



DEMON LORD

48K
SPECTRUM

INSTRUCTIONS

DEMON--LORD
by JAVLIN

Distributed by:-

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DEMON-LORD is a sophisticated adventure game for the 48K ZX Spectrum. The adventure loads in four full 48K parts thereby forming a total game of 192K. The first two parts are included in this package. This adventure game is unique in the fact that it contains a full graphical picture for every location.

England, long, long ago...

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Arthur, founder of the round table and trusted friend of many, has been captured by the evil and vile Demon-Lord. While fighting infiltrators of our glorious country his guards were caught unawares and Arthur was snatched from his bed as he slept.

He was transported by Dragon and Hellfire to Perilous Castle, lair of the Demon-Lord where he is presently believed to be held in chains of finest steel, tempered in hell.

Merlin, the closest friend of Arthur and his companion since birth, has chosen a knight to undertake the task of freeing Arthur and killing the Demon-Lord.

The knight chosen by Merlin to perform this difficult task is
YOU

Fortunately, to help you upon your quest Merlin has been very helpful, he has warned you that the land through which you will be travelling is magical, and that all kinds of mythical monsters summoned up by the Demon-Lord will attempt to halt your progress in a most definite manner. The magic also prevents objects that are dropped from resting where they lie - they are taken back to where you originally found them in order to help other knights who might hope to complete this quest. This is one task you must complete, however perilous, or the glorious, fruitful land in which you live will be wasted for ever.

IT'S UP TO YOU!!!!....

THE SCREEN DISPLAY

On looking at the screen you will notice that it is divided into two sections - the picture section and the descriptive section.

The descriptive section gives you a detailed account of what you can see and what is happening around you. This section will inform you of danger or of any characters which may pass by. Anything you do or say will be printed in this section.

The picture section gives you a detailed view of what you can see at all times throughout your quest.

GENERAL ADVENTURE STRATEGY.

This is an adventure where you instruct the Knight of King Arthur by way of simple commands in order to rescue your King and eliminate the Demon-Lord.

On your travels you will find many wonderful objects - some are magic, some can be eaten BUT others are deadly traps set by the Demon-Lord himself.

USE OF "TAKE" AND "DROP".

On entering a place you may find objects which you wish to take for future use. This is very simple to achieve. For instance, if you see a key you might type:-

TAKE KEY

On receiving this command the picture would be re-drawn and the object which was detailed in the picture section would no longer be shown.

Some objects you may wish to drop while travelling onwards. In this case you must type "DROP" on its own. This will result in the response "DROP WHAT?". You must then enter the objects name.

TALKING TO THE CHARACTERS

Throughout the adventure you may wish to talk to various characters. This is done by typing SAY followed by your comment. No speech marks are needed e.g.

SAY HELLO

HELP IS HERE

For you amateur adventurers out there, don't worry if you run into trouble. At each location there is a special "HELP" command which is designed to get you out of your difficulties.

HINTS

**** Remember all that glitters is not gold ****

**** Always put yourself in the position of the knight ****

**** Things are not always what they seem ****