



# GARGOYLE

## CLASSICS

I N S T R U C T I O N  
M A N U A L

S P E C T R U M C A S S E T T E  
A M S T R A D C A S S E T T E  
A M S T R A D D I S K



# SPECTRUM CASSETTE VERSION

## SWEEVO'S WORLD

Can our Hero overcome the absurd dangers that face him and reach Active Status? The main task would seem to be the extermination of an organism originally designed to look after the Folly and keep it clean – the Waste ingestion and Janitor Units are not really dangerous but are extremely irritating. On the other hand, the creatures built to guard the place are very dangerous and will attack at every opportunity.

SWEEVO'S energy level can be judged by the expression on the face of the large dial. The Selector Pulse shows the position to be occupied if an object is picked up. Scoring is very complex and largely irrelevant, but remember that for SWEEVO to reach full Active Status, all other organisms must be eliminated. Oh, and beware of the fruit!

### CONTROLS

Joystick of keyboard.

Keyboard:

QWERT →

YUIOP →

ASDFG →

HJKLM – ENTER →

BOTTOM ROW – PICK UP/DROP/BOO

TO FREEZE – 0 ON NUMBER BLOCK

## TÍR NANÒG

**GAMPLAY** First of all you must find your way about. Throughout Tír Nanòg you will discover a variety of creatures. Most are unfriendly but some can be persuaded to help you. However, on occasions it will be impossible to avoid combat in your quest to find the fragments of the broken Seal of Calum.

**PENALTIES** Since the Hero Cuchulainn has already departed the Land of the Living, it is, of course, impossible to kill him. However, if another creature successfully harms you then the shade of the Hero will be dissipated and will reform at the Gateway to Tír Nanòg.

**DOORWAYS** Doors can lead to caves or tunnels but some will instantly transport you to another part of the Land. Some are locked and keys are not always obvious. Some are invisible!

**WEAPONS, TREASURES AND OTHER OBJECTS** Every object in the game has certain attributes – some are more powerful than others. They can be found in many places – lying in the road, guarded in caves, buried in the ground or in the keeping of another creature.

## **CONTROLS**

### **KEYBOARD ASSIGNMENTS**

THRUST WITH AN OBJECT – THE FOUR CORNER KEYS

WALK LEFT/RIGHT – ALTERNATE KEYS ON BOTTOM ROW

CAMERA LEFT/RIGHT – ALTERNATE KEYS ON SECOND ROW

PICK UP/DROP – ALTERNATE KEYS ON THIRD ROW.

## **DUN DARACH**

### **SCENARIO**

Following a bloody battle against the Conachta, Cuchulainn the Great was returning home in the company of his faithful charioteer, Loeg. They came across a wayside inn and while waiting for food were approached by Skar, who told them that her carriage had a broken axle. Leog then leapt to his feet to assist her and together they left the inn. After a while Cuchulainn went outside to see what progress had been made but could find no sign of them. Skar was, it seemed, a Sorceress and ally of the Connachtmen and they had seized Loeg as retribution and taken him to the Secret city of Dun Darach.

**GAMEPLAY** You must work through many secondary quests to locate and release Loeg. The layout of Dun Darach is complex and the city itself is divided into quarters and each quarter consists of several named districts. In the city the streets are full of characters – each with their own personality. Most of them have something you will need, like specific objects or information and all of them are open to bribery.

The currency used in Dun Darach are Iríde, which are small gold sequins. You can gain Iríde in a variety of ways: by working, gambling, selling, stealing, banking. And you can dispose of Iríde by purchasing objects, bribery or being robbed!

