

Avalon for the ZX Spectrum 48K

Congratulations!

You are now the proud owner of Avalon, the first in a new world of computer games, the Adventure Movie.

INTRODUCTION

About these instructions

Avalon introduces a number of features you will not have previously encountered and though you will quickly become accustomed to them, these instructions are necessarily lengthy. To obtain maximum enjoyment you are advised to read all the instructions carefully.

The controls for Avalon are very straightforward – 'UP', 'DOWN', 'LEFT', 'RIGHT' and 'FIRE'. You are asked to select your keyboard/joystick preference before the game begins.

No other commands are necessary during play although the 'P' and 'O' keys freeze and unfreeze the game respectively and 'SAVE' and 'LOAD' keys ('S' and 'J') can be used to SAVE the current game and LOAD it at a later date.

Loading a New Game

If you have a joystick then plug it into the edge connector at the rear of your Spectrum. Connect your cassette player to the Spectrum in the usual way. Place the cassette in the player, rewind if necessary and press the 'PLAY' button. Type 'LOAD' on the Spectrum keyboard and press the 'ENTER' key. Wait a few minutes and choose the joystick or keyboard option followed by 'ENTER'.

GETTING STARTED

The First Room

When Avalon has loaded and the initial screens are completed you will be presented with a three dimensional room with one door on the right hand side, a wizard sitting crossed legged, a large scroll at the bottom of the screen on which "MOVE" is written five times (this is a spell) and a large arrow pointing to "MOVE".

Press the 'FIRE' button once and the scroll changes to display "MOVE" in the top left of the scroll – this is the spell you have selected. Three M's to the right of "MOVE" tell you you have three or more uses of the spell left. On the far right is a staff – this is the carrier of the "MOVE" spell and you will notice that your wizard is carrying a staff in his right hand. Underneath is the phrase 'project thy soul' which is a clue to the effect of the "MOVE" spell.

Across the bottom of the scroll is a flame. This is a display of the energy you have left. The longer the flame the more your energy.

Press the 'FIRE' button again and the staff on the scroll will flash. This tells you that the "MOVE" spell is now activated. Pressing the 'FIRE' again deactivates the spell and the scroll returns. Try pressing the 'FIRE' button two or three times to see the different effects. When you have finished make sure the staff on the scroll is flashing.

You can now use the keyboard or joystick (depending on which was originally selected) to move the wizard round the room. Notice the wizard cannot pass through the walls.

To open the door take Maroc (the wizard) up to the door knob and the door will open. Now take Maroc through the door. This operation will take a little practice but you will soon get the hang of it.

Continuing Play

Explore the Gatehouse Level. There are many magic items for you to collect by moving Maroc so that he passes over them. You will not be able to open all doors, chests, etc until you have collected the necessary spells, keys or other objects.

If Maroc collects a magic item the word below the red dragon flashes. When this occurs, turn off the "MOVE" spell by pressing the 'FIRE' button. You will usually see that a new spell has been added to your Spell List. Sometimes you will collect a duplicate of a spell which you already have in which case your Spell List will be unchanged. However you will now be able to use the spell more times. For example if you collect more than one copy of the "ENERGISE" spell you will be able to fire it more times before it becomes exhausted.

Some useful Spells which you may collect early on are "SERVANT", "ENERGISE", "FREEZE", "UNSEEN".

The "SERVANT" Spell

The "SERVANT" spell gives you control of a sprite who can open some doors, pick objects up, give them to you or to other wizards, take things from your sack, throw objects, hit things with objects, etc. He is moved with the control keys or joystick. He cannot release an object unless he is switched off by moving him off the bottom of the screen, or unless Maroc or another wizard takes the object.

The sack on Maroc's back can hold a small number of objects. When you have collected a few objects using the "SERVANT" and placed them in the sack, find a quiet place and experiment taking things from the sack and replacing them. When taking an object from the sack steer it away from Maroc or he will take it back again. You will be able to use the "SERVANT" to look through the objects in the sack by moving the sprite to and from the sack.

Exploring Avalon

As you move Maroc from room to room you will encounter a number of creatures who will often attack you and drain your energy. You must learn how to deal with these creatures either by leaving the room and the next room as quickly as you can or by travelling down tunnels. You will also find that some of the spells that you collect can be used against your foes.

Avalon is very complex. There are over 200 rooms, tunnels and caves on eight levels for you to explore in your quest to banish the Lord of Chaos. Here are some important clues to help you:

- * Almost all significant objects are coloured differently from the room in which they are found.
- * Some doors are locked and you must find the key.
- * Some doors are invisible until you solve a problem.
- * There are some spell and objects to help you maintain your energy as you penetrate deeper, and also to return you close to your previous position if you are destroyed.

