

THE GODS OF WAR

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PART ONE

You start with a Sword, Coil of Rope and Rusty Hatch Key. Before going underground, GET BRANCH. Go to the Tar Pit and DIP BRANCH INTO TAR. You are now carrying a Tar-Coated Stick. Go to the fire in the Village and LIGHT STICK. You are now carrying a Lit Torch. OPEN HATCH with the key and you can see a metal ladder. This is not safe, however, so go to the Pile of Dust and GET LIFE MASK and GASTAFF (GET ALL). WEAR MASK and go to the Camp. KILL DRUID WITH GASTAFF. You kill all the Druids and you remain protected by the mask. The Gastaff breaks up so SEARCH DRUID. Some money falls from the Druid's cloak onto the ground. GET MONEY - EXAMINE MONEY. There are several nuggets and coins as well as jewellery. It is made of plastic.

Return to the Hatch and TIE ROPE TO HATCH. You cannot descend whilst carrying the Torch so DROP TORCH INTO HATCH then CLIMB DOWN ROPE. In the Dusty Corridor, GET TORCH then go EAST to the Power Control Room. EXAMINE SWITCH and you'll learn that it will activate a magical power source of the Citadel to bring light and power. PRESS SWITCH. Go along the Dimly Lit Corridor and READ NOTICE. "Danger - Petrol Store - No Naked Flames" - so DROP TORCH before proceeding further.

Now go to the Way Station Platform 01 and EXAMINE CHARIOT. CLIMB INTO CHARIOT (or BOARD CHARIOT) and you are taken to Platform 09 at the Sellafeld Complex. READ SIGN for a welcoming message. Go into the Old Office and GET BLUE CARD. EXAMINE BLUE CARD - "Northern Military Transport System Security Clearance Card. Personnel not cleared for S.M.T.S. should exchange this card at the Pass Card Control Office".

Go into the Locker Room and GET SUIT. EXAMINE SUIT - it is woven with metallic fibres and protects the wearer against the effects of 'Godsmetal'. WEAR SUIT. Return to Platform 01 via the chariot as before. The chariot should be waiting for you, but if this is not the case then CALL CHARIOT. Go to Platform 02 and CALL CHARIOT then BOARD CHARIOT to Platform 05 of Central Way Junction.

Go out to a Large Plain and EXAMINE METAL TUBE then SEARCH TUBE to find some Godsmetal then GET GODSMETAL. This is part of the game where you must be wearing the Radiation Suit. Search in the Forest for the Location with the TWIG and Firegun. You can EXAMINE and SEARCH the FIREGUN but it is of no practical use. GET TWIG and EXAMINE TWIG. A fairly straight piece of wood about the length of your forearm. It has been completely charred to charcoal (a Carbon Rod).

Return inside and go to the Damp Corridor and EXAMINE REMAINS. You see the Uniform of an ancient soldier. SEARCH REMAINS and an ancient Thunderstaff falls from the hand - it still holds one Flame Bolt. Go EAST where a Mutt is guarding an office. KILL MUTT WITH THUNDERSTAFF. The Mutt becomes a mass of limbs, etc. EXAMINE MASS then SEARCH MASS to find a Black Staff amongst the tangled limbs. GET STAFF and EXAMINE STAFF. It is a thin charcoal rod about the length of a forearm.....your SECOND Carbon Rod!

Your Blue Card will not fit into the rusted slot at the Junction, so go into the Office and INSERT BLUE CARD INTO SLOT. The slot takes the Blue Card and dispenses a Green Card. EXAMINE GREEN CARD - "Southern Transport System

Security Clearance Card - for use by authorised NATO personnel". Return to the Junction and attempt to INSERT GREEN CARD INTO RUSTED SLOT. You find that there is no power for the Southern System. You have already collected materials to rectify this situation. Go WEST into the Control Room and OPEN DOOR into the Shielding Chamber. Go into the Chamber and EXAMINE CHAMBER to learn that it will generate magical energy that the ancient ones used to power their machines and give light. It holds nothing. INSERT STAFF INTO CHAMBER - INSERT TWIG INTO CHAMBER - INSERT GODSMETAL INTO CHAMBER. Now go out into the Control Room and CLOSE DOOR then PRESS RED BUTTON. The machines come to life! Go back EAST to the Junction and REMOVE SUIT and then DROP SUIT as it is no longer required. INSERT GREEN CARD INTO RUSTED SLOT. (You must include the word RUSTED in your input!!). The Steel Door to the East now opens and when going East you are asked to SAVE your position to tape for Part Two. Ensure that you are carrying the Sword and Money and that you are WEARING the Gas Mask at this stage.

