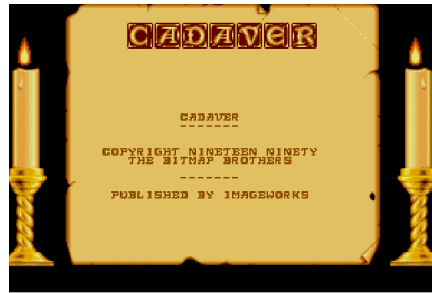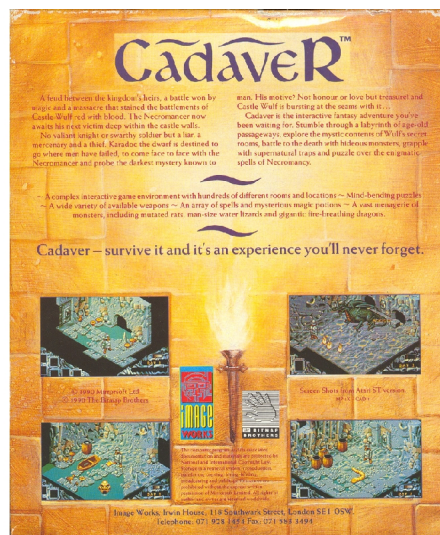# Cadaver

General informations

Genre	Adventure / Arcade - 3-D	**Year**	1990
Language	1990	**Publisher**	ImageWorks
Controls	Joystick	**Distributor**	
Players	1	**Developer**	Bitmap Brothers
Resolution		**License**	Commercial
Programmer(s)	Kelly, Steve / Montgomery, Mike	**Country**	United Kingdom
Graphic Artist(s)	Chapman, Robin / Malone, Dan	**Software language**	English / French / German
Game Designer(s)	[unknown]	**Documentation language**	
Musician(s)	Joseph, Richard	**License**	Commercial
Sfx	[unknown]	**Serial**	
Cover Artist(s)		**ST Type**	
MIDI		**Version**	
Protection		**Number of Disks**	

Disk

CadaveR™

A feud between the kingdom's heirs, a battle won by magic and a massacre that stained the battlements of Castle Wulf red with blood. The Necromancer now awaits his next victim deep within the castle walls.

No valiant knight or swarthy soldier but a lone mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to

man. His motive? Not honour or love but treasure! and Castle Wulf is bursting at the seams with it...

Cadaver is the interactive fantasy adventure you've been waiting for. Stumble through a labyrinth of age-old passageway, explore the mystic contents of Wulf's secret rooms, battle to the death with hideous monsters, grapple with supernatural traps and puzzle over the enigmatic spells of Necromancy.

~ A complex interactive game environment with hundreds of different rooms and locations ~ Mind-bending puzzles ~ A wide variety of available weapons ~ An array of spells and mysterious magic potions ~ A vast menagerie of monsters, including mutated rats, man-size water lizards and gigantic fire-breathing dragons.

Cadaver – survive it and it's an experience you'll never forget.

Screen Shots from Atari ST version

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW.
Telephone: 071 928 1454 Fax: 071 583 3494

CadaveR
ATARI DISK 2 LEVELS
To Load, insert this disc and reset machine
image works

CadaveR
ATARI DISK 1 GAME DISC
To Load, insert this disc and reset machine
image works

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Manual by Gordon Houghton for Mirrorsoft

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The Music in this program was produced using Quartet by Microdeal

