One hundred and three years pass . . .

One hundred and three years after Acamantors expulsion from Belorn, he has returned.

Hasrinaxx the Druid was in the forest of Argoth searching for fresh mistletoe which was to be used as a component for a new spell he was preparing. In the distance he could just make out a blossoming bush and started towards it. He flinched suddenly as he crossed the small patch of open grassland in front of it. Was he seeing things or did the bush really jolt suddenly? There it was again.

All too late he saw the wild boar come rushing out towards him. He staggered back and yelped in agony as the boar nuzzled its way under his robes and bit into his now thrashing leg. Hasrinaxx quickly pointed a ringed finger at the boar and uttered two short words of mystic Druid chant. A small electricity bolt

shot forth from the Druid's finger and discharged itself into the boar's back. The animal squeeled in agony and disappeared into a maze of bushes.

"How stupid to be caught unaware, like that!" the Druid thought. "I've spent too much time living in the safety of my village. Gone are the days when I sent Acamantor's demon princes back to the dark planes from whence they came. Over one hundred years have past since then and although my magic

has grown stronger, my spirit has grown weaker. I have been expelled from my Druid sect for experimenting with dangerous magics. I have become seperated from nature and the elemental Gods of the Earth, the Wind, Fire and Water. And now age is slowing my wits. What is left in life for such a failed Druid?" If only Hasrinax knew the adventures that were to follow.

Hasrinax cast his mind back to the wild boar. "Strange for an animal of the forest to attack a man. And a Druid at that. A friend of all animals and indeed of nature itself! Perhaps it was a sign from the Gods. Mother Earth herself was trying to tell him that he was slacking as one of the few Great Druids left".

"No! That doesn't make sense" he thought. "The Gods would never use animals to do their fighting. That would be against the sacred laws of nature. He asked himself again, why should a wild boar attack him? It seemed to be frightened. Running. But running from what? What could possibly scare a boar in the forest of Argoth? Men?"

"No! Hasrinaxx could sense if there were men nearby. But he could sense something else though. It seemed almost Ethereal. A feeling he hadn't felt in a long time. Not since he'd vanquished the demon princes from Acamantors tower. But that was many years ago. The wounds that opened the dark planes to this world could never be opened again. The Great Druid sects had closed them soon after the demon princes had been expelled, with strong and mystical magic".

Hasrinaxx cast his mind aside and set about tending to his wounded leg. Nothing a small poultice of woundwort couldn't fix.

It was as he stumbled along the well beaten track to Ishmar that he saw Ederyn, his faithful young apprentice. Like all

apprentice Druids, Ederyn was too impatient in learning his magic and would very often make mistakes. Most of the time he would use the wrong herbs or speak the wrong Druid chant when casting a spell. But he would learn, as all wisened Druid's did, with age.

Something seemed strange though. Ederyn's face seemed almost expressionless, his eyes bulging. Saliva dripped from his mouth and his skin seemed to have a blue tinge to it. Hasrinaxx commanded him to halt. For a moment, he thought he saw a sign of recognition in his young apprentices face, but this instantly disappeared as the apprentice moaned deeply and continued to stagger forward.

As he grew nearer, a piercing stench came over the Druid which seemed to instantly draw him out of his trance. The stench was unmistakably that of death - or rather the undead -

of souls denied an existence in the afterworld, and condemned forever to remain on the Earth, as the walking dead.

Hasrinaxx raised his ringed finger, his hand shaking, and pointed it towards his oncoming apprentice. "I'm sorry Ederyn!" he said softly and then uttered two words of mystical Druid chant. Strident long bolts of electricity shot from his fingertips and discharged themselves into the apprentices chest, sending him reeling to the ground, his chest smouldering but his face still expressionless. The body lay there, twitching and slowly sinking into the earth as if Mother Nature herself were calling the body back into the ground. But Hasrinaxx knew that the soul had not been vanquished to the afterworld and that it would rise again from this temporary grave in only a few hours.

His head suddenly shot up. His senses were now keened and he could see all around him, coming from every direction through the bushes and between the trees. The undead were everywhere. Once living people, the proud villagers of Ishmar,

many were friends of Hasrinaxx. Now reduced to the walking undead. Reduced to attacking the living - jealous of those that still hold life. Hasrinaxx pitied their poor souls.

He heard a thunderclap, and in the distance he could see that the clouds above the once peaceful land of Belorn had formed into the face of a dark, evil looking mage. He knew this was the work of Acamantor and his demon princes. He would return to Ishmar and from there, seek revenge and finally put an end to this evil - and destroy the Dark Mage himself!

