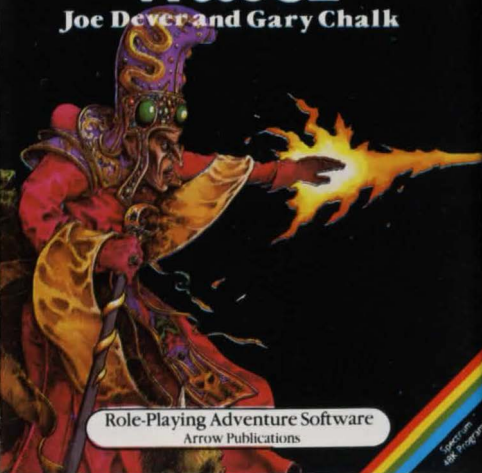


LONE  WOLF

Fire on the Water

Joe Dever and Gary Chalk



Role-Playing Adventure Software
Arrow Publications

Spectrum
MSX Program



THE STORY SO FAR...

In olden times the Darklords waged war on Sommerlund. The long and bitter struggle ended when Ulnar, King of Sommerlund, and the allies of Durenor drove the Darklord armies into the Abyss of Maakengorge. In the fighting Vashna, mightiest of the Darklords, was slain upon the sword of King Ulnar, called 'Sommerswerd'—the sword of the sun. In defeat the Darklords vowed vengeance on Sommerlund and the House of Ulnar.

After the great victory the 'Sommerswerd' was given to the allies of Durenor as a mark of trust and allegiance. In return, King Alin of Durenor gave Sommerlund a golden ring—known as the Seal of Hammerdal. At the time, King Alin vowed to come to the aid of Sommerlund if ever the Darklords should threaten again.

You, Lone Wolf, are a young initiate who was learning the secret skills of the Kai Lords when the Darklords suddenly invaded Sommerlund and destroyed the Kai monastery. The only one to survive, you journeyed through many perils to warn your King of the impending danger to Holmgard—the capital of Sommerlund.

YOUR QUEST

But your mission is not complete. The King has told you that only one power can now save your people from the Darklords—the 'Sommerswerd.' You have been entrusted with the Seal of Hammerdal and your quest is to travel to Durenor to fetch back the 'Sommerswerd.' As you go to the Royal Armoury to equip yourself for your mission, your King's words still ring in your ears: "Forty days, Lone Wolf. We have strength to stand against the Darklords for only forty days."

IMPORTANT

You will notice numbers which appear inside the Wolf's head below the main display to the right of the screen. These are to help you plot your progress on your quest. You may find it helpful to note these down as you go along.

Situations numbered up to **350** correspond to episodes in the Lone Wolf Fire on the Water book. (Where a situation in the program corresponds to a number of situations in the book, only the number of the first situation is shown). Situations numbered from **351** upwards are unique to the adventure program.

This program has been designed to be used on its own, but you may find that the book, Lone Wolf Fire on the Water, will provide added interest away from the screen.

1. HOW TO PLAY THE GAME

1.1 COMBAT SKILL and ENDURANCE

During your training as a Kai Lord, you develop fighting prowess (**COMBAT SKILL**).

You will need **COMBAT SKILL** to find the Sommerswerd and break the siege of Holmgard. Before you start on your adventure you will be given the opportunity to learn how to fight. Every time you defeat an enemy your **COMBAT SKILL** may improve.

You will need **ENDURANCE** to survive your gruelling adventure. Whenever you are wounded your **ENDURANCE** will go down. As your **ENDURANCE** goes down, you will become slower to react in fights.

After a fight your **ENDURANCE** will recover gradually but if you eat a meal, or rest, your **ENDURANCE** will recover more quickly.

1.2 THE KAI DISCIPLINES

Over the centuries, the Kai Lords have mastered the skills of the warrior. These skills are known as the **Kai Disciplines**, and they are taught to all Kai Lords. You have been taught all these disciplines but, because you rarely paid attention in class, you do not know how well you have learnt them. As you proceed through your adventure you will find that you become more and more proficient in the Kai Disciplines. If you have mastered these skills then at times they may save your life.

Sixth Sense

This skill may warn a Kai Lord of imminent danger. It may also reveal the true nature of a stranger or an item encountered in your adventure.

Tracking

This helps you to choose the right path in the wild. It can help you to find a person or item in a town or city. When you see prints or tracks, you will know which creature made them.

Healing

This discipline heals your wounds and can cure the sick and injured.

Weapon Skill

Upon entering the Kai monastery, each initiate is taught to fight with these weapons:

DAGGER ● SPEAR ● WARHAMMER ● AXE ● SWORD

Some of these weapons are more difficult to use than others. The better your **COMBAT SKILL**, the better you will be at using the weapons.

