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RANGE

SPECTRUM 48/128/+2



DEMONS REVENGE



FIREBIRD

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The Plot

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Thrust

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Winter Sports

Zenji

*Correct at time of printing

DEMON'S REVENGE

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THE GAME

One day Merlin Jnr's master was away at the Sorcerer's seminar and left him in charge. In an unfortunate fit of clumsiness, Merlin Jnr knocked over and broke four innocent-looking jars, which, unbeknown to him contained the four talismans of Trodor the Demon. Now, his evil powers are free in the castle and up to no good. Merlin Jnr must restore the four talismans to the temples in the heart of the castle before the Demon can get his revenge.

LOADING

1. Connect a suitable cassette player to your Spectrum according to the User Manual. THEN FOLLOW INSTRUCTIONS 3, 4 AND 5 BELOW.
2. Put the 48/128 and Plus 2 systems into 48K mode.
3. Place the rewound cassette into the cassette player.
4. Type LOAD " " on your Spectrum and press ENTER.
5. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Spectrum Manual.

PLAYING THE GAME

You control Merlin Jnr and must search for the four pieces of each talisman and return them to the correct temple each time. Pick up the two spells that allow you to fire at the demons, these also stop the demons draining your power when selected. Each of these spells only works against certain types of demon however. There are two keys to be found, one operates the wooden doors and the other the metal doors within the dungeon. Beware in the dungeons since you can enter the cells without a key but cannot get out without the correct one. To use an object other than a spell or a key, touch the piece of furniture upon which the object rests, select the object and press and PICK-UP key. If successful, you will find that the object disappears and is replaced by another.

Hints: Use objects to reveal pieces of talisman in unusual places. Standing on a pentagram in a temple will restore your energy.

When you have collected all four pieces of a talisman, you must take it to one of the temples at the top of the castle and stand before the altar. Confirmation will be given if you are in the correct temple and the talisman will appear upon the altar. When all four talismans have been returned to their respective altars, you must then go and stand before the altar in the central temple, i.e. the starting room.

OBJECTS TO BE USED

Y-fronts to be placed over Drawers
Socks to be placed over Drawers
Leaf to be placed over Potted Plants
Bone to be placed over Skeletons
Match to be placed over Fireplaces
Coin to be placed over Treasure chests
Knife to be placed over Tables
Zeds to be placed over Beds

KEYBOARD CONTROLS

Pick-up=ENTER Drop=SPACE Select=SYM.SHIFT
Pause=H Abort=CAPS.SHIFT+SPACE

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SPECTRUM
48/128/+2



Screen pictures shown
may be different machine
versions of game.



FIREBIRD

Sanctify the evil talismans or else the Demon will have his revenge!
Sanctifiez les talismans malefiques ou alors le demon prendra sa
revanche!

Mache die bösen Talismane heilig, den sonst wird sich der Dämon
rächen!

Purifica i talismani indemoniati altrimenti il demonio avrà la sua
vendetta!

Venera los palismanes malignos, o de lo contrario el demonio se cobrará
la revancha!

Verlos de boze talisman of de duivel zal zich wreken!

Få talismanerne tilbage i templet, for ellers vil den onde ånd tage hæven!



DEMONS
REVENGE



FIREBIRD