

ASP

ASP SOFTWARE



THE WHITE BARROWS

use your logic and cunning to
defeat a horrible death!

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Loading: The filename of the program is as given on the cassette label and this should be loaded according to your machine manufacturers instructions. If your computer supports two different baud rates check the label to see which has been used, if no rate is given the default speed has been selected.

The game: White Barrows is a game of logic and cunning! Your aim is to trap an evil Sorcerer and retrieve the magic chalice that he has stolen. The Sorcerer is hiding in the labyrinth of the White Barrows and is unable to leave, although he can move around freely within the tunnels. You must use your knowledge of the labyrinth and the limitations set on the Sorcerer's movements to manoeuvre him into a position where he cannot move. At this point he will relinquish the magic chalice.

Having LOADED the program and typed RUN a brief outline of the game will be displayed...hit any key at this point and you are off!

You may move around the White Barrows one chamber at a time and run the risk of meeting some unpleasant creatures. When you encounter one of these creatures you have the choice of STUNning it, DESTROYing it or TRANSPORTing it into another part of the labyrinth. You could strike lucky and meet a friendly Gnome who, for a price, will tell you where the Sorcerer is hiding. You are equipped with a magic staff and its powers may be used to deal with the unfriendly monsters that attack you or to create gold pieces to pay the Gnome for his information. It can also be used to VIEW adjacent chambers or CREATE a magic wall to block the Sorcerer's passage through the labyrinth, but beware - you can only build one wall at a time.

You should not try to build a wall in a chamber that is occupied, it will fail immediately and simply cost you some of your precious stock of magic.

As you move through the White Barrows you will be given clues as to what might be found in adjoining chambers...both Dwarves (who are unfriendly!) and Gnomes like money, try not to confuse them!

The Sorcerer may not visit a chamber that you have just left, nor may he enter a chamber which is occupied by a friendly Gnome. You must force the Sorcerer into a position where he is unable to move but if you enter the chamber that he occupies and he can move he will go to a new position, up to three chambers away. There is also a Magic Spot hidden somewhere within the White Barrows and if either you or the Sorcerer tread on it you or he will be instantly transported to another part of the labyrinth. Whilst this can be an obvious disadvantage to you the Sorcerer will actively seek out the Magic Spot and use it whenever possible.

If you STUN one of the creatures beware that it does not wake up whilst you are in the chamber...move away immediately, don't even stop to consult your map! The map option is selected from the main command menu and it should be noted that chamber 14 is linked to chamber 40 but the screen isn't big enough to wrap the map round on itself.

THE WHITE BARROWS

Available for most popular micros.
Just ask!

THE WHITE BARROWS

At last an Adventure which will test out your logic skills as well as your sword arm! Loose in the White Barrows, the evil Sorcerer is in wrongful possession of the Chalice. Your task is to go and get it back. For King, Country and Princess.

Trouble is, he isn't alone. Trolls, Dwarves, Sepents and Dragons abound in the Barrows, very few of whom can see any other use for you except lunch. You **do** have your magic staff to help, and it will block the Sorcerer's escape—once you get close enough.

A real brain twister, Barrows requires both brains and brawn from its players. It's no use just hacking your way through the tunnels, hoping to fall over the Sorcerer. Sooner or later you'll meet a Dragon—and they don't hack easily!

You'll need all your strength and cunning to survive long in this devilish dungeon descent!

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