SLÁINE

SLAINE
Instructions and Players' Manual

Program by Creative Reality
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Cover illustration by Glenn Fabry

SLÁINE

SLAINE — The Story

It was nearly dawn. Slaine and I were heading along the path into Tautega.

"Ukko," said Slaine, "tell me the story you heard from the Druid, Cathbad."

Said I, "I've told you twice already, you thick skulled barbarian", but a sharp prod to my rump persuaded me to retell the story. . . .

'The peace of the village of Tautega was shattered by the death of the "Star Seer", Cas Wallen. The reclusive Drune, who resided in Small Sky's Tower, was inevitably blamed for the death, and as a punishment was imprisoned in his own fortress.

The Drune's daughter, Reya, outraged at this, travelled into Tautega and under cover of darkness released her father. Upon his rescue, knowing that Reya could destroy him by revealing his name, and not being able to kill her, the Drune entombed her in the tower by means of arcane magic.

After several days, having regained his powers, the Drune took his revenge on the villagers. In the battle that followed the Drune was destroyed, but not before he had laid waste to numerous settlements, and slaughtered many people. As he died he uttered the curse "Never again shall you see the light of day". Seeking to dissipate his magic the villagers decided to bury the unnamed Drune within the stones of Cromm-Lin.'

As I finished the story we came to the crest of a hill, and below we could see the land of Lyonesse.

SLAINE — Loading Instructions

Spectrum: LOAD "" and press ENTER.

Amstrad: RUN "SLAINE. If loading from tape on a 6128 type ¦ tape
              first.

Commodore: Tape — Press RUN/STOP whilst holding down SHIFT.
              Disc — LOAD "*",8,1

Instructions for Saving and Loading Saved Game

Spectrum: Pause first by pressing H. Press S to save and L to load.

Amstrad: Select SAVE or LOAD from actions menu.

Commodore: Select SAVE or LOAD from actions menu.

SLAINE — Brief Instructions

When playing Slaine, a joystick may be used on Spectrum, Amstrad and
Commodore formats. On the Spectrum, keys may be redefined, but will
default to:

9 = up, 8 = down, 6 = left, 7 = right, and Ø = point.

On the Amstrad, the keys:

O = up, K = down, Q = left, W = right, and P = point may be used.

Move the image of Slaine's hand within the bounds of his imagination. The
words represent the thoughts in his mind. Influence his actions by pointing
at them. Although REFLEX may seem confusing at first, controlling Slaine
using the system will soon become second nature. For greater
understanding, read on. . . .

SLAINE — Detailed Instructions

The following actions are available to the REFLEX user:

Main Thoughts:

MOVE — move Slaine from place to place.

STATUS — shows the time of day, and warp rating.

ATTACK — launch an attack on the enemy.

OBJECTS — object manipulation (see below).

ACTIONS — see below.

EXAMINE — examine an object closely.

LOOK — see below.
HIT UKKO — for gentle persuasion.

Objects Thoughts:
PICK UP — take object.
DROP — drop object.
PUT IN — put object inside a container.
PUT ON — put object on a surface.
TAKE FROM/REMOVE — take object from a container, surface or person.

Actions Thoughts:
OPEN — opens an object.
CLOSE — closes an object.
CONSUME — eat or drink an object.
REST — increases warp, but wastes time.
ASK — interact with a character.
USE — Use one object on another.

Look Thoughts:
AROUND — describes surroundings and reveals objects in a place.
IN — shows contents of a container.
ON — shows what is on a surface.
(On the Amstrad version of Slaine, Ukko is handled slightly differently. On "Main Thoughts" the thought "UKKO" will generate "GIVE TO", "GET OFF" and "HIT" Ukko.)

Below are some examples of the object manipulation in use:
USE / KEY (on) / CHEST
PUT IN / POUCH / KEYS
TAKE FROM / POUCH / KEYS
The thought "OK" is used when Slaine has finished doing anything, and will return his mind to Main Thoughts. In some locations Slaine may need to complete a task before being able to move in certain directions.

