

# **The Jewels of Darkness**

By Level 9 Computing



Loading Instructions and Gameplay Guide

## Introduction

Welcome to the adventure world of the Jewels of Darkness.

This adventure is a trilogy of the classic Level 9 adventures Colossal, Quest, and Dungeon. The trilogy retains the acclaimed quality of the original versions, but now stretches the imagination even further with the addition of graphics, extended text descriptions, an extremely flexible English-language sentence interpreter, and a whole host of user-friendly features which allow the player a more versatile means of communication.

For the player new to adventure games, the first part of this booklet will explain how to use the keyboard to enter the magical world of orcs, dragons, dwarves and fabulous treasures.

The seasoned adventurer will find the first section of the booklet a quick and easy guide of how to use the extensive features available.

Scenarios have been included to set the scene for each adventure in the trilogy, and point you roughly in the right direction. Further information on what your objectives might be have been included in the 'Scoring and Hints' section.

Part two of this booklet contains the novella 'The Darkness Rises' by Peter McBride, which will take you even deeper into the fantasy world of the adventurer in the Jewels of Darkness.

Good fortune on your quest, and remember that to succeed in your quest, you must show courage, determination, skill, cunning, and have a brain the size of a planet!

## Loading Instructions

Cassette users: To remove a cassette from the box, firmly press the top of the cassette label inwards, and the cassette will pop out.

Remember to always have a blank cassette or a formatted disk at hand to save your game position on. See part iii (Special Commands) of 'Game instructions' for more information about saving and restoring your game position.

Each version of the Jewels of Darkness has a menu program, which will instruct you in the further loading of the program (if necessary). Simply refer to the table below, and select the appropriate loading instruction(s).

Machine	Cassette	Disk
Amstrad CPC 464	RUN""	-
664	Type  TAPE and	-
6128	RUN""	RUN "MENU"
Amstrad PCW	-	MENU
Apple II	-	Insert disk in drive and turn the machine on.
Amiga/Mac/Atari ST	-	Select the appropriate drive. Double click the MENU icon on the screen
Atari XE/XL*	Hold START & OPTION when turning on. Start the tape and press RETURN	Insert disk. Hold down OPTION while turning the machine on
Commodore 128	In 128 mode, type GO 64 and then load as Commodore 64	In 128 mode, type GO 64 and then load as Commodore 64
Commodore 64	Press SHIFT and RUN/STOP together, and start the tape	LOAD"MENU",8,1
IBM PC	-	Insert disk in drive A and type MENU
MSX 64k	RUN "CAS:"	-
Sinclair QL	Insert 1st microdrive and type RUN"MDV0:MENU"	
Spectrum 48k	Type LOAD "" and start the tape	-
Spectrum 128	Switch on, select Tape Loader with the SPACE BAR and press ENTER	-

\* 8-bit Atari users should turn off the machine and remove all cartridges before loading.

## Loading Advice

If you're having any problems loading the Jewels of Darkness into your computer, then try the following...

### Cassette

1. Try the other side of the cassette.
2. Load another game from cassette that you know works correctly, to check that everything is connected correctly.
3. Vary the volume and tone settings on the recorder if you are able to.
4. Clean and demagnetise the recorder (following the maker's instructions).
5. Try another cassette recorder if possible.

### Diskette/Microdrive

1. Try again from the very beginning, including removing all disks/microdrives and turning the computer completely off and back on again.
2. Is the disk the right way up ? (This especially applies to Amstrads).
3. Load another game from disk/microdrive to check that everything is connected correctly.
4. Have you added any non-standard or peculiar hardware to the computer?
5. Clean the drive (following the manufacturer's instructions).

### Guarantee (What to do if the program doesn't work!)

If you have no success in getting the program to run correctly, return it to Rainbird **without our packaging**, and we'll replace it (if you're returning a floppy disk, then make sure it's safely packed!). Please include a short letter telling us exactly what the problem is, and what your computer system comprises of. Postage will be compensated.

