

# UNDERWURLE



## **THE BLACK VOID**

**Long dark paths have I travelled, through caverns  
and hidden labyrinths, my path grown darker...**

**Deathly chill as I approach the "Well of Evil" ...  
forewarned by lost and lonely travellers of the forces  
guarding the UNDERWURLDE.**

**I approach, fix my rope, and with a firm leap, swing  
down into the depths of THE BLACK VOID.**

**The still air rushes past as I descend down into the  
dark dank hollow, disturbing the dust, a debris of  
long-since fought battles and struggles.**

## **WINGED HARPIES AND GARGOYLES**

**Silent fossilised creatures stir, emerging from  
centuries of hibernation, awakened by my echoing  
gropes and thuds. Their dormant evil, hungry from  
ages past sparks itself into life.**

**Suddenly the whole cavern erupts into a scurrying  
slithering shadowy grave of beating wings and  
desperate gnashing jaws.**

**Winged Harpies soar and swoop down with beaks  
wide and talons spread. Hungry monsters and reptiles  
desperate not to lose their first meal in eons, batter  
and punish me until I can take no more, waiting for  
me to fail.**

## **SIRENS OF THE UNDERWURLDE**

**All about are strange sparkling plants "Sirens of the  
Underwurld", waving their poisonous gnashing  
deadly tendrils, beckoning me on toward them, their  
stifling odours a prelude to their vision of hideous  
ugliness. To touch their sticky putrid foliage would  
mean certain death.**

## **B E W A R E**

**ALL YOU NEED IS THERE TO TAKE  
LOCATE THE WEAPONS, THEN TO MAKE  
A JOURNEY ON IF YOU WOULD DARE  
TO FIND THE DEVIL IN HIS LAIR  
THE LONG DARK PALACE, SEEK YOU WILL  
THE GEMS YOUR POCKETS WILL NOT FILL  
THO' ENERGY THEY'LL MAKE YOU FAST  
AND GARGOYLES THEN YOU WILL GET PAST  
UP AND UP, THE JOURNEY'S SLOW  
SO DOWN IS FIRST THE WAY TO GO.**

**The old travellers' words still singing in my head.**

## **UNDERWURLDE VOLCANOS**

**In the distance the low rumbling of UNDERWURLDE volcanos can be heard. Huge plumes of poisonous sulphurous devilish gases roll along the cavern roofs. As the enormous bubbles of inert plasma ascend the natural chimney stack causeways, eroded and forged from centuries of ancient fires and flames.**

**My journey has only just begun. I must travel on through this deadly labyrinth of the UNDERWURLDE to find the ULTIMATE palace of darkness, in which lies the way to my escape.**

## **FEATURES**

**Sabreman**

**Volcanic Bubbles**

**Rocks**

**Poisonous Plants**

**Eagles**

**Bows**

**Arrows**

**Catapult**

**Daggers**

**Torches**

**Fireballs**

**Magic Gems**

**Volcanic Craters**

**Rope Swings**

**Ledges**

**Jumps**

**Ducks**

**Pictures**

**Tables**

**Chest of Drawers**

**Caves**

**Castle**

**Guardians**

**Falling Stalactites**

**Gremlins**

**Multi-Lives**

**Superb Graphics**

**Statues**

**Extra Lives**

**Explosions**

**Weapons Select Button**

**Realistic Jumps**

**Continuous Pause**

**Amazing Animation**

**Keyboard/Joystick Select**

**Bookshelves**

**Pick Up/Drop**

## **UNDERWURLDE CONTROLLING YOUR ADVENTURER**

### **KEYBOARD CONTROLS**

**LEFT** Your Adventurer will move left using the **CRSR** key.

**RIGHT** Your Adventurer will move right using the **CRSR** key.

**DOWN** Your Adventurer will move down using the **Z** key.

**UP** Your Adventurer will move up and jump using the **A** key.

**FIRE** Your Adventurer will use his weapon when the **SHIFT** key is pressed.

**DROP FROM ROPE** Your Adventurer will drop from the rope when the **F3** key is pressed.

**PICK UP / DROP** Your Adventurer can pick up or drop a weapon using the **F5** 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 port 2.

## **UNDERWURLDE 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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