cauldron, hoping to get back to their village before the Romans do!

Loading instructions:

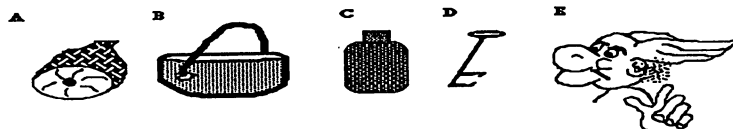
Commodore 64/128 disk

1. Insert the game disk in drive with label facing upwards.
2. Type **LOAD "*" ,8,1**
3. The loading screen will appear and the program will load.

THE DISPLAY

The playing screen is divided into two main sections. The top of the screen is called the status line, which holds information about the player and how the game is progressing. The lower 80% of the screen shows the players current location. The status line consists of several icons (small pictures), which indicate how many lives remain, how much food is left, if there is a key or potion, and what the current score is (see Fig. 1). These icons will flash before they are about to reduce.

Figure 1



A. The Ham

This icon is at the top left of the screen, and is always present. The number beside this icon shows how many hams Ardok is carrying, which is a maximum of 5 (you try carrying 6 hams around!). The boars are used as a food source. If there is no food, Bogg will not follow Ardok. When Ardok or Bogg get hungry, the Ham icon will flash. To obtain extra Hams, defeat a boar in a fight. The dead boar will turn into a Ham, which may then be collected.

B. The Cauldron

This icon is a picture of the intact cauldron and is always present. The number beside this icon indicates how many pieces of the cauldron have been found. Remember: there are **seven pieces** of Getafix's cauldron to find, and they must be returned to the village to complete the game. Pieces of the Magic Cauldron are easy to identify because they pulse with magic force.

C. The Gourd of Potion

This icon is **not** always present on the status line. It is a picture of the small gourd of potion given to Ardok by Getafix at the start of the mission. When Ardok drinks the potion (with the double press of the joystick button), the icon will flash until the effects of the potion wear off. The potion gives Ardok superhuman strength, but it only lasts for a limited time. The potion may only be used once during any game, so use it wisely! After it has been finished, the icon will disappear.

D. The Key

This icon is a picture of a key and is not always present. When Ardok has a key in his possession, this will be displayed. The key allows Ardok to go through locked doors into rooms which he would otherwise be unable to enter.

E. Ardok

This icon is a picture of Ardok's head and is always present. The number beside it indicates how many lives the player has remaining. When this becomes zero, the game is over. The player commences the game with **5 lives**.

F. The Score

This indicates what the players current score is. Various points are awarded to Ardok during the course of the game for various actions.

G. The Screen Location

This title gives the player a general idea of where he is in the Roman Empire. It is useful to make maps of the countryside to help you remember routes

from location to location. Also, at the end of the game, **GAME OVER** is displayed here.

GAME CONTROLS

The game is played with a standard Atari type joystick connected to Control Port 2, or with the keyboard. *Press fire button twice rapidly to DRINK POTION.*

Figure 2 ..

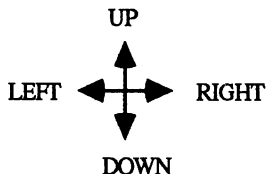


Figure 3a

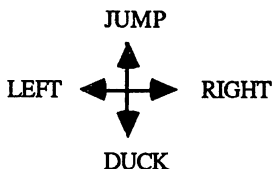
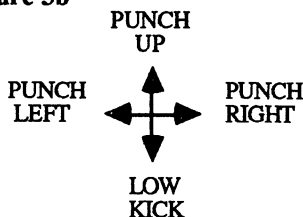


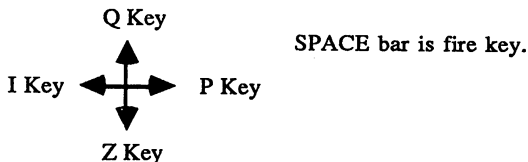
Figure 3b



To pause the game, press the <H> key. To resume play or begin a new game, press the fire button. You may not begin a new game until the previous game is finished.

KEYBOARD CONTROL

The keyboard controls, diagrammed below, behave in the same manner as the joystick.



DURING THE GAME

There are two modes of control in the game. For the most part, the player controls Ardok as he searches the Roman countryside. The joystick controls for this mode are diagrammed in Figure 2. A rapid double-click of the fire button in this mode is used to drink the potion.

FIGHTING

During the fight, the controls behave in a different way. See Figure 3. Note that pressing the fire button invokes a whole extra group of moves. It is not possible to drink potion while in the fight mode.

Ardok is in fight mode when he is displayed inside the fight box, about a quarter screen in size with a white frame. Combatants are enlarged so they may be easily seen. The player appears on one side of the box, and the opponent on the other.

The stamina of both participants is displayed in the sides of the fight box. Next to each combatant appears a bar indicating his stamina. For added clarity, the players stamina is drawn in green and red. Stamina is influenced by blows received, food eaten, and magic potion. When any creature's stamina is reduced to nil, that creature dies. Remember: you can always try to run away!

The light mode is invoked during a meeting between Ardok and some other inhabitants of the game. The player must trade at least one punch with his opponent during the fight. After this time, he may leave the fight box by going to the left or right edge of the box and holding the joystick towards that direction. After about 2 seconds he will exit from the fight (running away).

The fight mode is also invoked when Ardok or Bogg approach objects such as keys, gold, food, and pieces of cauldron. To gather these objects, when the fight box appears, move Ardok or Bogg on top of the object, and it will be gathered up automatically.

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