Manual written by The Word Factory
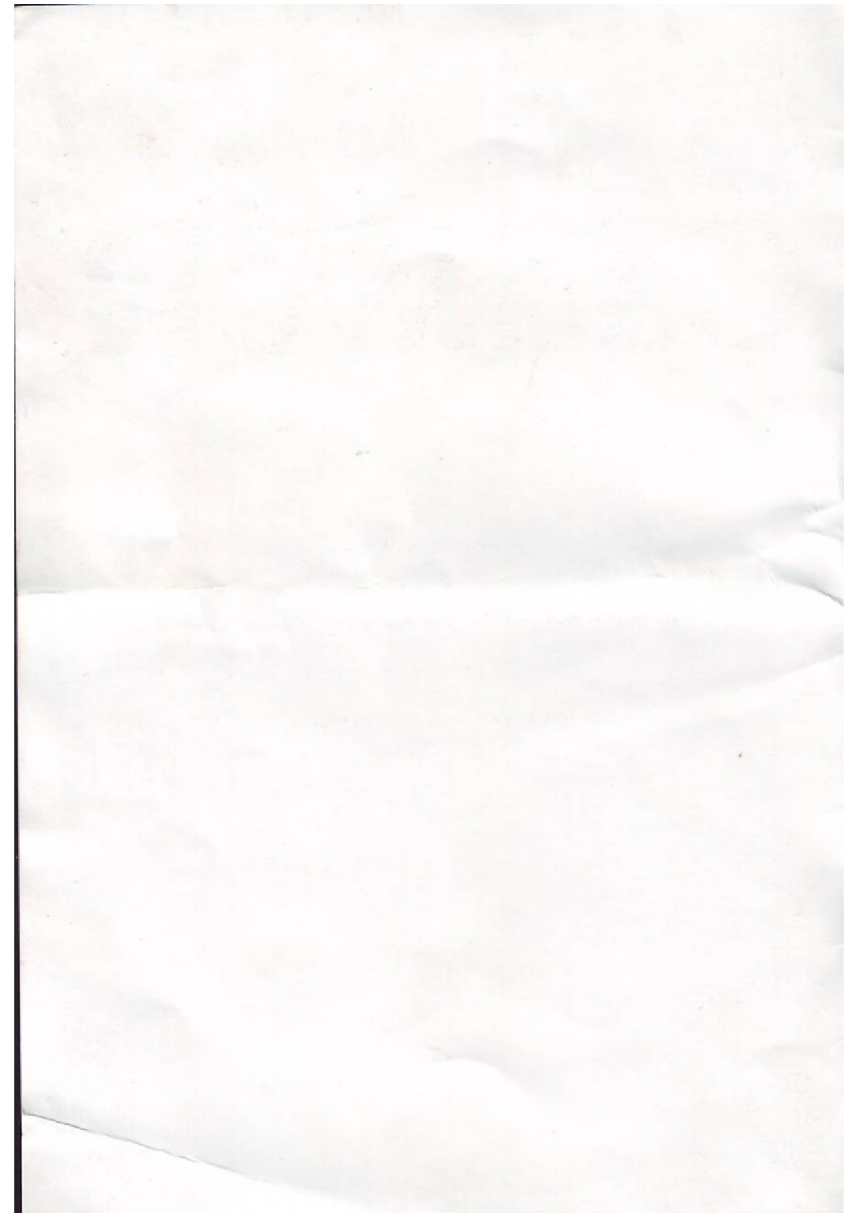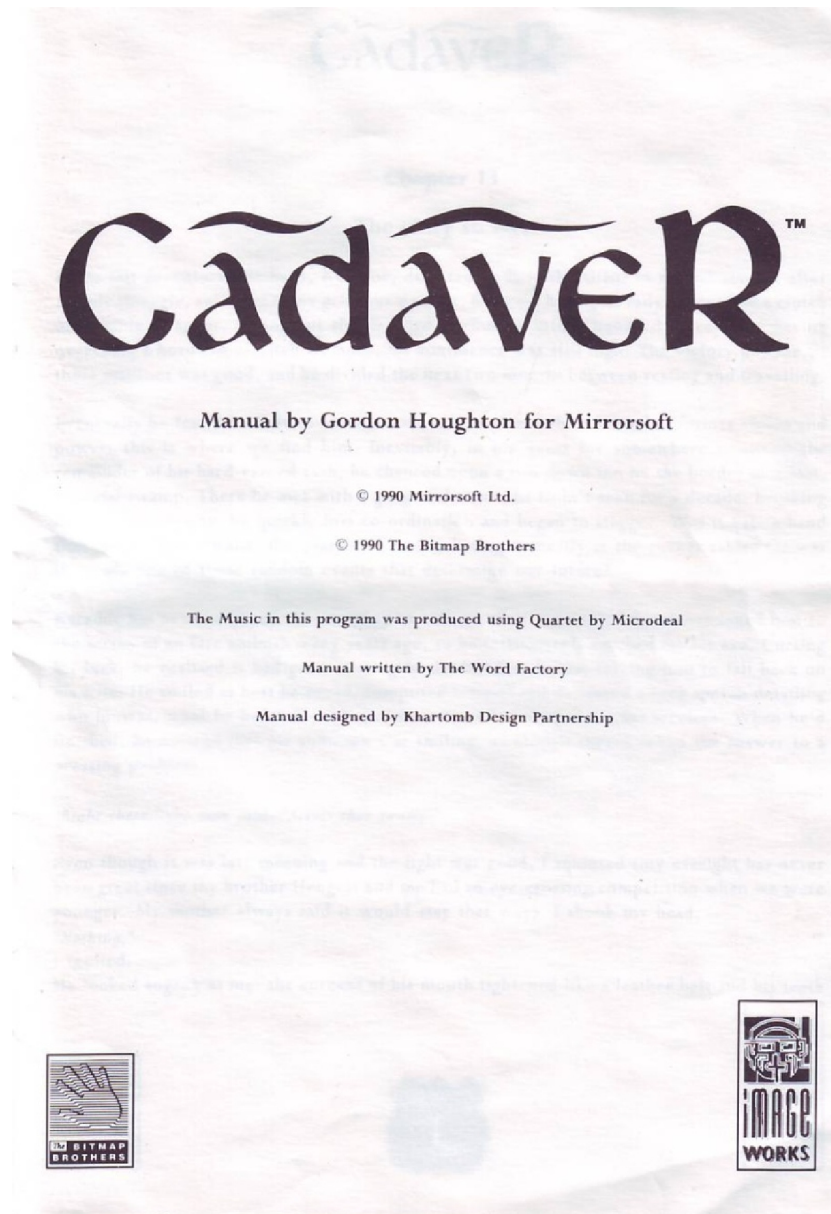
Manual designed by Khartomb Design Partnership