He searched his small canvas bag and found the object that he required. He lifted the small silver crucifix high in his right hand. The sun gleamed from it. Instantly the undead backed into the bushes and the trees from whence they had come. Into the safety of the darkness and away from the gleaming holy symbol the Druid held in his hand. Hasrinaxx spoke a deep Druid chant and started to walk forwards, along the beaten track to Ishmar...

LOADING INSTRUCTIONS

COMMODORE 64/128 TAPE

Hold down SHIFT and press RUN/STOP. Press PLAY on tape.

COMMODORE 64/128 DISC

Type LOAD "*",8,1. A menu will appear after a short time. Select the option that you require with the CRSR keys and press SPACE to confirm that option.

COMMODORE AMIGA 500 (AND A500 WITH RAMPAK) AND AMIGA 2000

Switch on the computer. Insert your Enlightenment disc when you see the Workbench prompt. The game will now load.

COMMODORE AMIGA 1000

Switch on the computer. Insert your 'Kickstart' disc when you are prompted. When you see the 'Workbench' prompt, remove your 'Kickstart' disk and insert your Enlightenment disk.

Note:

(1) Enlightenment is only compatible with Operating Systems 1.2 and above.

(2) If you have any peripherals connected (including a second disc drive), you should remove these before switching on your computer and loading the game.

(3) If you have 1 megabyte of memory in your Amiga, then your Enlightenment disc will automatically detect this and load a special version of the game that does not need to access the disc drive as often, thus speeding up gameplay.

PLAYING THE GAME

COMMAND KEYS

CBM 64

Spell Selection	P,@,*, (upper arrow) L, :, :, =
Take Spell	+
Cast Spell	Space Bar
Discard Spell	(left arrow)
Command Elemental	C= (Commodore Key)
Pause/Unpause Game	RUN/STOP

COMMODORE AMIGA

Cast Spell	Numeric Keypad – –1,2,3,4,5,6,7,8,9
Take Spell	"ENTER"
Discard Spell	Numeric Keys – –1,2,3,4,,5,6,7,8,9
Command Elemental	"HELP"
Pause/Unpause Game	'P'
Quit Game	'ESC'
Music On/Off	'M'
Sound Effects On/Off	'S'
Elemental Mode Toggle	'Delete' or 'J'

CONTROLLING THE DRUID

CBM 64 Use a joystick in port one.

AMIGA Use a joystick in port two.

CONTROLLING THE ELEMENTAL

Whenever you create an Elemental to help you, he can be commanded with the 'Command Elemental' key to toggle between WAIT, FOLLOW (the Druid) and SEND (the Elemental in the direction the Druid is facing). Alternatively, a second player can control your Elemental using a joystick in port one for AMIGA and port two for C64. To switch between manual and automatic Elemental mode, for the C64 pause the game, press the 'Command Elemental' key and unpause the game. For the AMIGA Elemental mode press the 'DELETE' key or the 'J' key.

THE DISPLAY

The constitution indicator displays the current constitution of your Druid. This will run down whenever you are attacked or when you walk through fire or water. The game will end and you will die if your constitution runs out.
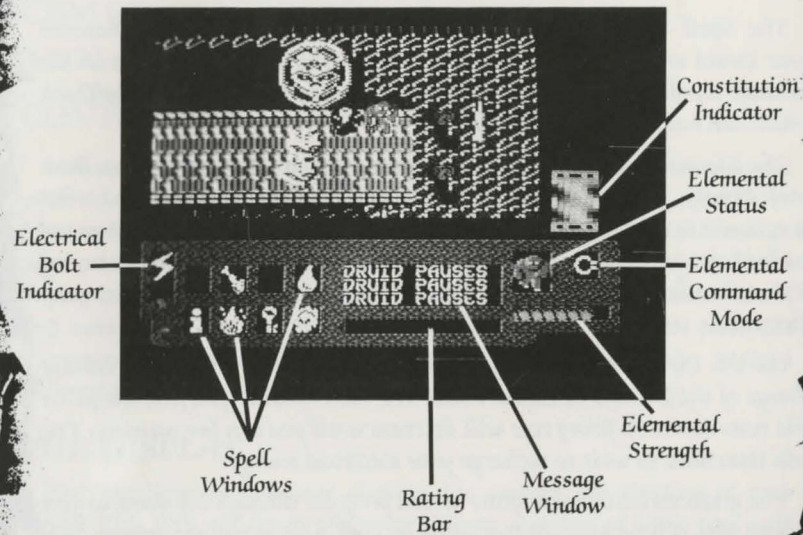
The Spell Windows indicate the spell currently selected. Whenever your Druid walks over a spell, you will be told what the spell is in the message window. If you want to take it, you can store it in your spellbook which can hold up to eight spells.

