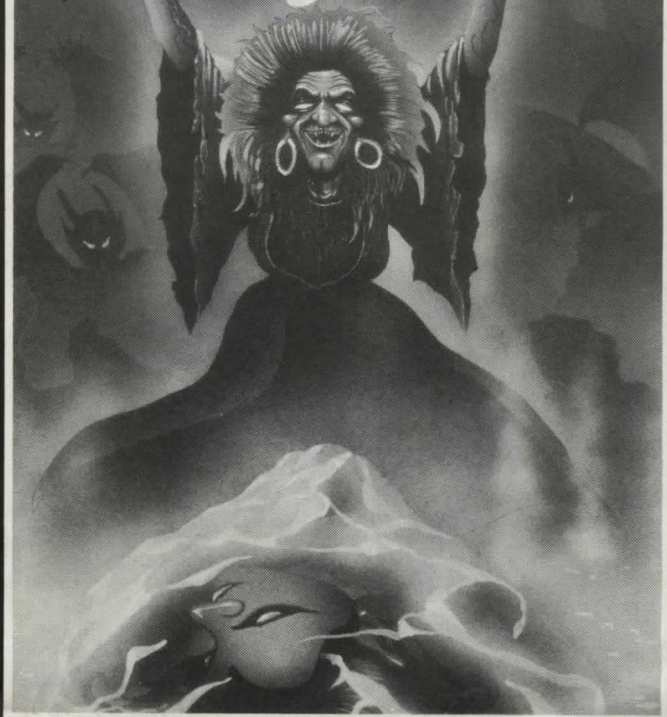


# Volcanic Dungeon



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# VOLCANIC DUNGEON

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**EVIL REIGNS AND EVIL SHALL,  
UNTIL THE HERO, PURE OF HEART,  
WITH CHARMED STONE  
AND BOLD SWORD ARM  
DO TH VANQUISH HORRORS BANE.**

A long time ago in the ancient land of Lamhar a cosmic path was created which joined Earth to the stars. Down this path there came Methzar, a goddess of evil. With her extreme beauty she won over the hearts of men and in less than a decade she united all the tribes of humans in Lamhar into one fighting force. Her domination of Lamhar would have been complete but for the armies of the elfin Lord Fendhal, who defied her; so she sent men to make war against the elves. Their armies were well matched but the elves knew the secret magic of the ancient ones who visited Earth long before the birth of the first man. Methzar was defeated and she fled to the Northern wastes. With Methzar gone the spell she held over men dissipated and peace prevailed over the land.

Methzar grew bitter and she vowed that she would not return to the stars until she had her revenge on the elfin people. She joined forces with the Snow Queen and her army of ice giants, and an alliance of evil was formed. Into this alliance came Magra, the witch of the Black mountains, whose cannibalistic nature and ugliness made her the most feared witch in all the lands. Together they planned their strategy and over two years formed an army of the most grotesque creatures ever to walk the earth.

First they attacked the home of the Dwarf King Rindell, an extinct volcano in the heart of Lamhar. This they made into a fortress guarded by evil monsters and from this volcano, Methzar launched her attack on Fendhal's people. The volcano was surrounded by the forest of Fenwood. It was a place held sacred by all the elves. Here grew the Earth's first born; mother of all the trees of all the lands of the world. On its branches grew the seeds of life. Methzar's army laid waste the forest and using her unearthly powers she destroyed the first born. It seemed that all hope had vanished for the creatures of the Earth. The seeds of the first born must always remain connected to the soil or disease will lay barren all the Earth. Unknown to Methzar her plan failed for the princess Edora rescued some of the seeds and fled into the wilderness.

It was no use planting the seeds until Methzar was defeated so the princess placed the seeds into a small cask and hid them in a cleft in the volcanic rocks. She then made for the false sanctuary of King Rindell's volcanic home. The princess was captured and taken with other prisoners into what is now known to elves and men as the Volcanic Dungeon. The evil trio placed the princess into a timeless sleep and sealed her in a crystal coffin. With their Royal hostage they hoped to lure Fendhal to his death. However, time was not on their side. They posed a threat to all the sons and daughters of the Earth, to all the free creatures of the sea and sky. Because of this the World witnessed the greatest alliance in its history. Eagles in their thousands, Lions and Tigers, Unicorns and Elephants, all the free creatures of the Earth rallied round Fendhal for the decisive battle. The World was united against evil. Kings from many lands sailed ships into battle and the wise White Dragon of the West came out of solitude to lead their attack.

The armies of evil were also massive and powerful. A legion of demons, each astride a winged fire breathing horse, led their attack. Behind them marched an army of corpses that outnumbered the living by three to one. They were followed by Trolls and Goblins and foul creatures that shy from the sun and haunt the night. It is said that the battle lasted three days and three nights, and on the morning after the third night Lord Fendhal held Methzar's head high upon his spear and showed her to his triumphant army, before throwing her head back into the cosmic gate.

