GARGOYLE

CLASSICS

INSTRUCTION
MANUAL

SPECTRUM CASSETTE
AMSTRAD CASSETTE
AMSTRAD DISK

SPECTRUM CASSETTE VERSION
SWEEVO'S WORLD

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CONTROLS

Joystick of keyboard.
Keyboard:
QWERT →
YUIOP →
ASDFG →
HIJKL – ENTER →
BOTTOM ROW – PICK UP/DROP/BOO
TO FREEZE – 0 ON NUMBER BLOCK

TÍR NANÒG

GAMPLAY First of all you must find your way about. Throughout Tír Nanòg you will discover a variety of creatures. Most are unfriendly but some can be persuaded to help you. However, on occasions it will be impossible to avoid combat in your quest to find the fragments of the broken Seal of Calum.

PENALTIES Since the Hero Cuchulainn has already departed the Land of the Living, it is, of course, impossible to kill him. However, if another creature successfully harms you then the shade of the Hero will be dissipated and will reform at the Gateway to Tír Nanòg.

DOORWAYS Doors can lead to caves or tunnels but some will instantly transport you to another part of the Land. Some are locked and keys are not always obvious. Some are invisible!

WEAPONS, TREASURES AND OTHER OBJECTS Every object in the game has certain attributes – some are more powerful than others. They can be found in many places – lying in the road, guarded in caves, buried in the ground or in the keeping of another creature.

CONTROLS
KEYBORD ASSIGNMENTS

THRUST WITH AN OBJECT – THE FOUR CORNER KEYS
WALK LEFT/RIGHT – ALTERNATE KEYS ON BOTTOM ROW
CAMERA LEFT/RIGHT – ALTERNATE KEYS ON SECOND ROW
PICK UP/DROP – ALTERNATE KEYS ON THIRD ROW.

DUN DARACH
SCENARIO

Following a bloody battle against the Conachta, Cuchulainn the Great was returning home in the company of his faithful charioteer, Loeg. They came across a wayside inn and while waiting for food were approached by Skar, who told them that her carriage had a broken axle. Leog then leapt to his feet to assist her and together they left the inn. After a while Cuchulainn went outside to see what progress had been made but could find no sign of them. Skar was, it seemed, a Sorceress and ally of the Connachtmen and they had seized Loeg as retribution and taken him to the Secret city of Dun Darach.

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The currency used in Dun Darach are Iride, which are small gold sequins. You can gain Iride in a variety of ways: by working, gambling, selling, stealing, banking. And you can dispose of Iride by purchasing objects, bribery or being robbed!

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ENTER A DOOR	ENTER KEY
CAMERA LEFT/RIGHT	ALTERNATE KEYS ON SECOND ROW

PICK UP/DROP	ALTERNATE KEYS ON THIRD ROW
SELECT OBJECT	TOP ROW 23789
OFFER OBJECT	4 CORNERS
AUTORUN ON/OFF	4 KEY ON NUMBER PAD
FREEZE/UNFREEZE	5 KEY ON NUMBER PAD
RETURN TO OPTIONS	6 KEY ON NUMBER PAD

MARSPORT
The story so far . . .

The year is 2494 and for 70 years Earth has been under siege by the Sept, a race from the Galactic Centre but they have been kept at bay by a huge sphere of force which surrounds the Earth and the Moon. But, the Sept will shortly be able to breach the sphere unless the force field is stengthened using the instructions in the original plans.

Unfortunately, these plans are hidden amongst the City Computer of Marsport, beneath the Great Alyslum Dome on Mars which is now occupied as a command post by the Warrior and the Warlord. It is highly improbable that the plans could be recovered but, Commander John Marsh of the underground Terran Liberation Organisation now stands in Marsport on Level 3, with the belief that a determined man can achieve anything.

GAMEPLAY In the 3-dimensional city of Marsport where levels are connected by express tube, you must locate the M-Central computer. Then you need to gain access to the original plans held in the inner sanctum, but the hardest task of all is to leave the city with the plans intact. Good luck!