**Software Returns Department  
Rainbird Software  
Wellington House  
Upper St Martin's Lane  
LONDON  
WC2H 9DL**

## Adventure Scenarios

### Colossal Adventure

Colossal Cavern is a name of power, whispered in dark corners, embodying incredible riches and untold danger. Sensible folk hold this cave to be a myth, the product of fevered imaginations - but every year a handful of people set out to find it, driven by necessity, or by overwhelming greed.

Most return empty-handed with tales of fruitless wanderings, or lies about the dangers faced: volcanos, dragons, gigantic snakes and the like. But some have never returned, and speculation holds that they are the successful ones who have found the cave and perished - or maybe used the enormous wealth from it to found great empires in far-off lands where they live in luxury.

Thus it is a unique event when a travel-stained warrior enters the tavern where you are sitting one evening, pays the inn-keeper with an absurdly high value gold coin, and over his drink claims that he has visited Colossal Cavern - and escaped with his life!

The other drinkers flatly disbelieve him, "thief" and "mercenary" are two of their more flattering suggestions to explain his wealth, but you are not so sure - for he has a haunted look and refuses to discuss his exploits. Thus, when you realise that an ambush is being planned to deprive the stranger of his money (and life), you lead him out to safety by a back route.

"A thousand thanks!", he exclaims when the sounds of pursuit finally die away, "May the Gods smile upon you for your deed tonight! But I fear that your friends may seek revenge if you return."

"Thus, to reward you for your valour, I will give you the most valuable treasure that I own... the location of Colossal Cavern!", and he presses a crumpled scrap of paper into your palm. Frankly, you were expecting hard cash - and a lot of it - but he looks like a good man in a fight, so you accept the meagre reward and even manage to shake his hand warmly.

Despite your natural suspicions that the map may be a fake, it would be foolish to stay and face the wrath of your fellows, so you set out to follow it. And the map turns out to be genuine! It leads you through uncharted lands: over mountains, through forests and skirting deserts - always avoiding the inhabited places of the earth - until one day's journey would bring you to Colossal Cavern itself.

Then disaster strikes. You are leaning on the wall of a building from which a river emerges and follows the road south. To the north is open country and all around is dense forest. As you attempt to decipher the next part of the map, a freak gust of wind lifts it from your hand - and carries it into the water. Rescue is not possible

for the river sucks it down instantly, and in any case you cannot swim.

It is now up to you to find the Cavern, enter it and return with its treasure. And, as you stand thinking, you remember a scrawled note on the margin of the map:

"Warning, Magic works in the Cavern!"

### Adventure Quest

Hundreds of years have passed since the time of Colossal Adventure, and life has become peaceful and tranquil in all the surrounding lands.

The last elves sailed for the West centuries ago, after the rescue of their fellows from the dungeons below Colossal Cavern. Indeed, nothing remotely interesting has happened for ages, and the ordinary folk lead peaceful, mundane and - for the most part - contented rural lives.

At least this was true until a year ago. First there was a complete crop-failure in the northern provinces due to a drought of unprecedented severity. This was followed with attacks by maddened wild animals on storehouses and outlying farms, with the result that people fled south in their thousands.

Then the troops sent north to keep order were ambushed and decimated by unseen enemies in a hundred coordinated attacks. And finally a vast army of orcs moved in.

There was total panic.

The combined armies of all the friendly kingdoms were mustered and marched north. As yet nothing has been heard from them but it is rumoured that they are besieged near Amon Sul.

Then a messenger appeared at the gates of Valaii. "My Lord AGALIAREPT calls on you to surrender. Even now his armies are sweeping towards you and he cannot be defeated in battle. If you surrender, you will be permitted the boon of death with dignity: otherwise it will be much worse when you are defeated. You will have one week to decide."

The name AGALIAREPT is well known to the magicians in the city: it is that of a Demon Lord renounced for his ferocity and skill in battle - there is no doubt that he will be victorious and there seems to be no hope.

There seems to be only one option open to the King, and he takes it. The leader of the Wizards Guild is hauled before the throne and issued with an ultimatum. "We remember the favours bestowed on your guild over the years. Now is the time for you to repay them. You have one week to defeat the Demon Lord by magic. Fail and you will not live to see the fall of the city. That is all."

