

Warlock



The Doomlord as
TROLL



The Doomlord as
WARLOCK



The Doomlord as
GOBLIN



BY CHARLES GOODWIN

Warlock

Loading Warlock

Both tape and disc versions can be loaded by entering: RUN " WARLOCK "

The Story So Far ...

As The Doomlord of the fallen world, you had had it pretty comfortable for an aeon or two. Then, from nowhere it seemed, there suddenly rose one day a new ruler of the forces of Good. Simply called 'The White Wizard', your new adversary had decided to storm your castle, 'DoomRock'.

Not only had they successfully broken into your castle and over-run it with an army of the Light, they had also successfully converted a few of your staff (a demon, a few ghouls, to name but some). Now it seemed they were all out to get you, and banish the Darkness from the Land forever.

Not to be outdone, you set off on your task of taking on the hordes of Good all on your own. Well, that's not strictly true though. Luckily, just before they arrived and, in preparation, fearing that something was brewing, you managed to place a few Changeling Potions around your castle. These allow you to change into either your Goblin form or your Troll form. Depending on who you come up against, this could be a lucky thing: in your Goblin form, your magic is somewhat cruder, but you do have a whole lot more strength; and, as a Troll, you become almost all-powerful strengthwise, if a bit lacking in any real magical abilities.

Now all you need to do is recall where you last put the 'Orb of Power' and, having found it, that White Wizard should be putty in your hands in that final conflict you'll undoubtedly have to have with him ...

Playing Warlock

As The Doomlord, you begin this game in your Warlock form. You can change into either a Troll or a Goblin by looking for potions around the castle. The green potions turn you into a Goblin, and the purple ones turn you into a Troll. The red ones will turn you back into a Warlock again. Using these potions also gives you more energy and power — in proportions which vary according to which form you have taken. You can use the 'same kind' potion when you are in a certain form to gain more magic or power (again depending upon which form you have).

Look out for the trap doors — they take you down levels. And look for the pentagrams — these take you up a level. There are a few places of intense magic around the castle too which transport you instantly to another such place nearby. Pretty useful when a horde of Goodies are on your back!

Along your route around the castle, you will see many different objects. Some have pretty obvious uses (keys enable you to open doors, for instance) and others may be harmful or may increase either your magic or your might — or perhaps both. Look out especially for the candles; these will give you a ZAP spell, which will have differing effects, depending upon which form you have taken. As the Warlock, the ZAP spell will zap all your foes in that location and prevent them from reappearing. As the Goblin, you'll get similar results, but the foes will still reappear. As the Troll, you can cast no magic, but this spell does give you an otherwise unheard of ability to make a single jump over a nearby obstacle!

Notice that the forces of Good tend to appear from set sources around the castle and note too that you can effectively seal off some of these sources by blasting them with your magic bolts of power.

As the Warlock, you have maximum power (most foes are definitely 'ex' after a single blast from your fingertips) but, as the Goblin, your power is a little lower. A blast of light from your eyes will generally 'freeze' your foes in their tracks, but they'll soon be coming at you again, unless you blast them a second time!

But, remember, no matter which form you take, you must seek to keep your MAGIC and MIGHT replenished to succeed in your task!

Controls

All the keys are user-definable. Note that when the game has finished loading, you are given options of pressing the SHIFT key to play, or the COPY key to redefine the controls. Notice that this screen (selected with COPY) also summarises the actions and controls.

The default keys are:

Arrow keys for movement

COPY — Fire

SPACE — Pause

CONTROL — Zap

SHIFT/ESC — Quit game

Joystick

Select the Re-Define keys option by pressing COPY and you will then be able to convert the game's controls into joystick operation.

Acknowledgements

Game design by Charles Goodwin & Tim Langdell.

Programming and graphics by Charles Goodwin.

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