Making a Map

If you wish to pause to make a map or for any other reason press the 'P' key to freeze the game and the 'O' key to unfreeze it.

LEVELS

Gate House Level: First line of defence (now largely unused) which used to contain barracks and guard-rooms.

2nd Level: Caverns of Doom. Natural Limestone formations carved into rooms.

3rd Level: Mines of Despair. Caves cut into an iron lode which once fed the forges of the Lord of Chaos.

4th Level: Great Halls of the Deep. Once the living quarters of the armies.

5th Level: Goblin Warren. The breeding grounds of the goblins.

6th Level: Labyrinth. Only the wraiths occupy the lower levels.

7th Level: Catacombs of the Undead where they unlive.

8th Level: The place where the Lord of Chaos hides himself.

THE SPELL SCROLL

The Spell List

Maroc collects spells as he explores the underground complex. These are added to his Spell List and displayed on the Spell Scroll when no spells are active. The Spell Scroll is scrolled using up and down. When the desired spell is indicated, activate it by pressing 'FIRE'. The scroll then shows information about the activated spell. To use the spell press 'FIRE' again. A picture usually flashes whilst the spell is running. To return to the Spell List, press 'UP' or 'DOWN'.

Spell Display

At the top of the spell display is the spell name which is a clue to the spell's use, and a number of magic tokens. This part of the scroll is replaced by the name of the part of the underground citadel you have reached whenever you pass into a new room.

Magic Tokens

The number of tokens indicates how many more times the spell may be used. When there are three tokens, the spell may be used three or more times more. When only

two tokens appear it warns that you can only use the spell twice more. On the spell's last use, only one token is displayed.

Energy Display

On the lower half of the spell display is a dragon's tongue of flame. This is a visual display of your remaining energy. When the flame grows short and disappears you will be returned to the start room. An audible beep can be heard every time you lose or gain energy. The higher the beep, the more energy you have.

ACTIVE SPELLS

There are several types of spell and you must experiment to find out how each spell works. A general list of spell types follows:

Background Spells e.g. "UNSEEN"

Background spells when activated last until you switch them off. You are allowed to select another spell while these are running, for instance, you can "MOVE" whilst "UNSEEN". When activated, the spell list is displayed. The background spell name, shown on the small scroll on the bottom right of the screen, reminds you that you have a background spell running. Energy used up by the spell will be deducted every few seconds. To turn background spells off, reselect the spell and press 'FIRE'.

Foreground Spells e.g. "ENERGISE"

These have an instant effect when activated after which the spell scroll is redisplayed.

Cursor Spells e.g. "SERVANT"

These display some form of object whilst active and the object can be directed with the keyboard controls or joystick. To switch the spell off, press 'FIRE' or move the object off the bottom of the screen.

Missile Spells e.g. "MISSILE"

These are rather like cursor spells. The spell energy is fired from Maroc to the cursor by pressing 'FIRE' and switches off automatically after firing. The spell may also be switched off without firing by moving the cursor off the bottom of the screen.

Repeat Missile Spells e.g. "FLAME"

These are like Missile Spells, except that they are not switched off after firing until the cursor is moved off the bottom of the screen

SCORING

Every time you are returned to the first room, your current rank is displayed on the scroll. There are 16 main ranks which are subdivided into eight stages as follows:

STAGES	RANKS
Apprentice	Lore Seeker
Minor	Wise One
Lesser	Lore Keeper
Learned	Mystic
Master	Alchemist
Chief	Mage
High	Magic User
Supreme	Conjurer
	Magician
	Sage
	Lore Master
	Warlock
	Wizard
	Sorcerer
	Guardian of Lore
	Lore Lord

You start the game as an Apprentice Lore Seeker and advance by penetrating the dungeon, acquiring spells and defeating your enemies. If your energy runs out this counts against you so that it is possible to lose rank as well as gain it.

SAVING AND LOADING AN OLD GAME

The game may be saved in its current state at any time by pressing 'P' to freeze the game, placing a blank cassette in your recorder and pressing the 'SAVE' key. On completion, or if an error is detected or 'BREAK' is pressed, press 'O' to restart the game.

An old game can be reloaded by first LOADING the original "Avalon" cassette and then pressing the 'LOAD' key and LOADING the cassette on which you saved your previous game. If an error is detected or 'BREAK' is pressed then the game resets for you to try to LOAD your saved game again.

