THE GOLD COLLECTION

U.S. GOLD
American Software

BBC

LOADING INSTRUCTIONS

BBC Cassette

Ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Check that your machine is in the correct loading mode by typing ***TAPE** then press **RETURN** and, if you have a filing system other than **TAPE** installed, type **PAGE = & E00** then press **RETURN** (if you are uncertain as to whether this applies then do it anyway.)

To load the required program type **CHAIN 9999** then **RETURN**; (***RUN** or ***/** to load JETPAC, KNIGHT LORE or SABREWULF) followed by **PLAY** on the cassette recorder. The required game will load automatically.

Each game is individually loaded. So to load the next program switch off the computer and then on again and repeat loading procedure (as above). You may find it worthwhile to make a note of the counter reference on the cassette player. You must, however, ensure that the counter is zeroised before loading the first game. For ease we have included a grid for you.

SAVE GAME OPTION Cassette Version

(Pirate Adventure, Voodoo Castle, Strange Odyssey, Buckaroo Banzai and Temple of Terror ONLY).

When a load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press **PLAY** and then press **RETURN** as instructed on the screen.

If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** and follow the instructions on the screen which will prompt you to ready your cassette and press **RETURN** – do so and your current position will be saved. Please note that, as per instructions above, it is essential to load the Program first before loading a Saved game.

BBC DISK

Type **CHAIN "LOADER"** and press **RETURN** and the game will load automatically. Upon loading you will be presented with a menu to choose from.

SAVE GAME OPTION Disk Version

(Pirate Adventure, Voodoo Castle, Strange Odyssey, Buckaroo Banzai and Temple of Terror ONLY).

When a load is completed a message will appear asking you if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a saved game, respond appropriately to the prompt and insert the disk of your saved game.

If you wish to save a game to continue at a later time, simply insert a blank formatted disk into your drive and then type **"SAVE GAME"** and then follow the instructions on the screen.

PIRATE ADVENTURE		JETPAC	
VOODOO CASTLE		KNIGHT LORE	
STRANGE ODYSSEY		NIGHTSHADE	
BUCKAROO BANZAI		SABRE WULF	
TEMPLE OF TERROR			

PIRATE ADVENTURE

Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal – recovering the lost treasures of Long John Silver.

Difficulty Level: Beginner

VOODOO CASTLE

The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull of a rescue, or is he really down for the Count?

Difficulty Level: Moderate

STRANGE ODYSSEY

At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilisation, including fabulous treasures and advanced technologies far beyond human ken! Prepare yourself for the incredible!

Difficulty Level: Moderate

BUCKAROO BANZAI

A previously unpublished Scott Adams adventure based upon the film of the same name. Only by unravelling the many puzzles set by Scott Adams do you stand any chance of completing this futuristic adventure. Set in the world of pop groups and science fiction.

Difficulty Level: Moderate.

PLAYING HINTS

(Pirate Adventure, Voodoo Castle, Strange Odyssey, Buckaroo Banzai)

Draw a map as you go, there are a lot more places than you think and without a map you will end up going around in circles or missing areas which you haven't tried. It doesn't need to be perfect so long as you have some record of where you've been and what you've found (as well as where you found it). Examine things you find and try to remember that most problems have solutions that require no more than some careful thought and a little common sense. If you get stuck try typing **HELP** – you may or may not get assistance but you won't know until you ask and be careful about assuming things, it can be fatal.

To speed things up you may use the following abbreviations: N, S, E, W, U, D for Go North, South, East, West, Up or Down. I is short for Inventory and will list what you are carrying.

Some (but not all) of the words available you may find useful are:—
Get, Take, Drop, Climb, Jump, Enter, Examine, Go, Leave, Move, Quit, Say, Wear, Read, Save, Light, Pull, Push and Look ... There are others!!!

Instructions are entered by you in the form of two word commands with the first word being a verb. If the computer doesn't understand, it will tell you so and you must try rewording what you wish to do e.g. instead of GO FLYING try FLY. You will find that objects which can be picked up usually require only the last part of their name as in the BLUE OX where typing GET OX is all that is needed.

Good luck, happy adventuring and try not to die too often.

