

DAWNSSLEY

Dungeons and caverns before are laid out, creepies and crawlies are ready to bout. Would-be heroes that enter this hell must battle their way out of Dawnssley!

A number of keys you must find to open the doors to reach mankind. Potions and food are scattered around, to escape Dawnssley these must be found!

All treasures you find, do use wisely, but carefully, and not too miserly! Be bold - be fast - be lucky - be clever, or inside Dawnssley you'll stay forever!

LOADING - Put Spectrum into 48K mode and type LOAD** [ENTER]

GETTING STARTED - One or two players can play, either as Hobbo the Elf, or Thor the Warrior. For controls, see title screen.

PLAYING - Your object is to find the exit of each level in order to escape from Dawnseiey. All sorts of nasty monsters will have to be zapped by Hobbo's fireballs or Thor's throwing axes. The blocks from which the monsters emerge can also be destroyed, but this requires a few hits. Keys must be collected to open doors along the way (beware not to open unnecessary doors - there's only endury keys to get you out!). There are bonus treasures, spells that can be used to wipe out monsters, and potions and food to restore strength. You die if your strength runs out. In the two player game you are in competition and can fight each other.

Program by Paul Machacek

TST FOR

Hobbo the Elf, and Thor the Warrior, are imprisoned in the enchanted underground caverns of Dawnssley. To get out, they must collect keys, treasures, spells and potions. All the while must fight off the quardians of Dawnssley - strange monsters who emerge from the solid rock. Hobbo is armed with his magic fireballs, and Thor with his mighty throwing axe! One or two player action with 27 levels.



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