

48K SINCLAIR ZX SPECTRUM

SABRE WOLF

ULTIMATE
PLAY THE GAME

THE HAPPENING

Down and down I plunged, through Rocky Glades,
Steep Ravines and Shady Hollows . . . No grip, no
footholds, slipping, tumbling, spinning, darker and
darker, deeper and deeper.

Glinting eyes, clutching hands, clasping claws,
clawing my all, as I swiftly twist and tumble
onwards.

Darker and darker, deeper and deeper. It is the end
that I fear, of this untroden voyage . . . to where I do
not know . . . AARRRGGGG . . . THUDDDD . . .

Fall and end meet on soft mossy soil . . . with
weapons drawn and senses full I move quickly and
quietly around the mounded clearing . . . All safe
except a message . . . An ancient warning etched deep
into the lifeless stone.

THE WARNING

THY PATH IS LONG SO TREAD WITH CARE
BEWARE THE WULF AND PASS HIS LAIR
DANGER THREATENS ALL AROUND
SO TAKE YE FROM THIS HIDDEN MOUND
TO FREE THEE FROM THIS SUNKEN GATE
BY WAY OF CAVE OR MEET THY FATE
AN AMULET TO SEEK THY WILL
'T WAS SPLIT BY QUAD AND HIDDEN STILL
PASS THE KEEPER WROUGHT WITH HATE
TO GAIN AN ENTRANCE TO THE GATE
THE PIECES LOST MUST THEE AMAS
FOR IF NO CHARM THEN NONE SHALL PASS

THE EXPLORATION

I edge through the shady mounded clearing and on through the dense thickets of hot house rain forest undergrowth, of sorts I cannot tell, and wait . . . and listen . . . Distant rumblings of heavy feet crashing, large animals leap from the damp green stubble, to fight and kill.

I stay hidden . . . The rumblings grow louder and louder, as a huge Goliath animal crashes past, horns swiping and tail lashing, still I hide as its thunderous noise dies away.

All was clear as I leapt over the clumps and onto the well trodden pathway, its deep ruts and prints reveal the multitude of life forms inhabiting this hollow.

**Danger threatens so I should move quickly . . .
But Where???**

THE EXPEDITION

Wide eyed, I stare, as the dense surroundings reveal their hidden secrets . . . Strange food orchids suddenly bloom, their staining toxins, strong on the air, then, in an instant, are gone. Hunters, killers, vampire bats and huge beasts spring forth from the very ground, swimming, slithering, diving and crawling . . . I must hide . . . Stay safe . . . With weapon strong and cunning nature, I will survive . . .

Due to the enormous complexity and nature of the interactive SABRE WULF G.A.S. adventure software, it is almost impossible to guarantee continuous error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

FEATURES

SABRE MAN	Temples
Realistic Fighting	Lakes
WULVES	Trees
Hippos	Jungle
Rhinos	Native Huts
Wart Hogs	Cliffs
Tarantulas	Magic Rings
Fruit Bats	Yellow Sickness Orchids
Parrots	White Cure Orchids
Gorillas	Red Zombie Orchids
Scorpions	Blue Super High Energy Orchids
Snakes	Purple De-Orientation Orchids
Lizards	3-Dimensional Scenario
Natives	Full 8 Way Movement
Gem Stones	On Screen Scoring
Dubbloons	Superb Graphics
Supplies	Multi Lives
Amulets	Amazing Animation
Medallion	Combat Button
Chalice	Incredible Sound Effects
Voodoo Potion	Explosions
Spears	Keyboard/Joystick Select
Treasure Chests	Automatic Collection
Water Flasks	Continuous Pause
Supplies	Materializations
Statues	

**All software, graphics and audio visual by
ULTIMATE PLAY THE GAME
Trade Name of Ashby Computers & Graphics Ltd.
Made in England
481007**

CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

LEFT Your Explorer will move left using the **Q** key.

RIGHT Your Explorer will move right using the **W** key.

DOWN Your Explorer will move down using the **E** key.

UP Your Explorer will move up using the **R** key.

STAB/SWORD FIGHT

Your Explorer will fight using the **T** key.

PAUSE The whole game can be paused by using the

CAPS SHIFT or **SPACE/BREAK** keys.

JOYSTICK CONTROLS

Your Explorer can be fully controlled by using the **KEMPSTON INTERFACE**, **CURSOR CONTROLLED INTERFACE** or the **SINCLAIR INTERFACE II** and joystick, by replacing the **LEFT**, **RIGHT**, **UP**, **DOWN** and **STAB/SWORD FIGHT** commands.

PICK UP Your Explorer will automatically collect any useful objects required by passing over them.

GUARANTEE

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned, with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown above. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include **£5.00** to cover replacement costs. This guarantee does not affect and is in addition to your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

SABRE WOLF LOADING INSTRUCTIONS

- 1.** Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
- 2.** Place the cassette tape in the recorder and rewind to the beginning.
- 3.** Type either LOAD "SABRE"
or LOAD ""
- 4.** Press PLAY on the cassette recorder.
- 5.** SABRE WOLF will now load automatically and a message will appear on screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
- 6.** PLAY THE GAME.

For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC socket on your recorder. Disconnect the EAR lead, remove the cassette tape from the recorder and press the PLAY button, the sound may be amplified through the loudspeaker of the recorder.

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