

# BALACHOR'S REVENGE

INSTRUCTIONS

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Morkin & Rorthron

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<http://Monumentmicrogames.com>

Loading your cassette:

Balachor's Revenge loads in approximately 5 minutes.  
It is recorded twice on each side of the cassette.

### 48k ZX Spectrum

Type LOAD "" press ENTER and start the tape.

Note: LOAD is obtained by pressing the J key after turning on your computer, or while the K cursor is flashing.

The "" are obtained by holding symbol shift and pressing the P key twice. There is no space between the "" marks.

### 128k ZX Spectrum

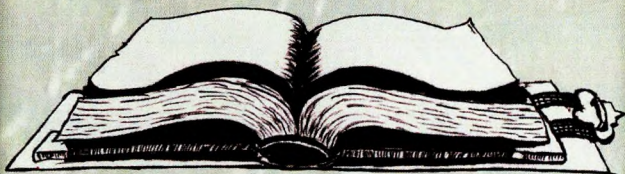
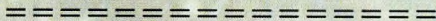
Please select 48k mode and follow above procedure. There are no additional elements for 128k users.

Loading should be practically error free on upper-middle volumes, though if the tape fails at any time during the LOADING process, then please rewind the tape, adjust the volume control and try again. If failure persists then please try the other side of the tape.

All Monument cassettes are tested before shipping, but if for any reason the game fails to load after all efforts, then please contact Monument Microgames at: [Microgames2000@yahoo.co.uk](mailto:Microgames2000@yahoo.co.uk)

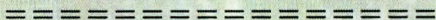


## THE STORY



After the third brimming flagon, it no longer tasted like ale. It was bitter, certainly, and slightly syrupy, but all of a sudden the initially invigorating tonic had been magically supplanted mid-draft by a sickly leadened, and flavourless brew. Disgusting? Undoubtedly, but beyond the sixth flagon it didn't really matter. It had come to the point where nothing resembled what it used to, and the taste of "Haggard Kobold" had become unimportant, secondary to its ultimate effect.

## THE STORY



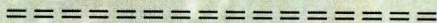
‘So... you fought the ghosts in the castle as well?’

Gradually your eyes are drawn back to the barmaid’s blushing face. ‘Oh, erm, yes. I fought the ghosts and retrieved the components required to banish the wizard once and for all.’

‘That’s very impressive.’ She winks and struts back to serve at the bar, and your eyes follow her until she is briefly enveloped within a shifting, watery haze. You blink the tiredness away and mull over the battles of recent weeks, gladdened how your exploits have finally rewarded you with the fortunes you always desired. The time had now come to relax and make the most of life, to put aside the adventures and bask in your glory.



## THE STORY



Bandits, redcaps, ghosts, and those golems who would relentless chase you through...

The doors of the inn burst wide open, trailing threads of pouring rain. The monstrous wailing at the black hollow immediately invades the tavern, and a blast of cold air barges passed the seated patrons. You remain poised, instinctively unsheathe your sword and push back your stool, half expecting one of the stampeding golems to blunder in. Within seconds a wizened old man tumbles through the deluge, wheezing and muttering under his breath. The doors are quickly closed as the man staggers towards you, but his weakened legs buckle beneath him.

## THE STORY

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‘Steady there.’ As you go to him, you see that his body is bruised and bleeding, clawed at by some vast, animal claw. He edges closer, clutches at your legs and whispers something. You lean in closer to hear.

‘He’s back.’

‘Who? Who is back?’

The old man coughs, blood now wetting his lips. ‘B... B...’

A sliver of anxiety instantly finds its way to your numbed perception. ‘Breathe slowly,’ you say. ‘Take your time.’ But he grunts and shakes his head defiantly, probably aware how little of that commodity remains. He struggles to force out the words, pushes away the



## THE STORY

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flagon you offer, and after a pause, he summons his energy.

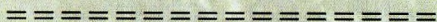
‘Balachor!’

The word sends a chill down your spine. You have not heard it spoken in six long years, not since you yourself escaped Balachor’s fortress and banished the evil sorcerer for good. Just as you had told the patrons in this tavern, time and time again.

‘He has ... new allies ... terrible creatures. They ransacked Greenbury... Such turmoil.’ Another cough of blood interrupts the old man. ‘Help us.... Please. Find the ...S...S...Seer.’



## THE STORY



His hand relaxes its grasp, slips from your leg and drops to the floor. And he hisses a final breath.

You look up, with expectant faces staring back at you from all sides. The blacksmith from the East, a storekeeper from the North, the barmaid, and several others unknown to you.

‘You’re an adventurer. You can help?’

‘Balachor.’ You whisper it yourself, then look to the old man. With the palm of your hand, you close his fixed and fearful eyes. Balachor has returned.

## THE STORY

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Vaguely you nod and turn to the barmaid.  
'Would you help me pack my things? I'll leave  
for Greenbury right away.'





## THE GAME

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You, as the intrepid adventurer, must explore the fine district of Greenbury in your mission to defeat at long last, the evil sorcerer, Balachor. Not only will you will discover mischievous minions out to hinder you, but you will also be up against Balachor's powerful guardians.

To help you in your quest you may discover many useful items, all scattered around the district of Greenbury.

You will find:

[1] Treasure:

This will line your pockets well, but you may find other uses for it.

[2] Food:

This will replenish lost energy.

[3] Objects:

All manner of items can be picked up, some useful, and some not.

## CONTROLS

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Default keyboard controls are as follows:

Q - Up  
A - Down  
O - Left  
P - Right

Space = Fire, if you are carrying a weapon  
1,2,3 = Pick up or drop an object, for each of  
your three pockets.

G - Pause

The keys can, if required, be redefined from  
the main menu. Alternatively a Kempston  
joystick can also be used by selecting it on the  
main menu.



## CONTROLS

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Food and treasure can be collected simply by walking into them.

Objects must be stored in pockets, but can be used simply by carrying them.

Note: When the game has finished loading, please press any key to go to the main menu.

## MONUMENT MICROGAMES

- [ ] Catacombs of Balachor
- [ ] Zombie Calavera
- [ ] Sid Spanners
- [ ] El Stompo
- [ ] Genesis Dawn of a New Day
- [ ] Game About Squares
- [ ] Forest Raider Cherry
- [ ] Balachor's Revenge
- [ ] Cray\_5
- [ ] Future Looter

Coming soon:

Lala the Magical  
MetalMan Reloaded



Thanks to all, especially to  
Morkin and Rorthron for allowing me  
to sit on this game for a year and a half  
to get it ready for physical release!

Thanks also to Olli, Patti, and the  
Lone Magpie for additional art.

And thanks again to R-Tape's  
fab flower-power.

Long Live Real-media gaming!

No reproductions permitted.

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