The Elemental display, shows the status of your Elemental (if you have one). Firstly, you are shown what type of Elemental you have and what direction it is moving (useful if he is off screen). The Elemental Command mode shows you either what command the Elemental is currently obeying or that the Elemental is in manual mode. The bar next to this indicates your Elementals strength.

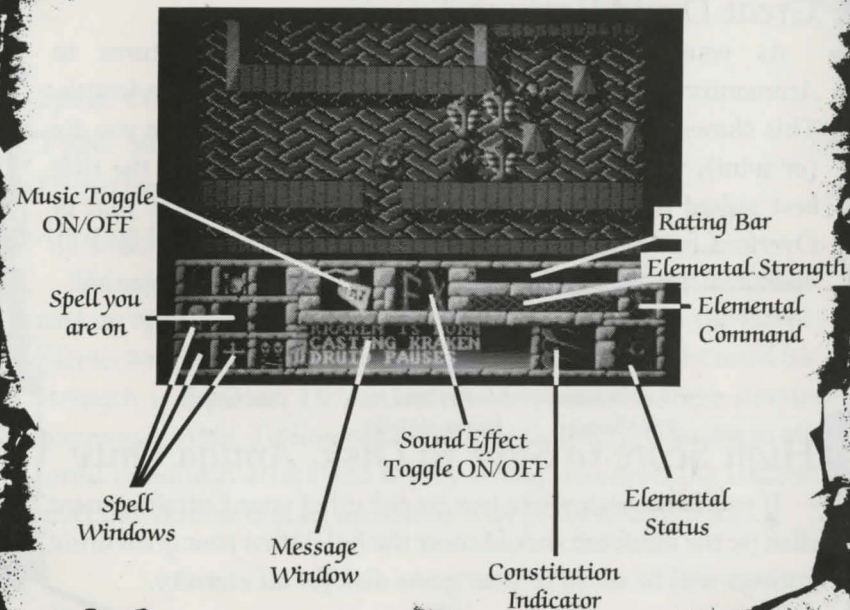On the C64 version the Elemental Bolt indicator, shows the current charge of the Druid's electrical bolts. The more quickly you fire, the faster this runs down, so firing rate will decrease until you can fire no more. You will then have to wait to recharge your electrical energy.

The green rating bar will grow as you progress through the game to give you an idea of how well you are doing on your way to enlightenment.

COMMODORE 64

Constitution
Indicator

Elemental
Status

Elemental
Command
Mode

Electrical
Bolt
Indicator

DRUID PAUSES
DRUID PAUSES
DRUID PAUSES

Spell
Windows

Rating
Bar

Message
Window

Elemental
Strength

AMIGA

Music Toggle
ON/OFF

Rating Bar

Elemental Strength

Elemental
Command

Spell you
are on

KRAKEN IS BORN
CASTING KRAKEN
DRUID PAUSES

Spell
Windows

Message
Window

Sound Effect
Toggle ON/OFF

Constitution
Indicator

Elemental
Status

Great Druid Ratings

As your Druid progresses through his adventures to Acamantor's domain, the green rating bar will grow in length. This shows how well you have done in the game. When you die (or win!), you will be given a rating which describes the title best suited to your Druid. Of course, the best title is that of Overlord but only the best Great Druid's will ever become so honoured. The ratings in order of worst to best performance are:-

Orc Breath	Earth Lord	Druid of Realm
Earth Shaman	Air Lord	High Adept
Air Shaman	Water Lord	A-Sanach
Water Shaman	Fire Lord	Overlord
Fire Shaman	Keeper of Order	

High Score to Save to Disk. Amiga Only

If you leave your write protect tab off of your Enlightenment disk (ie the black tab should cover the hole) then your great druid ratings will be saved to your game disk for all eternity.

Druid Spellbook

Spell: Conjure Earth Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

This spell is the first of the four major elemental spells. When cast on open ground, a clay golem is summoned from the Earth Elemental Plane and will remain as the Druid's servant until its strength is depleted. He can only understand the three simple commands Wait, Follow and Send. The Golem is resistant to all forms of natural attack and is very strong. However, he is slow and cumbersome and on occasions may prove a hindrance.

Spell: Conjure Air Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

As the *conjure earth elemental* spell except an air wispe is summoned from the Air Elemental Plane and will remain as the Druid's servant until its strength is depleted.

