THE WARLOCK'S TREASURE

For the ZX Spectrum 48K

THE WARLOCK'S TREASURE by I. Smith.

Hardware Required: ZX Spectrum 48K

INSTRUCTIONS:

LOADING: The program should be loaded using LOAD " " as a direct command. At one stage in the loading sequence, the message STOP THE TAPE — CHANGE TAPE TO LOAD SAVED GAME — will appear. This is the point where you can insert your own cassette if you have used the SAVE option in a previous game and wish to restart from where you left off on that occasion. If you are loading the original program tape, there is no need to stop it. The message will change to START THE TAPE after a few seconds, and the final part of the program will then load without any intervention being required.

THE GAME: You are standing in the entrance hall of a castle which is no longer inhabited by any earthly entity. The owner, Evil C. Snicliar (a powerful Warlock), died suddenly leaving his considerable fortune protected only by the products of a fertile imagination. Your aim is to explore the castle to find the Warlock's Treasure Chest which contains a fortune in gold, jewels, and shares in his company R. Searle Chairs Inc. Four clues are hidden in the castle, and when you have found them all, you must take them to the place where they can be put together to reveal the Treasure Chest. You may also find gold pieces scattered around, and other things that may or may not help you in your search. You start off in the hall on the ground floor. You move by pressing the appropriate arrow keys, and you can move faster by holding down the keys, although this is at the expense of the location descriptions. The choice is yours! You can look around in any location by pressing 'L' and can open things by pressing 'O'.

Off the halls are vestibules containing doors into the rooms, of which there are four on each floor. The doors may be locked, and if they are you will have to find a key. Similarly, you won't be able to see some things without a lamp.

A staircase links the ground, first, and second floors, but the entrance to the cellar is hidden.

If you want to end the game before finding the Treasure, press 'Q'.

You will then be given the option of saving the game at that stage on to your own cassette. To reload that game, load the original program cassette until the STOP THE TAPE message is displayed and then insert your own cassette.

The things you find in the castle are set up on a random basis SO EVERY GAME WILL BE DIFFERENT!

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Artwork By Phil Gascoine

In the event of this cassette proving faulty, please return it direct to:
Computer Rentals Ltd., 140 Whitechapel Road, LONDON, E1 1EJ.
and it will be replaced immediately.

THE WARLOCK'S TREASURE
For the ZX Spectrum 48K

Hidden in an ancient castle is Evil C. Snicliar's Treasure. By searching the passageways and rooms you will be able to find various clues which can lead you to a fortune in gold, jewels and shares in R. Searle Chairs Inc.

Made in UK.

CRL