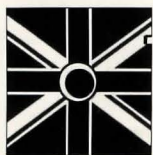


3
HIT GAMES

BRIAN BLOODAXE REVELATION QUOMMIS



Great British Software
Commodore 64/128™



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BRIAN BLOODAXE REVELATION QUO VADIS

Loading the games on the disk

- Plug your joystick into port 2
- Turn on your computer, disk drive, and television or monitor
- Insert the disk into your disk drive label side up
- Type:

LOAD "MENU",8 press **RETURN**

- When you see the READY prompt, type:

RUN press **RETURN**

- Follow the on-screen instructions to choose the game you want to play.

NOTE: There are games on both sides of the disk, so you may be prompted to flip the disk after you make your selection.

**BRIAN
BLOODAXE**

The Crusades of Brian Bloodaxe, Conquerer of the Brits

It was pretty late in the week, probably Thursday I should think, when Brian got bored. Well you'd get bored too, I can tell you, if you'd been stuck in a flaming great ice-cube floating about in the North Atlantic for a few centuries. Brian had reached a decision, about time you might say, as it had taken him around 500 years to formulate. But then Brian never was much of a quick thinker. "I'll invade the Brits..." spluttered forth his excuse for grey matter.

So he did. Trouble is he chose a certain Tuesday in 1983 AD when the entire population was either "out to lunch," "in a meeting," or on the edge of their seats about to be informed exactly who shot J.R.

Not to be put off, Brian set forth to conquer.

Being an exceptionally sly creature, Brian decided to choose one of three major invasion points around Britain, none of which was Hastings.

Oh yes, due to an old war-wound (and, some say, an inherent laziness), Brian can only carry three things at a time.

"Uh, that's about it really."

"You sure?"

"Well, yeah. I think so."

"Haven't told them much have you?"

"No. S'pose not really. But they'll soon get the hang of it."

"What? Do you think those twits out there are going to be able to make their way through 104 different screens, each with its own devious and mind-bending puzzle?"

"Yeah."

"And discover all the weapons, tools, and goodies as well as how to use them?"

"Hope so."

"And discover the point of the whole thing?"

"Well, no. I s'pose not."

"Well aren't you going to tell them about how Brian's job is to get hold of the Crown Jewels and sit on the Throne with them?"

"Well, okay, but I won't tell them the rest."

"What? Not even about the penguins?"

"Nope."

Game Controls

Brian Bloodaxe can be played with either the keyboard alone or with a combination of a joystick plugged into Port 2 and the keyboard.

Keyboard

Left	—	[SHIFT]
Right	—	[Z]
Jump	—	[C]
Pick up/Drop	—	[V]
Select an item in the inventory	—	[Q] [W] [E]
Fire/Use a selected item	—	[X]
Start the Game	—	[Space Bar]
Restart the Game	—	[RESTORE]

Joystick

Left	—	left
Right	—	right
Jump	—	push forward
Pick up/Drop	—	fire button
Select an item in the inventory	—	[Q] [W] [E]
Fire/Use a selected item	—	pull back

Well, that's about it. Anything else you'll have to figure out as you go. Good luck, Brian. I don't think Britain will ever be the same.

REVELATION

The Caverns of an Alien Hell

You, the last hope of Humanity, ride your ancient companion, the sacred eagle of your people, in search of the Monster of the Apocalypse. Should the Monster be crowned before you can destroy it, it will seize the Sceptre of Hope and use it to destroy the world. You know you are on a suicide mission, but the hope of Humanity rides on your every move.

Entering the Caverns

When the game starts, you will be asked to select a skill level by pressing one of the function keys. The higher the level you choose, the further into the caverns you will start your quest, and the more dangerous and numerous your foes will be.

There are two different ways to control the game. Use the space bar to change the type of control. With **Type 1** you use the joystick to move left and right as usual, but you need to press the fire button to stay airborne. **Type 2** allows you to fly continuously and to maneuver your mount up, down, left, and right with the joystick.

Playing Revelation

Your quest is to destroy the Monster of the Apocalypse. To do so, you need to successfully negotiate more than 40 creature-filled caverns to reach your goal. Your only weapon is a magical lance which fires a continuous stream of energy blasts. These blasts are fatal to all they touch, but the hordes of Hell are beyond number, so as long as the towers stand, they regenerate as soon as they are destroyed. You face 31 different minions of the Monster, each with its own strengths and weaknesses.

To get through a cavern, you need to destroy all five of the demon towers in that cave. Each tower

requires several blasts from your lance to be destroyed. Until all the towers are destroyed, the creatures of the cavern will continue to regenerate. Only upon the destruction of the fifth tower will they be truly mortal. When this happens, you will see a flash of energy. Immediately start destroying the remaining creatures. When all are vanquished, you will be transported into the next, even more dangerous cavern.