The Wispe is very fast but also very weak. The Great Druid 'Runewort' was well known for useing Wispes in fast sweeping attacks on large amounts of weak foes.

Spell: Conjure Fire Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

As the *conjure earth elemental* spell except a fiery phoenix is summoned from the Fire Elemental Plane and will remain as the Druid's servant until its strength is depleted.

The Phoenix is reasonably fast but loses his strength fast when in wet or moist areas.

Spell: Conjure Water Elemental
Type: Summoning/Protective
Duration: Special
Area of Effect: Around elemental

As the *conjure earth elemental* spell except a water kraken is summoned from the Water Elemental Plane and will remain as the Druid's servant until its strength is depleted.

The Kraken is reasonably fast but loses his strength fast when in hot or arid areas.

Spell: Wall of Fire

Type: Obstructive

Duration: Semi-permanent

Area of Effect: 40' in direction cast

When cast, deep red flames erupt from the ground in the direction the caster is facing. The flames will continue for forty feet, unless hitting some solid obstacle or significant feature of landscape (see "Kaled's book of universal constants" for more on this). The wall will only destroy fire-fearing foes and remains a permanent feature of the landscape until the Druid leaves the present land.

Spell: Wall of Water

Type: Obstructive

Duration: Semi-permanent

Area of Effect: 40' in direction cast

When cast, deep blue water spurts from the ground in the direction the caster is facing. This spell is much the same as the wall of fire spell except that it will only destroy water-fearing foes.

Spell: Death Touch

Type: Offensive

Duration: Short

Area of Effect: Creature touched

When this spell is cast, any creature touched by the Druid will instantly die. However, a few, more powerful creatures cannot be harmed by this form of magic.

Spell: Deathlight
Type: Destructive
Duration: Short
Area of Effect: 40' radius about Druid

This spell will destroy all creatures within a forty foot radius about the Druid for a short duration thus giving him time to gather his wits or pass through dark and eerie lands. There are some powerful creatures who are immune to this form of magic.

Spell: Deathland
Type: Destructive
Duration: Medium
Area of Effect: 40' radius about Druid

This spell is exactly the same as *deathlight* except that is lasts much longer. Great Druids always warn their unenlightened inferiors to use this form of magic sparingly.

Spell: Finger of Lightning
Type: Offensive
Duration: Short
Area of Effect: 40' in direction cast

When cast, bolts of lightning shoot forth from the Druids fingertips. These bolts are ten times more powerful than the normal electrical bolts that Druids usually fire.

Spell: Recharge
Type: Replenishment
Duration: Immediate
Area of Effect: Druid

This spell replenishes the Druids electrical bolts for a short time, so that he can fire four bolts at any one time rather than the usual three.

Spell: Slow
Type: Obstructive
Duration: Short
Area of Effect: 40' radius about Druid

This curious magic causes all normal creatures within a forty foot radius of the Druid to become lethargic and slow thus letting any nimble Druid pass between them quickly.

Spell: Fireshield
Type: Protective
Duration: Short
Area of Effect: Druid

When confronted with pillars of flame, a wary Druid need only cast this spell. It will make his robes and sandals like tough dragonscale for a short while and thus he will become impervious to all forms of natural heat.

Spell: Invisibility
Type: Concealment
Duration: Short
Area of Effect: Druid

This well used spell is still one of the most useful that a Druid can carry in his spellbook. The Druid will be rendered

invisible to all creatures of normal sight. However, some creatures do not see with their eyes but instead use heat or magic as a source of seeing.

Spell: Armour

Type: Protective

Duration: Short

Area of Effect: Druid

When cast, this spell turns the Druids robes to strong steel for a short while, thus rendering the Druid less vulnerable to attack.

Spell: Turn Away

Type: Repellent/Illusion

Duration: Short

Area of Effect: 40' radius about Druid

This spell makes the Druid appear to be an abhorrent, powerful creature. This is of course, an illusion, but any unintelligent creatures in close vicinity to the Druid will immediately panic and try to run away. In time, the spell will end and the illusion will crumble away.

Spell: Teleport

Type: Ethereal travel

Duration: Immediate

Area of Effect: Druid

This spell is fairly mystical. Great Druids have only managed to discover that when this spell is cast within a magic symbol, the caster is sent to another plane (the type of plane is decided by the magic symbol).

Spell: Infra-vision

Type: Visionary

Duration: Short

Area of Effect: Druid

This magic is useful in darkness. It makes the Druids eyes sensitive to heat as well as light. However, this power will only last a short time and then you will be left back in the dark.