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JETPAC

But! Before you go and make yourself the richest person in the whole Universe, you must remember to refuel your Spaceship, everytime you land on a planet, with 6 fuel pods. Any other goodies you collect are yours to keep. Upon landing you will find yourself equipped with the very latest Hydrovac, JETPAC, which can automatically air lift almost any rocket stage, fuel pods or valuables you care to land upon, and release them over the rocketship base, plus megga powerful Quad Photon Laser Phasers, to blast any nasty, mean little aliens who might object to your visit. And my! do those aliens get upset when you collect all of their valuables and sneak off, without so much as a by-your-leave

CONTROLLING YOUR JET MAN

Your Jet Man is fully controllable using either the keyboard or a joystick.

KEYBOARD CONTROLS

LEFT Jet Man will fly or walk left using the **CAPS LOCK** key.
RIGHT Jet Man will fly or walk right using the **CONTROL** Key.
FIRE To fire the Quad Photon Laser Phaser, press **RETURN**.
Rapid laser fire may be obtained by continuous hold of the **FIRE** key.
THRUST The **SHIFT KEY** can be used to thrust Jet Man's Hydrovac **JET PAC**.
HALT The game may be paused by pressing the **H** key.
START The game may be restarted using the **S** key.
QUIT You may quit the game by pressing the **ESCAPE** key when **JETMAN** loses a life.

JOYSTICK CONTROLS

Jet Man can be controlled by joysticks.

SCORE LINE

The Score Line displays:
One player and two player scores.
One player and two player lives left.
Various game options are available including joystick/keyboard select, sound
on/off and 1 or 2 player options upon start of game.

KNIGHTLORE

For days I have journeyed from the realms of the jungle wulf to 'KNIGHT LORE'
castle to seek the old dying wizard and ask for his help to free me from this
deathly curse ... For countless nights I have slept chained to trees to keep my
deathly curse at bay, but now I am here ... My footsteps echo around the damp
mossy walls of the large chamber, as I enter through the open main gateway,
colossal doors judder open in an untouched groaning symphony, beckoning me
forward on my quest. I sense the old wizard's gaze playing upon me,
encapsulated within the labyrinth of traps and tests, to keep out all but the
most persistent of unwanted guests who seek an audience with the great
wizard MELKHIOR.

Suddenly a cool blue mist starts to ebb forth from the cracks in the ancient
stone-work. As it does so it begins to take form and becomes a powerful
swimming swirling vortex of energy.

Over all of the noise can be heard the chanting and singing of long forgotten
tunes, all sung in a blur of forgetfulness.

THE MIST TUNES
THE WIZARD'S OLDER NOW THAN ALL
HIS HELP YOU SEEK WITHIN THIS WALL
FOR FORTY DAYS YOUR QUEST MAY LAST
LOCATE THE POTION, MAKE IT FAST
THIS HIDEOUS SPELL UPON YOUR SOUL
TO LOSE IT'S HOLD MUST BE YOUR GOAL
BEWARE, THE TRAPS FROM HERE BEGIN
THE CAULDRON TELLS WHAT MUST GO IN
TO BREAK THE CURSE AND MAKE THE SPELL
TO SAVE YOURSELF AND MAKE YOU WELL.

The mist suddenly ceases its action and dissipates as quickly as it came. I drop
to the floor and with full knowledge of the old wizard I begin my quest.

Dimly lit torches light the massive stone walls, their tired flickering flames
never seeming to penetrate the inky darkness for more than a few feet ...

Crystalline Merkyls, hideous Hobgoblins, stand frozen on huge monoliths,
glittering in the cool trembling moonlight. Encapsulated by the old wizard long
ago, they await their fate in an un-ending task of defence, silently and stoney.

This is to be their everlasting fate as guardians of KNIGHT LORE castle, until
the ultimate death of the old sorcerer ... The moon has risen quickly and in
the fullness of its cool blue light, I became a Werewulf ...

My fate is now all too clear, I have but forty days and forty nights to find the
old wizard and seek his help and magical instruction, before my tormented
soul becomes forever a werewulf.

CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS
LEFT Your Adventurer will turn left using the cursor left key.
RIGHT Your Adventurer will turn right using the cursor right key.
MOVE FORWARD Your Adventurer will move forward using the **Z** key.
JUMP Your Adventurer will jump using the **A** key.
PICK UP/DROP Your Adventurer can pick up or drop an object using the
SHIFT key.
PAUSE The whole game can be paused by using the **TAB** key.