Ocean

Glass Hill

Chalice Hill

N
Station of Earth

Gatehouse level

The Wayroom

W
Station of Air



E
Station of water

Goblin warrior

The Caverns of Doom

The Causeway

Mines of Madness

Great Halls of the Deep

S
Station of Fire

The Isle of Avalon
showing the
Citadel of Chaos—
Realm of Avelach—
Lord of Chaos

Goblin Warren

The labyrinth

Chambers of Chaos

Catacombs of the Undead



Guardian of Chaos



Warlock

High Temple of Chaos



Wrath

The Scenario

The year is 408 AD. The crumbling empire of Rome is giving way to the onslaught of barbarian nations. Most of the legions have left Britain in support of Constantine III, their self proclaimed emperor.

Maroc the Mage is a Sore Seeker. He travels, gathering knowledge of the old ways and is learned in the subtle arts of herbs and healing. One night while orating one of his collected rhymes, "The Legend of Avalon," an old woman throws back her head, rolling her eyes and foretells a new age of chaos. The air chills as she speaks of the dreaded Lord of Chaos, once again leading the wild hunt across the night sky, stealing the corpses of the dead. Her bony finger points at Maroc: "Go to the Isle of Glass," she demands. Maroc, much embarrassed by the event, prepares to leave. The old woman takes him aside and gives him an old oak staff with an iron head bound to one end, and an old map. "There is Avalon," she cries as she laughingly leaves, pointing to a hill rising in the distance.

The fearfull villagers guide Maroc to the Island by way of a dimly seen causeway across a sucking sea. Maroc dares not refuse. It is midnight. Maroc is abandoned in the darkness whilst his guides scurry furtively away. He sits down and recalls the night's events.



The Legend of Avalon

Beyond the shadows of the sun
where count less alien realms are hung
The ford of earth reached out in dread
To claim his tribute from the dead
His horn sounds out his warning cry
The wild hunt thunders across the sky

Mage and forelord combine their might
To crush the chaos of the night
With cunning craft they forge for war
The sword of power, Caliburn
The Amulet for evermore
The Wraithbane rod of lore
Upon a bier of burning gold
They set the cup of power untold

Before the radiant host they fly
To chasms deep below the sky
Within the crystal Isle of Glass
The destiny of men must pass.
The earth is rent, as powers collide,
Victors and vanquished sealed inside.
Warriors forelords, all are gone
Lost, entombed in Avalon.

WARNING - do not lose this piece of paper -

you need it play AVALON.

	A	B	C	D	E	F	G	H	
0.	5910	0974	5818	2141	0.	8764	2787	1010	9345
1.	3424	3356	5258	5956	1.	6304	1645	9238	6676
2.	0014	9317	4534	5730	2.	5934	3122	2060	8105
3.	0913	0045	2699	5833	3.	6682	8528	8461	9487
4.	0451	3152	1821	7296	4.	5262	6710	0551	5980
5.	3438	5644	3260	8937	5.	3622	4395	1225	6724
6.	5309	6991	3741	7285	6.	9352	4398	4737	5936
	A	B	C	D	E	F	G	H	
7.	5311	3808	1110	9404	7.	7209	5696	1640	6561
8.	7241	5154	8573	5030	8.	1539	4108	0947	3386
9.	8790	0299	6727	6369	9.	9830	2924	4305	7891
10.	8250	0980	3676	2160	10.	8579	4445	9206	4043
11.	6815	0449	7758	3977	11.	6366	5314	4259	3191
12.	9676	7145	6419	0903	12.	7816	8214	9800	1407
13.	4534	4356	1312	0047	13.	7757	0072	2800	1520
	A	B	C	D	E	F	G	H	
14.	9461	4567	8797	3849	14.	4864	8858	6944	0101
15.	1941	0527	9892	8782	15.	0944	0778	6981	1420
16.	3028	1595	5112	9858	16.	5328	5442	5761	3866
17.	8302	4926	4914	6125	17.	4371	7609	0697	2047
18.	4644	5846	2144	7534	18.	8644	3617	3000	2292
19.	1859	7301	9408	6493	19.	9381	1355	4859	6631
20.	2642	7906	4417	1540	20.	5526	9485	8779	6470

