UNDERWORLD OF KYN

WRITTEN AND DESIGNED

BY

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Welcome to the Underworld !

In a vast kingdom, deep beneath the surface of the earth, a huge Underworld lives
and grows, inhabited by strange life forms and scattered with the remains of early
explorers. Strange tales of a mischievous Wizard who comes and goes in clouds of
smoke are whispered amongst the few who have returned. A recent visit to the
vicinity of the Enchanted Entrance was interrupted by a violent thunder storm.
Taking refuge in a nearby hollow you soon fall asleep amongst the dense plantlife
only to awaken several hours in an entirely new world. The UNDERWORLD !
Can you escape from its depths to see the light of day again ? The Wizard of Kyn
will not let you leave without playing up to his normal tricks. Can you destroy
his powers ?
Prepare yourself well ....to enter the Underworld.

Loading the Game

Underworld is available on disk or cassette. Please follow the correct instructions.

Disk - type LOAD 'START', 8 and press return
       When the cursor reappears type 'RUN' and press return
       After a brief moment the title page will appear.
       Loading time is approximately 1.5 minutes

Cassette - type LOAD and press return
           When corsor reappears type 'RUN'
           The message 'PLEASE WAIT' should appear after a few seconds
           Loading time is approximately 9 minutes

How to Play

Underworld understands simple sentences with a vocabulary of over 140 words. To
control what you wish to do simply type in your command when you see the prompt
'>' appear.
Each sentence should start with a verb or special command such as 'LOOK' or
'INVENTORY'. If it is not a special command it must also contain one noun.
Underworld will understand sentences such as:

        'GET THE TORCH AND THEN GO EAST'
        'REMOVE SWORD THEN THROW IT AT THE WIZARD'

Certain abbreviations may be used for special words or commands.

Moving about ..... (Exploring)

To move from one area to another enter the direction you wish to travel or try
'CLIMB' in some areas.

Examples:

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'WALK NORTH'
'EAST'
'E'(abbreviation for east)
'CLIMB DOWN'
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Remember the Underworld is full of strange twists and curves, so if you go north moving south may not necessarily return you to the original room.
If you're really serious about playing, a map will be invaluable in discovering new areas and retracing your old steps !

The Screen

Each room is described in full when first entered and from then on only the room name is displayed. This may be reversed by the special commands as follows;

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'BRIEF'  - displays all descriptions in brief
'VERBOSE'- displays all descriptions in full
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'L' will always display the full room description. The command 'LOOK' will display the full room description at times, however normally it attempts to examine the most recent object handled.

'CHAR' - typing this instruction will allow you to change the character set from the cursive style to standard Commodore 64 set.

List of Special Commands

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'Inventory' or 'I'      - Lists all objects in your possession
'L'                     - Displays room description
'QUIT'                  - Returns to Basic
'BRIEF'                 - For brief descriptions.
'VERBOSE'               - For full descriptions.
'CHARACTER'             - Toggle between normal and special character set.
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Strategies for Play

When playing Underworld it is important not to disregard anything as unimportant. Always examine any objects you find or interesting scenery which is visible. Most items have a use at least once.
Take as much time as you wish between moves as the game is static whilst you think.
Specila note: The sequel to Underworld will be available mid '84.
Underworld was originally written for the 32K Microbee by Andrew Farrell and Dirk Williams and was entirely re-designed for the Commodore 64 by Andrew Farrell in late 1983.

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