## **CONTROLS**

### **KEYBOARD ASSIGNMENTS**

WALK LEFT/RIGHT

ALTERNATE KEYS ON BOTTOM ROW

ENTER A DOOR

ENTER KEY

CAMERA LEFT/RIGHT

ALTERNATE KEYS ON SECOND ROW

PICK UP/DROP  
SELECT OBJECT  
OFFER OBJECT  
AUTORUN ON/OFF  
FREEZE/UNFREEZE  
RETURN TO OPTIONS

ALTERNATE KEYS ON THIRD ROW  
TOP ROW 23789  
4 CORNERS  
4 KEY ON NUMBER PAD  
5 KEY ON NUMBER PAD  
6 KEY ON NUMBER PAD

## MARSPORT

### The story so far . . .

The year is 2494 and for 70 years Earth has been under siege by the Sept, a race from the Galactic Centre but they have been kept at bay by a huge sphere of force which surrounds the Earth and the Moon. But, the Sept will shortly be able to breach the sphere unless the force field is strengthened using the instructions in the original plans.

Unfortunately, these plans are hidden amongst the City Computer of Marsport, beneath the Great Alysium Dome on Mars which is now occupied as a command post by the Warrior and the Warlord. It is highly improbable that the plans could be recovered but, Commander John Marsh of the underground Terran Liberation Organisation now stands in Marsport on Level 3, with the belief that a determined man can achieve anything.

**GAMEPLAY** In the 3-dimensional city of Marsport where levels are connected by express tube, you must locate the M-Central computer. Then you need to gain access to the original plans held in the inner sanctum, but the hardest task of all is to leave the city with the plans intact. Good luck!

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ENTER A DOOR  
CAMERA LEFT/RIGHT  
PICK UP/DROP  
SELECT OBJECT  
FIRE  
AUTORUN ON/OFF  
FREEZE/UNFREEZE  
RETURN TO OPTIONS

ALTERNATE KEYS ON BOTTOM ROW  
ENTER KEY  
ALTERNATE KEYS ON SECOND ROW (A . . .)  
ALTERNATE KEYS ON THIRD ROW (Q . . .)  
TOP ROW 23789  
4 CORNER KEYS  
4 KEY ON NUMBER BLOCK  
5 KEY ON NUMBER BLOCK  
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## HEAVY ON THE MAGICK

Axil the Able stood in three inches of stagnant water and surveyed one of the most dismal dungeons he had ever been thrown into. Dungeons are rather unhealthy places and the only way to survive them is to GET OUT! So, in the dark twilight Axel tutted – and then took stock. He was at least clothed and he carried a large leather pouch, with a flourish he marched towards the door in search of a way out.

There are three separate exits and to help you locate them you have a book of spells (which you add to) and your wits. To hinder you, lurking in the shadows are Wandering Monsters and Demons as well as all sorts of traps, tricks and puzzles.

**GAMEPLAY** You may have noticed that the program had already generated values for stamina, skill and luck. While you can't alter the values themselves you can re-locate them – select option 6 and the values will be re-aligned. When saving or restoring a game you will be asked for a Version letter, so keep a note of Versions letters. Communicating with the program is all done through window 2 (the middle window) in the section of Merphish.

If you run out of stamina you DIE: your stamina and skill together affect the outcome of conflicts: your luck will influence virtually all your actions. Combat will reduce your stamina a lot, most other actions will reduce it a little, but taking food or drink may well increase it: other special objects will enhance your skill and luck. As you play you will gain experience: this will enhance your magical grade which will allow you access to items and knowledge not available to the lower grades.

All combat is magical – physical encounters with other creatures are often fatal. If you decide to engage in combat, check your own, and the monsters' status before each round. Some monsters and all demons may have information which may prove useful and often the status of a creature will give you a clue of how to deal with it. Most locks you will encounter are magical locks and need magical keys: they might not be recognised as keys but they need only to be dropped by a lock to be effective. Other locks can be opened by magical passwords.

**MERPHISH** All inputs are in Merphish and all commands take the form: Keyword (object) followed by Return/Enter. Keywords are entered as just the first letter (occasionally two letters), the names of objects must be entered in full. Commands can also be entered as a string, with each separated by a comma and a final return.

