

Dark Lord™

An Animated Adventure



Datasoft®

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(An Animated Adventure)



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A MAGICAL INHERITANCE

A cool breeze tousles your hair as you stand at the foot of the long driveway, studying your inheritance: your grandfather's large, Victorian house and everything within.

As you walk towards the house, you remember late night talks you had with your grandfather about time-travel, religion, and magic: all the subjects that you felt awkward talking to anyone else about. And now, as you enter the house, you half expect him to race down the winding staircase to meet you; but there is only silence in the musty air.

You enter the library and sit in an old leather chair. While gazing at the antique bookshelves, you notice one book is pushed back: *The Collected Works of Edgar Allan Poe*. Getting up, you cross the room and pull the book forward. Immediately, the bookcase slides to the left, revealing a small room containing one chair, a desk, and a full-length mirror.

You step into the room toward the desk, and the bookcase slides across the opening behind you. Lying on the desk, atop some crumbling manuscripts, is a journal written in your grandfather's hand. Your grandfather once told you he had discovered something unbelievable; perhaps now you will find out what that was.

REQUIREMENTS COMMODORE 64/128™

- Commodore 64/128 computer
 - 1541 or 1571 disk drive
 - Video monitor or TV
1. Turn off computer and remove all cartridges.
 2. Turn on power to monitor or TV, disk drive, and computer (with C-128, hold down Commodore key while turning on computer).
 3. Insert DARK LORD into the drive and close the door.
 4. When *READY* appears on the screen, type **LOAD "*" ,8,1** and press RETURN. The game loads.

REQUIREMENTS APPLE® II SERIES

- Apple II series computer (64K)
 - Compatible disk drive
 - Video monitor or TV
1. Turn off computer and turn on power to monitor or TV and disk drive.
 2. Insert DARK LORD into Drive One and close the door.
 3. Turn on computer and the game loads.

Special Instructions for Apple Users Only:

- On an Apple II+, the message *DO YOU HAVE A LOWER CASE DISPLAY (Y/N)* appears. If your computer is able to display lower case letters in 40-column mode, press **Y**; otherwise, press **N**.
- **CTRL S** lets you turn the sound OFF and ON.
- On an Apple II+ or IIe, you can adjust the tone of the music. Turn the sound OFF (**CTRL S**), then press **CTRL T** until you hear a "pop." Now turn the sound back ON.

TITLE PAGE OPTIONS

- A** **Color Adjust** (Apple version only) — This selection lets you adjust the colors so they look their best on your monitor. Follow the prompts.
- D** **Demo** — This lets you see a self-running demonstration of the game. Press any key to get out of the Demo and return to the title screen.
- M** **Mini Adventure** — This is a short, practice adventure. See page 8 for the Mini Adventure's solution.
- S** **Start Game** — This gets you into the game. After pressing **S**, you have three choices:
- N** lets you play the Normal DARK LORD adventure;
- E** gives you an Easier game;
- R** scatters game items in different places around the adventure (making them more challenging to find). This option gives you a "new" game every time you play.

PLAYING AN ADVENTURE GAME

An Adventure Game is a mystery you solve by typing messages (commands) into the computer and getting information back on the display screen. The messages you type can say you want to go somewhere or do something, or they can be requests for clues to help you out of situations. The computer answers by following your instructions; by giving you the clue you asked for; or by telling you it can't understand what you want (in the last case, you'll have to rephrase your message or request).

PLAYING DARK LORD

Traveling requires using Compass and Movement commands (**NORTH**, **SOUTH**, **EAST**, **WEST** for the Compass; **FORWARD**, **BACK**, **LEFT**, **RIGHT**, **UP**, & **DOWN** for Movement. You can use just the first letter of these directions instead of typing the entire word (**N**, **S**, **E**, **W**, **F**, **B**, **L**, **R**, **U**, & **D**).

Note: **BACK** moves you away from what you're facing, but not necessarily back to where you came from!

Warning: During the game, things move on screen; you may have to wait till the "right" moment before you enter a command (in other words, if at first you don't succeed. . . .)!

Objects on the ground can be identified by typing **LOOK GROUND**. You can get an object by typing **GET** or **PICK UP** followed by the name of the object. To get a list of objects you're carrying, type **INVENTORY** or **I**. Get more information about a thing by typing **LOOK** followed by its name (**LOOK TABLE**, for example, causes a description of the table to appear in the text at the bottom of the screen).

