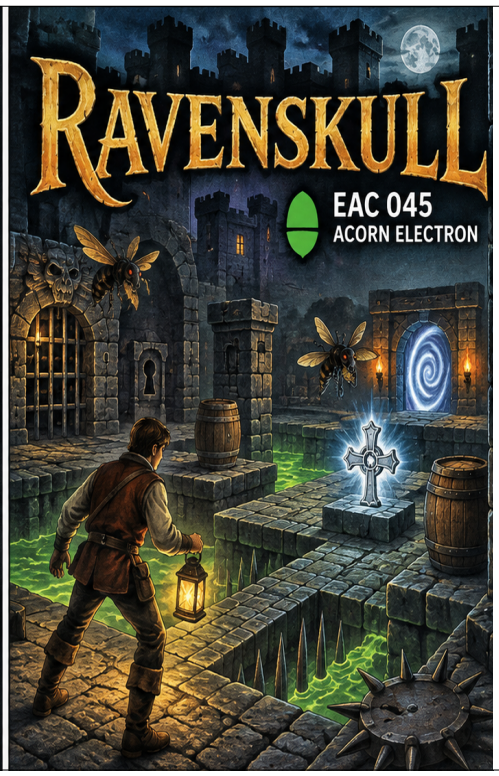


RAVENSKULL

EAC 045

ACORN ELECTRON



Game Objective

Ravelskull Castle consists of 4 levels, each exactly 64 times the size of the screen. To complete the adventure, you must work your way through each of the 4 levels collecting the treasure you find and assembling the mystical silver crucifix. Each levels holds one part of the crucifix; you may pick this up only after you have found all the treasure on that level. You are able to pick up various objects throughout the castle. Most of these objects are helpful to you, but some are a hindrance and some are even deadly!

After picking up an object, you may attempt to utilise it by following this procedure: (a) check that the object is positioned in your hand by using the "<" and ">" keys; (b) press the RETURN key to use the object. Some items may only be used in certain locations. You must logically deduce where and when you should use each item.

Castle Objects

Ravenbees - The deadly castle guardians

Acid Pools, Spiked Disks, Man-Eating Plants - Contact with these is fatal

Spiked Gates, Cell Doors/Bars - Some of these can only be opened with a key

Wooden Casks - They may be pushed, but only after the player has a Strength Scroll

Time Door - An enchanted door which opens and closes by itself regularly

Time Shaft - A special area on the final level. The last part of the crucifix has been carefully hidden by Baron Strieg in another dimension

By pushing 4 wooden casks into its 4 alcoves, the time shaft can be opened, revealing the last part of the crucifix. Other castle objects include : coffins, earth, stone pillars and the treasure.

Quest Objects

These objects may be picked up, used and dropped as explained earlier. The quest objects include : keys, pick-axes, dynamite, detonators, scythes, spades, hand-axes, bows and arrows, bells, food and wine (Beware! it may be poisoness or have strange side-effects), magical scrolls and potions.

Magical Scrolls

1. Strength - Reading this scroll allows the player to push wooden casks.
2. Time Chime - Synchronised with the time door.
3. Lightning Strike - This scroll is fatal!
4. Enchanted Door - Causes a door to open somewhere in the castle.
5. Teleport - The player is instantly teleported to an otherwise inaccessible area.
6. Super Speed - An interesting scroll which allows the player to run about five times faster than normal.
7. Energy Drain - Another dangerous scroll.
8. Dispell - This scroll simply dispells the effects of the last scroll used.

Magical Potions

1. Speed - Drinking this potion enables the player to run twice as fast as normal.
2. Slow - Causes the player to run about four times slower than normal.
3. Poison - This is a powerfully poison which is fatal, instantly.
4. Strength - The player increases his health by drinking this potion.
5. Loser - Causes the player to lose all the objects he is carrying.
6. Dispell - Dispells the effects of the last potion.

Game Controls

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* ................ Run North COPY ..................... Freeze on
? ................ Run South DELETE ................... Freeze off
Z ................ Run West < .. Move hand left (to select object)
X ................ Run East > . Move hand right (to select object)
P ............... Pick up object E ..................... Examine object
(You cannot carry more than 3 J ... Level jump (only available after
objects at a time) completing the previous level with-
RETURN .......... Use object out losing a life)
D ............... Drop object S ........................... Sound On
1 ............. Kill yourself Q ........................... Sound Off
ESCAPE ......... Restart game
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