

# CLASSIX

**COLLECTORS EDITION**

**C64 INSTRUCTION LEAFLET**



**Instruction leaflet for C64  
Edge Classix 1**

**BOBBY BEARING**

*Loading:*

LOAD "BOBBY" to load the tape version.

LOAD "BOBBY", 8,1 to load the disc version.

*The Game:*

Bobby and his family of bearings live in a metallic land of the future inhabited by many traps and fearful black bearings. Bobby's cousin has led his brothers astray in the land and it is up to Bobby to seek them all out and get them all home again ... This game was the first to feature 'Curvispace 3D' which actually allows the bearings to roll around in 3D space in a very realistic manner. You control Bobby who emerges from his home and you aid him in his quest for his brothers and cousin. Bobby has to find each of them in turn and roll them back home. But be careful! Getting past some of the pitfalls on your own may not be so easy when you are pushing another bearing!

*Controls:*

Keys Y-P	Up and Right
Keys H-RETURN	Down and Left
ESC	Pause
RESTORE	Restart
Top Keys	Cheat (gets you out of tight places but you lose points and you lose a brother if he's in the same screen)

*Joystick:*

Use in PORT 1

**BRIAN BLOODAXE**

*Loading:*

LOAD "BRIAN" for the tape version.

LOAD "BRIAN", 8,1 for the disc version.

*The Game:*

**WARNING:** Do not play this game. This game features 'Primary Imbalance' and may be injurious to your mental health. Read no further!

Well, I can see that you have ignored my request, so I'd better tell you something more about this game ... It was a Thursday afternoon at around 3 pm when the signal to go was blasted across the known universe. Boarding your supa-interspacial mega-galactic craft you set off in search of ... No wait a minute that's not quite right. Let's start again.

Wow are you hungry and as you try to guide your snapping form around a maze you find fruit and ... No sorry that's the wrong game too.

Here we go: Brian was the Conqueror of the Brits. Well he would have been if he hadn't got frozen into an iceberg. Thawing out he finds himself in 20th Century Britain (not that he is quite aware of this) and undaunted he sets about conquering anyway ... Being a rather silly person Brian decided to chose one of three invasion points about Britain, none of which were Hastings. And oh yes, because of a wound from a prior bit of conquering, Brian can only carry three things at a time. Hum, well that's his story anyway. A last point of warning, though, beware the mutant Kamakazi Penguins from Siberia ... not that there are any in this game.

*Controls:*

SHIFT — LEFT, Z — RIGHT, C — JUMP, V — PICK UP/DROP, X — FIRE/USE, SPACE — START GAME, RESTORE — RESTART GAME, SELECT TOOL/WEAPON — Q.W.E.

*Joystick:*

Use PORT 2  
Left and Right as normal  
Push forward — JUMP

Pull back — FIRE/USE  
Fire button — PICK UP/DROP

# **WIZARDRY**

## **To Load:**

LOAD "WIZARDRY" for the tape version.

LOAD "WIZARDRY", 8,1 for the disc version.

## **The Game:**

You play the part of Drinn the Sorcerer's apprentice. The Sorcerer has placed you in the Castle of Illusions to work through the final trials of your apprenticeship. Your task? Simple. All you have to do is work your way through an unbelievably complex maze of castle rooms and dungeons past deadly wraths, beasts, bats, spiders, and seek potions and spells in your ultimate quest for the Prime Elemental and its utter destruction. Well, maybe 'simple' was the wrong word ...

Wizardry features fantastic 3D visuals and in this fantasy/arcade/adventure game you will pit both your strength and magical abilities against all manner of foes. But don't be deceived, the Castle of Illusions is not an easy place to move through — casting a certain spell in one room may be the only way to make a magic doorway appear in a dungeon 5 rooms away! Look out for the chests: some contain invaluable spells and weapons, others have poisonous gas!

## **Controls:**

SPACE — START GAME, KEYS 1 & 2 — Scroll through inventory to chose highlighted spell/weapon, COMMODORE KEY — Unlock door and go to next room, CTRL — RESTART GAME.

Joystick: The usual movements for left, right, forward and backward. The Fire Button allows you to cast a spell or, say, fire a fireball. This button generally 'uses' or 'activates' whatever is currently selected in the inventory (in light blue). Note, most spells are use-once-only!

Fighting: To fight using the sword you first select it using key 1 or 2. And then whilst holding down the fire button you wiggle the joystick rapidly left and right whilst in contact with your foe. You will see Drinn's sword arm in action and as your foe weakens he will start to fade. The number of HITS and WOUNDS are indicated at the bottom of the screen.

**Casting Spells:** Some spells need to be used pretty accurately. If you are casting a spell at something then you might find it advisable to line yourself up along the lines on the floor of the room. You can tell if your magic was successful or if you have trod on a magic glyph from the fact that your tunic will change colour for a while with the power.

