

The Black Wizard Velnor has gone into hiding in the Goblin Labyrinth of Mount Elk. In this 'Dungeons & Dragons' style adventure, you choose the role of warrior, priest or wizard in your attempt to stop Velnor becoming a true demon on earth.

Derek Brewster's classic adventure for the Commodore 64

COMMODORE 64

Velnor's Lair

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The Black Wizard Velnor has gone into hiding in the Goblin Labyrinth of Mount Elk. The reason is now plainly clear. After centuries of searching he has finally discovered the ancient tomb of Grako and is now about to realise his ghastly ambition, to become a true demon on earth! Time is too short to mass an Army against Velnor. There is only one hope for mankind; that one brave adventurer may be able to penetrate Velnor's defences, defeating his guards, avoiding the traps and surprising Velnor before the metamorphosis is complete. You are that chosen person, but beware, not only does Velnor employ the most ghastly of creatures as guards, he is also a master of illusion.

In this Dungeons & Dragons style adventure, you may be a Warrior, Wizard or Priest. As a Warrior, you are best suited to battle, but how will you cope with the fiendish spells of Velnor? As a Wizard your spells are devastating, but beware, your magic is limited and armed combat doesn't come easy! As a Priest you may protect yourself with the divine powers and you have no fear of the undead, but how will you handle the ghastly Trolls?

The adventure will require ingenuity and careful planning. Combat takes the form of Dungeons & Dragons style scenarios where instant death is rare, but beware, wounds are cumulative and strategy is of the utmost importance.

LOADING

To load, hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your cassette recorder. The programme will now load automatically.

(continued overleaf)

CHARACTER CLASSES

The three classes of character are as follows:

WARRIOR

The Warrior is the best suited to physical combat, he is the hardest to hit, can take the greatest punishment before being killed and does much greater damage to his foes in combat. He has no spell casting ability but, like the Wizard and the Priest, he can use all the magic items found during the adventure.

WIZARD

The Wizard is poorly suited to physical combat, he is an easy target, taking only minimal punishment before being killed. However, his powerful magic compensates for his lack of physical strength. The Wizard begins with a spell strength of 10 and each spell cast drains this strength by a number shown in brackets alongside each spell.

Polymorph (1) This spell can polymorph any non-magical living creature, and all that it carries, into a harmless frog. The success rate is normally 50% and is usually used during combat.

Fire Ball (5) This spell has effect over the whole of the location and will automatically kill all creatures without magical protection within that location. For obvious reasons, this spell must be used from a distance (i.e. outside of an inhabited cave). It cannot be used during combat.

Teleport (3) This spell will teleport you and all that you are carrying, from any location to the cave entrance. It can be used during combat and hence is a life saver.

PRIEST

The Priest's abilities in combat lie between that of the Wizard and the Warrior. He has a selection of spells which are mainly defensive. Like the Wizard, the number of spells he can cast are limited. He begins with a spell strength of 10 and each spell used reduces his strength by a number shown in brackets alongside each spell.

Shield (3) This spell decreases your vulnerability to injury during combat. It works by giving the Priest better odds during combat, no physical device is created. The spell makes the Priest as hard to hit as the Warrior; it can only be used once.

Heal (4) This spell totally heals all of the Priest's injuries.

Dispel Undead (3) This spell will totally and irrevocably dispel any undead creature from earth to its Plane of Origin.

COMMANDS

Most commands are entered as two words, a verb followed by a noun. There are however, a few exceptions which are entered as single words:

Moving. Directions of movement are given by a single word which can be abbreviated to a single letter, e.g. Down or D, North or N, etc.

Inventory. This lists all of the items which you are carrying and can be abbreviated to INV.

Spells. Enter name of spell to be cast, e.g. Fire Ball.

Fight. This indicates that you wish to enter into or continue physical combat, it can be abbreviated to F. Do not enter Use Club, etc.

Save. This allows the game to be saved for playing at a later date. Apart from these exceptions, all commands are entered Verb then Noun, e.g. Light Torch: Extinguish Torch: Feed Lion etc. Other important commands are - Use: Take: Drop: Search: Examine. There are, of course, many other Verbs which the computer understands, but listing them would spoil the game.

COMBAT

Combat takes place in rounds where each creature involved is allowed one action. The action of Hostile Creatures will generally be to attack you. You have the option of:-

1. Continuing to fight (command Fight or F).
2. Running away. Enter the direction in which you wish to move. Often there won't be enough room to escape but keep trying.
3. Spell casting, only if you are a spell-user of course. The command is the spell name.
4. Any normal action, Take: Drop: Use: Examine, etc.

STATE OF HEALTH

During combat you are informed about the severity of your injuries after each hit you sustain. Comments range from slightly injured to critically injured. Your condition is also indicated by the Border Colour. When uninjured the Border is white. As injuries are sustained, the Border changes colour passing through the spectrum to black. When black, you are dead, so watch the Border!

HELPFUL HINTS

It is recommended that you draw a map right from the start: the Labyrinth is long and complex and without a map you are sure to become lost.

Only go into combat when necessary and try to avoid it in the early stages of the game. If you do accidentally enter into a combat situation, don't forget that you can always run. If you fail to escape at your first attempt, keep trying. **Good Luck!**

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