CADAVER

Chapter 13

The story so far:

In his last adventure our hero, Karadoc, defeated Bedwig the Giant in mortal combat after an epic struggle, suffering many grievous wounds. Even so, having already vanquished a clutch of terrible Dragons, having cut the dreaded Carbuncle into a hundred pieces, and having overcome a horde of eldritch Demons, his confidence was still high. The victory pay for all these missions was good, and he divided the next two months between resting and travelling.

Eventually he found his way to an unknown land, a place which hinted at former riches and power: this is where we find him. Inevitably, in his quest for somewhere to spend the remainder of his hard-earned cash, he chanced upon a run-down inn on the border of a vast, miasmal swamp. There he met with a gang of dwarves he hadn't seen for a decade: breaking his vow of sobriety, he quickly lost co-ordination and began to stagger. Was it Fate's hand that guided him towards the quartet of men debating earnestly at the corner table? Or was it simply one of those random events that determine our future?

Karadoc has never enjoyed the company of humans after a group of them abandoned him to the mercy of an Orc ambush many years ago, so he instinctively reached for his axe. Cursing his luck, he realised it had gone missing in the last few hours, forcing him to fall back on his wits. He smiled as best he could, composed himself and delivered a long speech detailing who he was, what he had achieved, and how much he charged for his services. When he'd finished, he noticed that his audience was smiling, as though they'd found the answer to a pressing problem...

"Right there," the man said. "Across that swamp."

Even though it was late morning and the light was good, I squinted (my eyesight has never been great since my brother Hengest and me had an eye-crossing competition when we were younger. My mother always said it would stay that way). I shook my head.
"Nothing,"
I replied.
He looked angrily at me: the corners of his mouth tightened like a leather belt and his teeth

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began to grind together like an old sheep chewing grass.
"Across the swamp,"
he insisted, like I was deaf.
"The ruin - Wulf and Carolus?"
I stared at him blankly.
"You must remember Dianos?"
It was one of those situations where one more vacant look on my part would have been rewarded with a knuckle surprise. Checking to see if he was armed - he wasn't - I feigned a strategic defence posture. He backed off.

"Let's get down to business."
I said, giving him a winning smile which failed to penetrate his spongey human skull.
"You're saying if I took a boat across that bog, roughly "

"- northwards, thirty miles - "
"- right. You're saying there's a ruined castle there and I can make money."

"You can keep whatever you find,"
he snapped, and looked even more annoyed. I waited for him to start foaming at the mouth but it didn't come.
"It's not that simple, though,"
he insisted.
"You've got to know who you're dealing with."
I shrugged. If someone wants to shell out the readies to do a hatchet job, why ask questions?

"Let's get it over with then,"
I offered. If I'd had my axe handy I'd have left him two toes for standing on, and gone for another jug and knees-up; but I was in a good mood.
"Spin me the yarn, beanpole."

