

THE EXPLORATION

I edge through the shady mounded clearing and on through the dense thickets of hot house rain forest undergrowth, of sorts I cannot tell, and wait . . . and listen . . . Distant rumblings of heavy feet crashing, large animals leap from the damp green stubble, to fight and kill.

I stay hidden . . . The rumblings grow louder and louder, as a huge Goliath animal crashes past, horns swiping and tail lashing, still I hide as its thunderous noise dies away.

All was clear as I leapt over the clumps and onto the well trodden pathway, its deep ruts and prints reveal the multitude of life forms inhabiting this hollow. Danger threatens so I should move quickly . . .
But Where???

THE EXPEDITION

Wide eyed, I stare, as the dense surroundings reveal their hidden secrets . . . Strange food orchids suddenly bloom, their staining toxins, strong on the air, then, in an instant, are gone. Hunters, killers, vampire bats and huge beasts spring forth from the very ground, swimming, slithering, diving and crawling . . . I must hide . . . Stay safe . . . With weapon strong and cunning nature, I will survive . . .

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CONTROLLING YOUR EXPLORER

KEYBOARD CONTROLS

LEFT Your Explorer will move left using the **Q** key.

RIGHT Your Explorer will move right using the **W** key.

DOWN Your Explorer will move down using the **E** key.

UP Your Explorer will move up using the **R** key.

STAB/SWORD FIGHT

Your Explorer will fight using the **SPACE BAR**.

PAUSE The whole game can be paused by using the **SHIFT** key.

JOYSTICK CONTROLS

Your Explorer can be fully controlled using the joystick, by replacing the **LEFT, RIGHT, UP, DOWN** and **STAB/SWORD FIGHT** commands.

PICK UP Your Explorer will automatically collect any useful objects required by passing over them.

SABRE WULF LOADING INSTRUCTIONS

1. Place the cassette tape in the recorder and rewind to the beginning.
2. Type RUN "
3. Press PLAY on the cassette recorder.
4. Press any key.
5. SABRE WULF will now load automatically.
If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
6. PLAY THE GAME.

Due to the enormous complexity and nature of the interactive SABRE WULF G.A.S. adventure software, it is almost impossible to guarantee continuous error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

All software, graphics and audio visual by ULTIMATE PLAY THE GAME
Trade Name of Ashby Computers & Graphics Ltd. Made in England
485007

FEATURES

SABRE MAN

Realistic Fighting

WULVES

Hippos

Rhinos

Pigs

Faramuldas

Rats

Temples

Lakes

Trees

Jungle

Native Huts

Cliffs

Magical Rings

Whispering

Fruit Bats

Mosquitoes

Snakes

Lizards

Insects

Gem Stones

Doublebars

Supplies

Yellow Sickness Orchids

Red Zombie Orchids

Blue Super High Energy Orchids

Purple De-Orientalation Orchids

3 Dimensional Scenario

Full 8 Way Movement

Superb Graphics

Multi Lives

Amulets

Medallion

Chalice

Wooden Robes

Spear

Treasure Chest

Water Flasks

Statues

Amazing Animation

Combat Action

Incredible Sound Effects

Explosions

Automatic Collection

Materializations

Supplies

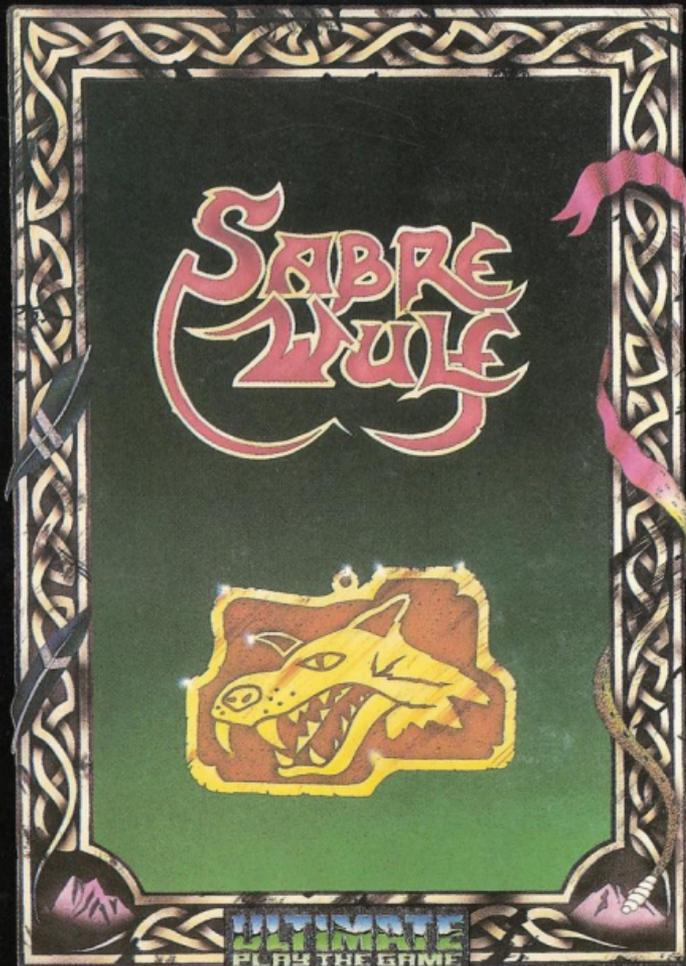
Pause

AMSTRAD CPC 464

SABRE WOLF

SABRE WOLF

AMSTRAD CPC 464



THE HAPPENING

Down and down I plunged, through Rocky Glades, Steep Ravines and Shady Hollows . . . No grip, no footholds, slipping, tumbling, spinning, darker and darker, deeper and deeper.

Glinting eyes, clutching hands, clasping paws, clawing my all, as I swiftly twist and tumble onwards.

Darker and darker, deeper and deeper. It is the end that I fear, of this untrodden voyage . . . to where I do not know . . . AARRRGGGG . . . THUDDDD . . .

Fall and end meet on soft mossy soil . . . with weapons drawn and senses full I move quickly and quietly around the mounded clearing . . . All safe except a message . . . An ancient warning etched deep into the lifeless stone.

THE WARNING

THY PATH IS LONG SO TREAD WITH CARE
BEWARE THE WOLF AND PASS HIS LAIR
DANGER THREATENS ALL AROUND
SO TAKE YE FROM THIS HIDDEN MOUND
TO FREE THEE FROM THIS SUNKEN GATE
BY WAY OF CAVE OR MEET THY FATE
AN AMULET TO SEEK THY WILL
'T WAS SPLIT BY QUAD AND HIDDEN STILL
PASS THE KEEPER WROUGHT WITH HATE
TO GAIN AN ENTRANCE TO THE GATE
THE PIECES LOST MUST THEE AMAS
FOR IF NO CHARM THEN NONE SHALL PASS

GUARANTEE

If this ULTIMATE PLAY THE GAME software fails to load it will be replaced totally free of charge, if returned "cassette only", with details and proof of purchase, within one year of original purchase, directly to ULTIMATE PLAY THE GAME, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.