You are an apprentice magician (as are all members of the Wizards Guild under 60 years old), and have taken courses in the three M's (Meditation, Mysticism and Moneymaking) but not yet used a spell in earnest. Thus you are amazed to be called before the Wizard's High Council.

"The base of the Demon Lord's power has been discovered: He has taken up residence in the Black Tower, on the far edge of the world. Even now the full council is preparing an assault on its defences."

"But there is a second way. Perhaps one person, acting alone, could find the four Stones-of-the-Elements and use them to enter the tower. Then, the Amulet-of-Life could perhaps enable you to defeat the Demon. There is little chance of success.... But will you do your duty and try?"

You mumble a reply and are rushed from the room. As you leave you think that you hear the shouted order "Next!"

Shortly afterwards you are dressed in travel clothes and stand before the tele-portal. You step through and there is a sensation of rapid movement. As your vision clears you find that you stand at the end of a road, outside a small brick building.

### **Dungeon Adventure**

A day has passed since the success of Adventure Quest and jubilation reigns in Valaii! At sunset yesterday the city was besieged by a sea of orcs, with more arriving every hour, and it seemed that the defenders were doomed. But at sunrise, the watch looked out over an empty plain - the attackers had given up the assault when on the point of victory.

Initially, the only reaction was stunned amazement. But gradually a rumour began to spread: first whispered in quiet corners, lest the telling should make it untrue, but eventually shouted in every street...

**"The Demon Lord is dead!!!"**

When this was confirmed by the Wizard's Council, a two week carnival was announced - the provisions hoarded against a long seige were lavishly dispensed and the population proceeded to enjoy themselves as you would expect.

But a few people, yourself included, thought along different lines, as follows:

- 1) The Demon Lord must have been very rich;
- 2) If he really is dead, his treasures may be unguarded;

- 3) When the orcs marched south they cut a swathe of destruction through the countryside but they moved too fast to completely loot the area;
- 4) So, if I were to ride swiftly north, I'd have no problem in finding provisions and could probably reach the Black Tower in ten days. The wizards would never have repaired their teleport system by then, so I'd very likely be the first person there.
- 5) This could make me incredibly rich.

You gather together all the lethal weapons you can get your hands on and leave within the hour.

All goes well. You have taken a team of horses and make very great progress indeed (aided by Horseshoes-of-Speed, a Staff-of-the-Seasons for fodder, night-sight goggles etc. 'donated' by a cavalry barracks) and after eight days are nearing the Black Tower, lair of the late Demon Lord.

Then, about a mile from the tower itself, you are riding through a seemingly deserted forest when a spell is cast! Your anti-magic defences spring into action, but too late... you fall to the ground asleep.

Some time later you wake, cold and wet, on a mudbank below a bridge spanning a wide river. All of your weapons and magic are lost. It seems that you were robbed and then your body was thrown into the river but that, rather than drowning, you have survived long enough to be washed up on the shore.

You clamber soggily up onto the bridge and ponder over your fate. Can you take on the Dungeons of the Demon Lord unaided? It seems you have little choice, as this is where the adventure starts....

"Good Luck! You'll need it!"



## Game Instructions - Commands

The Jewels of Darkness uses an advanced command language interpreter (called a 'parser') that understands both simple one or two word commands and complex multiple command sentences. This chapter is split into sections describing ways in which to communicate with the program.

### i. Movement

To move around the land, use the following commands:

WORD	ABBRV.	WORD	ABBRV.
NORTH	N	NORTHEAST	NE
EAST	E	SOUTHEAST	SE
SOUTH	S	SOUTHWEST	SW
WEST	W	NORTHWEST	NW
UP	U	DOWN	D
INSIDE	IN	OUTSIDE	OUT
CLIMB	-	JUMP	-
CROSS	-		

The EXITS command will list any likely exits.

### ii. Actions

The majority of commands that you will use are actions, such as picking up objects, opening doors, lighting lamps, etc. Here are some examples of the most common action commands.