BASIC GAME COMMANDS

By typing the commands listed below on the Left, you get the results listed below on the Right.

LOOK — Tells you where you are.

LOOK GROUND — Gives you a list of objects you can pick up.

SAVE GAME — Lets you store the game you're playing on the game disk.

LOAD GAME — Lets you reload a game you've previously saved.

INVENTORY (or I) — Gives you a list of the objects you're carrying.

SAY (or ASK) — Lets you talk to someone (e.g., **SAY HELLO**).

GET — Lets you pick up an object (for example, **GET BOWL**).

DROP — Lets you drop an object (for example, **DROP BOWL**).

EXAMPLES

You can type commands in capital or lower case letters. If you want to use punctuation, you can; if you don't, it's okay to leave it out. Below are a few examples of commands you can use in **DARK LORD**.

GO INTO THE CAVE

SEARCH FLOOR

ASK WHERE IS EVIL ONE?

DROP EVERYTHING

GO FORWARD

GO DOOR

PICK UP THE ROCK

FILL THE FLASK WITH WATER

PLACE IDOL ON THE ALTAR

LOOK GROUND

OPEN THE DOOR

CLIMB TREE

SPECIAL COMMAND KEYS

There are a few "shortcuts" you can use while playing that make the game go a little more smoothly.

C64/128

APPLE

"shortcut"

← & F7

Esc & →

This gives you a text-only screen that shows you the commands from your last few moves. The graphics display automatically returns when you type a new command. The direction you're facing is shown at the top of the text display.

DEL

←

This erases the last letter you typed.

HOME

**Delete or
CTRL D**

This erases the last word you typed.

F1

**Tab or
CTRL I**

Lets you correct an error in your latest command without retyping the entire thing.

Example: You type **GO INTO HOOLE IN TREE**; the computer responds, **I DON'T KNOW "HOOLE."** To correct: press the retype key (**F1** for C-64; **Tab** or **CTRL I** for Apple), type **HOLE**, press the retype key again, then press **RETURN**.

SCORING

To provide an arcade-style challenge, your game score (based on the number of commands you typed to get to the solution) is tallied at the end of the adventure and displayed on the final graphics page. Misspelled words or words the game didn't recognize don't count against your score.

TROUBLE PLAYING DARK LORD???

If you're having trouble getting the hang of playing DARK LORD, try the Mini Adventure a few times. Select **M** from the title screen to practice the Mini Adventure. If you still have trouble, here's the solution to the Mini Adventure (don't peek till you've actually played it!):

<u>Scene</u>	<u>What to type</u>
{Facing volcano}	Go north
{Edge of forest}	Right
{In ruins}	North
{Facing Temple}	Pick up the bowl on the ground Back
{In ruins}	Fill the bowl with slime South
{In forest}	Exit to the right
{Facing split redwood}	Go into the tree
{In tree}	Down
{In cave}	Get torch Throw the slime on the worm Go Forward
{In the long hall}	North
{On the stairs}	Up
{In the temple}	Light the altar with the torch

Journal

December 12, 1947 — March 26, 1948

Entry 137 ___

Have I done it? Have my years of research, travel, blind alleys, and frustration finally brought me the answer? Is this scribbled spell the key to Alterworld? If the ancient texts and tablets I've deciphered are correct, then this spell can take me to that distant place that's just a reflection away.

I plan to try the spell tonight. If I'm wrong after uttering all this nonsense, I hope I can laugh at myself. If I'm right, well, I hope I'm prepared.

Entry 138 ___

The spell worked!

Entry 142 ___

This is an interesting place, to say the least. A river of lava seared the earth before me. Unbelievably, I saw plants actually growing up from the lava, swaying in its fiery currents as though they were in the coolest water. The plant leaves were covered in a waxy substance that I found useful for keeping out the hot sun. If only they'd give me a clue to crossing the blasted lava.

Entry 160 ___

I finally met a native, a peasant fellow named Tyrus. Tyrus explained that the King of the Alterworld was brutally murdered only a few weeks before by his brother, Lord Nequam. Now Nequam rules!

