DRUID

AN ARCADE ADVENTURE IN A LAND
OF WILD MAGIC AND DEMONIC EVIL

Druid

For the CBM 64/128 with 1541/1570/1571 disk drive.

Game design by Dene Carter of Electralyte Computer Game Software
Programming by Andrew Bailey
Music by David Hanlon
Loading Screen by Bob Stevenson
Cover Illustration by Alan Craddock
Instructions by Victoria Arbon
Package Design by Firebird (UK)
Published by Firebird Licensees INC.

If this computer game is faulty or fails to load, please return it to the address below and it will be replaced free of charge. This does not affect your customer statutory rights.

Firebird Licensees INC.
P.O. Box 49
Ramsey
New Jersey 07446

Telephone: (201) 444 5700

DRUID

CBM 64/128 with Disk

HOW TO LOAD THE DISK

Place the disk into the disk drive and close the hatch.

Type: **LOAD "*",8,1**

Press the **RETURN** key.

The game will start as soon as loading is complete.

Druid

Until now, the balance of power has been held and peace maintained throughout the land of Belorn. But now, the evil mage Acamantor has cast dark and mystic spells to summon forth four demon princes from an ethereal plane. The princes were summoned to protect his tower and turn it into a stronghold against the powers of light and goodness.

The task of breaking into Acamantor's tower and destroying the demon princes has fallen on you, as the most powerful Druid in all of the land of Belorn. You start in the gardens at the top of the tower and slowly descend through stairs between the eight levels that make up the tower. The demon princes appear as gigantic fire-spitting skulls and can be found hidden in the lower four dungeons of the tower. Only a Druid can destroy them, using his most powerful spell - the 'CHAOS' spell - he has to run up to the demon and cast the spell whilst touching it. The demon will then be vanquished from this world forever. When all four demons have been vanquished, Acamantor's tower will collapse and the land of Belorn will become safe from evil once more. However, destroying a demon is not so easy, for the demon will continually spit fireballs at the Druid to stop him from getting near. The Druid must dodge these fireballs and use whatever spells he has to get near enough to touch the demon.

Travelling through the dungeons will not be so easy, for Acamantor has felt the presence of your Druid in his tower and has sent a constant attack of his minions and lower demons to stop you. Acamantor has also set various deep rivers and ponds in his dungeon. Although golems (see later) can survive in water, Druids cannot, and your Druid's constitution will drop fast if you attempt to go through water.

GHOST

SPELLS

Fortunately, your Druid understands the ways of magic and throughout the dungeon, he will find many **chests** containing spells of formidable power to aid him in his quest. To open a chest, simply walk your Druid into it and a list of spells will appear with the quantity of that spell next to each. You may choose a spell by moving the 'eye' symbol up and down until it is next to the spell that you require and then pressing fire. By taking the spell, Acamantor will sense that you have looked inside one of his chests and he will destroy it so that no more spells can be removed from it.

The most abundant spells are bolts of water, fire and electricity. To select between spell bolts press **'P'**. These can be used against the various creatures that Acamantor sends against you. However, different bolts will inflict different levels of damage against different monsters. All monsters can take three points of damage and then die. You should examine the following table to enable you to calculate which bolts are best used against the creatures that you are fighting:-

Spell Bolt Table

Monster	Water Bolt	Fire Bolt	Electricity Bolt
Ghost	3	3	2
Beetle	1	3	2
Skeleton	3	1	2
Snake	1	3	2
Ralack	3	2	1
Wraith	1	2	2
Slime	1	3	2
Devil	1	1	3

Figures show damage inflicted on creature by spell bolt.

BEETLE

Your Druid can find four other powerful spells. These spells are:-

KEY: Position your Druid next to the door and press '+' to cast this spell. You will hear a 'ping' sound and the door will disappear. If the door is to the left or the right of the Druid, then the Druid should be placed facing and touching the door, but positioned slightly up from the centre, so that he can touch the lock of the door.