He glowered: if looks could kill, I'd have been making the trip home in a basket.
"It's a long story, but I'll keep it short for you."
He emphasised the word `short' and looked me up and down. Some people don't recognise how near they are to a fist in the face. I confined my annoyance to an exaggerated yawn to keep him fresh: if he got boring I could always cut his legs off.

He coughed, adopted a rhetorical posture, and began.

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"It was many years ago now... A much better time, when all was good with the world."
I stared at him hard. One more wistful musing and my dinner would be heading for his shoes.
"This is the tale of Wulf and Carolus."

No fanfares came, and it wasn't hard for me to look unimpressed, so he simply continued.
"Upon the death of his father, Wulf III gained the crown of this land. On the night of his coronation he exiled his half-brother Carolus to secure the purity of the royal blood-line - and ruled for many years.

"It was not to last. Carolus grew into manhood and avowed to seize the throne as his. In his middle age he returned, disguised, to Wulf's castle, and plotted to overthrow our king. He enlisted the aid of Dianos - a despicable, vengeful creature who had thus far served Wulf as Chief Advisor - and persuaded the Captains of the Guard through bribery and threats to take his side."

I hate to say it, but I was beginning to like this tale. Cheating, vengeance, bitterness - a few gold coins and a bucket of blood and it would have made essential bedtime listening. The only part I didn't like was the storyteller, but he went on regardless:
"Carolus was appointed Ward Marshall, holding supreme responsibility for the castle's military organisation. Thus he was able to organise with ruthless efficiency the rebellion that would place him in power.

"Somehow Wulf got wind of the plot, and when the conspirators stormed his court one evening, his loyal personal bodyguard met the attack and a terrible struggle ensued. Three days of blood and anger spread through the castle like a disease: Wulf with his last few retainers fled to the higher floors of the castle, setting many traps behind him and unleashing his personal menagerie of hideous monsters to thwart the rebels.

"All was in vain. The Necromancer Dianos had anticipated the king and lurked in waiting on the upper floor of the castle. Using the unmentionable powers of the dead he destroyed the remaining bodyguard and left Wulf exposed to the mortal blows of Carolus, avenged at last."

Carolus sounded like the kind of man you wouldn't want with a knife in his hand when your back was turned - I liked him. But all good things must come to an end - which is why this story went on:

"But revenge was not sweet. With Wulf dead Carolus was placed on the throne, where he reigned for a year and a day in a castle that never saw peace - it was a time torn with dispute, with conflict.

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Jealous Captains vied for power; bands of warriors forged and broke alliances in their quest for dominance.
"On the anniversary night of Carolus' victory a feast was held; but a great evil befell the celebrations. Without warning all the warriors were seized with madness and more blood was spilled. Like a flame devouring what it will, none cared whom they killed in their quest to quench an overwhelming urge to destroy. Carolus, sad Carolus, battled for his life but was trapped and fell under the sword of his own Captain.

"Daybreak brought calm, but it was a hellish peace. Only a few of the castle's occupants remained alive - myself amongst them. My companions and I fled in terror of the previous night. As far as we know only Dianos remains."

For a brief second I thought the story was finished, and I began to pick up my rucksack. Unfortunately, the teller was merely pausing for effect, his eyes wandering as he did so. He coughed again, and continued:
"Over the last two years Dianos has lived alone in the dark castle within this swamp. Ignorance has spawned rumour: some say the castle is still full of monsters, some say it is filled with Lord Carolus' treasure. All agree on one matter: Dianos is now the slave of his Necromantic art, an insane creature, possessed by evil. We have reason to believe he has been abducting people from surrounding villages to satisfy his black practices.

He paused again, and corrected himself.
"But we can't be sure, without further investigation; nor can we be certain that it was he who was responsible for the events of that dreadful night when Carolus died. All we know is that Dianos is a powerful magician, and a terrible opponent. You must not undertake your task lightly."

I shrugged again - giants, Necromancers, what's the difference? Up to this moment no figures had been mentioned, so I got straight to the point,
"And the payment?"

"As I said, some say the castle is filled with Carolus' treasure. This is no rumour: Carolus himself used enslaved dwarves to mine a large fortune in emeralds from below the castle, and there is more gold there than you will see again in your lifetime. Unravel the mystery, purify the castle, avenge us if you will - the treasure is yours to keep."

