

Ravenskull

PRIZE
COMPETITION
Over £100 in prizes.
See inside for details.



**SUPERIOR
SOFTWARE**
Limited

Compatible with the BBC B, B+ and Master Series computers

ACORN SOFTWARE

BBC Micro and
Master Series
5 1/4" Disc
£11.95

REPTON 1

'This is an astounding game reaching new heights in BBC arcade adventures.'

MICRO USER

REPTON 2

"Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!" ...
ACORN USER



For the
Commodore
Amstrad
BBC Micro
Acorn Electron

The best is yet to come...

REPTON

THE ULTIMATE CHALLENGE

Released on November 5th for the BBC Micro, Acorn Electron, Commodore 64/128 and Amstrad 464/664/6128 computers.

Repton 3 includes:-

- **A Screen Designer** — devise your own puzzles for Repton to solve.
- **A Character Designer** — alter any or all of the game characters.
- **Many New Features** — poisonous fungi, time bombs, time capsules, golden crowns.
- **24 Fascinating Screens** — a prize competition is being held for players who complete all of the screens.

Avoid the rush — advance orders being taken now!

SUPERIOR SOFTWARE
Limited

Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: 0532 459453

ACORN SOFT

GAME CONTROLS

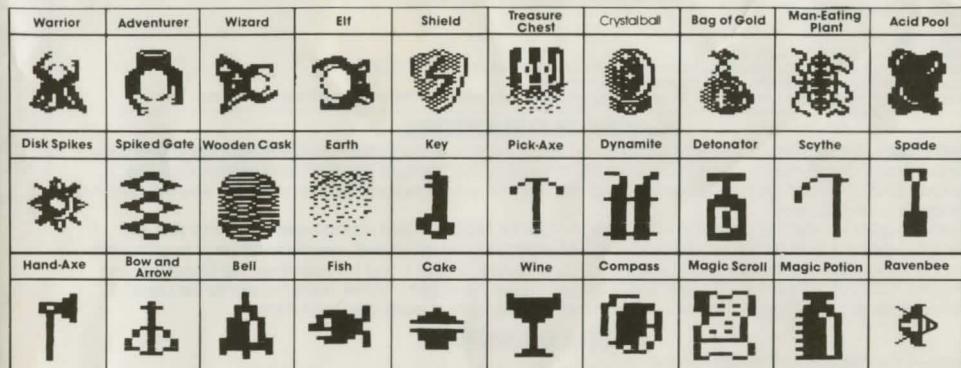
Status Screen Controls

- | | |
|-----------|---|
| Z | — Move hand left (to select object) |
| X | — Move hand right (to select object) |
| E | — Examine object |
| J | — Level jump (only available after completing the previous level without losing a life) |
| W | — Sound on |
| Q | — Sound off |
| A | — Music on |
| S | — Music off |
| ↑↓ | — Shift screen up/down |
| SPACE BAR | — Return to game |

Main Controls

- | | |
|--------|--|
| * | — Run North |
| ? | — Run South |
| Z | — Run West |
| X | — Run East |
| P | — Pick up object
(You cannot carry more than 3 objects at a time) |
| RETURN | — Use object |
| D | — Drop object |
| S | — Select Status Screen |
| TAB | — Kill yourself |
| ESCAPE | — Restart game |
| COPY | — Freeze on |
| DELETE | — Freeze off |

GAME CHARACTERS



PRIZE COMPETITION

The Prizes

On 30th April 1987, a draw will be made from all of the correct entries received. The winner of the draw will be awarded the first prize of £100 and a Superior Software T-shirt. 100 runners-up will also be drawn — each will receive a Superior Software T-shirt.

How to Enter

If you complete Ravenskull by collecting all 4 parts of the silver crucifix (without losing a life or using the JUMP feature), a congratulatory message will be displayed on the screen. To enter our competition, you must write to Superior Software describing the message and the graphics surrounding it.

Rules

1. The closing date for receiving entries to the competition is 30th April 1987.
2. All entries must be accompanied by the "Ravenskull Competition Coupon".
3. All entries must clearly show the sender's name and address, age, and T-shirt size (small, medium or large) and should be addressed to: Ravenskull Competition, Superior Software Ltd, Regent House, Skinner Lane, Leeds, LS7 1AX.
4. The company's decision is final and no correspondence can be entered into.
5. The competition is not open to employees of Superior Software Ltd, the authors of Ravenskull, their agents or their families.
6. Please enclose an S.A.E. if you require a list of winners.

