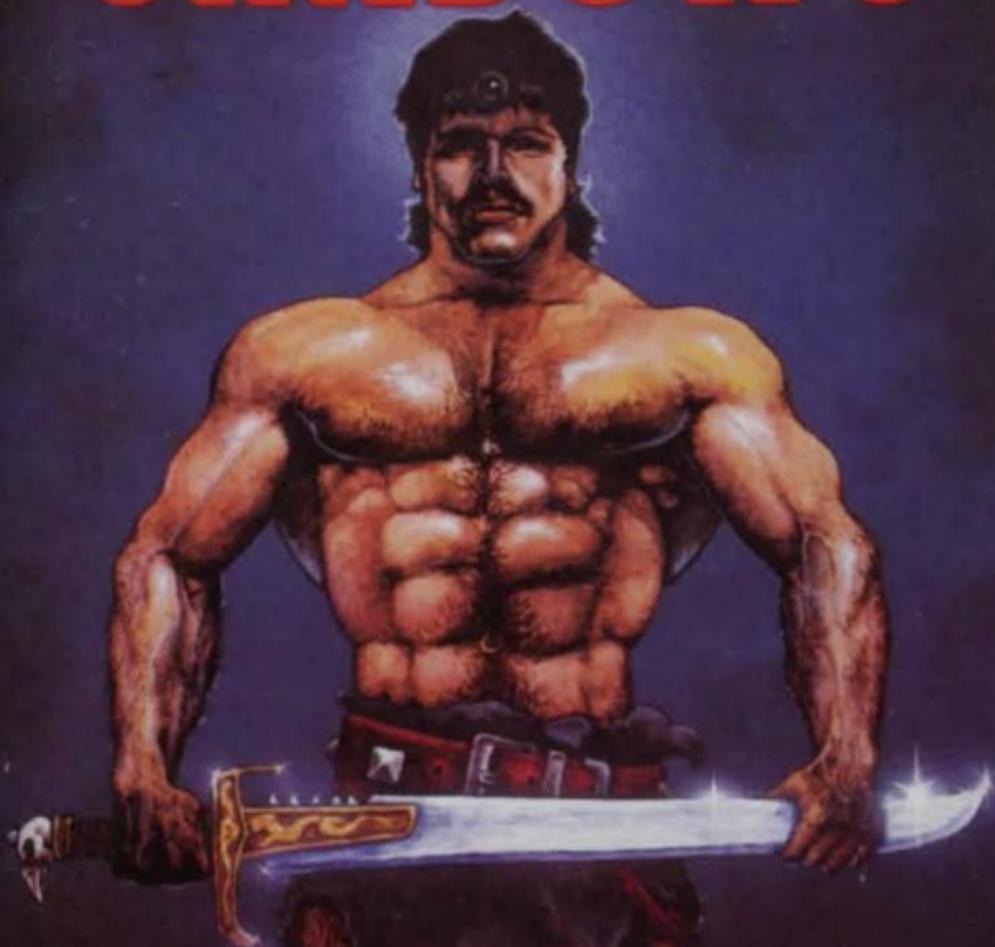


OUT OF THE SHADOWS



MIZAR COMPUTING

48 K Spectrum

INSTRUCTIONS FOR PLAY

INTRODUCTION

You are in a fantasy world of monsters and magic in which your only friend is a merchant living nearby. As you move around the surface you will encounter hostile creatures, stairs to the dark regions below and containers holding various items of use and value. As you gain in experience, you will venture deeper into the depths below in search of your chosen quest.

This is not an arcade game but a realistic adventure which allows the full use of tactical skills as well as the cut and thrust of conflict giving you many hours of enjoyment as you pit your skills against more and more deadly foes. Your scenario can be saved and restored as often as required while you explore the hundreds of different locations on your way to achieving your quest.

THE DISPLAY

The display provides information on your character's current state and gives a map of your immediate surroundings. The right hand side of the screen provides a scrolled commentary on events.

Any portion of the map which is obscured by a wall is blanked out so that you can only see those things that are really visible. So — be careful, you never know what may be lurking round the corner.

MOVING AROUND

Using the "GO" command (see commands) you may move around the map. Movement off an edge will put you on the edge of the next map. Stairs lead to rooms below or above. Falling through a hole will take you to the room below.

ATTACKS

Of course any other inhabitants (apart from the merchant) are hostile and will attack on sight. You may fight, run away or possibly use magic.

Monsters may be attacked with any weapon you have, or bare-handed if you have none. Your chance of hitting a monster (or dodging if it is attacking you) depends on both its dexterity and yours. The amount of damage you inflict depends on your strength. Possession of an item of armour automatically protects the relevant part of your body.

The maximum amount of injuries you can sustain is called your hit points. The percentage of your life left is shown by the length of the life bar on the screen.

Experience points are gained by slaying monsters. Every 1000 experience points raise you an experience level which adds to your abilities. The number of experience points gained per monster depends on the type of monster and your experience level.