So, Carolus was a dwarf-basher? I might have guessed. At another time I would have kissed the man good-bye with a boot 'n' forehead sandwich - but he'd mentioned gold, he'd

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mentioned emeralds; and he'd said they were mine for the taking. What was the catch?

In the time I had been thinking of these things he'd drawn a battered book from his leather bag, stained brown with old blood. He offered it to me:

"Take this,"

he said, smiling in a way I didn't enjoy.

"Study it wisely. It could prove the difference between a life of riches and an early death." I took it, and my human companion offered his farewell.

When he was gone, I opened the book to the first page. It read

'This is the journal of Anselm'.

I read no more: it was getting late, and I had a rowing boat to steal.

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THE JOURNAL OF ANSELM (Extracts)

Third Day

Two days since I entered; two days without the sun. A long row across the black swamp, then I found a cavemouth at the base of the rock on which this ruin stands. It was a secret exit in Wulf's reign - he intended to use it in time of siege, though he couldn't have known about the enemy within the castle walls. There was too much peace until the last weeks; too much complacency. Like a tree heavy with fruit, we were ripe for shaking.

The cavemouth led to the old minings. The place is a labyrinth now, and sights I once took as familiar landmarks - corners of stone, an iron stain on a wall, a patch of wild fungus - are now alien to me. The mine reeks of death: I find bones and old clothes everywhere, of people I may have known a dozen years ago when Carolus was killed. Memory patterns fade.

Things change: even when the slaves were here the mine was alive, full of sounds and activity. It's too quiet now, too calm.

Fifth Day

Another new development. Yesterday I thought I heard sounds like a great forge bellows, like some gigantic animal crying to be set free; but I wasn't sure. Today I know that those sounds are real. At noon I was sitting by a still pool picking at scraps of food when the roar rose again, quite audibly - but it was muffled, and it must be some distance away. At its passing a half-felt breeze stole through the caves, warm and sweet.

Sixth Day

Is Dianos still here? I can find little evidence of his presence. Some of the old traps are still active, some of them Wulf's, others much newer and more devious. Many of the doors are now locked by mechanical and magical means, and I must continue to be vigilant if I'm to unlock this labyrinth's secrets. Sometimes there are clues hidden in old parchments left here after the conflict; sometimes a switch helps - there has been nothing so far that I couldn't solve after some minutes' thought.

But why so many traps and tricks at every turn? Is it a sick man's dying joke, or does someone still not want prying minds to penetrate the castle walls? I must persevere and not let the

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atmosphere of this place fill my bones: the castle itself cannot be far away - just a few more twists and doors, a few more shadowed chambers. And when I reach it, what then?

There isn't much food left, although there appears to be a plentiful supply of ale - I drink too much of it! I have found too many dead rats: I was almost tempted to eat them at first, but they are gross, bloated things, many times natural size.

There are monsters here too, I am sure of it. Their tracks are everywhere: some I recognise as those of Wulf's own horde (or mutated species close in kind); others have crawled from the swamp and made this place their home and hunting ground. And then there are new ones, creatures I have never seen before, unnatural. I think I killed one this morning, but it scurried away, leaving only a foul-smelling bloody trail and half of one of its limbs. The struggle drained my strength; I don't know how much longer I can continue. If I am in dire need, there are plenty of old weapons still around, many of them in good condition.

Seventh Day

Some of these caverns lie below the waterline, and in the wet season (as now) are partially flooded. Last night I slept by a pool of water trapped underground, stagnant and too dark to fathom. I should have known better, but I was tired. It seemed like a few moments later when I was wakened from a terrible dream by waves lapping against my face. Long years of living as a fugitive have trained me to respond to danger with speed: I looked up to see a huge snake-like creature about to strike. My fingers were on the crossbow before I blinked; it was dead before I blinked again. It sank below the water with barely a ripple.

But at the point of despair I discovered salvation: hidden amongst the rocks by that same pool there were two potions still corked fresh in their flasks - perhaps left there by the dwarves? The faded script on one of them indicated that it would increase my stamina: I drank it and feel much refreshed. The other one has no label, and I cannot trust to taste it yet. There will come a time.

Ninth Day

This has been the most enlightening of all my days underground. I found a room that must have been an old guard-post in the past (though I can't recall it): it contained many useful finds. The emeralds and gold are worthless treasures - but there was armour there in the green and white colours of Lord Carolus; and a spell written on parchment. I cast it, and the words

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of the spell faded; in their place was a vision of the underground labyrinth, mapped out in its entirety. Necromancy, to be sure - but invaluable. I am now more hopeful: there's nothing between me and the castle but a few traps set to catch the unwary. I will not be caught: now that I know the way ahead, I will travel more slowly, examine everything more carefully.