PART TWO

You start at a Junction through the Steel Door you passed through. The door has closed behind you and there is no way back! At this Central Way Junction there are four more Waystations at your disposal, however Station SMTS12 to The Charred Hills and Halls of the Gods is where you save your position to tape for Part Three. The other three Waystations are The Tomb of the Ancient Ones, to one of the Ruined Cities of the Ancient Ones and to the High Temple at Greenham.

First CALL CHARIOT and BOARD CHARIOT at SMTS 00 to go to the Tomb of the Ancient Ones. Go to the first Resting Chamber and GET WINDMILL. This will not work in it's present condition so you must take it to Part Three where a Battery can be found for it. Go to the Second Resting Chamber and EXAMINE CORPSE then SEARCH CORPSE. A piece of paper drifts to the floor. GET PAPER and EXAMINE PAPER. It is torn from a larger piece...."fe....combination is L2 R1 L4" can still be made out. DROP PAPER.

Go to the Library and READ BOOK. It explains how to repair the Fire Tubes (you need a Spanner). Go to the Cubby Hole containing a Dagger and Sunstaff. GET SUNSTAFF (the dagger has no use in the game). EXAMINE SUNSTAFF - a metal tube rather similar to a thunderstaff. It holds one magic Sunburst. Now go to the Damp Office containing the safe which is locked. Enter L2 R1 L4 (as on the piece of paper) and the lock clicks free. EXAMINE SAFE to find that it holds a Card. GET CARD FROM SAFE - EXAMINE CARD. "Mendips Top Security Missile Storage Base - Security Clearance Card". Part of the card has a metal clip to attach it to something. WEAR CARD - needed at the end of Part Two to call the chariot at SMTS 12.

Return by chariot to the Central Way Junction and go to the Ruined City. Go to the Ancient Workshop and GET SPANNER then GET AXE (GET ALL). Go to the two Trading Posts and GET ARROW and GET TWINE. Now go to the Burial Site with a Yew Tree. FELL TREE with the axe and DROP AXE (no further use). EXAMINING ALL objects picked up so far makes it obvious to MAKE BOW after GETTING TRUNK of the Yew Tree. Now go to the Musty Cellar and GET CANISTER and EXAMINE CANISTER. A small cylindrical device with tiny holes....Tear Gas. This location contains a wrong exit in the description, but as the location to go to does not contain anything, it is not important.

You now have the objects to carry out your tasks at the High Temple at Greenham. Return to Central Way Junction by chariot and then go to the Temple from Station SMTS 09. At the Entrance EXAMINE SENTRY and GIVE MONEY TO SENTRY

(you should have the Druid's money from Part One). Go to the Cleansing Room and GET UNIFORM. EXAMINE UNIFORM to find that it is one of an ordinary Mutt Soldier. WEAR UNIFORM and keep this through to Part Three.

Go to the Cold Dry Store and GET WINE. Take this to the Sargeant and GIVE WINE TO SARGEANT (you must spell it like this!). He will now allow you past to the Dark Passage. Now find your way to the Mutt High Sorcerer's Office where he is sat at his desk. You cannot kill him in the Office where he can see you as you will be killed by guards. Instead, go to the Dark Passage with the grille. EXAMINE GRILLE to find you can see the Sorcerer through this. KILL SORCERER WITH BOW then DROP BOW. You can now safely go into the Office where you see his body and a Tome. READ TOME. It is an A-Z of Bomb Building. You are told the Timer looks like a magic sundial, the Detonator is a wire-filled box. The bomb is the ideal way of sealing up the Halls of the Gods.

Before leaving the Temple, GET MAP and READ MAP found at the Shrine and GET POISON from the Interrogation Room. The Skull in the Dark Crypt has no use. The Map and Poison must be taken to Part Three. Having found out what objects you need for the Bomb, you must now return to the Ruined City via the Central Way Junction. DROP the MAP, POISON and WINDMILL here to be collected later before going to Part Three.

At the Ruined City, enter the Caverns and go to the Workshop with the broken Firetube. GET FIRETUBE - REPAIR FIRETUBE (with the spanner) - DROP SPANNER. Go to the Old Kitchen and GET (Rubber) GLOVES and WEAR GLOVES. Now go to the Cavernous Hall and GET CROWBAR. Go to the Small Road where you are stopped by a Magical Barrier. EXAMINE BARRIER - "Danger! 100,000 volts". CUT BARRIER WITH SWORD (you must be wearing the rubber gloves!). Your blade cleanly slices sparking and fizzing through the magic barrier. You are now confronted by some Hounds. KILL HOUNDS WITH STAFF (Sunstaff). The Sun bursts from the staff and buries itself into the lead Hound, setting several others aflame. The others yelp and run off and the sunstaff now breaks up.