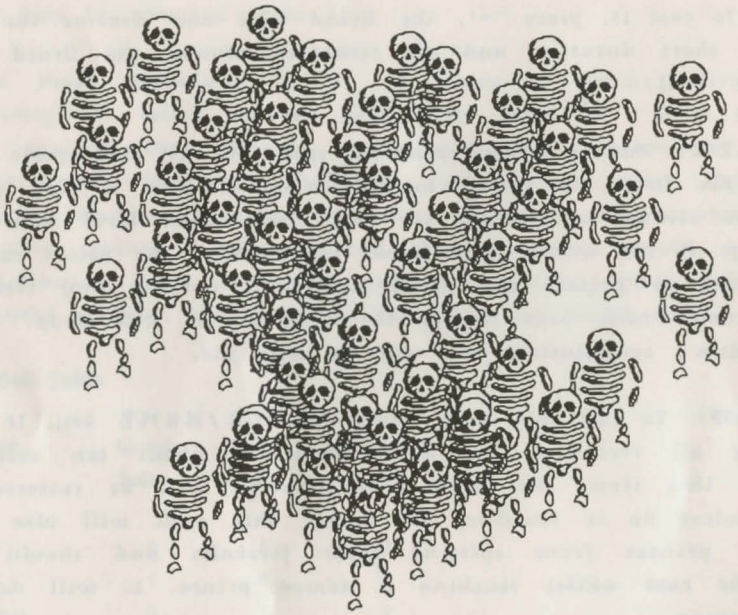
INVISIBILITY: This is a classic and often used Druid spell. To cast it, press '-', the Druid will now become invisible for a short duration and all creatures around the Druid will become still.

GOLEM: This is a very powerful spell. To cast this, press '£' when the Druid is facing towards open ground. A clay golem will be created which has its own constitution level shown at the top of the screen, just below the Druids. The golem can be controlled to protect the Druid and will destroy any creature that comes near him though his constitution will drop. When the golem's constitution runs out he will die.

CHAOS: To cast this spell, press the **CLR/HOME** key. It will destroy all creatures for a duration of about ten seconds. During this time, the Druid's constitution will be restored to full unless he is standing on water. This spell will also stop demon princes from spitting their fireballs and should the spell be cast whilst touching a demon prince, it will destroy the demon.

SKELETON

The Druids constitution level is shown as a red bar at the top of the screen. If his constitution runs out then he will die and the game will end. To raise a Druid's constitution, apart from using a 'Chaos' spell, the Druid can also stand within a **Pentagram of Life** - these are fairly rare but can be found scattered around the tower. Your Druid must stand slightly above and to the right of the centre of the Pentagram. The lifeforce of Mother Earth herself will then surge through the Druid's body and his constitution will gradually increase.



SNAKE

THE MONSTERS

There are eight types of monster that will attack you. These are: ghosts, beetles, skeletons, snakes, ralacks, wraiths, slimes and devils.
However, not all monsters will appear on each level. The following is a list of the monsters that will attack you as you progress through the tower:-

Level One (The top gardens)	Ghosts and Beetles.
Level Two	Slimes and Devils.
Level Three	Ralacks, Slimes and Snakes.
Level Four	Skeletons and Devils.
Level Five	Wraiths and Skeletons.
Level Six	Devils, Skeletons and Snakes.
Level Seven	Skeletons, Slimes and Wraiths.
Level Eight	Ghosts, Beetles, Skeletons, Snakes, Ralacks, Wraiths, Slimes, Devils.

