

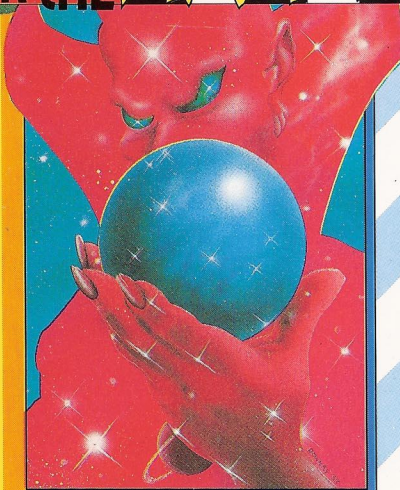
AMSTRAD CPC 464 · 664 · 6128  
SPECTRUM 128 · 128+2

AMSTRAD  
SPECTRUM

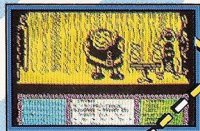
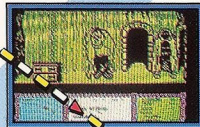
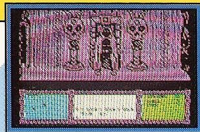


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# HEAVY On the MAGICK



# HEAVY On the MAGICK



"Be Thou warned – attempt no conjuration except that ye possess the Talisman; neither approach nor touch a Spirit, for the Demonic folk are quick to cut Mortality to the bone ..."

SCREEN SHOTS FROM  
THE SPECTRUM VERSION

5 012635 080260



## THE AIM OF THE GAME

### LOADING

AMSTRAD: Press the CTRL and ENTER button together. Press PLAY and then any key on the keyboard.

SPECTRUM: Type LOAD "" and ENTER; press PLAY on recorder.

Spectrum 128K: select TAPE LOADER and press ENTER; press PLAY on recorder.

Axil the Able stood in three inches of stagnant water and surveyed one of the most dismal dungeons he had ever been thrown into ... 30 seconds earlier, he was sitting in front of the ox-roast in that famed haunt of the Occult. The Golden Thurbile engaged in his favourite pastime of Wizard-Baiting.

What a good story Axil was telling – a new one about Therion, a certain Moon creature and a rather glibble Elf – really, the sudden silence of his audience should have warned him.

The crowd parted as Therion strode across the floor, dangerous in all his 10 degrees.

Therion raised a twig-like index finger and flung Axil several hundred leagues across Graumerphy, into the dungeons beneath the dreary castle called Collodon's Pile.

In the dark twilight, Axil tutted – and then took stock. He was, at least, clothed: he carried a large leather pouch, and, on a nearby table, there was a book.

The title read as follows:-

The Net of Gugamon – a Grimoire: wherein is contained the proper rites for the Convocation of various Demoniac Princes, the procurement of lesser spirits, together with sundry workings, conjurations, manifestations, symbols relating to all manner of Asral Phenomena: and so on for several more pages, in the rather turgid style thought necessary for such books.

Unfortunately, apart from the title, there seemed to be little more than a rather tattered contents page. But they didn't call him Axil the Able for nothing. So, with a flourish, he marched for the door in search of a way out.

### DUNGEONS AND HOW TO SURVIVE THEM

Dungeons are fairly unhealthy places, the best way to survive, is to Get Out. There are three separate exits. To help you locate them you have a book of spells (which you add to) and your wits; to hinder you there are Wandering Monsters, Demons, Traps, Tricks and Puzzles.

### STARTING UP

You may have noticed that the Program had already generated values for stamina, skill and luck. While you can't alter the values themselves you can re-locate them – select option 6 and the values will be re-aligned. It depends on whether you think skill counts for more than stamina.

When saving or restoring a game, you will be asked for a Version letter, so keep a note of Version letters.

Note: However, that saving a game will deplete your Stamina, so that a save cannot be used as an easy way of getting around difficult choices; saving and restoring, Axil allows you to save Axil's current experience and Grade, and (some) items.

### COMMUNICATIONS

Communicating with the Program is all done through Window 2 (the middle window) in the section of Merphish.

Rebound  
HEWSON

Rebound  
HEWSON

## STATUS

If you run out of Stamina, you Die: your Stamina and Skill together affect the outcome of conflicts: your Luck will influence virtually all your actions.

Combat will reduce your Stamina a lot, most other actions will reduce it a little, but taking food or drink may well increase it: other special objects will enhance your Skill and Luck.

## EXPERIENCE

As you play, you will gain in experience: this will enhance your Status, advance your Magical grade, which will allow you access to items and knowledge not available to the lower grades.

## COMBAT

All combat is Magical - physical encounters with other creatures are often fatal. If you decide to engage in combat, check your own, and the Monsters' status before each round.

Some Monsters and all Demons, may have information which may prove useful, and often the status of a creature will give you a clue of how to deal with it.

## UNLOCKING

Most locks that you encounter are Magical Locks and need Magical Keys; they might not be recognised as Keys but they need only to be dropped by a Lock to be effective. Other Locks can be opened by Magical passwords.

## STUCK?

If you're really stuck, ask Apex - or try Examine OBJECT.

## MERPHISH AND HOW TO SPEAK IT

All input is in Merphish.

All commands take the form:

Keyword (Object) followed by Return/Enter.

Keywords are entered as just the first letter (occasionally two letters as in North-East etc), the names of Objects must be entered in full. Unrecognised keywords will be queried.

Commands can also be entered as a string, with each separated by a comma, and a final Return.

A single delete will cause the command back to the previous comma of Return to be "forgotten".

There follows a list of Merphish Keywords:

N. North	N.E. North-east	N.W. North-west
S. South	S.E. South-east	S.W. South-west
E. East	W. West	L - Left R - Right

H. Halt; this will abandon the command being actioned and the rest of any outstanding command string.

Z. - a special function to swap the information in Window 1.

O. - to return to Option Screen.

X. - (Object) Examine the named object.

P. - (Object) Pick up the named object.

D. - (Object) Drop the named object.

## Spells:

I. - (Object) Invoke the named Demon.

B. - (Object) Blast the named object or Monster.

F. - (Object) Freeze the named object or Monster.

Here are the Merphish object names:

ASMODEE ASTAROT AXIL BELEZBAR BOOK

BOX BOTTLE LOAF CANDLE CHAIR

DEMON MAGOT OBJECT TABLE WALL

MONSTER SWORD ROCK SIGN RUBY

Conversion is carried out as follows:-

"name, object"

(the leading quote marks are necessary, the final quotes are optional)

Where name is the name of the Demon, Monster or Thing that you are addressing; object is the name of the Demon Monster or Thing that you wish to be attacked or about which you require information or that you wish to locate etc., depending on the nature of the creature you are addressing.

ASMODEE - The Great Destroyer whose number is 122

ASTAROT - The Spirit of Assemblage whose number is 1376

BELEZBAR - The Master of Flies whose number is 20

MAGOT - The Diviner whose number is 443.

And the number of Magick is 11; but the number of the Great Abyss is 24 ...



## CREDITS

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Rebound  
HEWSON