Enter the Storehouse from the Crossroads. EXAMINE CRATE to find that it is made of rotten wood. OPEN CRATE with the crowbar then DROP CROWBAR. The crate contains an old Firebird. GET FIREBIRD - LOAD FIRETUBE. Now go to the Underground Road with the Gang of Mutts. THROW CANISTER AT GANG. The canister releases a cloud of noxious vapours which surround the Mutts. They run, coughing and spluttering down the exits. (This is where you must still be wearing the Gas Mask).

Enter the Storehouse here and EXAMINE SAWDUST then SEARCH SAWDUST. You find some Thunderclay. GET CLAY (for your bomb). At the Entrance to the next Storeroom you are stopped by a wall of Mutt Muscle. EXAMINE GATE - EXAMINE WALL - KILL WALL WITH FIRETUBE. With a mighty roar, the Firetube spits fire! Unfortunately, you miss the Mutt but instead bring down the gate and some of the roof on top of the Mutt. Enter the Storehouse and GET SUNDIAL. Enter the fourth Storehouse and GET BOX. It is full of multicoloured wires and a thin pencil-like object which pushes into thunderclay.

You now have all the bomb-making materials. Return to the Central Way Junction and GET ALL the objects you left there. By wearing the Card you can CALL CHARIOT at SMTS 12. You will now be asked to SAVE GAME to tape. Make sure that you are carrying the Sword, Windmill, Vial of Poison, Map, Sundial, Clay, Box of Wires and WEARING the Mutt Uniform.

PART THREE

You start at Waystation Platform SMTS 20 at the Halls of the Gods. READ SIGN - "No normals beyond this point - By order of the Mutt Army". You must be wearing the Mutt Uniform to proceed past the Elite Mutt Guards at the next location. Don't bother with the lever in the Purification Chamber.....you will just have to stink!

KILL SOLDIER WITH SWORD in the Passage to the Tomb Chamber. Don't go to the Guard Room - you just get thrown out. Don't go to the Damp Shaft either - it's fatal! Many locations in this part are just 'padding'. MAKE BOMB with the three components - Sundial, Clay and Box. The correct place to leave it is in the Dimly Lit Passage outside the Tomb Chamber - you get a clue with the description leading one to think that the place is ready to collapse. The program will not let you set the bomb off at any other location anyway.

Having made your bomb, DROP BOMB and SET BOMB. You are now warned to make tracks! Go out of the Entrance to the Road when you will hear the bomb go off. You have FIVE MOVES. In another few moves the creaking gets louder and all collapses, but you can still go back inside if you wish!

Go to the Metal Building and GET POWER CAN then EXAMINE CAN (a Duracell). INSERT CAN INTO WINDMILL. It will now work. Go to the Large Area of Land and GET COMPASS then EXAMINE COMPASS. Now go to the Small Pool near the Mutt Camp. If you attempt to go West to the Camp you are killed. The location description leads you to believe that the Mutts drink at the Pool so PUT VIAL OF POISON INTO POOL then go EAST to the Hill and WAIT FIVE TIMES.

You can now go safely WEST to the Mutt Camp to find everyone dead. GET HARPOON GUN you see here and continue WEST to the Cannibal Village. EXAMINE BONES on the way. At the village, EXAMINE CANNIBAL. He seems a fair size, as though he is fed better than the others. KILL CANNIBAL WITH HARPOON. The villagers eat him! You can now proceed West.

On the Wharf the Fisherman won't let you on his boat. EXAMINE FISHERMAN - a large, strong Southerner.....he also looks a bit thick! GIVE WINDMILL TO FISHERMAN. He runs off to his village waving his prize in the air. GO IN to the Fishing Boat and SAIL BOAT. You must be carrying the Map and the Compass to find your way home.....You set sail and head out to sea, happy to be going home and leaving the perils of the South far behind.....after a couple of days travel, sailing around the Cambrian coastline, you eventually arrive at a Northern port where you are given a hero's welcome and bestowed with many rewards!

CONGRATULATIONS! YOU HAVE THWARTED THE MUTTS PLANS
AND SAVED THE NORTH, THUS COMPLETING
'THE GODS OF WAR'

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