

UnderWurLde



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
Underwurlde', 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	Chest Of Drawers
Volcanic Bubbles	Caves
Rocks	Castle
Poisonous Plants	Guardians
Eagles	Falling Stalactites
Bows	Gremlins
Arrows	Multi-Lives
Catapult	Superb Graphics
Daggers	Statues
Torches	Extra Lives
Fireballs	Explosions
Magic Gems	Weapons Select Button
Volcanic Craters	Realistic Jumps
Rope Swings	Continuous Pause
Ledges	Amazing Animation
Jumps	Keyboard/Joystick Select
Ducks	Bookshelves
Pictures	Pick Up/Drop
Tables	

**All software, graphics and audio visual by
ULTIMATE PLAY THE GAME**

Trade Name of Ashby Computers & Graphics Ltd.

Made in England

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UNDERWURLDE CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS

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

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

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

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

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

DROP FROM ROPE Your Adventurer will drop from the rope when the **CAPS SHIFT**, **Z**, **X**, **C**, or **V** key is pressed.

PICK UP/DROP Your Adventurer can pick up or drop a weapon using the **B**, **N**, **M**, **SYMBOL SHIFT** and **SPACE** keys.

PAUSE The whole game can be paused by using the **ENTER** key.

JOYSTICK CONTROLS

Your Adventurer 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 **FIRE** commands.

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 £3.00 to cover replacement costs. This guarantee does not affect 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.

UNDERWURLDE 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 "UNDER"
or LOAD ""
4. Press PLAY on the cassette recorder.
5. UNDERWURLDE 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.

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For better sound effects you can increase the volume by connecting the MIC socket on your Spectrum to the MIC 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.