

underwurde



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 UNDERWORLD.

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
sithering 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 fall.

SIRENS OF THE UNDERWORLD

All about are strange sparkling plants "Sirens of the
Underworld", 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.

B E W A R E

**ALL YOU NEED IS THERE TO TAKE
LOCATE THE WEAPONS, THEN TO MAKE
A JOURNEY OR 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 FAST
UP AND UP, THE JOURNEY'S SLOW
SO DOWN IS FIRST THE WAY TO GO.**

The old travellers' words still ringing in my head.

UNDERWURLDE VOLCANOS

In the distance the low rumbling of **UNDERWURLDE** 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, cooled 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 **UNDERWURLDE** to find the **ULTIMATE** palace of darkness, in which lies the way to my escape.

FEATURES

Saharan

Volcanic Bubbles

Rocks

Poisonous Plants

Eagles

Bows

Arrows

Catapult

Daggers

Torches

Fireballs

Magic Gems

Volcanic Craters

Rope Swings

Ledges

Jumps

Ducks

Pictures

Tables

Chest of Drawers

Caves

Castle

Guardians

Falling Stalactites

Gremlins

Multi-Lives

Superb Graphics

Statues

Extra Lives

Explosions

Weapons Select Button

Realistic Jumps

Continuous Pause

Amazing Animation

Keyboard/Joystick Select

Bookshelves

Pick Up/Drop

UNDERWORLD: CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS

LEFT Your Adventurer will move left using the **LEFT** key.

RIGHT Your Adventurer will move right using the **RIGHT** key.

DOWN Your Adventurer will move down using the **↓** key.

UP Your Adventurer will move up and jump using the **↑** key.

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

DROP FROM ROPE Your Adventurer 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 **F3** key.

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

JOYSTICK CONTROL

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

UNDERWORLD LOADING INSTRUCTIONS

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Press **SHIFT** and **SCR STOP** on your Commodore 64 simultaneously.
4. Press **PLAY/LOAD** on your tape recorder.

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

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