RALACK

DRUID RATINGS

In the top panel you will also see a green bar next to the word '**RATING**'. This rating bar will grow as you get deeper into the game and is a guide as to how well you are doing. Whenever you die (or when you win the game and destroy the four demon princes) you will be given a Druid rating. This rating depends on the length of the rating bar and gives an indication of your level of competence as a Druid. The ultimate accolade is that of **Light Master**, but very few Druids reach such a high rank. Indeed, to do this well, you don't just have to complete the game and destroy all of the four princes - you also need to visit every chest in the tower and destroy each kind of creature with each kind of spell bolt. The ratings in order of worst to best are:-

Halfwit
Apprentice
Acolyte
Seer
Lore Seeker
Spirit Master
Cleric
Potion Master
Lore Master
Priest
Illusionist
Magic Master
Conjurer
High Priest
High Druid
Light Master

Use your resources wisely in order to survive the constant onslaught of hell-spawned ethereal creatures and face the demon princes. Succeed, and you may attain the ultimate level of **light master**, and become one of the Great Druids. Fail and become no more than a halfwit, your captive soul joining the many ghosts of those who have preceded you, lost in Acamantor's dungeons.

WRAITH

KEYBOARD CONTROLS

Left	Z	Key	+
Right	X	Invisibility	-
Up	]	Golem	£
Down	?	Chaos	CLR/HOME
Fire	Space		

Pause/Unpause RUN/STOP

Cycle through Bolt Spells P

Or you may use a joystick in port one.

CONTROLLING YOUR GOLEM

Once you have created a golem, it can be controlled by either yourself or a second player. To change control of the golem between yourself and a second player, pause the game with **RUN/STOP** and then press **C=** (the Commodore key). Now unpause the game with **RUN/STOP**.

If you are controlling the golem by yourself then you must use the **C=** key to command the golem to either: **WAIT**, **FOLLOW** the Druid or **SEND** the golem in the direction that the Druid is facing.

If you are playing with two players then both players must use joysticks. The player who wishes to control the Druid must use a joystick in port one. The player who wishes to control the Golem must use a joystick in port two.

SLIME

SAVING YOUR POSITION

Every time you go up or down a level, the computer will remember your game position. Whenever you die, you will be returned to the Druid title page with the Druid music playing. However, the computer still remembers the last time that you went up or down a level. Restart the game, but this time, the following will appear on the screen:

NORMAL START

RAM DISC START

You will also see an eye symbol next to one of these options. Use up and down to select which option you require and then press fire. To start Druid from the beginning, select **NORMAL START**. To start at the last position that the computer remembered you being in, select **RAM DISC START**.

Whenever a game ends and you decide that you wish to save your position so far to disk, press '**S**' during the Druid title page. Now insert a blank, formatted disc into the disc drive. Next type in a five letter filename for your saved position and press **RETURN**. Your game position will now be saved to disk.

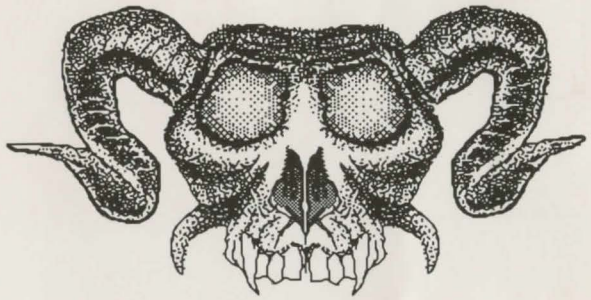
To load up a saved game position, insert your saved games disk and press '**L**'. Next type in the filename of the saved position you require and press **RETURN**. Your game position will now load from disk. To play this saved position, press **SPACE** to start game and then select **RAM DISC START**.

DEVIL

HINTS

On the first level, you will need to go down, turn left and take the second turning back up. On your right you will find a small enclosure with a chest in it. You MUST take the KEY from this chest as you will need to use it when you reach the second level.

Remember, when unlocking doors to the left or right of your Druid, you must position your Druid correctly. Your Druid must be placed just up from the centre of the door and he must be facing and touching the door when the spell is cast.



FIREBIRD INC P O BOX 49
RAMSEY NEW JERSEY NJ 07446