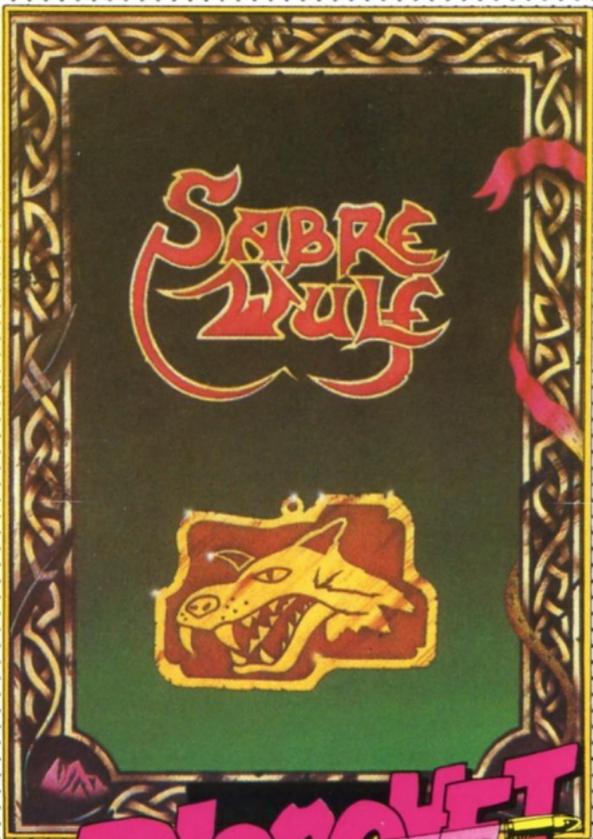
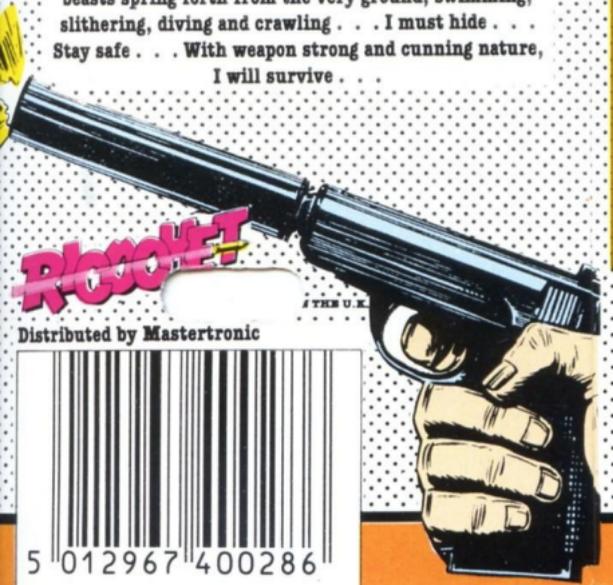


AMSTRAD

SABRE WOLF



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, killes, 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 . . .



Distributed by Mastertronic



RA 014



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 . . . AARRRRGGGG . . . THUDD . . .

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 WULF AND PASS HIS LAIR
DANGER THREATENS ALL AROUND
SO TAKE YE FROM THE 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 AMASS
FOR IF NO CHARM THEN NONE SHALL PASS

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.

RICOCHET IS A MASTERTRONIC COMPANY

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Distributed by Mastertronic 8-10 Paul Street London EC2A 4JH



RICOCHET



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 . . .

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 **X** key.

STAR/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 **STAR/SWORD FIGHT** commands.

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

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.

