

SABRE WOLF



THE HAPPENING

Down and down I plunged, through Rocky Glades,
Steep Ravines and Shady Hollows . . . No grip, no
footholds, slipping, tumbling, spinning, darker and
darker, deeper and deeper.

Glinting eyes, clutching hands, clasping paws,
clawing my all, as I swiftly twist and tumble
onwards.

Darker and darker, deeper and deeper. It is the end
that I fear, of this untrodden voyage . . . to where I do
not know . . . AARRRGGGG . . . THUDD . . .

Fall and end meet on soft mossy soil . . . with
weapons drawn and senses full I move quickly and
quietly around the mounded clearing . . . All safe
except a message . . . An ancient warning etched deep
into the lifeless stone.

THE WARNING

THY PATH IS LONG SO TREAD WITH CARE
BEWARE THE WULF AND PASS HIS LAIR
DANGER THREATENS ALL AROUND
SO TAKE YE FROM THIS HIDDEN MOUND
TO FREE THEE FROM THIS SUNKEN GATE
BY WAY OF CAVE OR MEET THY FATE
AN AMULET TO SEEK THY WILL
'T WAS SPLIT BY QUAD AND HIDDEN STILL
PASS THE KEEPER WROUGHT WITH HATE
TO GAIN AN ENTRANCE TO THE GATE
THE PIECES LOST MUST THEE AMAS
FOR IF NO CHARM THEN NONE SHALL PASS

THE EXPLORATION

I edge through the shady mounded clearing and on through the dense thickets of hot house rain forest undergrowth, of sorts I cannot tell, and wait . . . and listen . . . Distant rumblings of heavy feet crashing, large animals leap from the damp green stubble, to fight and kill.

I stay hidden . . . The rumblings grow louder and louder, as a huge Goliath animal crashes past, horns swiping and tail lashing, still I hide as its thunderous noise dies away.

All was clear as I leapt over the clumps and onto the well trodden pathway, its deep ruts and prints reveal the multitude of life forms inhabiting this hollow.

Danger threatens so I should move quickly . . .
But Where???

THE EXPEDITION

Wide eyed, I stare, as the dense surroundings reveal their hidden secrets . . . Strange food orchids suddenly bloom, their staining toxins, strong on the air, then, in an instant, are gone. Hunters, killers, vampire bats and huge beasts spring forth from the very ground, swimming, slithering, diving and crawling . . . I must hide . . . Stay safe . . . With weapon strong and cunning nature, I will survive . . .

Due to the enormous complexity and nature of the interactive SABRE WOLF G.A.S. adventure software, it is almost impossible to guarantee continuous error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions

FEATURES

SABRE MAN	Temples
Realistic Fighting	Lakes
WULVES	Trees
Hippos	Jungle
Rhinos	Native Huts
Fleas	Cliffs
Tarantulas	Magic Rings
Fruit Bats	Yellow Sickness Orchids
Rats	White Cure Orchids
Mosquitoes	Red Zombie Orchids
Snakes	Blue Super High Energy Orchids
Lizards	Purple De-Orientation Orchids
Natives	3-Dimensional Scenario
Gem Stones	Full 8 Way Movement
Dubbloons	Superb Graphics
Supplies	Multi Lives
Amulets	Amazing Animation
Medallion	Combat Button
Chalice	Incredible Sound Effects
Voodoo Potion	Explosions
Spears	Automatic Collection
Treasure Chests	Materializations
Water Flasks	Supplies
Statues	Pause

All software, graphics and audio visual by
ULTIMATE PLAY THE GAME
Trade Name of Ashby Computers & Graphics Ltd.
Made in England
483007

CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

LEFT Your Explorer will move left using the **cursor left key**.

RIGHT Your Explorer will move right using the **cursor right key**.

DOWN Your Explorer will move down using the **Z key**.

UP Your Explorer will move up using the **A key**.

STAB/SWORD FIGHT

Your Explorer will fight using the **shift key**.

PAUSE You can pause the game by pressing the **tab key**.

PICK UP Your Explorer will automatically collect any useful objects required by passing over them.

GUARANTEE

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned, with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £5.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

SABRE WOLF LOADING INSTRUCTIONS

1. Connect the cassette socket on your BBC to the cassette socket on your recorder.
2. Place the tape in the recorder, with the labelled side uppermost, and rewind to the beginning.
3. Type ***RUN**
or ***/**
and then press the return key.
NOTE: DISC or ECONET type ***TAPE**
4. Press **PLAY** on the recorder.
5. **SABRE WOLF** will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the **VOLUME** control on the recorder and try again.
NOTE: Full loading instructions can be found in your BBC manual.
6. **PLAY THE GAME**.

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