

COMMODORE 64

# BLACKCATCHE



ULTIMATE  
ULTIMATE  
PLAY THE GAME

## **A SHAPE IN THE MIST**

Out of dark rolling mists it came, a shadowy outline drifting slowly through the silent waters of the night. As it drew closer, there formed the ghostly shape of a large galleon.

My eyes beheld a strange luminescence surrounding the vessel, as though it was being driven towards me by some powerful supernatural force.

My heart began to pound with fear as I knew that this could not be real. How could this timeless ship have roamed the seas for more than two centuries? If so, what terrible fate could have befallen the crew?

As I gazed in wonder at this astounding sight, the ship slowly came to a halt close to my meagre craft, almost inviting me to investigate its long-since deserted decks.

I drew my craft closer and climbed aboard as my curiosity began to burn with desire to know more of this mysterious ship. The presence of some evil force became even stronger as I wandered down those god forsaken decks and I felt its very essence surrounding me like some shadowy veil.

I began to realise that I was being drawn towards a small doorway at the ship's stern. Going through the door I found what appeared to be the Captain's quarters and an open book with these words written in it.

**THE LOG OF THE SHIP BLACKWYCHE  
CAPTAIN RICHARD CAVENDISH**

## **THE LEGEND**

The Log told of a perilous journey to a mysterious uncharted island and of a mountain formed in the shape of a gigantic human skull.

The Log also told of the many days the Captain had spent searching the subterranean chambers within the mountain for The Crystal Skull of Souls.

I at once recalled an ancient legend telling of such an object and of the terrible evil power embodied within it.

As I turned the final page, I noticed the drops of blood dried on the very pages of the log itself.

They had found the Skull.

The final entry was dated 6th June 1666 and contained the last words the Captain wrote just before he died;

For those who in some future time  
Read out the words within this rhyme  
My soul sends out this hearty plea  
To you who might now set it free.

Beneath these decks there is a room  
Where time has almost sealed my doom  
Unless with effort long and hard  
You free me from this powerful guard.

The Bell contains a force within  
To help thou with the task herein  
But beware the evil forces  
for they hold my soul alone  
And unless thou are not careful  
they will surely have thine own.

## **CONTROLLING SIR ARTHUR PENDRAGON**

### **JOYSTICK CONTROLS**

Sir Arthur Pendragon can be fully controlled using your joystick plugged into Port 2.

Pressing the joystick button will cause the action indicated in the far right of the status line on the screen to be initiated as follows:

**USE SWORD** Once found, this allows Sir Arthur to fight with his sword in the direction in which he is facing.

**JUMP** This allows Sir Arthur to jump straight into the air or in the direction of the joystick.

### **KEYBOARD CONTROLS**

**PAUSE** The game can be paused by pressing the F7 key.

**RESTART** The game may be restarted by pressing the F1 key.

**CHANGE ACTION** You can change the action indicated on the far right of the status line by pressing any other key.

## **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.

## **BLACKWYCHE LOADING INSTRUCTIONS**

1. Place the cassette tape in the recorder and rewind to the beginning.
2. Turn on your CBM 64 and press the SHIFT and RUN/STOP keys simultaneously.
3. Press PLAY on the cassette recorder.
4. **BLACKWYCHE** will now load automatically.
5. Follow any instructions that may appear on the screen.
6. **PLAY THE GAME**.

## **COPYRIGHT NOTICE**

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Due to the enormous complexity and nature of the interactive **BLACKWYCHE** G.A.S. adventure software, it is almost impossible to guarantee continuous and 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

644016

## BLACKWYCHE FEATURES

Sir Arthur Pendragon  
Fine Scrolling  
Cartoon Quality  
3 Dimensional Scenario  
Status Line  
Incredible Sound Effects  
Amazing Animation

Full Joystick Control  
Realistic Jumps  
Automatic Collection  
% Energy Display  
Doors  
Cannons  
Harpies

Giant Oyster  
Skeletons  
Barrels  
Squid  
Rats  
Candles  
Cannon Balls

Giant Crabs  
Pearls  
Books  
Tables  
Chairs  
Lanterns  
Bells  
Swords  
Real Time Clock  
Trap Doors

Ladders  
Secret Compartments  
Sirens  
Realistic Sword Fighting  
Skulls  
Pieces of Map  
Anchor  
Bones  
Comb  
Keys

Mirror  
Sextant  
Poltergeist Activity  
Ghost Pirate  
Compass  
Mermaid  
Buckets  
Sacks  
Telescope  
Jellyfish

Doubloons  
Furniture  
Energy Replenishment  
Crocery  
Starfish  
Seaweed  
Captain Soul  
Flag  
Fire and Water

**Blackthorn**

**COMMODORE 64**

**Blackthorn**