POSSESSIONS

There are over 50 different types of item that you can acquire. These may be found in treasure containers or bought from the merchant. Of course the more you carry, the greater your burden and the sooner you get out of breath. As night falls, or when you venture below, a light becomes essential. Remember — Monsters can see in the dark, but you cannot.

THE HOME

Characters are created in their home, on the sacred healing cross.

THE MERCHANT

The Merchant lives in a shop not too far from your home. He offers a 24-hour service and will buy or sell most items. Food cannot be found, only bought from the merchant.

RACES

You can choose to be an elf, a human or a dwarf. Elves are more dextrous, less strong, have fewer hit points and greater spell power than humans. Dwarves are less dextrous, stronger, have more hit points but less spell power.

QUESTS

At the creation of your world, you may request any one of 6 unique quests. Your aim is then to find your chosen quest and return it to the special cross in the centre of your home. If at home any time before or after achieving your quest, you may set up a new scenario keeping your existing character and possessions or starting a brand new hero.

COMPETITIONS

When setting up your scenario you can give it a name. This allows you to have competitions with your friends by all using the same name for your scenarios. When you return your quest to your home you will be told how long it has taken you and how many times you have saved the game. The winner is the one who does it quickest and with the least saves.

COMMANDS

The commands available are listed below. All words are separated by spaces and the command is completed by pressing (enter). Any word may be shortened to its first 4 letters. Caps shift/O deletes the last character.

In the following table, anything in brackets is optional.

COMMAND	ADDITIONAL INFO REQUIRED	DESCRIPTION
ANoint or HEAL ATTACK or A	bodypart (direction)	Use ointment to heal part of body Attack in the direction given (monster, container etc.)
BLOW BUY CAST CAST CAST CAST	(quantity) item SLEEp SLOW BLASt TELEport (UP or DOWN)	Buy item(s) off merchant
COST	(class)	Cost of items in copper pieces
DISCARD	(quantity) item	Discarded items are lost for ever
DRINK EAT FILL	POTIon	Restores you to full health
GO or G INFO LANTern or LIGHT LIST	(direction) (ON or OFF) (class)	Puts oil in lantern Moves you about Turns lantern on or off Tells you how many of each item you have
LOOK or L MARK or M OPEN or O QUIT RING or R	(direction)	Looks in container Place or pick up marker Attempt to open container Stop playing Put on magic ring or take it off

SAVE		Save game to tape
SELL	(quantity) item	Sell item(s) to merchant
SMITe	(direction)	Use magic rod
STAFF	(direction)	Place staff (as monster barrier) or pick it up
TAKE	(quantity)	Take treasure
TORCh	ON or OFF	
UNLOck		Attempt to unlock container
USE, WEAPon or DRAW	weapon name	Prepare weapon for attack
WAVE		Use magic wand
WEIGHT	(class)	Weight of items in copper pieces
WISH	(quantity) item	Use wish spell (results depend on experience level)
	HOME SHOP	

The last direction is always remembered, so only give a direction if you need to change it. Furthermore the last command is also remembered so just pressing (enter) will repeat the last command and direction; just entering a direction will repeat the last command with the new direction.

Example	Command	Action
	GO N(enter)	Moves you north
	(enter)	Moves you north again
	E(enter)	Moves you east
	A(enter)	Attack east
	(enter)	Attack east again
	S(enter)	Attack south

LIST COST and WEIGHT will give the next class if no class is entered.

COMMAND EXAMPLES

BUY 3 TORCHES or BUY 3 TORC
 BUY HELMET or BUY HELM
 CAST TELE DOWN
 ANOINT LARM or ANOI LAR
 G NE
 COST ARMOUR or COST ARMO
 LIST MONEY or LIST MONE
 USE DAGGER or WEAP DAGG
 or DRAW DAGG

DIRECTIONS

N, S, E, W, NW, NE, SW, SE

CLASSES

WEAPons, ARMOur, BAGGage, MAGIC, STAVes, SPELLs, MONEy, GEMS, QUESTs

BODY PARTS

HEAD, CHESt, L. ARm, R. ARm, L. LEg, R. LEg

LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning of the tape.
3. Set the volume control to a suitable level.
4. Set the tone controls to maximum treble.
5. Type LOAD ""
6. Press ENTER
7. Press PLAY on the cassette recorder.
8. OUT OF THE SHADOWS will load automatically and provide instructions.

If the program fails to load correctly, try a different volume setting.

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MIZAR COMPUTING
 104 BRADWELL ROAD
 BRADVILLE
 MILTON KEYNES MK13 7DH



OUT OF THE SHADOWS

REAL-TIME
GRAPHIC
ADVENTURE

Unique shadows
feature

100% machine code
for fast response

High-speed save/
restore game

Choice of six quests

500 locations

Over 15 species
of monster

50 different types
of object

30 commands –
vocabulary supplied

Money, armour,
weapons

Ring, potion, wand,
spells, etc.

Lantern, torches,
food, gems

Be a Dwarf,
Human or Elf

Merchant in shop

Independently active
intelligent monsters

Rooms, Stairs, Holes,
Labyrinths

Thousands of
different scenarios