

COMMODORE 64/128

Super

firebird

SILVER DISK

SABRE WULF
UNDERWURLDE

UNDERWURLDE

THE BLACK VOID

Long dark paths have I travelled, through caverns and hidden labyrinths, my path grown darker... Deathly chill as I approach the "Well of Evil"... forewarned by lost and lonely travellers of the forces guarding the UNDERWURLDE.

I approach, fix my rope, and with a firm leap, swing down into the depths of THE BLACK VOID. The still air rushes past as I descend down into the dark dank hollow, disturbing the dust, a debris of long-since fought battles and struggles.

WINGED HARPIES AND GARGOYLES

Silent fossilised creatures stir, emerging from centuries of hibernation, awakened by my echoing groans and thuds. Their dormant evil, hungry from ages past sparks itself into life.

Suddenly the whole cavern erupts into a scurrying slithering shadowy grave of beating wings and desperate gnashing jaws.

Winged Harpies soar and swoop down with beaks wide and talons spread. Hungry monsters and reptiles desperate not to lose their first meal in eons, batter and punish me until I can take no more, waiting for me to fail.

SIRENS OF THE UNDERWURLDE

All about are strange sparkling plants "Sirens of the Underwurlde", waving their poisonous gnashing deadly tendrils, beckoning me on toward them, their stifling odours a prelude to their vision of hideous ugliness. To touch their sticky putrid foliage would mean certain death.

BEWARE

ALL YOU NEED IS THERE TO TAKE
LOCATE THE WEAPONS, THEN TO MAKE
A JOURNEY ON IF YOU WOULD DARE
TO FIND THE DEVIL IN HIS LAIR
THE LONG DARK PALACE, SEEK YOU WILL
THE GEMS YOUR POCKETS WILL NOT FILL
THO' ENERGY THEY'LL MAKE YOU FAST
AND GARGOYLES THEN YOU WILL GET PAST
UP AND UP, THE JOURNEY'S SLOW
SO DOWN IS FIRST THE WAY TO GO.

The old travellers' words still singing in my head.

UNDERWORLD VOLCANOS

In the distance the low rumbling of UNDERWORLD volcanos can be heard. Huge plumes of poisonous sulphurous devilish gases roll along the cavern roofs. As the enormous bubbles of inert plasma ascend the natural chimney stack causeways, eroded and forged from centuries of ancient fires and flames.

My journey has only just begun. I must travel on through this deadly labyrinth of the UNDERWORLD to find the ULTIMATE palace of darkness, in which lies the way to my escape.

FEATURES

Sabreman	Chest of Drawers
Volcanic Bubbles	Caves
Rocks	Castle
Poisonous Plants	Guardians

Eagles	Falling Stalactites
Bows	Gremlins
Arrows	Multi-Lives
Catapult	Superb Graphics
Daggers	Statues
Torches	Extra Lives
Fireballs	Explosions
Magic Gems	Weapons Select Button
Volcanic Craters	Realistic Jumps
Rope Swings	Continuous Pause
Ledges	Amazing Animation
Jumps	Keyboard/Joystick Select
Ducks	Bookshelves
Pictures	Pick Up/Drop
Tables	

UNDERWORLD CONTROLLING YOUR ADVENTURE

KEYBOARD CONTROLS

LEFT Your Adventure will move left using the CRSR key.

RIGHT Your Adventure will move right using the CRSR key.

DOWN Your Adventure will move down using the Z key.

UP Your Adventure will move up and jump using the A key.

FIRE Your Adventure will use his weapon when the SHIFT key is pressed.

DROP FROM ROPE Your Adventure will drop from the rope when the F3 key is pressed.

PICK UP/DROP Your Adventurer can pick up or drop a weapon using the F5 key.

PAUSE The whole game can be paused by using the F1 key. Use F1 again to unfreeze the game.

JOYSTICK CONTROL

Your Adventure can be controlled by using a joystick plugged into port 2.

C64 DISK LOADING INSTRUCTIONS

- 1) Ensure that your Disk Drive is connected according to your Commodore manual.
- 2) Insert the Disk into the Drive and close Drive door.
- 3) Type 'load ""', 8.1 Press RETURN'.
- 4) If program fails to load then **repeat** steps 1-3.

NOTE: Full loading instructions can be found in your Commodore 64 manual.

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SABRE WULF

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 claws, 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... AARRRRGGGG..THUDDD... Fall and end meet on soft mossy soil... with weapons drawn and senses full I move quickly and quietly around the mounded clearing... Al safe except 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 AMASS
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...

FEATURES

SABREMAN	Temples
Realistic Fighting	Lakes
WULVES	Trees
Hippos	Jungle
Rhinos	Native Huts
Wart Hogs	Cliffs
Tarantulas	Magic Rings

Fruit Bats	Yellow Sickness Orchids
Parrots	White Cure Orchids
Gorillas	REd Zombie Orchides
Scorpions	Blue Super High Energy Orchids
Snakes	Purple De-Orientation Orchids
Lizards	3-Dimensional Scenario
Natives	Full 8 Way Movement
Gem Stones	On Screen Scoring
Dubbloons	Superb Graphics
Supplies	Multi Lives
Amulets	Amazing Animation
Medallion	Combat Button
Chalice	Incredible Sound Effects
Voodoo Potion	Explosions
Spears	Keyboard/Joystick Select
Treasure Chests	Automatic Collection
Water Flasks	Continuous Pause
Statues	Materializations

CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

LEFT Your Explorer will move left using the CRSR key.
RIGHT Your Explorer will move right using the CRSR 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 The whole game can be paused by using the F1 key. Use F1 again to unfreeze the game.

JOYSTICK CONTROL

Your Explorer can be fully controlled by using any joystick plugged into either of the joystick ports.

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

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