Scoring

The destruction of each tower is worth 100 points. You earn an extra life for each cavern you clear, up to a maximum of six lives. You can see your score and remaining lives at any time by pressing the space bar.

QUO VADIS

The World of Quo Vadis

You sat looking across the table at the old man's face, the flicker of the fire's flame giving a vibrant glow to his features. Even though The Doom was all around, and the Dark Lord had already cast his shadow over much of the earth, you still found yourself entranced by the old man's gentle gaze. But even as you watched, the old man's features started to blur as if you were suddenly seeing him through wet glass. More than entranced, you were frozen! Trying to move, you found all your senses had become numbed. An image distilled, and you saw the plains of battle upon which the last of mankind's greatest warriors were fighting the hopeless battle against the Dark Lord's shadow. A scene: a sole remaining rider. A clash of steel and a fall. The rider slain upon the ground and a shadowy figure standing triumphant over him.

The old man's features began to regroup, to reform. But no, not the old man's at all, rather that of another. This new face exuded evil and dark intent, and the cold black eyes seemed to be laughing at you.

"Yes, it is I," the Dark Lord whispered. "But I toy with you as a cat with a mouse. Mankind is lost and nothing can prevent my Shadow now. I am feeling impish, and will dangle you a while yet. No chance did I say? It amuses me to think that I might allow Man a single faint hope. You shall be it, if you so choose."

The spell of immobility still restraining you, you sense in your mind that a doorway has opened into the world to your right. And to your left, the rock face of this cave has parted to allow entrance to the depths below.

"The choice is yours. Go to your right, and you are a free man. No one will think worse of you for doing so. But choose the way to the left, and you will enter my domain of caverns, lava pits, and the very home of demons beyond belief. There you

will find not only my servants, but also that which they call the Sceptre of Hope. Find it, and you may yet save your puny kind, for it alone can bring my downfall. But it is quite useless to you unless you first determine the Words of Power which make the Sceptre's powers real. So hopeless is your task that I'll tease you more and place riddling clues in my caverns. Find them, and retrieve the Sceptre and you may have a chance, if chance I dare call it!"

And this face too, started to fade away with a terrible laugh filled with contempt. Even as the Dark Lord receded from your sight, you heard his ultimatum.

"Choose! Go right, to freedom and safety, or left to face certain peril in your quest for the Sceptre of Hope! Quo Vadis, mere human, Quo Vadis?"

That ancient term dwelt but a fraction of a second in your mind as you translated it without knowing how, "Where are you going?" But you already made your choice, and, in an instant, found yourself clinging to a rope in the depths of the Dark Lord's Domain...

Game Play

You find yourself equipped with a glowing sword possessing such energy that it pulses in your grip. This sword, like no other you have ever seen, emits a continuous stream of pulses of pure white fire, destroying all evil in its path.

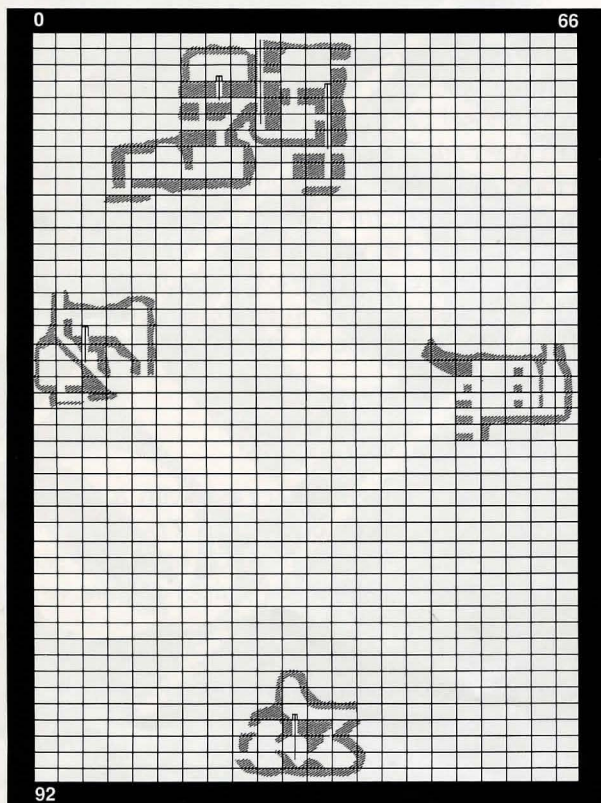
Beyond its treacherous nature, you know very little about the Domain in which you journey. Other brave souls who braved it before you talk of caskets which were of our world and which provided help in mysterious ways. Your shield provides some protection; the percentage of protection left to you can be determined by pressing the **RETURN** key.

