

ASP

ASP SOFTWARE



THE  
VALLEY

>Loading: File name "The Valley".

Follow your manufacturers instructions CAREFULLY.

To ensure consistent LOADING the BBC version is recorded at 1200 baud. To LOAD type LOAD""", followed by Return. The main program is preceded by brief instructions which include the option for different fore-and background colours. If you have the remote control facility in operation leave the PLAY key down as the main program will automatically LOAD from the first program. If no motor control is used then you must STOP the tape when the first program has LOADED. It is always necessary to LOAD both programs as the first determines the display colours.

Having LOADED the program and keyed RUN the first question you will be asked is whether you wish to load a character from tape. If you are playing the game for the first time, or if you wish to create a new character, the reply to this is NO. If you have already generated a character and saved it on tape then the reply will, obviously, be YES and this will then enable you to load your character.

Having selected your character type the screen will clear and the Valley will be drawn. A safe path passes through the Valley and there are safe castles at either end. Symbols representing the other scenarios will also be displayed. There are three basic types.

The Swamps and Woods both contain a secondary scenario located on an island in the centre of a lake. In the Swamps this will be **The Temple of Y'Nagioth** and in the Woods it will be **Vounim's Lair**.

Displayed below the scenario is your character's current status...how much treasure, experience, number of turns, combat strength, psi power and stamina. Each of the five character types has a different maximum for the last three; Wizards can have more psi power, Barbarians get more combat strength etc.

#### **Movement Control PET, TRS and MZ-80A**

You may move your character around within each scenario via the numeric keypad; 4 and 6 move Left and Right, 2 and 8

move Up and Down, 1 and 3 and 7 and 9 move diagonally and 5 keeps you at your current position.

#### **Sharp MZ-80K**

As this Sharp does not have a numeric keypad your movement is controlled by the nine top, right-hand graphics keys which act as though they are a numeric keypad, see earlier.

#### **ZX81 Atari, VIC, Spectrum, Dragon, Oric, Apple, and BBC A.**

The numerals are used as though they were a numeric keypad. This means that '8' will move your character North: '2', South: '4', East: '1', South-West: '9', North-East etc.

#### **BBC Model B**

Instructions for movement are given in the first program and are continuously displayed at the bottom of the screen.

#### **Ground Rules for playing The Valley**

If you move your character onto either of the safe castles you will be offered the option of leaving the Valley and saving your character on tape or re-entering with your combat strength and psi power restored to a base level if they had become too low.

To enter one of the scenarios you simply move your character onto the appropriate symbol and the screen will clear and the new scenario will be drawn. To prevent scene jumping you will have to stay in any chosen scenario for a number of turns, the number varies but is usually around five. Leaving the Woods and Swamps is easy, simply step onto any part of the border and you will be instantly transported back into the Valley scenario. To leave one of the castle-type scenarios you must step onto the gateway character which will only appear on the 'ground' floor of the Black Tower. The Black Tower has a number of floors and these may be accessed by using the stairs which appear in the bottom left and top right corners. Note, however, that once used the stairs disappear so you will have to cross the entire floor to reach the next set! To enter the two secondary scenarios in the Woods and Swamps you will have to cross the lake; they can only be entered from the land and not from the water. Crossing the lake also reduces your stamina as well as making your prey to two special monsters.

### Fighting

As you move around within any scenario you will encounter various monsters. You may be given the option of 'Attack or Retreat', in which case you should key either 'A' or 'R' depending on your mood, or the monster may simply attack you. If the beast manages to hit you, you may suffer Damage Points as a result; these are subtracted from your stamina and, if the level of damage inflicted exceeds 10, your combat strength will also be reduced. Once you are offered the opportunity to attack, 'Strike Quickly', you must choose to attack its head (key H), its body (key B) or its limbs (Key L). If you make contact then you may cause the monster damage in which case its strength will be reduced. Combat is in real time so if you hesitate you may well miss your opportunity.

One further option exists, casting a spell. This is selected by keying S followed by the number of the spell you wish to cast. There are three spells available; Sleepit (1) which is available to anyone and only costs 5 stamina points to use, Psi-Lance (2) which requires a minimum of 49 psi power and 1,000 experience and can only be used against monsters with magical ability, and Crispit (3) which requires over 77 psi power and 5,000 experience. If you are fighting a monster with no physical strength, the first number displayed after the monster name will be zero, you MUST use a spell. The amount of damage that you can do to a monster is related to both your strength and your experience; the greater these are the more likely you are to survive a fight.

### Seeking

Within certain scenarios, according to the Legend of The Valley, a number of special treasures are to be found and the acquisition of these, together with increasing your character's

rating, is the main 'aim' of the game. They are represented by a special symbol and have different values according to their location. In the Temple of Y'Nagiath you may find the Amulet of Alarian which has six settings to be filled with stones found in the Black Tower. In the Black Tower the Amulet stones may be found on and above the third floor. They must be found in the correct order and you must already have the Amulet. Note also that the position of the stone in the Amulet relates to the floor on which it is found! Once you have found all the stones you can try to find the Helm of Evanna which is located in Vounim's Lair but this will only appear when your rating number is more than 25.

Finding and filling the Amulet allows you to be re-incarnated, should you be killed during a combat.

Your 'rating' is determined by the amount of experience you have gained together with your treasure and is measured on a scale of 0 to 28. See table for details. The value is also affected by the number of turns you have taken; boldness will get you a higher rating but recklessness will probably kill you! Your current rating can be inspected at the movement stage by pressing 'E' and this will also show you what special treasures, if any, you have collected. The experience gained from killing a monster is halved if you put it to sleep with the Sleepit spell or if you let the monster exhaust itself. The amount of experience gained is also directly related to the level you are on at the time. Finally remember that this a real-time game and should be played at the speed set by this program. BUT if at first you find you do not have time to read the messages...you may increase the value of 'TM' in line 130.

RATING	CLASSIFICATION	RATING	CLASSIFICATION
1	Monster Food	15	Necromancer
2	Peasant	16	Loremaster
3	Cadet	17	Paladin
4	Cannon Fodder	18	Superhero
5	Path Walker	19	Dragon Slayer
6	Novice Adventurer	20	Knight of the Valley
7	Survivor	21	Master of Combat
8	Adventurer	22	Dominator
9	Assassin	23	Prince of the Valley
10	Apprentice Hero	24	Guardian
11	Giant Killer	25	War Lord
12	Hero	26	Demon Killer
13	Master of the Sword	27	Lord of the Valley
14	Champion	28	Master of Destiny

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# THE VALLEY

Available for most popular micros.

Just ask!

The Valley is **the** original text/graphics real-time adventure. Can you enter the deadly depths of Vounim's Lair or climb the horrible heights of the Black Tower? To find out you'll have to cross The Valley itself—and that isn't going to be easy!

You can use your character, from barbarian to wizard, from warrior to thinker, and dare the death dealing monsters to come and get you! Each time you fight and win you gain experience, each time you lose . . .

All combat is real-time and you have to make decisions rapidly and quickly—sword or spell, attack or retreat?

It takes skill, cunning and an adventurous mind to succeed in the Valley and recover the helm. Master of Destiny awaits you if you make it, a long wooden box if you but stumble on the way.

Characters can be saved onto tape (from the safe castles) for when you need a rest. Have you got what it takes to tackle this classic epic of adventure?

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