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ENTER A DOOR	ENTER KEY
CAMERA LEFT/RIGHT	ALTERNATE KEYS ON SECOND ROW (A . . .)
PICK UP/DROP	ALTERNATE KEYS ON THIRD ROW (Q . . .)
SELECT OBJECT	TOP ROW 23789
FIRE	4 CORNER KEYS
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There are three separate exits and to help you locate them you have a book of spells (which you add to) and your wits. To hinder you, lurking in the shadows are Wandering Monsters and Demons as well as all sorts of traps, tricks and puzzles.

GAMEPLAY You may have noticed that the program had already generated values for stamina, skill and luck. While you can't alter the values themselves you can re-locate them – select option 6 and the values will be re-aligned. When saving or restoring a game you will be asked for a Version letter, so keep a note of Versions letters. Communicating with the program is all done through window 2 (the middle window) in the section of Merphish.

If you run out of stamina you DIE: your stamina and skill together affect the outcome of conflicts: your luck will influence virtually all your actions. Combat will reduce your stamina a lot, most other actions will reduce it a little, but taking food or drink may well increase it: other special objects will enhance your skill and luck. As you play you will gain experience: this will enhance your magical grade which will allow you access to items and knowledge not available to the lower grades.

All combat is magical – physical encounters with other creatures are often fatal. If you decide to engage in combat, check your own, and the monsters' status before each round. Some monsters and all demons may have information which may prove useful and often the status of a creature will give you a clue of how to deal with it. Most locks you will encounter are magical locks and need magical keys: they might not be recognised as keys but they need only to de dropped by a lock to be effective. Other locks can be opened by magical passwords.

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There follows a list of Merphish keywords to assist you:
N – NORTH
NE – NORTH EAST
NW – NORTH WEST
S – SOUTH ETC.
H – HALT
Z – SWAP INFORMATION IN WINDOW 1
O – RETURN TO OPTION SCREEN
X – EXAMINE NAMED OBJECT
P – PICK UP NAMED OBJECT
D – DROP NAMED OBJECT
I – INVOKE NAMED DEMON
B – BLAST NAMED OBJECT OR MONSTER
F – FREEZE NAMED OBJECT OR MONSTER

CONTROLS
KEYBOARD ONLY

LOADING INSTRUCTIONS
Put your machine in 48k mode. Type LOAD"" and press ENTER. Press 'PLAY' on tape. Program will load and run.

CREDITS
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FRENCH
Mettez votre machine en mode 48k. Tapez LOAD "" et appuyez sur ENTER. Appuyez sur PLAY sur la cassette. Le programme se chargera et se déroulera.

GERMAN
Computer auf 48k – Modus einstellen LOAD"" tippen und auf ENTER drücken. PLAY auf dem kassettenrecorder drücken. Das Spiel lädt sich und läuft automatisch.

ITALIAN
Programmare il vostro computer secondo il sistema 48k. Battere LOAD"" e premere ENTER. Premere 'PLAY' sul nastro. Il programma si caricnerà e inizierà a scorrere.

AMSTRAD CASSETTE VERSION
SWEEVO'S WORLD

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CONTROLS

KEYBOARD ONLY

LOADING INSTRUCTIONS

464: Press CTRL and small ENTER.
6128: Type | TAPE and press RETURN. Press CTRL and small ENTER.

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FRENCH

464: Appuyez sur CTRL et la petite touche ENTER.
6128: Tapez | TAPE et appuyez sur RETURN. Appuyer sur CTRL et la petite touche ENTER.

GERMAN

464: CTRL und die kleine ENTER – Taste drücken.
6128: | TAPE tippen und RETURN drücken. CTRL und die kleine ENTER – Taste drücken.

ITALIAN

464: Premere CTRL e ENTER minuscolo.
6128: Battere | TAPE e premere RETURN. Premere CTRL e ENTER minuscolo.

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CONTROLS
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LOADING INSTRUCTIONS
Run 'DISC'

FRENCH
Instructions de chargement – run 'disc'

GERMAN
Ladeanweisungen – run 'disc'

ITALIAN
Istruzioni di caricamento – run 'disc'