

BBC Micro B / Electron

The Darkness
of
RAVEN WOOD



Rucksack
Games

Also
Compatible with
**BBC
MASTER**
128k

Installation

To run the game, hold SHIFT and tap BREAK.

You will need a BBC, Master or Electron with a 5.25" disc drive with Acorn's DFS filing system.

The plot

The year is 1862. You received a letter from your old childhood friend Raynard. You have kept in touch on and off since you left your village for the city to find work and a more interesting lifestyle. Raynard elected to stay and eventually moved to a neighbouring village called Raven Wood to take over the running of his fathers' Blacksmiths. He would carry on his fathers work for the great estate after which the village was named. The new head of Raven Wood manor (Lord Elgan Wood) was a strange fellow, who only recently arrived to take control of his now dead fathers' legacy. Rarely seen outside of the manor the new Lord is a strange and mysterious fellow. Soon after his arrival strange events started to befall Raven Wood.

First, was the disappearance of several children in the Sirens' Wood. Then when the Priest of the village church went to the manor for help he was never seen again. The appearance of strange creatures and now some sort of strange snow storm which has beset the village are making travel impossible.

It's now been over a month since you heard from Raynard, his last message was disturbing and he pleaded for you to return to help him put a stop to these events. He was going off to confront Lord Elgan who he believed to be at the heart of this dark trouble.

After braving the mountain pass you arrive at Raven Wood and its an eerie scene, snow is falling, but its July! The air is chilling to the bone. The villagers are keeping indoors for fear of freezing to death.

You stable the horses and return to find the driver has disappeared! It's time to find out what's going on and what has happened to Raynard?

How to play

This is a text adventure game or sometimes called 'Interactive Fiction'. To play simply type in commands and solve puzzles. Commands such as; **TALK BARMAN** or **GET KEY** or **SWING AXE**. These can be shorten to 4 letter commands such as; **SWIN AXE** or **TALK BARM** for instance to reduce typing time. You can move around the game world by typing in directions such as: N for North or S for South for instance. Also U for Up and D for Down, there's also IN and OUT.

The commands follow a simple Verb/Noun structure like **GET STICK** or **USE KEY** for instance. Here are some useful keywords to know... **USE, EXAMINE, DROP, GET, TAKE, IN, OUT, SAVE** etc. There are more but that's half the fun to find out. Remember they can all be shortened to 4 letters.

Moving around use commands: N S E W U D IN OUT

To see what you are carrying type INV for Inventory.

To save your progress type: SAVE this will save your progress. There is only one save file per game.

Good Luck and Happy Adventures!

Hint Sheet for The Darkness of Raven Wood

Here be clues, hints and tips for Raven Wood...

1. Examine everything and talk to everyone, come back occasionally as they may have different things to tell you.
2. If you're stuck in a dark forest, strange sounds all around. Remember... Never, Never, Ever give up. There is always a way out.
3. Hitting things can sometimes make new things.
4. Summoning spirits requires the dust of the dead as an offering, an ancient temple and a spoken word of power.
5. Wolves don't like grey wizards for a good reason.
6. The Undead can all be killed as you expect. You just need the tools to do it.
7. A grieving wife needs something to remember her husband by, but she's shy. You'll need to catch her attention.
8. Villagers only talk if they think you're one of them.
9. Werewolves can't be killed! Don't even try.
10. Wondering in a dark forest and you can't see the sky, worry not. Eventually, Every, Sign will get you home.
11. Giant plants need watering. Kill it off and its roots will wither.
12. Magical Doors need a blood spell! Spill some drops and say the incantation.
13. Golems only listen to the word of Truth.
14. Mystical Fires never burn out, but they live by the same rules!
15. Serpents fear the truth, show them the truth!
16. The great evil is vulnerable only when weakened! Envelop him in silver and then use your weapon. Hit it home quickly for certain victory!