I felt the breeze once more, much closer now, and much warmer. I fear this may be a dragon's lair.

Tenth Day

Despair. I found a room I thought contained no trickery: in my eagerness I rushed across it, and stumbled. The floor opened beneath me, and in the fall I dropped the map. I had a potion whose label hinted that I would have great jumping ability; I drank, but the reward was not enough. After a few hours I managed to find my way out again anyway, but I now have no guide other than my confused memory. I see lines and doorways in my mind, but I cannot be sure they aren't imagination. How could I have been so stupid?

(evening)

There is much magic about this place: I can feel my fingers shiver when I touch certain objects or enter new caverns. But no magic can help me now: I am trapped in a corridor hewn from the stone, and the door at its end is impassable. I have tried for hours to find a way through - some hidden button, some gargoyle's tooth, a key, a gem, a spell to open it - but all to no avail. The only clue I have is the fungus, which grows everywhere in the caverns but here spreads at an incredible rate - it seems that each time I come back to the corridor there is more.

Eleventh Day

In a chest in a hidden cave there were more spells, more potions. I am now equipped with magic to combat the evil creatures around me: nothing dares stand against my fireballs, my power to freeze and harm. I can slow their movements, kill them, do what I like. It seems as if someone ripped up the Book of Magic and scattered its leaves in these caverns - it's just a pity the spells have a limited lifespan. The potions are the same: if I want to run like the wind, I am a mere mouthful away - but I must save what I have. I might need it for later.

Still no way through this door.

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Thirteenth Day

(morning)

The harder I look, the more I find abandoned in this place. Am I being lured into a larger trap, something beyond these petty diversions? More potions to confuse me, to fill the holes in my mind where the map should be: I am convinced one of the flasks contains poison; another appears to protect me from attacks. My confidence is high, my strength good. If I could pass this corridor, everything would be simple.

Yesterday evening I came across another room I hadn't encountered before; on its walls there were runes and foreign script - a language I had never experienced. What can I do to understand it? Is it important?

No magic can unlock this door.

(afternoon)

I did it! Patience was its own reward: I kept coming back to have another look at the problem, and now the way is clear. I almost laughed when I passed through the rough archway: it was so simple! The puzzler's mind is twisted in ways I cannot begin to comprehend.

The warm wind is nearer now, and stronger. First there is the bellow (now frighteningly near) - a hollow roar from some pained creature. If it was the air and the echoes come to life in my mind, I would feel more at ease with this task; but I know that the sound comes from a living thing. I have a feeling I may have disturbed something which would rather be left undisturbed.

If I could find my way to the castle, I feel sure the task would make more sense. By now my companions will be thinking of sending a search party - none of us knew that it would be this hard. Hopefully by the time they arrive we can celebrate together.

(evening)

The noise grows louder, the air warmer. But I am prepared for anything Dianos may have set against me. A few more turns, a couple of rooms, and I will know.

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HOW TO PLAY CADAVER

Cadaver is an isometric 3D arcade adventure, played using a joystick and keys. As Karadoc the dwarf, you explore the murky dungeons and eerie corridors of Castle Wulf, interacting with hundreds of objects, people, monsters and puzzles. The ultimate objective is to kill the necromancer, Dianos; but, as is the tradition with bounty hunters, what you find along the way is yours to keep.

THE MAIN SCREEN
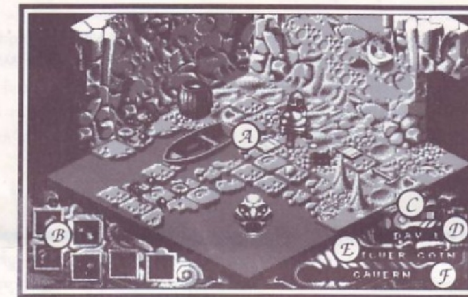
A - Main playing area   B - Icon Panel   C - Health/Stamina Bar
D - Day   E - Object Indicator F - Location

Most of the action in Cadaver takes place on this screen, which is divided into three areas:

- the main playing area which shows our hero in the current location, with its walls, doors, steps, decorations, objects, etc;

- the icon panel (the left status display), which either shows the icons (see ICONS), or displays the object you are holding (see OBJECT INTERACTION);

- other information (the right status display), which reveals your current health, the time (shown in days), the name of objects you make contact with, and the name of the current location.

