

RECOMMENDED FOR COLOR T.V. VIEWING  
(FOR 1 OR 2 PLAYERS)

## INSTRUCTIONS

# Scrolls of Abaddon™

### INSTRUCTIONS FOR PLAYING

Enter the dark world of the Wizard. Please the Wizard and you will be rewarded with treasures beyond comprehension. Anger the Wizard and you will face the menacing, evil creatures of the underworld. Choose your pathway carefully, because you'll need all the help you can get to work your way through the enchanted chambers. And if you locate the forbidden scrolls, the power of the mighty Wizard himself will be yours!

### To Enter The Underworld:

#### NOTE:

The Commodore version is on the front of the disk. The Arari version is on the back of the disk. The program should be loaded accordingly.

Commodore:

(DISK) Type: LOAD ":", 8,1. The program will load and run automatically.

(TAPE) Hold down the shift key and press the "RUN/STOP" key. When the computer responds with "Found Scrolls of Abadon," press the Commodore key.

Option Keys:

F1 Key — Reset Game

F5 Key — One or Two Players

F7 Key — Start

Atari:

Remove all cartridges from the computer. Place disk in drive, then while holding down the "OPTION" key turn on the computer.

Select Key: Provides one or two player option.

Start Key: To begin game, press.

Reset Key: The key will restart the game.

## Game Play

"Welcome to the game grid," the Wizard said after waving his wand and magically transporting you to the world of Abadon. "Please me, by collecting all the pieces of my magic amulate, and riches beyond belief will be yours. Anger me, by not moving fast enough, and I will send the Beast after you!"

The player may move around the game block by using a standard joystick. The player may move left, right, forwards, and backwards along the existing paths. The game will not allow the player into the

holes. Each level has an individual map to direct the player from one game block to another. BY PRESSING THE SPACE BAR, THE PLAYER IS SHOWN A BIRDS-EYE-VIEW OF ALL OF THE GAME BLOCKS HE HAS COMPLETED. By incanting a magic spell, the player may see the whole map without actually traversing all of the level's game blocks.

You notice that whenever you walk around the game block, arrows appear behind you. Arrows have a strange effect when you try to walk. Move with the arrows and the Wizard is pleased and awards you points. Try as you might, you can't move against the arrows. Trying to break the Rule of the Arrows angers the Wizard, eventually causing him to release the Beast.

All around the grid are gems glowing with minute traces of the Wizard's magic. Once the last gem has been picked up off the grid; Power Disks appear that are capable of taking you to other game blocks. When reaching a power disk, push the joystick toward the edge of the grid in the direction you wish to go. Could it be that you will find other scrolls? And who knows what other mysteries lurk in the imagination of a Wizard?

After collecting the four parts to the Wizard's Magic Amulate, you will be transported to the next level. Each of the four levels is progressively harder.

It is said that when a mortal resides for an extended amount of time within a Wizard's imagination, the mortal will eventually learn the secrets of the Wizard.

By learning to use all the magic spells of the Wizard, you may defeat the creatures of Abaddon. The instructions for each spell are enclosed in every scroll you find.

## **Creatures**

There are many creatures roaming around the game block. The Kitz are the most common of the creatures. The Kitz are a nomadic form of animal life who roam around the game blocks in search of food, such as yourself. If you are touched by a Kitz, certain death awaits. The Kitz follow the Rule of the Arrows, so it is possible to escape their clutches by moving carefully through the game block.

Beware of the evil cunning swamp creature, Nim. Nim becomes poisonous when he jumps through the holes in the game blocks. If you are standing below him as he jumps overhead, you will lose a life. At first it may seem that there is no way to get rid of the Nim. This is true, unless the player can find and use a Magic Spell hidden on one of the grids in a scroll.

The Arrow Eater is parasitic animal who finds nothing more enjoyable than entering a game block filled with arrows. Arrow Eaters hate humans but love to eat arrows. When touched, Arrow Eaters quickly disappear, retreating to another game block. When an arrow is eaten, another magic gem will appear.

The Beast appears on the game block when you have angered the Wizard. You can anger the Wizard by taking too long, repeating the same game blocks too many times, or trying to move against the arrows.

Beware of the Beast, for he is filled with the stuff that makes Wizards. The Beast disregards the arrows and will try to find the quickest route to destroy you in the most gruesome of all manners, by sending you back to the real world.

### **Magic Spells**

As the player completes various game blocks, he will learn how to use the magic spells by reading the Scrolls found on each level. For all spells, a secret word must be typed into the keyboard to be incanted. Certain spells work only once and others last for various lengths of time.

The spells provide the player the ability to both travel the different levels of game blocks more easily as well as provide defenses against the various creatures with the exception of the beast which cannot be destroyed.

### **Scoring**

The Wizard will give the player three chances before ending the game. For every twenty thousand points the player accumulates, the Wizard will award another life. The following table shows how the scoring systems works:

|                      |            |
|----------------------|------------|
| Pick-up a Gem        | 50 points  |
| Magic Amulate        | 500 points |
| Magic Scroll         | 250 points |
| Kill the Arrow Eater | 500 points |
| Kill a Kitz          | 500 points |
| Kill a Nim           | 750 points |

## **Additional Features**

### **Pause Feature:**

Commodore:

To stop all action and freeze the game, press the Commodore Key. To resume the game press the same key again.

Atari:

To stop the action with the Atari system, press the ESC Key. Press again to continue game.

### **Automatic Demo:**

For both Atari and Commodore the program will begin to demo automatically. To STOP demo, use instructions to begin playing game for your particular machine.

### **Abort Feature:**

Commodore:

To start the game again, hold down the Run/Stop Key and press restore.

Atari:

To start the game again, press the "Reset" Key.

### **Joystick:**

Commodore:

The joystick must be plugged into the joystick port #2.

Atari:

The joystick must be plugged into port # 1.

### **Caution:**

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**ACCESS SOFTWARE**

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