

# Gothik

FIREBIRD



A LEGEND IN GAMES SOFTWARE



For the Amstrad CPC, Sinclair Spectrum and CBM 64/128 range of computers.

## **CREDITS**

Game concept and design by Paul Hutchinson

Amstrad and Spectrum programming by Paul Hutchinson.

CBM 64 programming by Gavin Raeburn.

CBM speech by Gavin Raeburn.

## **LOADING INSTRUCTIONS**

### **Commodore 64/128 tape**

Hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on tape.

### **Commodore 64/128 disc**

Type **LOAD ""**,8,1 and press **RETURN**.

### **Spectrum 48K**

Type **LOAD ""** and press **ENTER**. Press **PLAY** on tape.

### **Spectrum 128/+2/+3**

Select 48K mode then type **LOAD ""** AND PRESS **ENTER**. Press **PLAY** on tape.

### **Amstrad CPC 464 tape**

Hold down **CONTROL** and press the small **ENTER** key. Press **PLAY** on tape.

### **Amstrad CPC 6128 and CPC 664 tape**

Hold down **SHIFT** and press the **@** key. Type **TAPE** and press **RETURN**. Hold down **CONTROL** and press the small **ENTER** key. Press **PLAY** on tape.

### **Amstrad CPC 6128, 664 and 464 disc**

Type **RUN "GOTHIK"** or type **RUN "DISC"** and press **RETURN**.



## The Story

Long ago, in the lands far to the north of Belorn, there was peace, and the people were content. Their life was good, and their troubles were few. Among the people lived Hasrinaxx, a druid of few and simple powers but the people loved him and treated him with a great respect.

One day, a great army came, led by an evil lord, who laid seige upon the village. The people were in fear of the lord, for he was powerful and could work strong magic, so they did not take up arms against his force. The druid, with no help from the people, could not defeat the evil lord and so he was taken prisoner. The evil lord enslaved the people and got them to work building a huge castle.

Upon completion of the castle, he cast a strong spell on the druid to ensure he could not be set free. He divided the druid's body into six parts, and set each part in a secret chamber. These hidden chambers were, in turn, guarded by a mighty demon. And the evil lord kept guard over the druid's robe himself.

The evil lord reigned over the land for many years, and brought sorrow to the lives of the people. One day, however, a young warrior who was passing through the land, caught sight of the four dark towers of the castle. A mysterious voice called out the young warrior's name, beckoning him to draw nearer to the castle and enter its walls. The young warrior could not fail to respond....

You are that young warrior, you must take up arms against the servants of the evil lord, and recover the six parts of the druid's body. And, together with his robe, re-unite them so that the druid will live once more, so that the evil lord can be defeated.

At the start of the game you can choose which warrior to be: either Olga (the super-heroine) who is stronger in the powers of magic, particularly the casting of lightning bolts and fireball magic, or Olfa (the hero) who is stronger in combat and swift in the use of arrows.

As you progress through the towers, you will find various potions which can be picked up. Whenever a potion is taken, the Status Display will appear on the screen for a few seconds to tell you which potion you have,

this is shown in the reputation window. The potion will now take effect and long-term potions will usually last for a minute. Generally potions help you on your quest but be warned, some of them will hinder you.

This is the list of potions that are hidden throughout the towers:

ARCHER	Doubles arrows collected
ARMOUR	Halves arrow damage
BOLT	Kills all the creatures
BURNER	Doubles firestorms collected
CLONE	New creatures will become your friends
DARK	Brings night
DIGEST	Doubles food collected
DISARM	Stops creatures from firing
DIZZY	Makes you dizzy!
DRAIN	Depletes your magic
ELIXIR	Doubles magic collected
FEAR	Creatures will run away and stop firing at you
FLAME	Makes your firestorms burn stronger
FLETCHER	Replenishes your arrows
GHOST	Creature's bolt can't harm you
HEAL	Replenishes your strength
INFERNO	Burns all the bracken on the screen
INSULATE	Halves lightning bolt damage
JERI	All the near walls will crumble
JERICO	All the walls come crumbling down!
MIDAS	Doubles gold collected
NORMAL	Cancels all previous potions
PYRO	Replenishes your firestorms
SHIELD	Halves fire damage
SLIPPY	Makes you slide around!
SLOW	Slows you down!
SPEED	Speeds you up!
STRONG	Makes you stronger in combat
TRAP	Makes bracken grow all around you
TWIN	Double bonus lives collected



**WEAK** Makes you weaker in combat  
**ZAP** Replenishes your magic

You can also find various items:

Food	Chalice of Wisdom
Gold	Magic Relics
Firestorms	Shields
Quivers	Extra Life

You can also find and enter protals:

Next Tower Portal  
Big Monster Portal

### The Controls

	Amstrad	Spectrum	CBM 64
Up	Q	Q	
Right	P	P	
Fire	N	N	
Status Display	Space	Space	Space
Take Potion/Enter Portal	Enter	Enter	<left arrow>
Quit	ESC	Sym Shift	Restore
Pause	n/a	n/a	RUN/STOP

### Cantrips

Firestorm	Shift	Caps Shift	CTRL
'Metamorphose' food/gold	Del	L	1

CBM61 owners can play the game using a joystick in port two.