Other titles available from Superior Software include:

Repton 3	£11.95	Stryker's Run	£11.95
Speech!	£11.95	Citadel	£11.95
Karate Combat	£11.95	Thrust	£11.95

All of these programs are compatible with the BBC B, B+ and Master Series computers.

RAVENSKULL
COMPETITION
COUPON

RAVENSKULL CASTLE — THE FORTRESS OF DOOM

Your task is to save the village of Austburg from imminent devastation. You must enter Ravenskull Castle and retrieve the silver crucifix which the evil Baron Strieg has stolen. Only then will Austburg be safe from the zombies who inhabit the swamp surrounding the medieval castle.

Ravenskull is a massive arcade-adventure featuring smooth 4-way screen scrolling over the 4 levels of play. Each level is 64 times the size of the screen, and there is an initially-bewildering variety of game characters including: acid pools, man-eating plants, time-doors, keys, pick-axes, scythes, spades, bows and arrows, dynamite, bells, food and wine (beware! it may be poisonous or have strange side-effects). There are also several magical scrolls and potions to be found. These may be good or evil; for example the strength scroll gives you the power to push wooden casks, whereas the lightning-strike scroll is fatal if used.

The guardians of the castle, the vicious Ravenbees have to be avoided or, in some cases, destroyed — but there is only one way to kill them; you must discover how as you venture through the dank passages of the castle. Your quest is not an easy one — only with time, experience and a little luck will you unravel all the mysteries within Ravenskull Castle.

Game Authors: Martin Edmondson & Nicholas Chamberlain.



The Eerie Loading Screen



The Elf escapes from a Ravenbee



Close-up of a Crystal Ball



The Adventurer collects a Treasure Chest

LOADING INSTRUCTIONS

If you have Econet, type the following:

?&224=&A6

and press the RETURN key.

Press SHIFT-BREAK and wait for the program to load.

In the unlikely event of the disc failing to load, return the disc to us and we will immediately send a replacement.

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PLAYING INSTRUCTIONS

Ravenskull Castle consists of 4 levels, each exactly 64 times the size of the screen. To complete the adventure, you must work your way through each of the 4 levels collecting the treasure you find and assembling the mystical silver crucifix. Each level holds one part of the crucifix; you may pick this up only after you have found all of the treasure on that level.

You are able to pick up various objects throughout the castle. Most of these objects are helpful to you, but some are a hindrance and some are even deadly! After picking up an object, you may attempt to utilise it by following this procedure: (a) check that the object is positioned in your hand by selecting the Status Screen then using the "Z" and "X" keys; (b) press the RETURN key to use the object. Some items may only be used in certain locations. You must logically deduce where and when you should use each item.

CASTLE OBJECTS

Ravenbees — The deadly castle guardians.

Acid Pools, Spiked Disks, Man-Eating Plants — Contact with these is fatal.

Spiked Gates, Cell Doors/Bars — Some of these can be opened with a key.

Wooden Casks — They may be pushed, but only after the player has read a Strength Scroll.

Time Door — An enchanted door which opens and closes by itself regularly.

Time Shaft — A special area on the final level. The last part of the crucifix has been carefully hidden by Baron Strieg in another dimension. By pushing 4 wooden casks into its 4 alcoves, the time shaft can be opened, revealing the last part of the crucifix.

Other castle objects include: coffins, earth, stone pillars, and the treasure.

QUEST OBJECTS

These objects may be picked up, used and dropped as explained earlier. The quest objects include: keys, pick-axes, dynamite, detonators, scythes, spades, hand-axes, bows and arrows, bells, food and wine (beware! it may be poisonous or have strange side effects), magical scrolls and potions.

MAGICAL SCROLLS

(1) Strength — Reading this scroll allows the player to push wooden casks.

(2) Time Chime — Synchronised with the time door.

(3) Lightning Strike — This scroll is fatal!

(4) Enchanted Door — Causes a door to open somewhere in the castle.

(5) Teleport — The player is instantly teleported to an otherwise inaccessible area.

(6) Super Speed — An interesting scroll which allows the player to run about 5 times faster than normal.

(7) Energy Drain — Another dangerous scroll.

(8) Dispell — This scroll simply dispells the effects of the last scroll used.

MAGICAL POTIONS

(1) Speed — Drinking this potion enables the player to run twice as fast as normal.

(2) Slow — Causes the player to run 4 times slower than normal.

(3) Poison — This is a powerful poison which is fatal, instantly.

(4) Strength — The player increases his health by drinking this potion.

(5) Loser — Causes the player to lose all of the objects he is carrying.

(6) Dispell — Dispells the effects of the last potion.

See overleaf for further information.

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