

PYRACURSE

for the 48K ZX Spectrum, ZX Spectrum Plus and ZX Spectrum 128 (in 48K mode)

Welcome to the world of Adventure Movies. If you are familiar with the Spectrum then load the game and start playing. You will probably soon master the keyboard/joystick controls. If you have any difficulties please refer to the relevant section of the Detailed Instructions. Pyracurse features the adventures of a team of three people and a dog cal-

led Frobbie who explore an ancient Sinu city buried in the forests of South America. There are a host of fearful creatures for them to meet and match but with your help they can overcome all. Beware, their motives are not all that they seem. Good luck!

Hints to Get You Started

Patrick O'Donnell is the strongest member of the group so you could select him first and take him through the main gateway. Keep away from the Headless Guardian who patrols there. If you pass too close to him he will turn and follow you remorselessly and if he catches you he will kill you. There are two pots ahead. Try to break them but beware of what lies inside.

You will find that Daphne is better at finding things than the others, that O'Donnell is rather clumsy, that Frobbie tends to enjoy scratching through the dirt on the ground and that the Professor is good at using the objects left in the tomb. He can also be naive at times and may need to be rescued.

The monsters of various sorts are not very clever but they are certainly diligent. They will not stray far from their posts but they will chase you if you get too close to them. There are ways of disposing of them although this may not always be necessary.

If one of your characters is killed his remains will lie where he fell. One of the other characters may be able to locate the molecular enzyme potion discovered by Xipe Totec which gave him immortality and use it to revive the dead companion.

Keyboard Controls in Brief

virtually all the game can be played using five keys only. Four keys control the direction of movement and the fifth key is used to choose items from the menu or to throw things. Various combinations of keys are possible but you may like to use A, Z, K and M to move and P to fire. Most of the game is played in Mobile Mode. If the fifth key is pressed whilst moving, an object is thrown or discarded. If the fifth key is pressed whilst stationary a Menu is displayed in the lower information window.

When not in Mobile Mode the right hand pair of direction keys can always be used to return immediately to Mobile Mode with your previous choices intact (except when moving a cursor object on the main display). This is useful if you are attacked whilst trying to do something complicated! The left hand pair of direction keys always scroll the information in the information window.

Joystick Controls in Brief

The game is played diagonally on the screen and so you may find it convenient to rotate your joystick clockwise by 45 degrees. Most of the game is played in Mobile Mode using the four principal joystick directions. If you press Fire whilst moving you will throw or discard an object. If you press Fire whilst stationary a Menu is displayed in the lower information window.

When not in Mobile Mode joystick Up/Down can always be used to return to Mobile Mode with previous choices intact (except when moving a cursor object on the main screen). Use this if you suddenly need to run away! Joystick Left/Right scrolls the information in the information window.

DETAILED INSTRUCTIONS

The game has a number of features which you may not have previously encountered and though you will quickly become accustomed to them, these detailed instructions are necessarily lengthy. If you get stuck you are advised to read the relevant section carefully.

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 cassette player, rewind it if necessary and press the Play button. Type LOAD " " on the Spectrum keyboard and press the Enter key. Wait a few minutes whilst the game loads and then choose your preferred keyboard or joystick option followed by Enter.

Screen Layout

You are presented with a view of the imposing entrance to the tomb of Pyracurse. The four members of the expedition - Daphne Pemberton-Smythe, Professor Roger Kite, reporter Patrick O'Donnell and Frobbie the dog - are nervously exploring the columns paraded in front of a large gateway. Before starting to play take a look at the rest of the screen.

At the top is a display window displaying your current mode of operation. You start in Mobile Mode. To the left a coloured band indicates the energy status of your current character. If the energy level falls to zero your character will die.

At the bottom centre of the screen is an information window which initially reads

ANTECHAMBER
O'DONNELL
SOLO

to show you that you are in the Antechamber of the tomb and that your current character is O'Donnell operating in Solo Mode. At the bottom right is a graphics window which displays your current character or object. Initially O'Donnell is displayed there.

At the bottom left is a picture of Xipe Totec, the ancient god of the Sinu people. Other items from the Sinu culture are displayed as a border round the edge of the screen.

Basic Control

The controls for Pyracurse are very straightforward - Up, Down, Left, Right and Fire. The game is played diagonally on the screen and so if you are using a joystick you may find it convenient to rotate it clockwise by 45 degrees.

The controls are as follows:

TO MOVE TO THE UPPER LEFT A, S, D, F, G or joystick LEFT	TO MOVE TO THE UPPER RIGHT H, J, K, L, ENTER or joystick UP
TO MOVE TO THE LOWER LEFT B, N, M, SYM SH, SPACE or joystick DOWN	TO MOVE TO THE LOWER RIGHT CAPS SH, Z, X, C, V or joystick RIGHT
TO FIRE Y, U, I, O, P or joystick FIRE	

Selecting a New Character

If you press the Fire key whilst you are stationary in Mobile Mode the display in the information window changes to show the Selection Menu which consists of:

SOLO
CHARACTER
INVENTORY
LEAD

Your current choice is highlighted. Scroll the menu if necessary until Character is highlighted. Press Fire again to cause the information window to display the names of the four characters in the game with the name of your current character highlighted. Scroll the window up or down as appropriate and when the name you require is highlighted press Fire again to return to Mobile Mode. The graphic window shows your new character as a reminder.