Mindshield

The Darklords and many of the evil creatures in their command have the ability to attack

you using their Mindforce. The Kai Discipline of Mindshield alone protects you when you are attacked by Mindforce.

Mindblast

This enables a Kai Lord to use the forces of his mind on an enemy. Temporarily it breaks your enemy's concentration and increases your **COMBAT SKILL**. However, some of the creatures you encounter in this adventure can retaliate with Mindshield.

Animal Kinship

This skill enables a Kai Lord to communicate with some animals and to understand the intentions of others.

Mind over Matter

Mastery of this discipline allows a Kai Lord to move small items by concentration alone.

1.3 EQUIPMENT

WHAT EQUIPMENT YOU CAN HAVE

Guard Captain D'Val leads you to the Royal Armoury where your Kai cloak is taken from you to be repaired and cleaned. While you await its return, Captain D'Val hands you a pouch of gold for your journey.

As your adventure proceeds you will find things.

Backpack Items

Some things you find can be carried in your backpack. You can only keep a maximum of 8 items in your backpack at any one time.

Gold Crowns

These are always carried in your belt pouch. It will hold a maximum of 50 crowns.

HOW TO USE YOUR EQUIPMENT

Weapons

Weapons aid you in combat. If you find a weapon during the adventure, you may pick it up and use it. But you can only carry one weapon at a time. If you do not have a weapon then you can fight with your bare hands.

Items

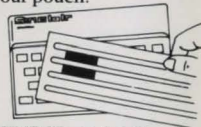
During your travels you will discover various items which you may wish to keep. Some items have a particular purpose or effect. You may be told this when you find them, or it may be revealed to you as the adventure progresses.

Gold Crowns

The local currency is the Crown, which is a small gold coin. Gold Crowns can be used on your adventure to pay for transport, or even as a bribe! Many of the creatures that you will encounter possess Gold Crowns, or have them hidden in their lairs. Whenever you kill a creature, you may take any Gold Crowns that it has and put them in your pouch.

2. HOW TO START

2.1 a. Put the overlay on your Spectrum as shown.



- b. Press **J**:. Hold down **:SYMBOL:** and at the same time press **:P:** twice.
- c. **LOAD ""** should now appear on the screen. Press **:ENTER:**.
- d. Place **Side A** of the cassette in your recorder.
- e. Ensure that the volume on your cassette recorder is turned to just below maximum. Press **PLAY** on your cassette recorder.

- f. After a minute a title screen will appear.
- g. A short while later a picture of the Castle Courtyard appears.
- h. When the cassette reaches its end you can now choose either to start a new adventure or to continue an adventure which you have previously saved. (This is explained in section 2.3).

2.2 STARTING A NEW ADVENTURE

Press **:SPACE:** to start a new adventure.

2.3 CONTINUING AN ADVENTURE

- a. Replace the program cassette with the cassette that contains your adventure and rewind.
- b. Press **PLAY** on your cassette recorder.
- c. After about one minute the program will start at the point which you saved the adventure, (see 3.6).

3.1 HOW TO MAKE CHOICES

- a. The first scene shows the Castle Courtyard. A description appears line by line. To give yourself more time to read it you can hold down **:SPACE:** to pause. Release **:SPACE:** to continue.
- b. Now Lone Wolf walks on. When he stops, you can select an option. Press **:1:** and "Take the spear" appears. Keep pressing **:1:** to see other options. When an option you want is displayed, press **:9:** to make that choice.
- c. For each scene you can have up to 5 options. Note: sometimes one of your Kai skills (e.g. Sixth Sense) will give you an extra option.
- d. To repeat the last text displayed, press **:2:**.
- e. Before you move to a new screen, press **:0:** to check how many Gold Crowns you have. Use

this key to see what you are carrying in your back pack or belt pouch at any stage in your adventure. Press **:1:** to continue.

- f. Two special options from this screen allow you either to continue with your character from Flight from the Dark or to learn how to fight against the Captain of the Guard.

3.2 LEARNING HOW TO FIGHT IN THE CASTLE COURTYARD

- a. By fighting the Captain of the King's Guard you can develop your **COMBAT SKILL**. This is shown by the bar on the left of the screen.
- b. The bar on the right of the screen shows your **ENDURANCE**.
- c. The Captain appears. Both Lone Wolf and the Captain must fight.
- d. You can attack the Captain in five ways:
 - To make Lone Wolf step towards your opponent, press **:E:**.
 - To make Lone Wolf chop, press **:O:**.
 - To make Lone Wolf swipe across your opponent, press **:I:**.
 - To make Lone Wolf thrust at your opponent, press **:U:**.
 - To make Lone Wolf attack with a Mindblast, press **:W:**.
- e. You can defend yourself against the Captain's attacks in three ways:
 - To make Lone Wolf step back, press **:R:**.
 - To make Lone Wolf parry a blow, press **:N:**.
 - To protect Lone Wolf against a Mindblast, press **:V:** to use the Mindshield.
- f. On rare occasions, you can make Lone Wolf run away by pressing **:A:**.
- g. All the attack and defence moves are shown on the inside flap.