From what Tyrus told me, Nequam had fallen in with a Sorcerer, and not some side-show charlatan either, but a genuine student of the Black Arts! Apparently, Nequam got a magic amulet from the Sorcerer and now has the power to destroy anything he touches. On top of that, he's invulnerable. Several villagers and mercenaries have gone off to battle Nequam. Nequam sent back their mangled bodies.

I asked Tyrus if there was a way to stop this despot. He says no one has the answer yet, but that Kyron, the wisest man in the kingdom, is searching for a weakness in the amulet's protective powers. Tyrus agreed to take me to Kyron.

Entry 163_____

Kyron looked no older than me, but one got the feeling, looking into his eyes, that he had seen enough to fill a dozen lifetimes!

I first saw him standing on hay bales in the town square, talking to a group of villagers. He told them that, if the amulet was dislodged from Nequam's grasp, Nequam's magical powers would be gone and any brave soul could defeat him.

One villager protested, "And just who wants to walk up to Nequam and slap his hand? To touch him is to touch death!"

Kyron answered, "He is protected, but the stone is not. A well-placed arrow could do it."

Another villager cried, "Well-placed!? Well-placed!? Some of the best mercenaries in the land could not lay sword, staff, mace, nor arrow on him. You make it sound like shooting that amulet is as easy as shooting rabbits!"

I thought the villagers' complaints were valid. But then Kyron held up a small vial and said, "He who drinks this potion before firing his crossbow will strike what he wills."

The villagers were silent. Then, a voice said, "And who will drink it?"

"I will," Kyron answered solemnly.

At that moment, screams ripped the air. It was Nequam! Empowered by the amulet, he was strong enough to attack the village alone.

The citizens grabbed their weapons and tried to defend themselves, but one touch from Nequam as his horse thundered past and their bodies withered and fell into the dust.

And Kyron fell, too. He'd had no time to try the potion. I rushed to his side.

Kyron's eyes cleared for a moment. He said to me, "Our destiny is in your hands, good sir," and handed me the potion. "Drink this quickly, then destroy our enemy." Suddenly, a look of great concern crossed Kyron's face as he spoke his last words, "Don't bury... bury... amu..." Then, as the sounds of battle raged about us, Kyron closed his eyes forever.

I don't know why Kyron chose me to save his people, but I gulped the potion and picked up the crossbow and quiver. I hoped Kyron was right!

I stood before Nequam. Nequam stopped his attack and drew up his horse. He glowered at me. He had death's touch in his fingertips and all I had to challenge him was one thin arrow.

Nequam laughed and raised the amulet high for all to see. "Fire away!" he mocked. I hesitated and, as I did, the amulet began to glow! "As long as I hold this, you and all who challenge me are dead. This day, all the village will be crushed to ash. Every man. Every woman. Every child. Every little vermin scab who dares to point a weapon at me. All will die!"

The arrow whistled away! There was a sharp crack as the steel point struck the amulet dead on. The glow faded as it fell to the dirt. Before Nequam could recover, a villager snatched the amulet up.

Evil Nequam wasn't laughing now. The people were upon him. Their attack forced rider and horse flat against the ground. Nequam squirmed and fought and screamed as the villagers pounded him to death.

"I'll have revenge on you all," he cried out. "You've won nothing!" Then it was over.

Entry 165_ _ _

I was pressed into a corner of the burial chamber by a crowd of villagers when I heard someone say, "See what this does for you now, Nequam!" Then I heard a hard object rebounding off the coffin's interior.

A stone slab was slid over the coffin, sealing Lord Nequam's beaten body. I thought I saw a pale blue glow coming from inside the coffin. A trick of the light from our torches?

Entry 182_ _ _

Several months have passed since my return from Alterworld, yet still it haunts me. Again I've had this horrid dream.

In my dream, I heard the sound of a stone rebounding relentlessly against the sides of Nequam's sealed coffin.

Suddenly, the lid of the coffin exploded. A glow, faint at first, gradually grew brighter and, as it did, Nequam's corpse began to rise. The amulet was burning life back into Nequam's shattered hulk. The dark eyelids fluttered open; the lips moistened and pulled into a menacing smile.

I turned to run, but each step was slower than the last. Lord Nequam's voice boomed, low and echoing, "Who shall stop me, now?"

I awoke, wet with sweat. I can't help wondering, what if this is more than just a dream? What if the nightmare is real?

