

# Warlock



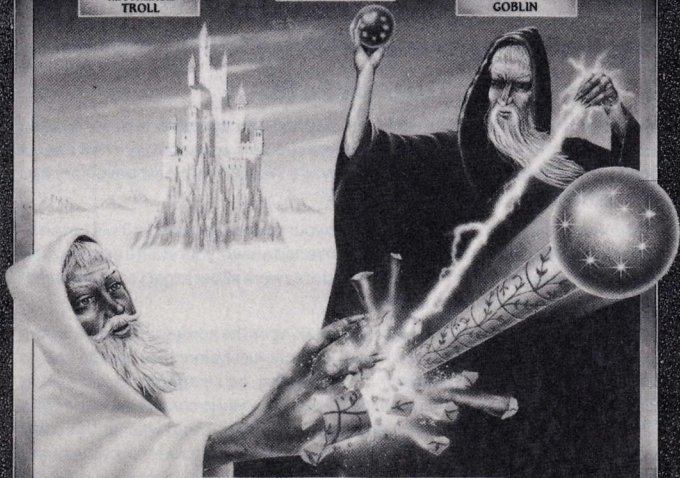
The Doomlord as  
**TROLL**



The Doomlord as  
**WARLOCK**



The Doomlord as  
**GOBLIN**



**THE EDGE**

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.

Copyright © 1987, Softek International Ltd (The Edge). All Rights Reserved. This leaflet is copy right. No part of this leaflet may be copied or stored by any means whatsoever, mechanical or electronic, except for private use as defined in the Copyright Act. All enquiries should be addressed to the publishers.

Copying, lending, hiring, transmission and broadcast of this program or distribution except in the original packaging are expressly forbidden without the publisher's prior written consent.

**GET  
CONNECTED**

**JOIN THE  
EDGE CONNECTION NOW**

(DETAILS OVERLEAF)



## THE EDGE CONNECTION

Join The Edge Connection. For just £6 you get an Edge T-Shirt, a Poster, and a year's subscription to the 'Connection'. You will be entitled to discounts on all The Edge games, and you'll get regular copies of The Edge Connection news sheet, giving advance information about new Edge games and hints and tips on playing Edge games. Remember! The Edge's office gets very busy, so help to Edge game players who are 'Connection' members will get priority!

If you want to join The Edge Connection then fill in all of the below and enclose a cheque or postal order for £6.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Age: \_\_\_\_\_ (if under 18)

Please rush me an Edge T-Shirt, I am size:

XL    L    M    S (circle one)

I own a \_\_\_\_\_ computer.

I also own the following Edge games: \_\_\_\_\_

My favourite Edge game is: \_\_\_\_\_

I buy software from: \_\_\_\_\_ (shop/town)

My favourite type of game is: \_\_\_\_\_

I'd like to know more about: \_\_\_\_\_ (Edge game)

I'd like to know more about: \_\_\_\_\_ (Edge programmer)

How do you usually get to know about good games?

Friends: \_\_\_\_\_ Magazines: \_\_\_\_\_ Charts: \_\_\_\_\_

Television: \_\_\_\_\_ Other: \_\_\_\_\_

Other comments: \_\_\_\_\_

Send to:

The Edge Connection, 36/38 Southampton Street, Covent Garden, London WC2E 7HE





# LOOK OUT FOR THESE OTHER GREAT GAMES FROM THE EDGE!

- SHADOW SKIMMER** — by John Marshall — “is REALLY absolutely brilliant ... will beat the pants off mostly everything else around for ever” — Sinclair User
- SHAOLIN'S ROAD** — Brilliant Home Computer version of the arcade classic from Konami, their sequel to “Yie Ar Kung Fu”.
- BOBBY BEARING** — by Robert and Trevor Figgins — “The Edge have produced an all-time great” — ZX Computing, Monster Hit.
- FAIRLIGHT** — by Bo Jangeborg — “The best 3D graphics we have seen ... stunning graphics ... Fairlight has got to be one of the best arcade adventures of the year” — Sinclair User Classic.
- FAIRLIGHT II** — by Bo Jangeborg — “A stunning and epic sequel to Fairlight I with more of everything from plot to graphics” — Sinclair User Classic.
- MINDSTONE** — by John Pitcher — “A very polished, highly professional icon-driven, animated adventure ... I look forward to sequels (Hint, Hint, Edge!) — Popular Computing Weekly, Pick of the Week.
- PSI CHESS** — by Steven L. Watson — “as exasperating as any good chess program should be ... a must for any chess fanatic.” — ZX Computing, Monster Hit.

Contact your local dealer for more information on the ever-growing EDGE range for your computer.

**If you have written any high quality programs in machine code/assembler we'd love to hear from you. Contact The Edge offices on 01-831 1801 for a frank discussion in complete confidence.**