DORIATH

RABBIT

THE GAME:

*Use a joystick in **PORT 2.***
*Press **'FIRE'** to enter the Deeps of Doriath.*

WIZARD CONTROL:

LEFT/RIGHT – walks left or right
UP/DOWN – climbs up or down ropes or ladders.
LEFT/RIGHT + ***'FIRE'*** – levitates left or right, from the ground, or off a rope or ladder.
UP whilst levitating, to catch hold of a rope or ladder.

*You are able to cast certain spells, providing you have the correct amulets. You begin with one spell only. The spell in use is shown in the top right of the screen. Pressing **'SPACE'** changes the spell in use. If you have that spell amulet, the spell name will be displayed in **WHITE**, if not, in **PURPLE**. Certain creatures can only be killed with certain spells.*

SPELL CONTROL:

DOWN + ***'FIRE'*** – summons the current spell (providing you have that amulet.

*While holding down **'FIRE'**, the joystick moves the chosen spell around the screen. Pressing **'FIRE'** casts the spell at that screen position – if the correct spell is then touching a creature, the creature will disintegrate.*

*Spells can pass through air, wood and ropes. Spells will stick to stone, metal, fire and water. If this happens, release **'FIRE'** and summon another spell.*

There are many chests scattered throughout the Deeps, each of which contains something of value to Elidaan. Open each chest by walking past it. Inside will be one of the following: (As depicted at the top of the screen).

STAMINA POTIONS:

Elidaan starts with 100% stamina. Contact with evil creatures and their spells, or geysers, acid drips and sparks will lower his stamina. If 2% is ever reached, Elidaan will die. Drinking a potion restores 100% stamina.

PORTCULLIS KEYS:

These can only be used when standing exactly against a portcullis.

TRAPDOOR KEYS:

These can only be used when standing fully on top of a trapdoor. The trapdoor will open: Elidaan will fall through.

FUNGATA POTIONS:

Magic mushrooms grow in some caves, which have strange effects on Elidaan's powers. Their magic can be overcome by standing on top of each mushroom, and drinking a potion.

CLORONAR POTION:

Stand by the side of a plant shoot, and drink the potion. See what happens, let it work to your defence!

*The above objects are shown at the top of the screen, together with the number you are carrying. Arrows indicate which object can be used. Pressing **'F1'** selects the next object, **'F7'** actually uses one of those objects.*

*It is your goal to attain 100% wisdom and to find the eight fragments of the Riddlescroll of Wurrslea. Together they tell where and how you may find the Coronet, and finally achieve immortality. To view the scroll fragments collected so far, press **'S'** and **'S'** again to continue the game.*

HINTS AND TIPS

1. MAKE A MAP!!!
2. Use your stamina potions wisely – they can be carried until needed.
3. Any evil spells in a cavern will vanish if you leave and then re-enter it. **VERY** useful!
4. Spell names contain hints as to their use – think and experiment.
5. To 'win' the game, it is vital that you fully understand the Riddlescroll, and do and die. (Is this a clue?).

*To load press **SHIFT/RUNSTOP***

It was Atelan, Lord of Time who loved Fianna so much he bestowed upon her the Coronet of Arien, which gives immortality. Fianna loved him not and Atelan's rage was so great he cast the Coronet into the Deeps of Doriath protected by his terrible powers.

Many centuries passed. Elidaan the Loremaster found the scroll of Fianna and read the ancient writings. Great powers had he but the Coronet represented the most coveted promise – immortality.

D O R I A T H

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● **Vast scrolling labyrinth to explore** ● **Superbly arranged title music** ● **All the magical qualities of an excellent arcade adventure** ● **Impressive graphics depicting the quest of Elidaan.**

Designed and programmed by Ian Gray and Lee Braine. Music by Chris Cox.

FLASHLOAD