- h. The combat ends when you lose a fight. Watch your **COMBAT SKILL** bar (on the left) to see how much **COMBAT SKILL** you have gained.
- i. Press **:9:** to start your adventure.
- j. Learn your skill well, Lone Wolf, for once the adventure begins the fighting is for real!

3.3 CONTINUING WITH YOUR LONE WOLF CHARACTER FROM FLIGHT FROM THE DARK

- a. Replace the program cassette with the cassette on which you saved Lone Wolf's character when you completed Flight from the Dark.
- b. Rewind and then press **PLAY** on your cassette recorder.
- c. After a short while your adventure will begin.

3.4 FIGHTING THE ENEMY

- a. Your choice of an option may lead you to a combat. In this case you must fight the enemy using the attack and defence moves that you practised in the courtyard or learnt in Flight from the Dark.
- b. If you have a weapon, choose your attack moves carefully because some weapons are more difficult to use than others, eg:
 - it is difficult to swipe with a spear;
 - it is difficult to thrust with an axe or a warhammer.
- c. If you are fighting with your bare hands then it is not advisable to use **Parry** as a defence move. If you do, you will probably get hurt!
- d. How well you fight depends initially on your **COMBAT SKILL**, but as you learn to use the attack and defence moves you will see that you become proficient at using the weapons or

just fighting with your bare hands.

- e. A combat ends when you either run away or kill your enemy or you lose all your **ENDURANCE** and are killed.
- f. If you have to fight more than one enemy at one time, you fight each in turn until either you are killed or you defeat all of them.

3.5 MOVING ON TO PART TWO

- a. Because of the large number of scenes that this adventure contains, the program is actually stored in two parts.
- b. When you have completed half of the adventure, you will need to load the information for Part Two.
- c. Make sure that **Side B** of the cassette is facing upwards.
- d. Rewind the cassette.
- e. Press **PLAY** on your cassette recorder.
- f. After about one minute, Part Two will have loaded.
- g. Press **STOP** on your cassette recorder.
- h. You can now continue your adventure.

3.6 HOW TO SAVE THE GAME

- a. The adventure continues until either you get killed or break the siege of Holmgard. Whenever the cassette symbol is displayed at the bottom of the screen, you can stop playing the game and continue later.
- b. Replace the program cassette with a blank cassette and rewind.
- c. Make sure the **EAR** lead is disconnected from your Spectrum and press **RECORD** on the cassette recorder.

- d. Press **:S:** and then **:ENTER:** to save your adventure.
- e. After a few minutes your adventure will be saved on the cassette. You will need this cassette when you want to continue an adventure from this point.
- f. If you make a mistake, press **:BREAK:** before you press **:ENTER:**. Remember to stop the cassette recorder.
- g. After your adventure has been saved, you can continue with your quest.

3.7 HOW TO START AGAIN

- a. At any time (eg. after you have been killed), you can start again.
- b. If you are starting the adventure from the beginning, clear your Spectrum and reload the program.
- c. If you wish to restart a previously saved adventure, insert the appropriate cassette and rewind.
- d. Press **:J:**, and then press **PLAY** on your cassette recorder.
- e. If you make a mistake, press **:BREAK:** before the program starts to load.

3.8 COMPLETING LONE WOLF'S ADVENTURE

When you have succeeded in your quest for the Sommerswerd, you are given the option to save Lone Wolf's character. If you choose this option, then save the adventure on a spare cassette, in the usual way.

- 4. **HOW TO FINISH**
Simply disconnect your Spectrum from the mains power supply.

SUMMARY OF KEYS

How to Make a Choice

- :1:** displays each option
- :9:** chooses the displayed option

How to Fight

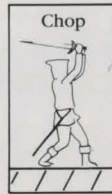
- :0:** chops
- :I:** swipes
- :U:** thrusts
- :E:** steps towards opponent
- :W:** mindblast

- :N:** parries
- :R:** steps back
- :V:** mindshield
- :A:** makes Lone Wolf run away

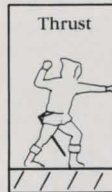
Other Keys

- :2:** repeats text
- :0:** displays all that you are carrying
- :S:** to save adventure
- :J:** to start adventure again
- :SPACE:** pauses text

ATTACKS



Mindblast



DEFENCES



Mindshield

Spectrum
16K Program

LONE WOLF Fire on the Water



ARROW

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