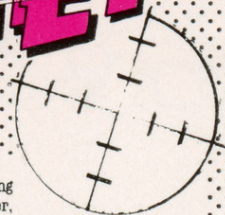
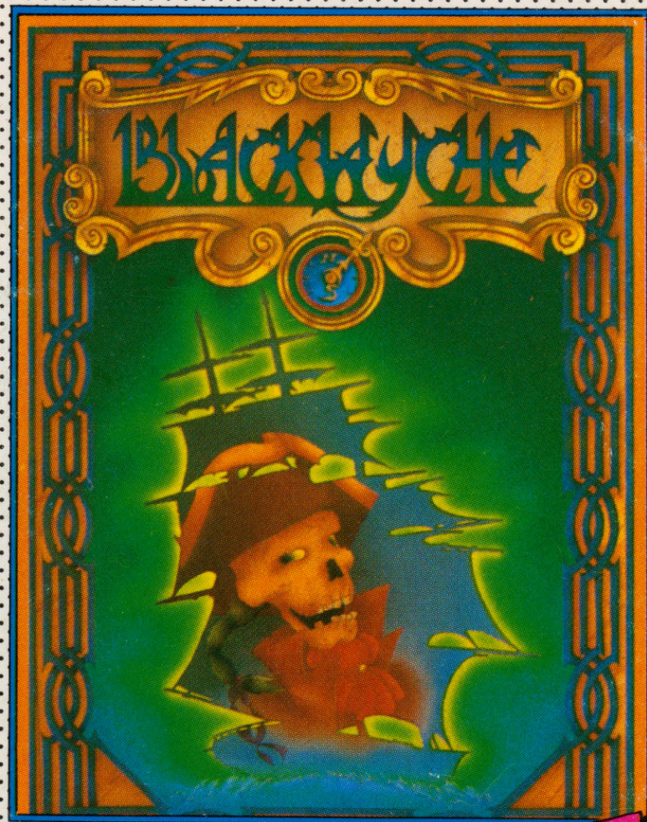
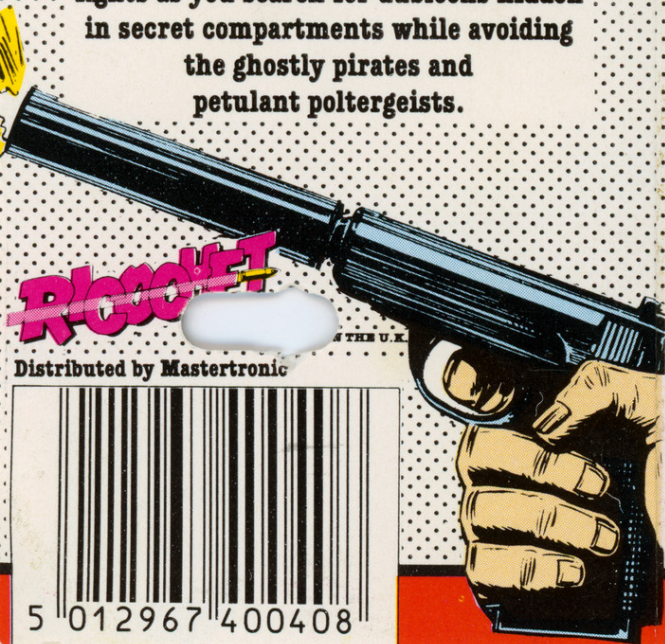


COMMODORE 64/128

COMM 64/128



Blackwyche features amazing cartoon quality animation, on scrolling backgrounds. Take part in realistic sword fights as you search for doubloons hidden in secret compartments while avoiding the ghostly pirates and petulant poltergeists.



A SHAPE IN THE MIST

Out of dark rolling mists it came, a shadowy outline drifting slowly through the silent waters of the night. As it drew closer, there formed the ghostly shape of a large galleon.

My eyes beheld a strange luminescence surrounding the vessel, as though it was being driven towards me by some powerful supernatural force.

My heart began to pound with fear as I knew that this could not be real. How could this timeless ship have roamed the seas for more than two centuries? If so, what terrible fate could have befallen the crew?

As I gazed in wonder at this astounding sight, the ship slowly came to a halt close to my meagre craft, almost inviting me to investigate its long-since deserted decks.

I drew my craft closer and climbed aboard as my curiosity began to burn with desire to know more of this mysterious ship. The presence of some evil force became even stronger as I wandered down those god forsaken decks and I felt its very essence surrounding me like some shadowy veil.

I began to realise that I was being drawn towards a small doorway at the ship's stern. Going through the door I found what appeared to be the Captain's quarters and an open book with these words written in it.

THE LOG OF THE SHIP BLACKWYCHE
CAPTAIN R'CHARD CAVENDISH

THE LEGEND

The Log told of a perilous journey to a mysterious uncharted island and of a mountain formed in the shape of a gigantic human skull.

The Log also told of the many days the Captain had spent searching the subterranean chambers within the mountain for The Crystal Skull of Souls.

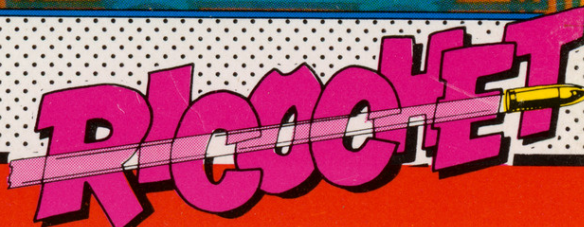
I at once recalled an ancient legend telling of such an object and of the terrible evil power embodied within it.

RICOCHET IS A MASTERTRONIC COMPANY

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RC 008

Made in Great Britain Design: Words & Pictures Ltd., London





As I turned the final page, I noticed the drops of blood dried on the very pages of the Log itself.
They had found the Skull.

The final entry was dated 6th June 1666 and contained the last words the Captain wrote just before he died:

For those who in some future time
Read out the words within this rhyme
My soul sends out this hearty plea
To you who might now set it free.

Beneath these decks there is a room
Where time has almost sealed my doom
Unless with effort long and hard
You free me from this powerful guard.

The Bell contains a force within
To help thou with the task herein
But beware the evil forces
for they hold my soul alone
And unless thou are not careful
they will surely have thine own.

LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP

JOYSTICK CONTROLS

Sir Arthur Pendragon can be fully controlled using your joystick plugged into Port 2.
Pressing the joystick button will cause the action indicated inn the far right of the status line on the screen to be initiated as follows:

USE SWORD Once found, this allows Sir Arthur to fight with his sword in the direction in which he is facing.

JUMP This allows Sir Arthur to jump straight into the air or in the direction of the joystick.

KEYBOARD CONTROLS

PAUSE The game can be paused by pressing the F7 key.

RESTART The game may be restarted by pressing the F1 key.

CHANGE ACTION You can change the action indicated on the far right of the status line by pressing any other key.