The battle was won but evil had struck a painful blow. Valleys were created and destroyed. Lands sunk forever beneath the sea. Kingdoms were lost and races wiped out. Gone forever were the beautiful Unicorns and the mischievous but peace loving centaurs. Slain were great Kings of men and elves. From his stand on mount Arnes the great White Dragon fell in a blast of Hell fire but he took with him one thousand legions of Hell. From his home beneath the sea Neptune rose and confronted the Snow Queen. He robbed her of her beauty and then cast her into the sea to become a prisoner forever in his under-water palace. Magra escaped, with some of her army, back into the Volcanic Dungeon. It proved impossible for an army to force her out. Without the seeds of life disease and death slowly spread across the face of the World. Many heroes have tried to rescue the princess Edora from the dungeon but none have returned. Lord Fendhal is near to death from a wound he received during the battle. You are his last hope of ever seeing the princess Edora again and of knowing the curse is lifted from the land.

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# INSTRUCTIONS

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**LOADING:** To load enter, LOAD "". The program is recorded twice to ensure reliability. Should both copies fail to load readjust your volume and tone levels on your cassette recorder and check the lead connections.

**SET UP:** When the game begins you will find yourself in the top left cavern; East of the secret tunnel. You have a sword (see treasures) and a magic ring (see ring). You must attempt to free the Elfin princess, imprisoned in a crystal coffin deep within the dungeon, and then escape with her back through the secret tunnel.

**THE MAP:** You have been given this map by the dwarf race that excavated the dungeon. Use it to keep careful track of your movements. It could save your life. Each move you make will place you in a cavern or at a tunnel junction. If you accidentally bump into a wall you will not move from your last position.

**PITS:** These are not marked on the map but their location remains the same each game. When you come across a pit you may find it useful to mark its location on the map yourself. Falling into a pit will not kill you if your strength is high. You use one hundred units of strength climbing out of the pit.

**WATERHOLES:** All the waterholes are marked on the map. When you reach a cave with water and no creatures, your water count will rise back up to 100. If the cave is inhabited by one of the creatures you will have to fight and win to gain the water.

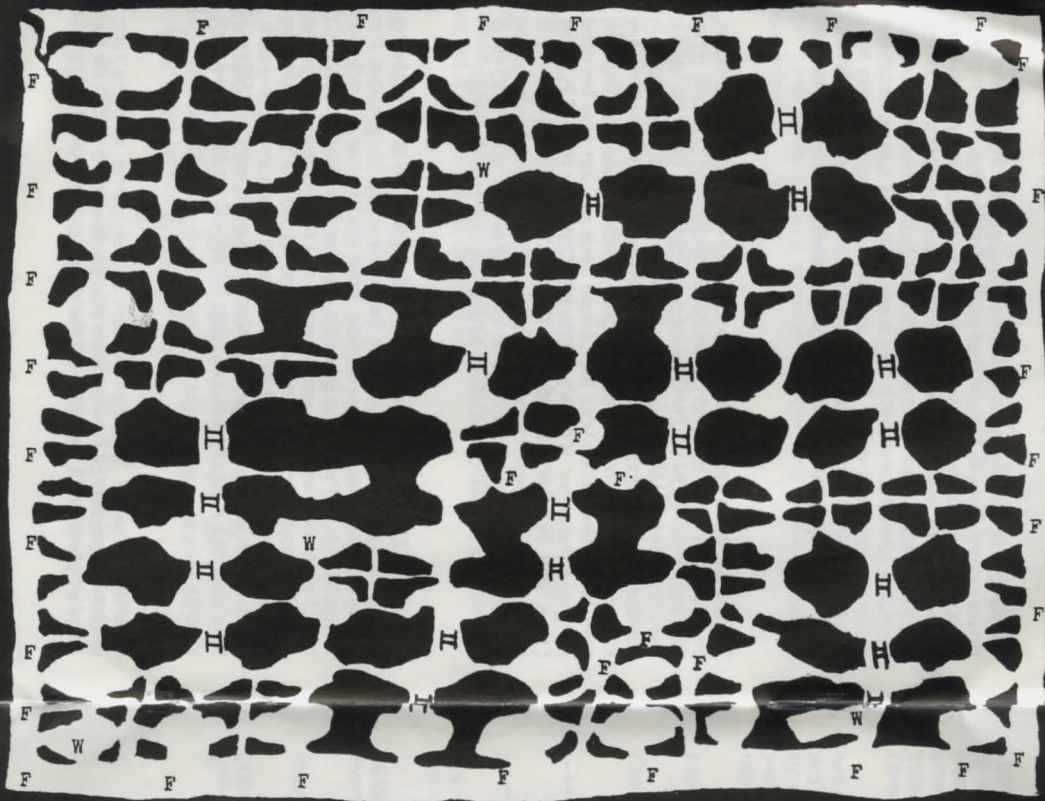
**FIERY CAVERNS:** All fiery caverns are marked on the map. These are no go areas. If you stray into a fiery cavern it means instant death.