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CONTROLLING YOUR CHARACTER

Karadoc's basic skills include the ability to walk, jump, climb stairs and fight monsters; by pressing F4 you can toggle between moving in eight directions and moving in four, according to your personal preference. There are three major modes of controlling the dwarf and his actions: basic movement, interacting with objects via icons, and the rucksack.

BASIC MOVEMENT

When exploring a location, Karadoc's movement is controlled entirely with the joystick. Pressing the fire button when he is holding nothing allows him to jump.

While holding a weapon or spell the fire button fires/casts the item (providing it has some shots left). Pressing the 'H' key toggles a held object on and off, allowing the dwarf to jump without having to return a weapon or spell to the rucksack.

If any other object is being held it is thrown when you press the fire button (be careful not to accidentally throw items). The item held is displayed in a large window in the left hand status panel when no other action is being carried out.

OBJECT INTERACTION

As you explore Castle Wulf you come into contact with the walls, exits and various objects scattered around the rooms. Walls and floors may contain relevant decorative effects (or they may not - you'll have to experiment). Exits are the usual mode of travelling from room to room (though not the only way): they're generally either simple archways or unlocked doors. However, some doors may be locked, with magic, an obstruction or a simple mechanical lock: these can be opened with a key (most of which need to be inserted into a keyhole), an object, or a spell.

Every object has certain characteristics such as weight or a specific use: on touching an object, the left hand status display reveals a series of icons (see ICONS, below) which represent the actions that can be executed on that item (for example, searching it, or picking it up). The name of the object is displayed in the right hand panel.

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ICONS

Objects are manipulated using the icons available: these vary according to the item (you can't drink a spell or cast a potion). The joystick cycles through the available icons and the fire button activates them.

At the beginning of the game, or at any time during it, you can customise the icon interaction according to taste, simply by pressing F3 or F2. F3 toggles between icons being displayed as soon as you touch an item or after pressing the fire button: F2 toggles between using the fire button or the ENTER key to bring up icons. Generally speaking, if you don't want to do anything with an object you encounter, simply walk away.

This is a full list of the icons in Cadaver - how you use them will determine your success in the game.

Icon	Name	Function
	Joystick	Returns your character to movement control
	Search	Provides information about an object: searching a spell, for example, reveals its name (if you're clever enough to know it), the number of charges remaining, and its power
	Take	Grabs an object and puts it in the rucksack
	Drop	Drops an object
	Drink	Allows you to drink from an object, such as water from a barrel; drinking a potion activates it

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| Icon	Name	Function
	Read	Allows you to read an object
	Hold	Allows you to hold an object or return it to the rucksack. Some items (such as weapons) need to be held before you can use them
	Cast Spell	Casts a spell on the item being touched
	Switch	Activates objects that behave like switches
	Press	Activates objects that behave like buttons
	Open	Opens and closes containers, such as chests or caskets. You won't always be able to do it straightaway!
	Insert	Karadoc is able to insert items into other items simply by touching them, entering the rucksack, choosing the object to be inserted and selecting this icon. Only the right item will be accepted
	Pull	Allows you to drag an item

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Icon	Name	Function
	Eat	Karadoc may eat any food that he finds. Some food can be used to solve puzzles
	Give	When Karadoc touches certain objects or characters, he may be able to give that object/person an item (for example, feeding a dying man). This is done by touching the recipient, entering the rucksack, choosing the item to give and selecting the 'give' icon. However, if you give an item to something, it cannot be returned even if it was the wrong object - be careful!

THE RUCKSACK
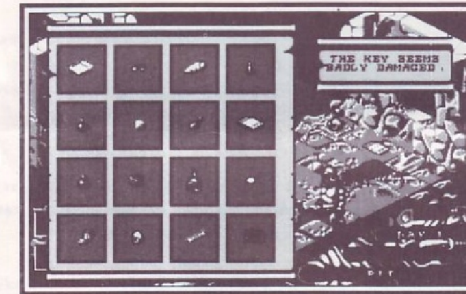
There are two ways of using the rucksack: you can either view individual items or take a look at the rucksack as a whole.