### The Status Display

By pressing 'space' at anytime whilst playing the game, the status display will appear on the screen. The game is now effectively paused and the current status of your warrior is displayed. To leave the status display and go back to the game, press 'space' once more.

### Treasure

Every time you collect a money pouch, your treasure rating bar will increase.

### **Life-force**

Your life-force will deplete every time you suffer a wound in combat. By collecting food (a small table and chair) you can replenish your health. Your life-force is also shown as a bar at the bottom of the screen when not in the status display.

### **Magic Strength**

Your magic strength will deplete every time you use a fireball or lightning bolts. It also drains very quickly whenever a magic relic is in use. To increase your magic strength you should collect a Chalice of Wisdom.

### **Arrows**

This bar show you how many arrows your warrior has. Collect the quivers to replenish your arrows.

### **Firestorms**

This cantrip is used to burn any bracken which is blocking your way. Collect an Amulet of Flames to replenish your Firestorm energy.

### **Skeletal Status**

As you reconstruct the body of your lord and master, Hasrinaxx the Great Druid, parts of his skeletal frame will start to glow. When the last part of his body has been found, Hasrinaxx will become resurrected and your quest will be completed.

### **Shields Collected Display**

Your Shields Collected Display shows the seven levels of the towers and which shields have been collected so far.

### **Tower Level Indicator**

The Tower Level Indicator shows how high up you are in the towers and which of the four towers you are in.

### **Magic Relic and Weapon Selection Indicator**

Use left and right to light up the Magic Relic/Weapon that you require. If the Magic Relic/Weapon is available to you then the stud below the indicator will light up. Pressing fire will select the Magic Relic/Weapon and the stud above the indicator will light up to show this.

If you select a Magic Relic then the relic will activate as soon as you leave

the status display. However, this will slowly use up your magic strength, as soon as you no longer need the magic, go back into the status display and select the relic again. Pressing fire will now deactivate the relic and the stud just above the relic indicator will go dark again.

### **The Magic Relics**

Ring of Invisibility: Activating this item will make your warrior invisible.

Chameleon Cloak: By wearing the cloak, a warrior can make himself/herself look like an object and thus creatures of low intelligence will walk past you, and totally ignore you. However, this relic sometimes causes strange side effects!

Doppleganger Mask: By wearing the mask, a warrior can make himself look like a creature and thus walk on with no fear of being attacked. However, be careful for not all creatures get along and some creatures may attack you if you give the illusion of being an enemy.

The following is a list of the creatures and their enemies:

Giant Gorilla hates Hooded Monk

Iceman hates Green Dragon

Hooded Monk hates Giant Gorilla

Green Dragon hates Iceman

Ant hates Ant

Grim Reaper: Upon the activation of this magical charm, creatures will start to mysteriously die all around you.

Medusa's Head: All creatures will hold still while you hold the Medusa's head before you.

### **Weapons**

There are three weapons your warrior can use. The first is a lightning bolt which enables your warrior to 'bounce' bolts of lightning around the labyrinth. Use of this weapon will slowly exhaust your magic strength.

The next weapon is your trusted longbow and arrows. Use of this weapon will slowly exhaust your supply of arrows.

The most powerful weapon of all is your ability to cast fireballs. You can vary the strength of your fireballs by using up and down when in the status display. The more powerful a fireball, the more Magic Strength is used by the spell. Fireballs can kill creatures, burn bracken and even knock out walls.



## Reputation

At the bottom of the status display is a dispassionate assessment of your current gameplay reputation. The reputations that can be achieved are listed below:-

### Rank

Under  
Able  
Noble  
Fearless  
Mean  
Strong  
Mighty  
Supreme

### Title

Pune  
Ish  
Peasant  
Serf  
Squire  
Slayer  
Warrior  
Battlemaster

## For the Advanced Player ...

Advanced players may be interested to note that in later stages of the game, the following features come into effect.

In the top four levels you will find store rooms. Enter one of these and you will have one and a half minutes to grab as much as possible.

On some levels, creatures can disguise themselves as objects and will start to chase you if you try to pick them up.

**FIREBIRD**



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