NIGHTSHADE

Death and hunger spread, and all who remained within the walls of the village
became stricken or hag ridden with haunted evil. All who had deserted the
village sought refuge elsewhere. The village was now in complete control by
darkness.

THE PLAGUES

The remaining people, weak and afflicted were unable to leave and soon became
enveloped by the victorious evil force, transmitted by some terrible disease
into the most hideously foul creatures. They wander their once peaceful village,
producing deadly plagues, and fall fouls, to enslave anyone who dares trespass
into the village, to try to defeat the evil overlord.

THE STORY TELLER

Many years had passed since the village became over-run, and soon the
knowledge of the village slipped into legend.

Songs were sung and tales were told of brave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could be gained from the successful adventure, and the evil which lay in wait for anyone who dared to set foot in the evil enchanted NIGHTSHADE village.

The old story teller's eyes widen into fiery gems as he recalls and relives the tale of battle with the force of evil at work in the NIGHTSHADE village.

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the village of NIGHTSHADE as an uninvited guest of the evil one."

The old man continues:

"Skeletons with rotting flesh dripping with the blood of the long dead waiting, prowling the now empty village for live prey."

"Hideous demons" he croaks "and terrible ailments and spells waiting to absorb anyone who dares anger the evil force. Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever."

The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village.

You set off down the valley and enter the forbidden NIGHTSHADE village.

This story is continued by playing the most Advanced Home Computer Action Adventure Simulation.

FARE THEE WELL.

CONTROLLING YOUR ADVENTURER

LEFT Your Adventurer will turn left using the cursor **LEFT** key.
RIGHT Your Adventurer will turn right using the cursor **RIGHT** key.
MOVE FORWARD Your Adventurer will move forward using the **Z** key.
PAUSE The whole game can be continuously paused using the **COPY** key.
RESTART The game can be restarted using the **DELETE** key.
FIRE Your Adventurer will fire his antibodies using the **SHIFT** key.
QUIET The sound can be turned off using the **Q** key.
SOUND The sound can be turned on using the **S** key.

SABRE WULF

Darker and darker, deeper and deeper. It is the end that I fear, of this untrodden voyage ... to where I do not know ... AARRRGGGG ... THUDD.

Fall and end meet on soft mossy soil ... with weapons drawn and senses full I move quickly and quietly around the mounded clearing ... all safe except a message ... an ancient warning etched deep into the lifeless stone.

THE WARNING

THY PATH IS LONG SO TREAD WITH CARE
BEWARE THE WULF AND PASS HIS LAIR
DANGER THREATENS FROM ALL AROUND
SO TAKE YE FROM THIS HIDDEN MOUND
TO FREE THEE FROM THIS SUNKEN GATE
BY WAY OF CAVE OR MEET THY FATE
AN AMULET TO SEEK THY WILL
'TWAS SPLIT BY QUAD AND HIDDEN STILL
PASS THE KEEPER WROUGHT WITH HATE
TO GAIN AN ENTRANCE TO THE GATE
THE PIECES LOST MUST THEE AMASS
FOR IF NO CHARM THEN NONE SHALL PASS.

THE EXPLORATION

I edge through the shady mounded clearing and on through the dense thickets of hot house rain forest undergrowth, of sorts I cannot tell, and wait ... and listen ... Distant rumblings of heavy feet crashing, large animals leap from the damp green stubble, to fight and kill ... I stay hidden ... The rumblings grow louder and louder, as a huge Goliath animal crashes past, horns swiping and tail lashing, still I hide as its thunderous noise dies away.

All was clear as I leapt over the clumps and onto the well trodden pathway, its deep ruts and prints reveal the multitude of life forms inhabiting this hollow. Danger threatens so I should move quickly ... but where???

THE EXPEDITION

Wide eyed, I stare, as the dense surroundings reveal their hidden secrets ... Strange food orchids suddenly bloom, their staining toxins, strong on the air, then, in an instant, are gone. Hunters, killers, vampire bats and huge beasts spring forth from the very ground, swimming, slithering, diving and crawling ... I must hide ... Stay safe ... With weapon strong and cunning nature, I will survive ...

CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

LEFT Your Explorer will move left using the cursor **LEFT** key.
RIGHT Your Explorer will move right using the cursor **RIGHT** key.
DOWN Your Explorer will move down using the **Z** key.
UP Your Explorer will move up using the **A** key.
STAB/SWORD FIGHT Your Explorer will fight using the **SHIFT KEY**.
PAUSE You can pause the game by pressing the **TAB** key.
PICK-UP Your Explorer will automatically collect any useful objects required by passing over them.