**Getting help:** You may find help from time to time by casting the TELL TALE spell in a room. HEAL spells are invaluable too — but use them sparingly. MUSIC — this has been carefully scripted to give you some idea of the dangers that lie near — so listen to it carefully! This was probably the first game to feature a movie-like music score.

## **DON'T READ THIS!**

What follows is a guide to the solution of the initial part of this game which you may wish to read if you are having trouble getting started. It should provide major clues to assist you with your quest in general.

Getting past the Minotaur ...

1. Start from the very beginning of the game.
2. Go through the first door into the first main corridor. Visit the first room on the right. Avoiding the spider (or using a method to halt or destroy it) use the TELL TALE spell to discover what spell is applicable in this room.
3. The spell you require is in a chest, just about as far away as you can go at this time ... I'll leave it to you to find that!
4. Bring the spell back to the spider room and use it on the skull on the wall remembering to line yourself up accurately using the lines on the floor.
5. If you are successful (your tunic turned purple, right?), then return to where you found the spell just used and you should now find a secret door has appeared ... go in ...
6. Again use TELL TALE to assist in the next step — 'walk right into it' (that's a clue).
7. You appear elsewhere in the castle, and here you want to come down the corridor and take the first door (lower side of corridor).
8. Get up to the far end of the corridor (upper right) and find a rather useful glyph ... just walk over it.

9. Now go back out the way you came in, turn right to enter a new room, use the magic door to go to another chamber, and then through the door there and you should now be able to get back to the initial main corridor.
10. Now you should find a secret door has appeared near where your quest began — go in and try using the FIND IT spell to reveal a magic chest ...
11. Found it? Good. Now you know what the TELL TALE spell was trying to tell you when it spoke of the Minotaur in the main corridor!
12. Go to the Minotaur use the spell you've now acquired and go on to the rest of the castle ... there's only about 70 areas left to do!

## QUO VADIS

### *Loading:*

LOAD "QUO VADIS" for the tape version

LOAD "QUO VADIS", 8,1 for the disc version

### *The Game:*

This was the first game ever to feature more than a 1000 scrolling screens of playing area. You play the part of a gallant knight in search of the Sceptre of Power hidden somewhere within the maze of caverns. The Dark Lord has protected this Sceptre well — so beware! If you are to have any chance of saving mankind from extermination you must find the Sceptre before the Dark Lord can awake from his slumbers ...

### **THE RIDDLES — THE PRIZE:**

There is still a fabulous golden sceptre to be won by the first person to solve the riddle of Quo Vadis. Written on the walls of the caverns you will find several riddles — solve all of them and you should then be able to solve the master riddle. Send your solution to The Edge and if you are the first you will claim your prize estimated to be worth £10,000! But beware, none have solved it in the 2 years since its first launch and the quest is as fresh as ever ... avoid assuming the obvious!!

### **Controls:**

Start the game by pressing 'S' and then control your knight using the Joystick in the usual manner (in PORT 2).

**HINT ON CONTROLLING THE KNIGHT:** Some people have trouble getting off of the ropes. As you begin on one this may be a problem for some! It is really quite easy when you learn how. For instance, just use the joystick-down control to come down the rope until there is a cavern entrance to your right. Now hold down the FIRE button so that you fire in the direction of the joystick rather than moving. Get the firing so that it is firing up and to the right (you will be jumping right) and then let the FIRE button go without varying the joystick position. You will then jump off the rope and land in the entrance.

## FIREQUEST

### *Loading:*

LOAD "FIREQUEST" for the tape version

LOAD "FIREQUEST", 8,1 for the disc version

### *The Game:*

Ugh is off in search of fire in this primeval arcade game. There are a number of adventures in one in this game: Ugh's first reaction is that he can see the volcano in the distance and feels those ropes may be his answer to get across the ravine. But his problems are not over yet ... in the next screen Ugh has to collect three bundles of wood and get them to the foot of the volcano. Ugh must dodge the blasts from the ground and if he's too slow then his wood will get stolen. On to the third screen where Ugh's task is to get a light from the top of the volcano. He'll have to use those sticks as ladders though ... Having lit his well prepared fire he then moves on to screen 4 where Ugh has to get a bright enough fire with three bundles of wood — it's obvious that the convenient tree trunk will rock to get him across the river ... but how does he get back! Well, when he does he can get to screen 5 where the spider's den has to be negotiated. The spiders are usually deadly, unless he can keep his torch lit (which scares them off). But avoid that vampire bat! Kill off all the spiders and Ugh can move on to screen 6 where the earthquakes have begun. But there

must be some way out of here! Well there is and when Ugh has found it he will gain entrance to the sabre tooth tiger's cave and the end of his quest ...

### *Controls:*

Use the joystick in PORT 2. Or use the keyboard as follows: '1' — left and/or down, '2' — right and/or down, '+' — left and/or up, '-' — right and/or up. Any other key acts as the fire button. Special keys: F1 — selects keyboard control. Fire button selects joystick. F3 switches music on and off and when depressed it freezes the game.

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