THE
WARLOCK'S
REVENGE

WARLOCK'S REVENGE

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Translated for Atari by
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The WARLOCK'S REVENGE is an adventure game using over 100 High-Resolution pictures. To play WARLOCK'S REVENGE, insert disk #1 into your disk drive and power on your system. When it is appropriate, the program will instruct you to insert the second disk.

The first question you will be asked when the game begins is your name (10 characters maximum). You will then be asked if this is a new or old game (you can continue a game previously saved). Type 'N' for a new game and 'O' for an old one.

Finally, you will need to select a leader for your group of adventurers as described below.

During the play, you may enter QUIT at any time after crossing the troll toll bridge and save the game up to that point. The BREAK key has been disabled to prevent accidentally leaving the program.

SCENARIO

For many years, an evil warlock named Oldorf has been plundering your kingdom and terrorizing its inhabitants. The time has come to end this reign of terror and try to recover some of the stolen treasures. You must lead a select group of adventurers into Oldorf's realm, an immense underground empire.

Your party will include a cleric, a thief, a gladiator, a strongman, a magician, a wizard, and an elf. You must select which of these adventurers will take the lead at any given time. You can select a new lead character at any time by entering 'C' for change and then selecting the character of your choice from the list provided. Each character can be selected as a leader 5 times. Every time you change leaders, your strength (originally 100) decreases by 2 points. If your strength reaches zero, the game will be over. The only way to replenish strength is to eat a magic mushroom.

Changing lead characters is necessary because each character has different powers that will be required in finding the treasures

and overcoming the obstacles you will encounter. Each character's abilities can be used by issuing the commands listed in Table 1. Only the lead character can act. The most powerful character is the wizard, who may try to cast a spell at any time. If the situation did not warrant a spell, however, he may not be allowed to cast it or it may cost your party considerable strength. There are situations though, where the wizard's power is the only way to save your life.

TABLE 1
CHARACTER COMMANDS

CLERIC	THIEF	GLADIATOR	STRONGMAN	MAGICIAN	WIZARD	ELF
READ	PICK	ATTACK	SMASH	MAGIC	CAST*	NONE
SPEAK	PRY	FIGHT	BREAK			
LISTEN	OPEN	KILL	MOVE			
TRANSLATE	UNLOCK		PUSH			
DECIPHER			LIFT			

*CAST is short for CAST A SPELL

All of the commands can be issued by typing one or two words such as MOVE CHAIR, ATTACK, EAT MUSHROOM, etc. and pressing RETURN. In addition to the commands in Table 1, you can move through the caves, castles, and caverns by typing N (for north), S (south), E (east), W (west), D (down), or U (up) followed by RETURN. As you go through Oldorf's realm, be sure to try going all directions from each location. When you encounter doors, you may assume they are open unless told otherwise.

A point system is used to measure your progress through Oldorf's realm. Up to 300 points may be accumulated. You may check your status at any time by pressing RETURN (without typing a command) and then get back to the graphics display by pressing RETURN again.

Are you ready to play? I will help you get going, then you are on your own. After you have selected a character to lead the party, the screen will show you a locked door that leads down to the caves. If you enter a D (down), the response will be THE DOOR IS LOCKED. If the THIEF is leading the party, you would enter UNLOCK, then enter D (down). If the WIZARD is in the lead, you could enter CAST (cast a spell) and blow the door off the hinges, but your strength would be reduced by a factor 10. If the door is already unlocked, the response I CAN'T DO THAT HERE will appear. Good luck and watch out for the TORKIES.

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