TEMPLE OF TERROR

Perhaps it was because he was born during a full moon, with wolves howling around his mother's forest hut, that Malbordu's nature was evil. Perhaps it was something more sinister than that. But is it certain that, after this mother abandoned him, Malbordus grew up in Darkwood Forest in the care of the Darkside Elves. He was taught the Elves' wicked ways, and also discovered powers of his own. He could make plants wither and die by snapping his fingers; he could make animals obey him with his piercing gaze. The Elves urged him on and helped him develop his powers, so that they could teach him the arcane and evil magic of the ancient Elf Lords – magic so vile and powerful that it kills unworthy users. In pursuit of such powers, Mabordus grew into manhood. In order to prove to the Elves that he was ready to receive the Elf Lord's knowledge, he first had to pass a test. He was ordered to journey south to the Desert of Skulls to find the city of Vatos. In the city were hidden five Dragon artefacts which he would have to find and collect. A simple incantation would bring the dragons to life to serve the forces of evil. Mabordus would then instruct them to fly him back to Darkwood Forest, where a massive army would be assembling. He would receive the ancient powers and lead the hordes of chaos across Allansia in an unstoppable wave of death and destruction.

It was only by a stroke of luck that these terrible plans were discovered. On the edge of Darkwood Forest lived a strange Wizard named Yaztromo. Something of an eccentric, he lived alone in his tower, practising simple magic and communicating with animals and birds. He was always willing to sell small magic items, so that he could afford to have brought to him delicious cakes from all over Allansia. His sweet tooth was the cause of the only link with the outside world, as he rarely left his tower. It was therefore much to everyone's surprise that he came huffing and puffing into the village of Stonebridge. What could possibly have forced old Yaztromo to venture through Darkwood Forest to Stonebridge? All the Dwarfs who lived there were eager to find out, and a message was sent to Gillibran, their king.

After the rigours of a recent quest, you are resting in Stonebridge, enjoying the merry company of the Dwarfs. Your wounds are almost healed and the local blacksmith has honed the blade of your sword as only Dwarfs can. Resting on a porch with your feet on the railing, you are intrigued by the commotion in front of you on the village square. Followed by a throng of inquisitive Dwarfs, Yaztromo climbs the stone steps of Gillibran's house and is warmly greeted at the top by the king. The crowd falls silent when Gillibran raises his hand, and Yaztromo turns to speak. You slide out of your chair and join the crowd to hear what the Wizard has to say. With a glum expression, his face almost as long as his beard, Yaztromo relates the bad news concerning Malbordus. The Dwarfs look up apprehensively as though expecting five Dragons to descend on them at any moment. He calls on them to show courage, saying, "Friends, look on the bright side. At least we are warned of our impending gloom, thanks to my pet crow who overheard the conversation between the Dark Elves and Malbordus. What we must do now is find somebody who can reach the lost city before Malbordus and destroy the Dragon artefacts. We need a fearless young warrior who is willing to risk life and limb to save us all. Is there one among you who would volunteer?"

Each Dwarf looks around to see if another has dared to accept the challenge. Standing there watching the worried Dwarfs, you realise there is only one thing you can do. With a wry smile on your face, you raise your arm in the air and offer your services. Yaztromo sees you and says, "Haven't I seen you somewhere before? Never mind, you look like the kind of person we want. Make way for our brave volunteer. We must leave for my tower immediately. Come along, let's be off. You have a lot to learn, but I cannot teach you much until we are safely through Darkwood Forest and inside my laboratory."

You hardly have time to cram your belongings into your backpack before the impatient wizard leads you out of Stonebridge towards his tower on the southern edge of Darkwood Forest.

