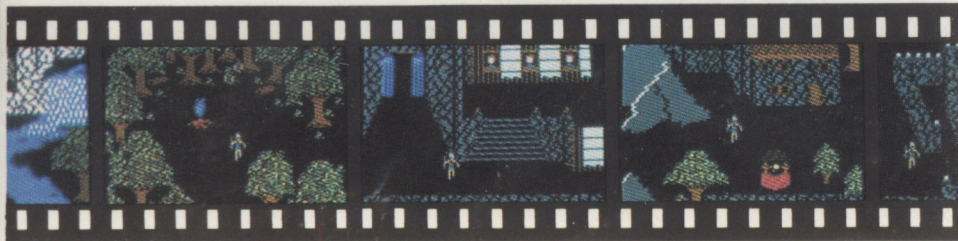


## THE LAST WORDS OF KYNAH

"My friends, the unrest in our land has grown and we shall succumb to the evil that is at work here. The people are afraid, and do not choose to face the source of their fear. Thus it falls to us to search out and destroy him who mocks us with the shades of time. However this shall be no easy task, for even as I speak he knows our quest and laughs. Even if we bring an end to the shades we shall not have won, as to recover Arulan we must regain its heart....."

FULL INSTRUCTIONS MAY BE FOUND ON THE REVERSE SIDE OF THIS SHEET, WHICH SHOULD BE REMOVED CAREFULLY



DURELL software Ltd 1985

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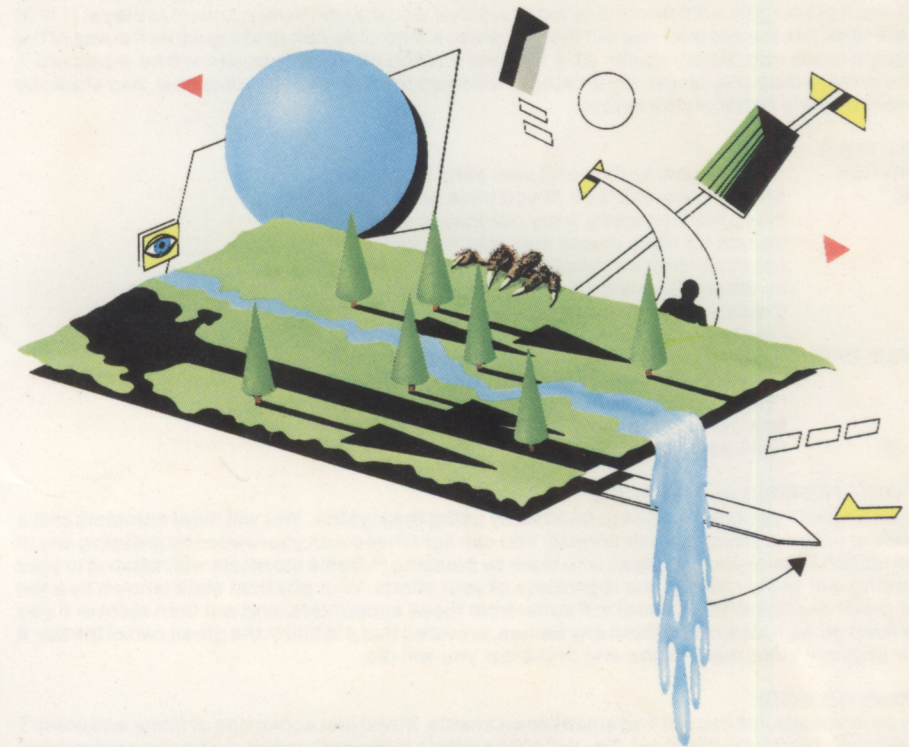
Cover design by Ian Flather

S H A D E S  
COMMODORE 64



DURELL  
SOFTWARE

S H A D E S



A fully animated 3D adventure  
for 1 to 4 players extending  
over 64 colourful locations.  
**REQUIRES A JOYSTICK.**

COMMODORE  
64



## SHADES by Nigel Dewdney

### INTRODUCTION

This is an adventure game which will be slightly different every time you play. Your aim is to rid Arulan of the evil that has brought the curse of the SHADES, which cause people to vanish from one location and then mysteriously reappear somewhere else. Read the last words of Kynah (see back cover) carefully to gain clues about your quest. You will have to fight your way through Arulan, struggling against the SHADES and the traps and monsters that now fill this land, and with the help of some of the objects that you will find hidden in small chests, and by using the secret doors and your cunning to plead with the monsters, or your sword to kill them, you may eventually defeat the curse of evil.

