THE LOST VALLEY

Somewhere between the purple mountains, and the seas of the Seven Islands lies a hidden valley, a land that time has not touched.

All remained peaceful and tranquil, until darkness descended upon the land, light and freedom were banished from its homely hills, and the evil set seed.

Death and hunger spread, and all who remained within the walls of the village became stricken or hag ridden with haunted evil. All who had deserted the village sought refuge elsewhere. The village was now in complete control by darkness.

THE PLAGUES

The remaining people, weak and afflicted were unable to leave and soon became enveloped by the victorious evil force, transmuted by some terrible disease into the most hideously foul creatures. They wander their once peaceful village, producing deadly plagues, and fall fouls, to enslave anyone who dares trespass into the village, to try to defeat the evil overlord.

THE STORY TELLER

Many years had passed since the village became over-run, and soon the knowledge of the village slipped into legend.

Songs were sung and tales were told of brave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could be gained from the successful adventure, and the evil which lay in wait for anyone who dared to set foot in the evil enchanted NIGHTSHADE village.

The old story teller's eyes widen into fiery gems as he recalls and re-lives the tale of battle with the force of evil at work in the NIGHTSHADE village.

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding, and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the village of NIGHTSHADE as an un-invited guest of the evil one."

The old man continues:

"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey."

"Hideous demons" he croaks, "and terrible ailments and spells waiting to absorb any who dares anger the evil force."

"Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever!"

The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village.

You set off down the valley and enter the forbidden NIGHTSHADE village.

This story is continued by playing this most Advanced Home Computer Action Adventure Simulation.

FARE THEE WELL

NIGHTSHADE FEATURES

NIGHTSHADE features the latest development of the 'Filmation' process called 'Filmation II', this is a unique software development which generates and maintains a realistic moving 3 Dimensional Scenario Background, giving NIGHTSHADE the unequalled realistic feel of a true player participant 'Film Adventure'.

Filmation II ©	Bible
3D Movement	Hammer
Continuous Pause	Cross
Demons	Egg Timer
Ghosts	Fire Button
Plagues	Run/Walk
Antibodies	Game Selection
Weapon Stack	Tunes
Spikers	3 Dimensional View
Gremlins	Village
Blobs	Extra Lives
Skeletons	Superb Graphics
Mad Monks	Amazing Animation
Mr Grimreaper	Multi Lives
Acid Pools	Rotational/Directional
Bubbles	Joystick Select
Germs	Superb Sound Effects
Spirals	Monsters
Spinners	Bacteria
Globes	Gargoyles
Gooks	Goblins
Roads	Streets
Doors	Windows
Cottages	Rooms
Log Cabins	Houses
Churches	Look Out Towers
Walls	Barns

CONTROLLING
YOUR ADVENTURER
KEYBOARD CONTROLS

LEFT Your Adventurer will turn left using the CRSR key.

RIGHT Your Adventurer will turn right using the CRSR key.

MOVE FORWARD Your Adventurer will move forward using the A key.

FIRE Your Adventurer will fire his antibodies using the Q key.

PAUSE The whole game can be paused by using the F1 key. Use F1 again to unfreeze the game.

JOYSTICK CONTROL

Your Adventurer can be controlled by using a joystick plugged into joystick Port 2.

GUARANTEE

If this program is faulty and fails to load please return it to the address below and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.

NIGHTSHADE
LOADING INSTRUCTIONS

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.

2. Place the tape in your tape recorder and rewind to the beginning.

3. Press SHIFT and RUN/STOP on your Commodore 64 simultaneously.

4. Press PLAY/LOAD on your tape recorder.

   NOTE: Full loading instructions can be found in your Commodore 64 manual.

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