For an old man, Yaztromo is surprisingly sprightly. You cross Red River and the ploughed fields beyond and soon reach the edge of the forest. Yaztromo still doesn't stop. He takes a narrow path leading into the dark wall of trees. The light fades; branches and knotted roots obstruct the twisting path and make the walks very tiring. You ask Yaztromo why he seems unconcerned at the possibility of being attacked by forest monsters. He chuckles and tells you that his magic is well known and respected by all the creatures for miles around – none would dare challenge Yaztromo! After spending a peaceful night in the forest, you reach Yaztromo's tower by mid-morning the next day. You follow him up a spiral staircase into a large room at the top of the tower. Shelves, cupboards and cabinets line the walls and are filled with bottles, jars, books, boxes and all manner of strange artefacts. Yaztromo slumps down into his old oak chair, by now looking quite tired from the long journey. He reaches into this pocket and pulls out a fragile pair of gold-rimmed spectacles. After placing them on his nose, he peers at you over the top of them and you feel quite unnerved by his piercing gaze. Finally he says, "Anybody who would hope to defeat Malbordus must certainly know a little magic. So I will give you a copy of my spell book. By the way, I would like you to know how privileged you are to learn my magic. But a crisis is a crisis. Now, let's get on with it." The old Wizard looks at you and solemnly says: "Every minute is vital: you must begin your journey immediately. Without doubt, Malbordus will learn of your mission to thwart him and may send an assassin or two after you. My crow will lead you as far as Catfish River. A grim task is ahead of you, but our thoughts will be with you." Yaztromo leads you back down the spiral staircase and out into the open. Suddenly he gives a shrill whistle; a large crow immediately swoops down from the top of the tower and settles on his shoulder. "Now, crow, guide our friend as far as Catfish River and make sure you keep a good lookout. The last thing we want is an ambush on our own doorstep." You shake hands with Yaztromo and reassure him that you will destroy the Dragons of Vatos before Malbordus can gain his evil goal. He then commands his crow to fly south. The

crow squawks and flies off. You hurry after, turning just once to wave goodbye to old Yaztromo. Walking through the tall grasses, a shiver runs down your spine at the thought of Malbordus's assassins coming after you. You travel steadily south, only deviating twice to circumvent danger spotted by the crow. Three hours later you arrive at the banks of Catfish River where it is spanned by a rope-bridge ...

SOME HELP ON HOW TO PLAY

Temple of Terror has an exclusive vocabulary of words which can be used to enter player **COMMANDS**.

To end a **COMMAND** just type in the action you want to perform, as an example, some possible commands are listed below.

GO BRIDGE
CUT THE ROPE
GO WEST AND NORTH
OPEN THE POUCH
GO EAGLE
ATTACK ELVES WITH SWORD
THROW NET AT SKELETONS
GET BOX
DROP BOX
LOOK BODY

These are a few sample **COMMANDS** but as you can see they range from simple two word (verb/noun) instructions to multiple action.

COMMANDS

Several actions can be strung together, but should be separate from each other by the use of AND or by a comma:– GET THE BOX AND OPEN IT
GO BRIDGE, S, CUT THE ROPE

SPECIAL WORD COMMANDS

LOOK – This will re-describe your current location if you lose your bearings (for a closer look at an object use the word LOOK or EXAMINE followed by the name of the object you wish to inspect and if appropriate the computer will give you further information).

I or INVENTORY

This will tell you what you are carrying and wearing.

QSAVE

This will save your current state of play, to RAM, so that if you should be accidentally killed you may **QLOAD** to return to the scene of the crime without reloading a saved game from tape.

QLOAD

Loads previously **Qsaved** game.

QUIT

This command will ask if you want to play again and also ask if you want to **RESTORE** a saved game.

SAVE GAME

This allows you to save the current game position to tape. The saved game can then be restored at a later date by answering YES to "Do you want to RESTORE a saved game?"

LOAD GAME

Loads a saved game from tape.

WAIT

There are many times in the game when being able to wait has a distinct advantage. This command will let the game move on by one move – longer waits can be entered by **WAIT 5: WAIT 10:**

BOM

Very useful this, particularly if you are playing in a cavalier manner, constantly being killed by wandering nasties and ending up as lunch for some hideous looking quadruped. Typing **BOM** (back one move) does just that, you will be given another chance to wipe the egg off your face. If one of your thoughtless actions results in death, then by pressing **BOM** as your first command after the title page at the restarted game position, you will get another chance at survival from your last move.

GET ALL

Picks up all the available objects in your current location, but will not get objects that you have yet to discover and will not allow you to carry more than you are capable of.

DROP ALL

Drops everything that you are carrying.

NOTE

A well known firm of BUG exterminators has been on a round the clock mission to eradicate those elusive little pests. We think we have found them all, but you never know. If you think you have found one, please write and tell us.