COMMAND	MEANING
GET SWORD	Pick up the sword from here.
DROP AXE	Leave the axe in this room.
GIVE FOOD TO UNICORN	Feed the unicorn with the food i'm carrying.
FILL THE BOTTLE	Fill bottle with a liquid.
WEAR ARMOUR	Put on the armour that i'm carrying.
OPEN THE DOOR	Open the door (!)
LIGHT LAMP	Turns on the lamp that i'm carrying.
EXAMINE THE GOLD	Take a look at the gold I just found.
INVENTORY (INV)	What am I carrying?
SAY SESAME	Utter the magical word.
SCORE	How well am I doing?

QUIT  
AGAIN (A)

Abandon your quest.  
Repeat the last command entered.

You can use punctuation, or the word AND to string together multiple commands, for example...

OPEN THE DOOR. GO SOUTH AND CLOSE THE DOOR.GO EAST AND SAY SESAME.

The parser also understands the words ALL and EVERYTHING to mean everything moveable that it can see. This is an extremely useful time-saving feature. In most other adventures, to pick up a number of objects, you would have to do the following...

GET LAMP  
GET WAND  
GET CROWN

Without using the ALL command, the Jewels of Darkness would allow you to use...

GET LAMP, WAND AND CROWN

But this can be abbreviated even more simply to...

GET ALL

Another useful feature is the ability to refer to the last used item/object as IT, for example...

EXAMINE THE PLATINUM RING AND TAKE IT  
or...  
GET THE GREEN BOTTLE AND FILL IT WITH WATER.

Exceptions are also understood by the parser, such as...

TAKE EVERYTHING BUT THE SAPPHIRE  
or...  
EXAMINE ALL EXCEPT THE CROSS.

\*Using all of these command structures allows you to type in near-English sentences of great complexity, such as...

EXAMINE ALL BUT THE CROSS, DRAGON AND LAMP AND GO EAST.  
DROP EVERYTHING BUT THE LAMP. SAY XYZZY  
GET THE KEYS. OPEN THE DOOR AND WALK NORTH. INVENTORY

### iii. Special commands

There are a few commands that are neither movement or actions. Two of these affect the way the adventure is presented to you; they are...

WORDS

Turn off the pictures.

PICTURES

Turn them back on again.

A HELP feature has been included, to give you a clue at certain points within the three games. The HELP command is generally useful in the locations around the start of each adventure, to get you on your way.

The other commands are concerned with saving and restoring your game position. Full instructions will be displayed on the screen where necessary. Those marked with an asterisk may not be available on all versions.

SAVE

Stores game position to your filing system. Be sure to have a blank tape or formatted disk ready. If you are using cassette, press PLAY and RECORD before issuing the command.§

RESTORE

Loads a saved game position. Lenslok will be needed. Please refer to the Lenslok instructions at this time. If you are using cassette, start the tape after the Lenslok procedure.§

RAM SAVE\*

Stores game position in the computer's memory.

RAM RESTORE\*

Loads a RAM SAVED position from the computer's memory.

OOPS\*

Restore position as it was before you last moved. OOPS is a very useful command, and versions on larger machines let you use it several times in succession to go back a long way in time.

Naturally, you can use OOPS, RESTORE or RAM RESTORE, even when you have just been killed, so that you can return to your position before your fatal accident!

§ Commodore 64/128 users should add ,8 after the save/restore filename to save the file to disk.

## Lenslok Instructions

Lenslok is a plastic lens which is folded and placed against the television in order to read a security code. Lenslok is extremely easy to use, but it is vital that you read these instructions carefully, so that you familiarise yourself with its use.

About halfway through each game, and whenever the RESTORE command is used, the program enters Lenslok mode, and you have to complete the Lenslok sequence before you can return to the adventure.