Game Control

To start **Quo Vadis**, you must press the **S** key, but from thenceforth all control is with the joystick, which you should place in port 2.

To move up, down, left, and right, move the joystick in the corresponding direction. To jump left and right, move the joystick diagonally in those directions.

The Domain



Contest Requirements

You can win the unique, valuable Sceptre of Hope. To win the Sceptre, worth approximately \$10,000, you must discover all of the riddles in **Quo Vadis**. Solving each riddle will take you one word closer to the solution. If you think you have discovered the solution, send the complete solution to: Quo Vadis Contest, The Edge, 31 Maiden Lane, London WC2, England.

Rules

1. Print or type a complete list of the riddles as well as an indication of where they are located on the map. Print or type the solution, and indicate the position of the Sceptre on the map. *Note:* Only solutions obtained from the *original* Quo Vadis game, not solutions obtained from a Quo Vadis game created using the Generator, are acceptable.
2. Mail your entry in an envelope with postage affixed to:
Quo Vadis Contest
The Edge
31 Maiden Lane
London WC2
England
3. One grand prize will be awarded to the first person who correctly solves the riddles and indicates the positions of the sceptre on the map. The winner will win a sceptre, worth approximately \$10,000. In the case of a tie, tied entrants may be asked to complete an additional riddle. The tied entrant who completes this new riddle will win the grand prize. Judging is under the supervision of Softek International and The Edge.
4. The contest is open to residents of the U.S. and other countries. Void in Vermont and wherever prohibited by law. If required by law, the rules may be adjusted. In the U.S., employees of Mindscape, Inc., its affiliates, subsidiaries, advertising and promotion agencies, and the immediate families of each are

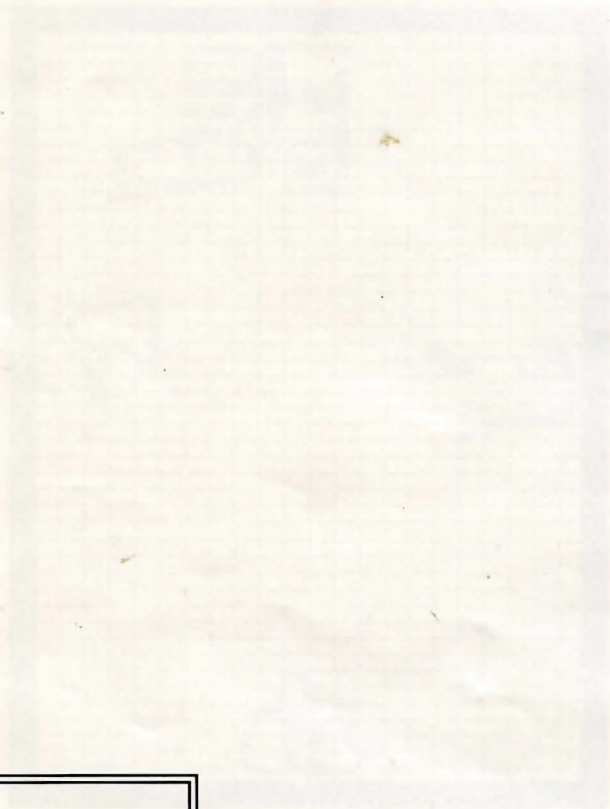
not eligible. All Federal, state, and local laws and regulations apply. No substitutions of prize permitted. Taxes on prize are sole responsibility of winner. Within 14 days after notification, winner may be required to execute and submit an affidavit of eligibility prior to awarding of prize. In the event of final ties, duplicate prizes will be awarded.

5. For the name of the grand prize winner, send a separate, self-addressed stamped envelope to: The Edge, 31 Maiden Lane, London WC2, England.

The Quo Vadis Generator

Also included on this disk is the Quo Vadis Generator program. It is listed as a selection from the disk's main menu. You can use the Generator to randomize the Domain before you enter it.

When you run the Generator, you will be asked to enter two numbers. These will be used to create a randomized version of the Quo Vadis Domain. Quo Vadis will then load and run. When you enter Quo Vadis, you will discover that the Domain is no longer the one you are used to seeing. It will be a completely different arrangement of rooms, perils, riddles and traps—for **this playing session only**. This new Domain cannot be saved, and solving the riddles of the newly randomized Domain will not be applicable to the contest of the Sceptre of Hope.



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