Collecting Objects

There are many items for you to collect and use scattered around the tomb. To pick up an object select Mobile Mode and walk up to the item you require. As you collect it the graphic window will flash and show a picture of the item. Each character may carry up to three items at a time. Not all characters can pick up all objects.

Using Cursor Objects

If you wish to unlock a chest or activate a key plate with a key collected previously select the character who has the correct key and place him adjacent to the chest or plate. Press Fire to obtain the Selection Menu and use the Upper Left/Lower Right control keys (or joystick Left/

Right) to highlight the word Inventory. Press Fire again and the three items carried by the character appear in the information window. Scroll to the item required using Upper Left/Lower Right again (or joystick Left/Right).

Press Fire again and the object will appear on the main display. The four directional controls can then be used to manoeuvre the object to the correct place - perhaps to a keyhole beside a door. When you have finished with the object press Fire again to return to Mobile Mode.

Using a Throwable Object

Later in the game you will come across weapons which can be thrown at monsters to destroy them. To use such a weapon you must first collect it and then make sure it is highlighted in the information window when the inventory is selected. Press Fire or use the Upper Right/Lower Left controls to return immediately to Mobile Mode.

If you now press Fire whilst you are moving the weapon will be flung in the direction of travel. You will find that Daphne cannot throw as far as the Professor or O'Donnell.

Pressing Fire whilst moving in Mobile Mode is also the way to discard an ordinary cursor object such as a key. A cursor object will not be thrown but will instead be dropped adjacent to the character.

Leading Other Characters and Going Solo

There are times when you require two or more characters together in the same general area or room. To select Lead Mode return to Mobile Mode (if necessary) and then press Fire to obtain the Selection Menu. Scroll the menu using Upper Left/Lower Right and press Fire again when the word Lead is highlighted. You will return to Mobile Mode but now any of the other characters in the expedition in your immediate vicinity will tend to follow your current character. You must be careful not to lead the others into danger and you may have to help them through awkward areas.

To release the characters who are following you press Fire to obtain the Selection Menu, scroll to the word Solo and press Fire again. The other characters will now wander off by themselves.

Making a Map

If you wish to pause to make a map or for any other reason press the '0' key to freeze the game and the '9' key to unfreeze it.

Saving and Loading your Position

The game may be saved in its current state at any time by pressing '0' to freeze the game, placing a blank cassette in your recorder and pressing the 'S' key. On completion or if any error is detected press '9' to restart game.

A previous position can be reloaded by freezing the current game, pressing the 'L' key and playing the cassette with the saved position.

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ARCHAEOLOGIST VANISHES.

Eminent archaeologist and explorer Sir Pericles Pemberton-Smyth, 62, is reported missing perhaps dead in the little known Sinu region of South America. He was in his second season of exploration of the hidden mysteries of the tomb of the daughter of Xipe Totec, an ancient and supposedly immortal god.

Pemberton-Smyth, a renowned figure in his field, was last seen over three months ago. Local villagers are convinced that he is dead. Killed they say, by the horrors that lie within the temple of doom. Great mysteries surround the tomb and all local people fear the deadly powers that surround it.

According to legend, Xipe Totec came to the Sinu region many years ago out of the night sky on a chariot of silver fire. Mystery and death surrounded his reign over the kingdom, yet an eerie prosperity prevailed. The god lived off the blood of his people and gorged on the sacrifices made to him. At the time that his renewal of life was needed he would slumber on in the depths of the hidden chambers. He is local people believe that he slumbers on in the depths of the hidden chambers. He is protected by undead guardians who eliminate any form of danger. No one returns from the tomb of Xipe Totec. There is no life there, only death and destruction.

DARING DAPHNE TO RESCUE FATHER FROM CANNIBALS

Sexy society deb Daphne Pemberton-Smythe is leaving her luxury life-style far behind in a daring bid to rescue her explorer father, who is feared lost in South America. 24-year-old Daphne has volunteered to lead a rescue expedition — and the Saturday Post is sending ace reporter Patrick O'Donnell to help in her mercy mission.

Says Daphne, "Daddy should have been back weeks ago from his second trip to Colombia, but nobody's heard a thing. The first time he went there he came back with really scary stories of a man who drank people's blood so everyone's worried about what might have happened".

Asked if she was frightened of what might lie in store Daphne replied, "Not really. Anyway my fiance is a Professor so I'm sure he'll look after me". We certainly hope so.