	I	J	K	L	M	N	O	P	
0.	5459	0634	9894	1405	0.	0367	1828	3527	3755
1.	5338	1210	1759	3579	1.	4039	9204	9569	1172
2.	1736	3507	5803	1741	2.	0260	1108	5815	8410
3.	1008	7320	1419	4591	3.	9561	2049	7421	7387
4.	0117	1776	5966	8148	4.	7496	4981	4272	6681
5.	7076	9407	9775	1124	5.	0718	1141	4332	3534
6.	8752	2374	7605	0513	6.	9830	4634	6112	5395
	I	J	K	L	M	N	O	P	
7.	6427	8990	9211	3733	7.	3516	5582	9459	1346
8.	4461	4729	7775	6726	8.	6732	3899	3295	0701
9.	8449	4361	6415	4167	9.	0854	2365	8877	3580
10.	6730	1026	9658	1312	10.	3843	9368	5143	5502
11.	6451	5929	9032	2357	11.	2067	8438	5829	8651
12.	4093	1780	5051	7596	12.	5880	8866	4094	5908
13.	7860	0383	8635	2168	13.	6377	6622	1430	4357
	I	J	K	L	M	N	O	P	
14.	2954	5065	7724	3971	14.	1364	1248	2923	9383
15.	9550	9809	4191	8631	15.	2883	6911	9639	7623
16.	6499	3510	1406	9390	16.	6549	2098	6063	5217
17.	0784	3633	4820	0586	17.	6924	6109	0971	9895
18.	0798	5069	9371	5760	18.	6339	9670	7399	4780
19.	7246	8792	5168	0714	19.	0911	6861	1220	8624
20.	5219	1749	8347	2502	20.	5554	4858	9579	4286

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	A	B	C	D	E	F	G	H	
21.	8434	6977	6781	0482	21.	7857	3534	2176	8577
22.	3534	1645	8850	9089	22.	2063	4892	5676	5903
23.	1775	9463	0631	6707	23.	2137	6600	4871	6944
24.	9433	9909	1171	5054	24.	9070	2392	4521	0439
25.	7889	8821	9386	8732	25.	7205	1548	6026	3458
26.	9287	2275	1015	7821	26.	5391	7908	0772	5729
27.	3046	5833	5357	8114	27.	4534	8765	8156	0335
	A	B	C	D	E	F	G	H	
28.	2356	4362	3145	5390	28.	6947	8645	4905	0177
29.	5311	2957	4562	1229	29.	3361	1908	8233	0756
30.	4093	1096	6407	5653	30.	7574	9353	7883	4287
31.	9265	4036	4991	7139	31.	1844	4501	7021	4462
32.	9835	9699	5314	5596	32.	2352	8882	1990	6466
33.	0445	9121	2847	8020	33.	6900	1781	3634	3932
34.	7525	9716	3204	5466	34.	8574	4414	4135	7572
	A	B	C	D	E	F	G	H	
35.	5590	8466	0055	7627	35.	1136	2766	5826	7368
36.	3551	8980	5244	4777	36.	6769	5658	9499	7946
37.	7803	1643	5339	4097	37.	3120	7976	7036	9409
38.	1379	3446	4664	4765	38.	0860	3346	3686	3683
39.	4832	9574	8698	1469	39.	7804	0052	2988	6821
40.	8854	8521	7869	2266	40.	9959	2667	2750	6709
41.	7258	9266	9431	4808	41.	0816	8966	4245	0821

	I	J	K	L	M	N	O	P	
21.	4901	0745	0658	4108	21.	7006	3507	6191	9328
22.	9301	6398	9522	7508	22.	5049	1216	3202	1567
23.	9434	3860	9991	9230	23.	7365	0395	3258	2583
24.	6661	5572	6523	8736	24.	7445	3544	8331	2163
25.	2097	7680	8899	4340	25.	0500	2502	6879	5272
26.	0013	9539	0451	4477	26.	2235	1224	1765	6829
27.	6910	0134	3053	4622	27.	9314	0283	9002	8168
	I	J	K	L	M	N	O	P	
28.	6463	1483	1289	6051	28.	6907	9368	6901	3512
29.	5921	2075	5095	6206	29.	8637	6027	2830	3081
30.	6236	9359	1564	9912	30.	0610	0792	0473	8406
31.	2822	6436	7707	4483	31.	2310	8557	2459	8675
32.	5695	3720	9599	0932	32.	9203	2845	1957	3210
33.	8441	7433	6524	5553	33.	4815	5663	6187	7680
34.	2205	6863	7431	8654	34.	8588	5628	6990	6732
	I	J	K	L	M	N	O	P	
35.	1611	3544	6185	6565	35.	6118	5776	3768	3534
36.	4805	2095	0598	7256	36.	5134	2160	5710	0980
37.	6586	7506	7041	8878	37.	4541	4597	4536	3782
38.	0709	2412	0314	6453	38.	0709	8580	0949	6725
39.	5945	7255	6906	2114	39.	1948	1809	5805	1713
40.	3252	8006	3032	3334	40.	0151	8345	4462	8856
41.	1047	2848	0828	4784	41.	3308	3123	4599	2227