SLAINE — Combat Tactics

Combat is played as a series of "rounds", with successive attacks, whereby the enemy prepares to strike, and then, depending upon the skill of the opponents, there is a short delay before the attack is carried out. During this delay you have a chance to parry the attack. The DEFEND move is the most successful move, for which you must be holding the axe. Standard attacks are made by SWING, KICK, and PUNCH, each causing varying degrees of damage. You can THROW the axe at the enemy, causing massive damage, but you are left defenceless. To recover the axe you can SHOUT to Ukko, and if he is feeling co-operative he will return it. If you have warp points equal to your maximum warp rating, you may enter WARP spasm, wherein Slaine goes beserk, killing all opponents.

SLAINE — Warp Rating

Your warp rating is your measure of strength and power, which may be increased if you REST, CONSUME, or ATTACK successfully and is decreased when damage is sustained in an attack. The maximum warp rating is the amount you need before WARP is possible.

SLAINE — Design Notes

The idea for the design of the game for Slaine came about as a result of the response to "Nemesis the Warlock". This game was very well received, but 2000AD devotees felt that it did not go far enough to capture the true spirit of Nemesis, as portrayed in the comic. People asked "Where's Torquemada?"; "What happened to Grobbledonk?"; "What about the ABC warriors?"; etc. We realised that for Slaine an entirely original approach was required.

What was needed was some form of interactive story, obviously with graphics, to show the action in full detail. The original idea was to have some kind of continuous scrolling story, from which various key parts could be selected by the use of a free roaming cursor. Upon selection, expanding windows would graphically display the result of your choices. Eventually the scrolling story became "Thoughts" from Slaine's mind, and the cursor became a severed hand. This unique method of game control was called "REFLEX". The whole game took six months to produce, from conception to release. We feel that this game is a valid contribution to the advancement of original computer games software. We hope you think so too and would welcome your constructive comments.

We would like to thank the following people:

Pat Mills — for helping with the story and text.
Glenn Fabry — for producing the stunning cover artwork.
Steinar Lund — for airbrushing the Creative Reality logo.

Game Features

Features include:

REFLEX control of Slaine's mind.

Tremendous depth of gameplay.

Continuous action.

Character interaction.

Realistic combat.

Object manipulation.

Superb graphics.

SLAINE — Some Hints

Want Ukko to do something? Try some gentle persuasion.

When starting off, try to get hold of some money. You will need it later.

Need some information? The Villagers may be able to help.

NOTE

We are constantly seeking to improve the quality of our products, and we maintain the highest possible standards of quality control in manufacturing our product range.

However should you experience any difficulties in loading this product, having checked your hardware, we will gladly replace the cassette or disc for you.

Before you send your cassette back for replacement, please check the azimuth head alignment, and attempt to load the game from both sides of the cassette. You may wish to consult your local software retailer.

If it still fails to load correctly, please write to us stating —

☆ Your name and address.
☆ The name of the product.
☆ Whether it is cassette or disc.
☆ Which computer.
☆ Which joysticks and peripherals (if any).
☆ Where and when you purchased the product.
☆ A full description of the problem you experience.
☆ You should not enclose the box and packaging with the cassettes or discs returned.

REMEMBER TO ALLOW CASSETTES TO RUN FULL LENGTH AS SPEED LOADS FREQUENTLY CAUSE THE SCREEN TO GO BLANK FOR A PERIOD OF TIME.

COMING SOON FROM MARTECH!

NIGEL MANSELL'S GRAND PRIX

"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is to be the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently. The cockpit, for example, with its sophisticated computer telemetry and digital display, gives the driver all the information he requires about the condition of his multi-million pound speed machine and its position in the race. There is also a communications and computer link to the pits to allow further vital race information to be given. As in real life, there is much more to this machine than the smell of burning rubber, a speedo and a rev counter.

And yet the game still offers simplicity of game play and an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

To win a Grand Prix will be no easy matter. To become World Champion will be a real achievement and a target which Martech are confident few game players will be able to resist.

All in all, "NIGEL MANSELL'S GRAND PRIX" looks like being one of the best and hottest games around. Don't miss it!