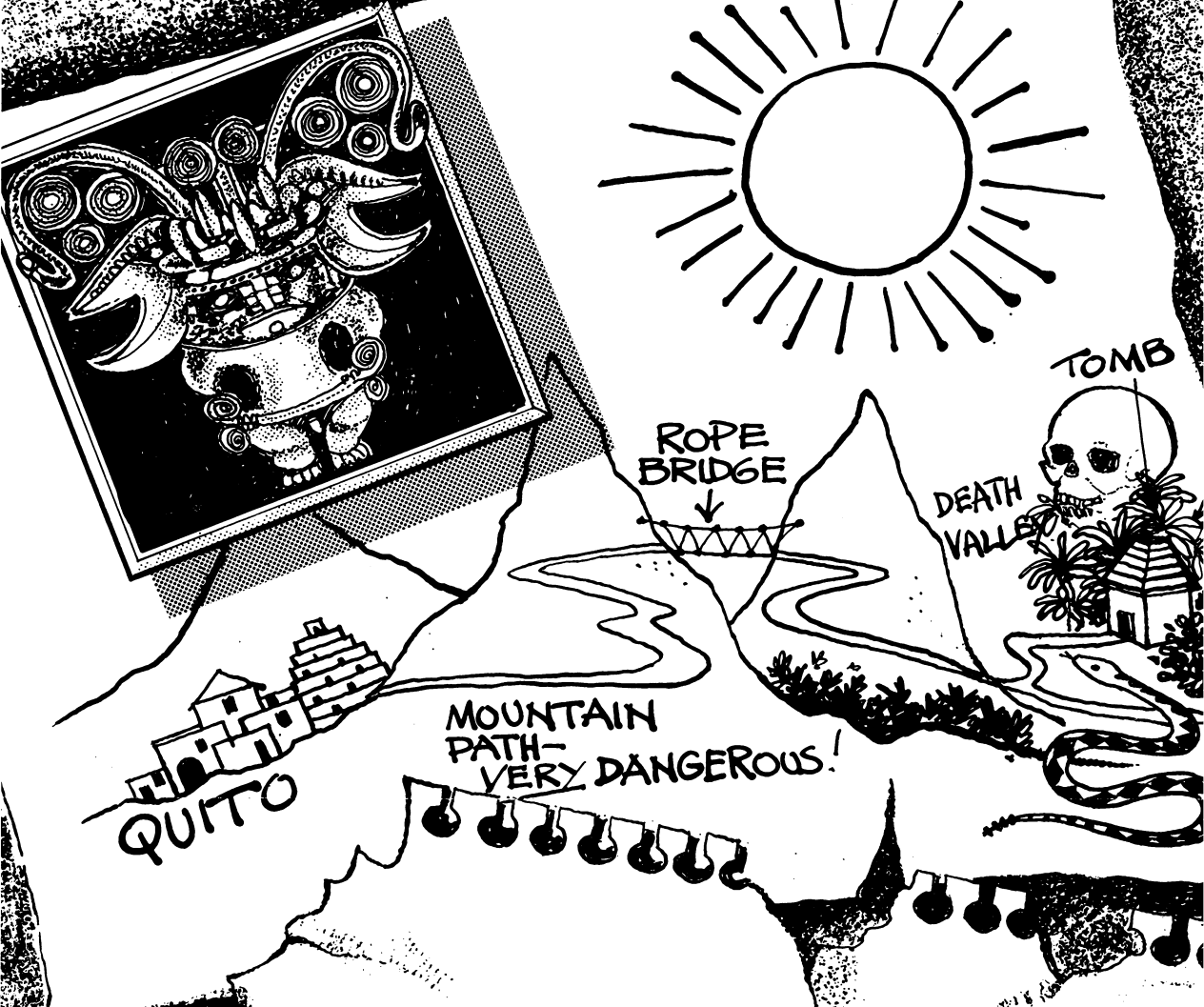
LATEST NEWS FROM THE SINU

Professor Kite, Daphne Pemberton-Smythe and Patrick O'Donnell have arrived in Quito. Their search for Sir Pericles Pemberton-Smythe is likely to take them into the depths of the Sinu region. Their latest report states that no one is willing to guide them to the tomb of the daughter of Xipe Totec, which Sir Pericles was exploring. Fear surrounds the dark secrets of the 'temple of doom'. Local villagers have warned against the great dangers that lie within its awesome walls.

Our reporter has sent back the story of the legend surrounding the tomb, related by an old villager:

"Long ago the god Xipe Totec came to the Sinu, down from a night sky in his silver fire chariot. Over many years the people grew in the skills of war and peace. He was a cruel master, only the blood of his people could sustain him. When the renewal of his being was needed, he would rest for many months, until ready for his servants to wake him. At such a time, warriors attacked and killed the servants. Thus, locals believe that the great god slumbers on, protected by the undead guardians of the temple."

MAN



Old man in village north of Quito
 drew map - shows path leading to
 tomb of Xipe Totec.

Old man tells legend:
 Headless warriors to rip us limb from limb
 - Mechanical men to follow a golden orb
 Castles which rise and walls which fall
 "In times of weakness hold fast to
 the lady" - what does he mean !!?