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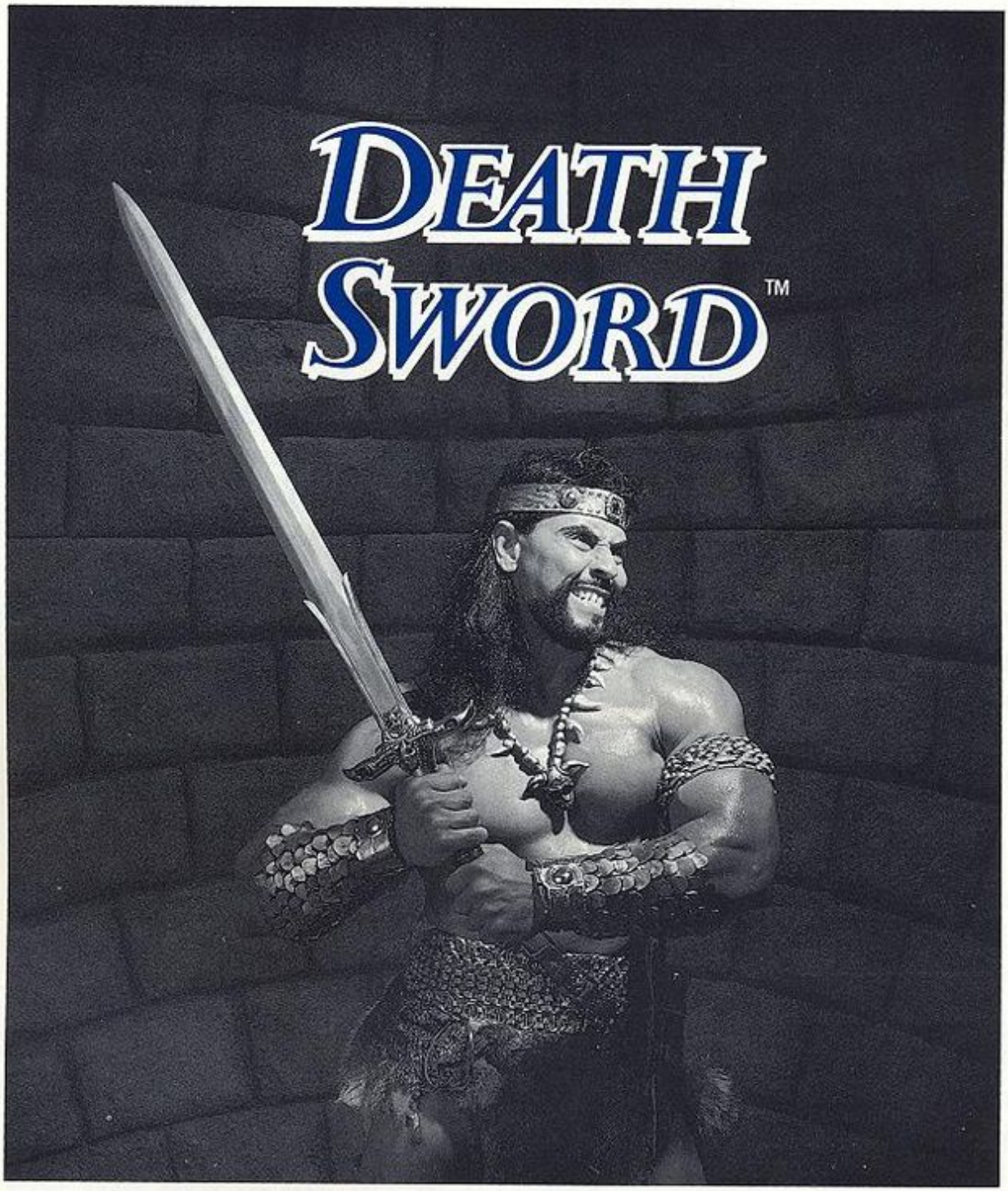


Instruction Manual

for the Commodore 64®/128™, Apple® II series, Atari®ST™, IBM® PC and compatibles

Introduction

You are Gorth, son of Toth, King of the Northlands. You've crossed Windhorn Pass on your way south to Eleanora, capital of the Warm Country. After many days of travel, you come upon a tiny city and make your way to the Black Stallion Inn.

That evening while sipping ale before the fire, you learn of the cities' troubles. The locals tell you how the evil sorcerer Drax imprisoned Princess Mariana, and how he came to be the Overlord of their city. It seems that Princess Mariana is the daughter of Heraldo, the true ruler of the city and surrounding countryside. Several months ago, Heraldo mysteriously disappeared and Drax seized his throne. Shortly thereafter, Princess Mariana returned home to the capital after a tour of the country side, only to be seized by Drax's evil guards as the sorcerer's future bride.