**THE RING:** This was given to you by the Elfin Lord Fendhal, to help you on your quest. The elfin ring has magical properties. For you it has two functions. First; it is the ring that enables you to absorb strength from your dead foes. Secondly; the gem embedded in it is a stone from the Black Mountains. This stone measures the ebbs and flows of the cosmic force that gives the evil witch her power. When the cosmic forces are weak the stone is invisible. When the witch is strong the stone turns black. The ring is represented graphically on the status chart on the top left of your screen. Use its changing shades to plan your attack on the witch.


**TREASURES:** These take the form of enchanted weapons and defences. You can only carry a certain amount of treasures at any one time. Experience will show you which weapons/defences are most useful. The computer keeps account of your treasures and displays them in the status chart as code letters (see single key entry). If the computer informs you that a treasure is damaged you cannot use it again. It will then be omitted from your list. Certain treasures can only be used once and these are: **HYDRA'S TEETH; FORCESHIELD; MAGIC POTION (turns you invisible); DRAGON'S TEAR; FLYING POTION.** Using a treasure you no longer own for defence will prove fatal. The treasures are carried through the dungeon by mischievous spirits who drop them in the tunnels and caverns where you can pick them up.

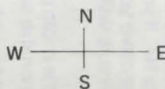
**SINGLE KEY ENTRY:** There is no need to press newline or enter during the playing of this game, nor are there any words to type out. The treasures have been given a code letter and to use a particular treasure just press the key representing its letter. For example: SWORD has "S" as its code letter. To use the sword you would press key S on the computer keyboard. Other instructions you will use are: Yes/No: for Yes press key Y; for No press key N. When asked for directions key N - North, key S - South, key E - East, key W - West and Key 0 (zero) - SAVE (see save routine). A list of treasures code letters will be found beneath your map.

**GRAPHICS:** The ZX Spectrum version of the game contains high resolution graphics of the monsters you encounter. To switch off the graphics press key 3. To switch on the graphics press key 4.



## DUNGEON MAP

-  = Secret Tunnel.
- W = Water
- F = Fiery Cavern
- H = Bridge



### WEAPONS / DEFENCE

#### CODE

- S SWORD
- C CLUB
- Q SILVER SWORD + SHIELD
- K SILVER SWORD + TORCH
- Y SWORD AND SHIELD
- O SWORD AND TORCH
- T SILVER STAFF
- B STAR JEWEL
- A FLYING POTION
- R GORGONS HEAD

#### CODE

- W SILVER SWORD
- Z SILVER KNIFE
- E FORCESHIELD
- X FLYING CARPET
- M MAGIC POTION
- J PENTACLE CHARM
- U SAINTLY STAFF
- D MAGIC SACK
- F HYDRA'S TEETH
- L DRAGONS TEAR

#### CODE

- V SPEAR
- P STAKE
- H TORCH
- N CROSS
- G ARMOUR
- I SHIELD

**SAVE ROUTINE:** Volcanic Dungeon contains a save routine which allows you to save the state of play and to continue your adventure at a later date. To use the save routine wait until the computer asks "which direction" then connect the mic socket of your cassette recorder to the mic socket on your computer and load the recorder with blank tape. Start the tape on record and then press key 0 (zero) on the computer keyboard.

On the ZK Spectrum to start a saved game first you must load in the main program. When the program is loaded the computer will ask you if "you wish to start a new game Y or N?". If you press key 'N' for no then the computer will set itself up to receive your saved data. Now load in your saved game and the adventure will continue where you left off.

On the ZX 81 it is not necessary to load the main program. All the data needed to continue your adventure is on the saved game tape.

The ZX Spectrum version is compatible with the Currah speech synthesis unit.

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## HELPFUL HINTS

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1 If you enter a cave or tunnel occupied by a monster, do not try and leave by the far exit. Escape back the way you came or by one of the side exits. Failure to do so might result in death.

Make sure you have a good number of strength units available before releasing the princess. The act of opening the crystal coffin will result in a dramatic loss of strength.

3 When you have released the princess from the coffin your water supply will decrease twice as quickly as before.

4 Clip your map to a board and overlay it with a sheet of tracing paper. Now you will be able to mark your position without spoiling your map.



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