### LOADING and STARTING PLAY

Connect your joystick to port 2. You must have a joystick to play this game. Place your cassette tape in the recorder and rewind to the beginning. Hold down the SHIFT key then press the RUN/STOP key. Press the SPACE-BAR as soon as your Commodore says it has found the program. When this has loaded you will be asked how many people (1 to 4) will be playing, their names (NB: each player gets a different coloured character), and the skill level you want to play at (1 to 3) where level 3 is the easiest. You will then be given a map of Arulan to study while the rest of the program loads into the computer. As it finishes loading the map of Arulan will be wiped out. If there is more than one player the computer will keep track of whose turn is next, and show the current player's name on the screen.

### CONTROLS

|           |                                                         |
|-----------|---------------------------------------------------------|
| JOYSTICK  | Walk around Arulan, and also aims crossbow              |
| FIRE      | Shoots crossbow bolt (if you have one)                  |
| P         | Plead with monsters (may not always work)               |
| S         | Search for traps (some may stay hidden)                 |
| E         | Examine location for secret doors (keep trying!)        |
| I         | Inventory. Displays your first possession               |
| >         | Displays your next possession                           |
| <         | Displays your previous possession                       |
| SPACE-BAR | Ends inventory list, and restarts game                  |
| T         | Take item from chest over which you are standing        |
| D         | Drop item (use < and > to select, then D again to drop) |
| U         | Use item (use < and > to select, then U again to use)   |
| f1 - f8   | Fight with sword                                        |

### MOVING, FIGHTING and PLEADING

You can move from one location to another by using the joystick. You will meet monsters and a variety of magical creatures and objects. You can fight these with your sword by pressing any of the function keys or you can plead with them by pressing P. Some monsters will respond to your pleading, but some may kill you regardless of your efforts. Your physical state (shown by a red and green bar below the screen) will suffer from these encounters, and will then recover if you can keep going for a while without any battles, provided that it is still in the green part of the bar. If your physical state reaches the end of the bar you will die.

### TAKING OBJECTS

As you move around you will find small brown chests. Stand just above one of these and press T to take the object from the chest. You will not be able to take another object when you are already carrying eight. When you have collected a number of objects you can check through them (your inventory) by pressing I, and then pressing < and > to move back or forward through the list. Press the SPACE-BAR to return to the game. (NB: you can use this feature to temporarily stop the game, while you take a break). The objects you collect have different values which are added to your experience points, which act both as your score and also as an indication of your fighting skill. You will be unable to kill some of the monsters unless you have a lot of experience and strength.

### DROPPING OBJECTS

You can only carry eight objects at a time (there are over thirty in Arulan) so you will have to drop some before you can take up others. To drop an object press D then use < and > to scan through your list of objects. When you see the object that you wish to drop press D a second time and you will see it appear below your man in a chest from which you can reclaim it later on. You cannot drop objects on stairs or on the moors where the howling wind would blow them away.

### USING OBJECTS

Some objects may be used to your advantage. To use an object press U to start your inventory, then press < or > to select the one you wish to use. When you have found the object you wish to use press U again. Some objects such as the shield will help you at all times, others may have no use at all, and others may hinder your progress. Some objects such as scrolls may only be used once, others may be used repeatedly.

### TRAPS, SECRET DOORS, and SHADES

At times you will be affected by the evil SHADES which cause you to return to an earlier location, and thus hamper your progress. There are also traps about which may cause you physical damage. As you move into a location search for these traps by pressing S, but be careful as you may not find them all at once. Secret doors may greatly help your progress. To examine a location for secret doors press E. Again you may not always find these straight off, so keep trying.

### THE CROSSBOW

If you are lucky enough to find both the crossbow and the quiver of bolts, you can use them to kill some of the monsters. Make sure that you are moving towards the monster and then press the FIRE BUTTON on your joystick. Don't waste your bolts though, as there are only a few in the quiver.

### SCORING

You score by taking objects and by killing monsters. Points awarded will vary according to the value of the object or the strength of the monster. Your score also reflects your experience, and will add to your fighting skills.

### DEATH and RESURRECTION

When a player dies he or she will be lost from the quest. The objects that the dead player was holding will be scattered through the land once again. When all the players have died their scores will be displayed one at a time, as you press the SPACE-BAR. After the last score has been displayed all will be resurrected and the game will restart at Kynah's meeting house.

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