Drax, you find, is a tyrant who rules without mercy. Though most townspeople oppose him, few dare so openly. Those who have done so have died. Many rumors say Drax is a man possessing dark and evil powers, and that he can see into men's minds and hearts. Anyone who kills Drax and restores the Princess to her rightful throne will become a hero until the end of time. The wealth and riches of the realm will also be his reward.

You decide to take the challenge and your companions offer you the services of the finest swordsmen of the land to help train. One of your trainers has even attempted to save the Princess and managed to escape alive. He explains that you will be forced to fight several warriors at different locations, and that Drax moves you with his mind between the castle's throne room, an enchanted forest, a lava pit, and finally, a forgotten dungeon in the palace. There, in the dungeon, you may even fight Drax himself...provided you slay his barbarian guards first.

After several days of intense training, you approach Drax's castle armed only with your broadsword. Entering the throne room, you see Drax with his shaved skull and evil grin. Next to Drax sits Princess Mariana.

One look and you know why men have died for her. You realize wealth is not the only thing worth fighting for. You're so distracted you almost fail to notice Fundor, one of Drax's barbarian guards, coming straight at you swinging his broadsword. Off to the side is a hideous greenish creature, slobbering in anticipation of blood.

"That's Grundel," says Drax. "He's just waiting for you to die so he can take you to lunch...his!" Drax laughs horribly as Fundor begins raining blows on your broadsword. "Can you last hero? Can you last? Or will you become pet food just like the others???"

Loading Instructions

Commodore 64/128™

- Set up your Commodore 64/128 computer as shown in the owner's manual. (**Note**: For Commodore 128, set system to C64 mode.)
- Turn on your disk drive and computer.
- Plug your joystick into Port #2. (For 2-player games, plug the second joystick into Port #1.)
- Insert the **DEATH SWORD** disk into the disk drive, type **LOAD "*",8,1** and press **RETURN**. (See the ***Battle Instructions*** section to determine which side, 1 or 2, you want to load.)

With the FAST LOAD™ cartridge

- Turn on the disk drive and computer.
- Insert the **DEATH SWORD** disk into the disk drive. (See the ***Battle Instructions*** section to determine which side, 1 or 2, you want to load.)
- Press the **C=** (Commodore) key and the **RUN/STOP** key to load the program.

For the Apple® IIe, IIc, IIGS (128K)

- Set up your Apple computer as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual, or refer to the

command card for keyboard controls.

- Insert **DEATH SWORD** into the disk drive.
- Turn the computer and disk drive on, the game will load automatically.
- Please refer to command card for additional playing instructions.

For the IBM PC® and compatibles

- Set up your IBM PC or compatible as shown in the owner's manual.
- Plug in your joystick as shown in the owner's manual, or refer to the command card for keyboard controls.
- Insert your DOS disk into the disk drive (drive **A:** on a two drive system), and turn on your computer.
- When DOS is loaded, insert the **DEATH SWORD** disk into the drive.
- Type the command **DS.**
- Please refer to command card for additional playing instructions.

For the Atari® ST™

- Set up your Atari ST computer as shown in the owner's manual.
- Plug your joystick into Port #2. If you are playing with two joysticks, remove the mouse cable and insert the second joystick.
- Insert your **DEATH SWORD** disk into the drive.
- Turn on the computer and the game will load automatically.

SCORING

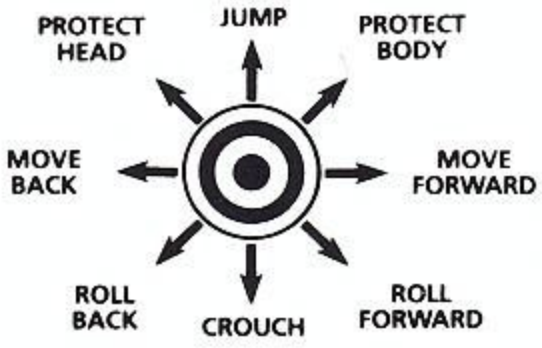
As you fight the barbarian warriors, remember, It takes 12 blows with your broadsword to kill your opponent, except in special cases. A single blow, done the right way, may make you the victor early in the fight. But your opponent can do the same to you, so beware!

Points are awarded based on the difficulty of the move you make. The more difficult the move, the more points you will earn.

