

64
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Lord of the Balrogs



LORD OF THE BALROGS

Deep in the ancient forest of Zorg is a fortress with six floors, said to contain strange treasures guarded by unearthly monsters. And in the very depths of the fortress, the LORD OF THE BALROGS waits to punish any adventurers who are able to survive the perils above.

Load LORD OF THE BALROGS by placing the tape in your cassette unit and tapping the RUN/STOP key while you hold down one of the SHIFT keys; it will RUN automatically after loading. The screen will be blank during loading, but this is quite normal.

Five bold adventurers have decided to venture against the LORD OF THE BALROGS. Their only hope of success is to find as many as possible of the six sacred relics hidden in the fortress since only these might overcome his evil powers. Full instructions are included within the game, but the following table of commands will be useful for reference:

- N - move NORTH
- S - move SOUTH
- E - move EAST
- W - move WEST
- U - go up stairs
- D - go down stairs
- I - display status of individuals
- P - increase the power of an adventurer (if you have the wand)
- L - bring back to life an individual (if you have the chalice)
- R - list the relics already captured
- T - list the treasures captured
- O - open a chest
- F - feed on the contents of a chest
- B - battle with a monster
- M - use magic against a monster

Good luck in your quest!

Before loading any program, please ensure that the heads of your cassette deck are clean and demagnetised.

64

Software for

Commodore 64

Lord of the Balrogs

from

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