There follows a list of Merphish keywords to assist you:

N – NORTH

NE – NORTH EAST

NW – NORTH WEST  
S – SOUTH ETC.  
H – HALT  
Z – SWAP INFORMATION IN WINDOW I  
O – RETURN TO OPTION SCREEN  
X – EXAMINE NAMED OBJECT  
P – PICK UP NAMED OBJECT  
D – DROP NAMED OBJECT  
I – INVOKE NAMED DEMON  
B – BLAST NAMED OBJECT OR MONSTER  
F – FREEZE NAMED OBJECT OR MONSTER

## **CONTROLS**

KEYBOARD ONLY

## **LOADING INSTRUCTIONS**

Put your machine in 48k mode. Type LOAD"" and press ENTER. Press 'PLAY' on tape. Program will load and run.

## **CREDITS**

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## **FRENCH**

Mettez votre machine en mode 48k. Tapez LOAD"" et appuyez sur ENTER. Appuyez sur PLAY sur la cassette. Le programme se chargera et se déroulera.

## **GERMAN**

Computer auf 48k – Modus einstellen LOAD"" tippen und auf ENTER drücken. PLAY auf dem kassettenrecorder drücken. Das Spiel lädt sich und läuft automatisch.

## **ITALIAN**

Programmare il vostro computer secondo il sistema 48k. Battete LOAD"" e premere ENTER. Premere 'PLAY' sul nastro. Il programma si caricherà e inizierà a scorrere.

# AMSTRAD CASSETTE VERSION

## SWEEVO'S WORLD

Can our Hero overcome the absurd dangers that face him and reach Active Status? The main task would seem to be the extermination of an organism originally designed to look after the Folly and keep it clean – the Waste ingestion and Janitor Units are not really dangerous but are extremely irritating. On the other hand, the creatures built to guard the place are very dangerous and will attack at every opportunity.

SWEEVO'S energy level can be judged by the expression on the face of the large dial. The Selector Pulse shows the position to be occupied if an object is picked up. Scoring is very complex and largely irrelevant, but remember that for SWEEVO to reach full Active Status, all other organisms must be eliminated. Oh, and beware of the fruit!

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Joystick of keyboard.

Keyboard:

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**DOORWAYS** Doors can lead to caves or tunnels but some will instantly transport you to another part of the Land. Some are locked and keys are not always obvious. Some are invisible!



**WEAPONS, TREASURES AND OTHER OBJECTS** Every object in the game has certain attributes – some are more powerful than others. They can be found in many places – lying in the road, guarded in caves, buried in the ground or in the keeping of another creature.

## **CONTROLS**

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The currency used in Dun Darach are Iride, which are small gold sequins. You can gain Iride in a variety of ways: by working, gambling, selling, stealing, banking. And you can dispose of Iride by purchasing objects, bribery or being robbed!

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### The story so far . . .

The year is 2494 and for 70 years Earth has been under siege by the Sept, a race from the Galactic Centre but they have been kept at bay by a huge sphere of force which surrounds the Earth and the Moon. But, the Sept will shortly be able to breach the sphere unless the force field is strengthened using the instructions in the original plans.

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## **CONTROLS**

KEYBOARD ONLY

## **LOADING INSTRUCTIONS**

464: Press CTRL and small ENTER.

6128: Type | TAPE and press RETURN. Press CTRL and small ENTER.

## **CREDITS**

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## **FRENCH**

464: Appuyez sur CTRL et la petite touche ENTER.

6128: Tapez | TAPE et appuyez sur RETURN. Appuyez sur CTRL et la petite touche ENTER.

## **GERMAN**

464: CTRL und die kleine ENTER – Taste drücken.

6128: | TAPE tippen und RETURN drücken. CTRL und die kleine ENTER – Taste drücken.

## **ITALIAN**

464: Premere CTRL e ENTER minuscolo.

6128: Battere | TAPE e premere RETURN. Premere CTRL e ENTER minuscolo.

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## **CONTROLS**

KEYBOARD ONLY

## **LOADING INSTRUCTIONS**

Run 'DISC'

### **CREDITS**

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## **FRENCH**

Instructions de chargement – run 'disc'

## **GERMAN**

Ladeanweisungen – run 'disc'

## **ITALIAN**

Istruzioni di caricamento – run 'disc'

