

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 ... AARRRRGGGG ... 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 WULF 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 AMASS
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 ...

FEATURES

SABREMAN
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
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

CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

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

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

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

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

STAB/SWORD FIGHT

Your Explorer will fight using the **SHIFT** key.

PAUSE The whole game can be paused by using the

F1 key. Use **F1** again to unfreeze the game.

JOYSTICK CONTROL

Your Explorer can be fully controlled by using any joystick plugged into either of the joystick ports.

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

SABRE WULF 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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SABRE WULF