Spell: Resurrection

Type: Resurrection

Duration: Special

Area of Effect: Special

This spell was originally created by the Necromancer Groblar in a clever attempt to cheat death. Of course, Druids everywhere realised the value of such a spell and soon it was circulating amongst the higher ranks of the Druid sects. When cast, a grave is created. Should the Druid now bear the misfortune to die, he will gain new life and full strength and rise from the very same grave that he created. But be warned, you can only create one grave. If you cast another resurrection later, the grave created by the first resurrection will be destroyed.

Spell: Doorblast   **Type:** Destructive

Duration: Immediate

Area of Effect: 5' radius about Druid

When the Druid casts this spell, a mighty explosion can be heard about the Druid and all doors within a five foot radius of the Druid will shatter and splinter into a thousand pieces. Any foolish creatures within forty feet of the Druid will collapse in agony at the sound of the explosion.

Spell: The Seeing Eye
Type: Visionary
Duration: Short
Area of Effect: 80' in direction Cast

This spell enables the Druid to see what is around him. When cast, the Drüids mind is allowed to follow the land in front and see what dangers await.

Spell: Sage
Type: Legend Lore
Duration: Immediate
Area of Effect: none

When this spell is cast, the Grand Druid Klaven Marr will give you a short clue depending on where you are. This should aid your Druid in his quest for enlightenment.

Spell: Strengthen
Type: Replenishment
Duration: Immediate
Area of Effect: Elemental up to 160' from Druid

This spell will make you elemental stronger and thus prolong its return to the elemental planes.

Spell: Banquet
Type: Replenishment
Duration: Immediate
Area of Effect: Druid

This spell makes the Druid feel like he has just eaten a large wholesome supper, thus raising his constitution back to its best.

Spell: Wine
Type: Replenishment/Curing
Duration: Immediate
Area of Effect: Druid

This spell creates a bottle of wine which the Druid must drink straight away. It will partially restore his constitution but it will also help to drive any poison from his system.

Spell: Create Light
Type: Visionary
Duration: Long
Area of Effect: 5' radius about Druid

This spell will create a circle of light about the Druid equal to the light created by a small flaming torch. This light will extinguish after some time however.

Spell: Crucifix
Type: Repellent/Illusion
Duration: Short
Area of Effect: 40' radius about Druid

This spell causes a Holy Cross to appear in the Druids hand for a short while. All undead and unholy creatures will instantly run in fear from such holy relics.

Spell: Key
Type: Unlocking/Opening
Duration: Immediate
Area of Effect: Touch lock

This spell is merely a Mages Cantrip. It causes all simple lock mechanisms to slide open thus allowing a locked door to be opened.

Spell: Antidote
Type: Curing
Duration: Immediate
Area of Effect: Druid

This is much more potent than wine and will instantly cure any poisoned Druid. Upon casting, it will create a brew of rare herbs which must be immediately drunk by the Druid.

Spell: Horn of Baeon
Type: Olde Mystic
Duration: unknown
Area of Effect: unknown

Grand Druids everywhere are puzzled about this spell. They know that when you cast it, a horn sound is created but nothing further happens. It is suspected that it is used for summoning of some sort.

Spell: Coin of Charon
Type: Olde Mystic
Duration: unknown
Area of Effect: unknown

When this spell is cast, a small gold coin appears bearing the picture of a grim reaper. The coin has the value of one hundred silver pieces.

Spell: White Orb

Type: Destructive/Enlightenment

Duration: Eternal

Area of Effect: Acamantor

When a Druid casts this spell properly, he is recognised as having reached enlightenment and is entitled to enter the Circle of the Great Druids.

The Lands of Belorn

There are ten lands in Belorn as well as Acamantor's five level tower. You start in the village of Ishmar. To the west, lie the lands of desert and fire. To the north of the desert lands, lie the rocky plains which lead north to the dark eerie caverns of darkness. To the north of Ishmar, lies the weird woodland and to the east lie the swamplands and the land of water. North of the land of water there lies the poisonous land of fungus which gives passage to the snowbound ice regions. To the far east, beyond the water, lies Acamantor's tower - surrounded by a moat with no bridge in sight.

The Demon Princes

Acamantor has also summoned the demon princes once more, and they help fortify Acamantor's grip on the lands of Belorn. The demon princes can be found in the lands of fire, desert and snow and in the bottom two dungeons of Acamantor's tower. To destroy a demon, you must fire at it many times whilst casting 'Deathlight' or 'Deathland'. When the demon starts to weaken, its colour will change and a few more swift shots should destroy it. But be warned, the demon will continually spit fireballs at you as you attempt to destroy it.