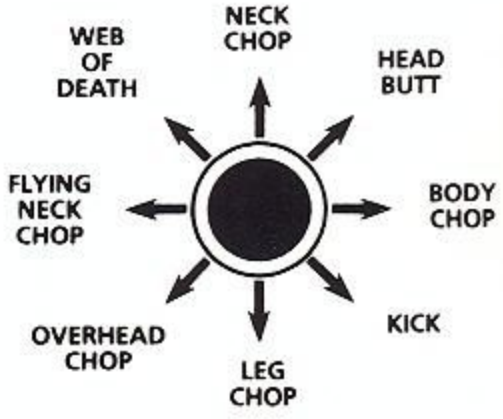
JOYSTICK CONTROLS

The following instructions are for a right-facing character. For a left-facing character, the moves are reversed.

Joystick Directions Without the FIRE BUTTON pressed



Joystick Directions With the FIRE BUTTON pressed



BATTLE INSTRUCTIONS

For Commodore 64/128

In this version of Death Sword, you can load either side one or side two, in any order.

Side One: Load side one to perfect your swordsmanship against the finest warriors in the land. On this side, one player can play against the computer, or two players can play against each other. Press **F1** to exit the demo mode and select one player or two player mode.

Side Two: (One player only.) Fight to the death for the fair Princess Mariana, against the evil barbarian warriors of Drax. If you are skillful enough to defeat all of them, you will have to fight the evil sorcerer himself. You will fight your battles in the Castle's throne room and dungeon.

- If you select one player mode, there is no time limit as you fight, but you must kill each of your opponents. For each opponent you defeat, the next is stronger and more skillful. (The time display will be replaced by your opponent's skill level.)
- If you select two player mode, you will fight your opponents in the enchanted forest, and in the lava pits. The fights will last up to 90 seconds. If you *and* your opponent survive the time limit, you will both regain your strength and begin a new battle .

Additional Keys

- Press **F3** (during game play) to toggle the music and sound effects on and off.
- Press **F5** to pause the game.
- Press **F7** to start the game.
- Press **Q** to end the game at any point.

For the Atari ST

One player mode: Fight 10 of Drax's swordsmen, each one more skillful than the last. Fight in the enchanted forest, the lava pits, the throne room and finally in the dungeon. If you survive this far, you must face Drax himself before you have freed Princess Mariana. There is no time limit but you must kill every evil barbarian, or be killed yourself. In the center of the score line a number indicates the current round. At the end of each game you may add your initials to the high score table.

Two player mode: Fighting alternates between the enchanted forest and the lava pits. Each round can last up to 90 seconds. If both players survive the time limit, they will regain their strength and a new battle will begin. Scores will increase until one player is defeated.

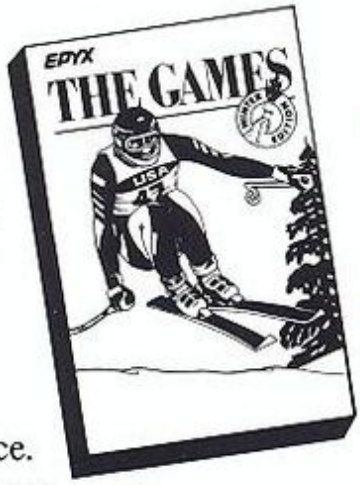
Additional Keys

- Press **F1** to select *one* player mode with joystick.
- Press **F3** to select *two* player mode with joystick
- Press **F9** to toggle between music and sound effects.
- Press **F10** to quit the game.
- Press **P** to pause the game.

Good luck Warrior - may good spirits be with you!

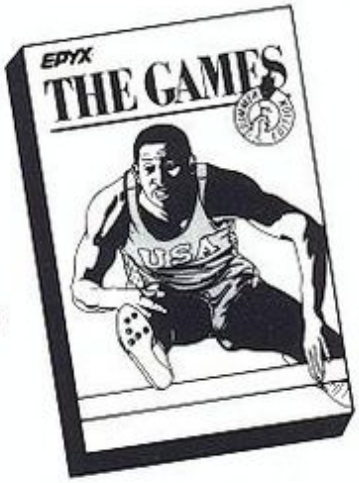
THE GAMES

WINTER EDITION



- Seven incredible events including Downhill Skiing, Figure Skating, Luge and more!
- Set up cameras to "cover" your skiing performance.
- Compete on the 1988 U.S. Team or play for another country.
- One to eight players.

SUMMER EDITION



- Compete in track and field, cycling, gymnastics events, and more!
- Represent the 1988 U.S. Team or the country of your choice.
- Capture your performance with exciting camera angle view points.
- One to eight players.

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