1. A large 'H' appears on the screen. Place the unfolded lens lengthwise on the screen, between the two vertical legs of the 'H', and using the keys specified on the screen (usually the cursor keys or < and >), adjust the 'H' until it is the same width as the lens holder before it is folded (Fig. 1). In other words, adjust the 'H' until it is 4 inches across. Press the SPACE BAR to move to the next section.
2. Now fold the lens holder into a U shape, ensuring that the words on the holder "This Side Out", and the large raised "LENSLOK" logo are on the *outside*. You will not be able to decode the characters on the screen if the lens is folded the wrong way, and you may even break the lens holder.
3. Hold the lens *at arms length* against the screen with the feet of the lens holder firmly against the screen and "Top" at the top (Fig. 2). If you have a flat anti-glare screen, you may have to hold the lens closer to the screen by relaxing the U shape slightly.
4. Align the centre line of the lens with the vertical line on the screen and close one eye. Holding your head at least 1 ft away from the screen with your eyes level with the lens, the letters "O" and "K" should be visible.
5. Keep the holder in the same position and press any key when "OK" can be clearly seen (Fig. 2 & 3).
6. The two character security code, has now appeared on the screen.
7. Read the two characters using Lenslok and enter them on the keyboard. Make sure that you differentiate between upper and lower case characters, if applicable. If you get the code right, you're through to the next part of the game. If you get the wrong, you'll be given two more chances with the same pattern. Three errors, and you're back in the adventure at the point just before the Lenslok check.

\*Lenslok is a trademark of A S A P Developments Limited.

## Scoring and Hints

The Jewels of Darkness can be played as three entirely separate games, if you wish. However, the only way to obtain a maximum score and the title of "Supreme Adventurer" is to complete them in the order **Colossal Adventure**, **Adventure Quest**, **Dungeon Adventure**, carrying your score across from one adventure to the next (when you finish Colossal Adventure with a maximum score, you will be told how to carry your score across).

Each adventure has its own scoring system and objectives, and these are listed below, along with a few pointers to get you going in the right direction.

### Colossal Adventure

You score points for finding fabulous treasures, but only get the full points for each treasure by carrying them back to the small brick building near the start. You also score points for entering the Colossal Cavern (when and if you find it!). You will lose points if you are killed. A number of bonus points can be obtained, and one of these is for not using SAVE/RESTORE.

To reach the 'end-game', and so have the opportunity for high scoring, you must find all the treasures. If you can't get to the end-game, there must be at least one treasure that you have missed.

There are many magic words in Colossal Adventure, and one in particular is needed to get at one of the treasures. To make it possible to guess this, it is included in one of the room descriptions.

Almost everything in Colossal Adventure has a purpose.

### Adventure Quest

In Adventure Quest, you score points for getting nearer to the Demon Lord's Black Tower, and more for possessing any of the four Stones-of-the-Elements. There are bonus points available for entering the Tower itself and, of course, for winning the adventure.

On the debit side, you lose points as time goes by, and lose more points if you manage to get yourself killed.

Almost everything in Adventure Quest has a purpose: if only to keep you trying to work out its purpose!

Use SAVE/RESTORE regularly. Adventure Quest involves an epic journey and

you don't want to have to start all over again if you get killed. SAVE the state of play when you get past a significant obstacle and you can start from there if you have a later accident.

### **Dungeon Adventure**

To score points, you must collect treasures left by the late Demon Lord, and take them to the store room. There are bonuses for getting rid of undesirable beings (though, to prevent a massacre, only the worst enemies give you a bonus score).

Try to avoid getting killed, as you will lose points in doing so...

Almost everything in Dungeon Adventure has a purpose, and you may get some idea as to what this is likely to be by EXAMINING an object.

Resurrection is possible, and uses a machine which is initially situated very close to where you start the game. By default it only works while you remain close to this machine, and you must register your body pattern for it to work at all.

The setting for Dungeon Adventure is a "cave network" that was originally the headquarters for the Demon Lord. Some parts are now blocked off by rock falls, but it may help you to bear in mind the original functions (if you can guess them) of the accessible areas.

In response to an overwhelming public request, there are several ways of carrying a lot of objects at once!

## Are you really stuck? Take a hint from us...

Trying to move an immovable object, which simply MUST conceal a vital piece of treasure? Don't know how to get out of a maze? Can't work out the magic word? Don't despair! Although Rainbird bring you the most fiendishly devised adventures, we've got a heart, so if you really are stuck trying to solve a seemingly unsolvable problem, then fill in the Hint Request Form provided with this package.

## Credits

The Jewels of Darkness trilogy was bought to you by the following people:-

Game design and text: Pete Austin

Programming: Mike, Nick and Pete Austin

Pictures: James Horsler