Pressing the SPACE BAR brings up a large window in the right hand status display, which shows the last item in your rucksack which you manipulated or picked up. You can cycle through the icons by moving the joystick. Pushing the highlight off the extreme left or right of the icon panel allows the player to cycle through the items in the rucksack, pressing fire selects the item and returns you to the icons. If you want to return to the small rucksack display again, move the joystick off the left or right hand side of the panel.

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Pressing the RETURN key allows you to view the entire contents of your rucksack. Initially, you can hold up to a maximum of 32 objects, 16 of which are displayed on screen at once (you can scroll through them all using the joystick). As each object is highlighted, additional information is given. Pressing fire selects the item, and pressing RETURN a second time returns you to the 'small' rucksack display. Pressing the SPACE BAR a second time returns you to the game.

The ability to carry more objects is a distinct possibility the further you progress.

PERSONAL STATUS
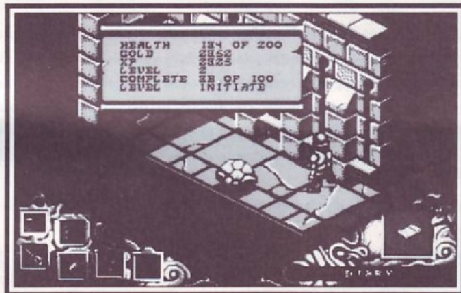
The book located in the first room is your personal log book. It reveals the amount of gold you have collected, your current health, experience points gained and the percentage of rooms you have visited.

All the money you find (including bags of gold and some gems) is automatically added to your collection without cluttering up your rucksack - unless it's needed as part of a puzzle. Keys that are no longer needed are deleted from your inventory. Experience points are gained by solving puzzles and killing monsters.

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THE MAP
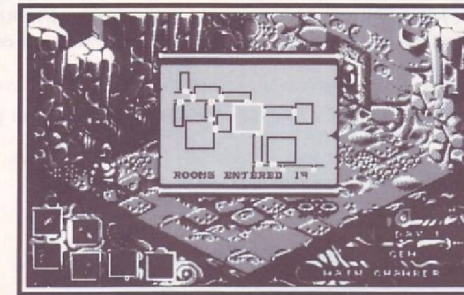
A map of your adventure is automatically drawn as you explore the castle and its dungeons: to access it, simply press F1. It shows the room that you are currently in (box with light outline), and the rooms you have explored (boxes with darker outlines); however, it doesn't show any rooms that you haven't visited, or the doors leading to them. You can scroll around the map using the joystick, and zoom in/out of it by pressing the up/down cursor keys. If you want to centre the map display, just press CLR/HOME (ST) or DEL (Amiga).

If you can find it, there is a more comprehensive way of mapping the levels later in the game.

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SPELLS AND POTIONS

Spells are cast with the aid of a variety of items, such as parchment scrolls, wands, runic stones and orbs. They fall into three main categories:

• Spells which fire a shot (eg, magic missile, unlock door) • Room spells, which affect either the whole level (eg, freeze), or just the current room • Object spells (eg, unlock chest, bless weapon)

The first two categories are cast by holding the spell and pressing the fire button. The object spells are cast by touching the object on which the spell is to be cast, then entering the rucksack and selecting the spell you want to use. A Cast Spell icon then appears (see ICONS) which, when activated, casts the spell.

Potions can be found throughout the game and provide a wide variety of effects, not all of which are positive. Most potions and spells are briefly labelled, but some have no identification tag whatsoever: experimentation establishes the function and name. Alternatively, there are two spells which reveal unknown information: Read Magic allows you to use an unknown spell, and tells you its true name and function; Learn Potion allows you to discern the nature of a potion if its name is unknown (though you can still drink the potion and find out for yourself). The Read Language spell translates foreign scripts: it's used for learning information written in runes of another tongue.

SAVING AND LOADING

Saving and loading your position in Cadaver is controlled by pressing the "S" and "L" keys. Saving your position costs gold: the higher the level, the greater the charge. Loading is free.

You can have a maximum of 10 saved positions, numbered from 0-9. When you press the "S" key you are told the price of the save and asked if you wish to pay, Pressing "Y" deducts this value from your current cash and you are asked to press a number from 0-9 on the numeric keypad: this stores all the data about your game up to that moment. When the "L" key is pressed the player chooses the number of the saved game, again from 0-9 on the numeric keypad.

You must insert a blank disk into the drive in order to save and load the information: this disk is specially formatted, and must only be used for storing Cadaver saved positions.
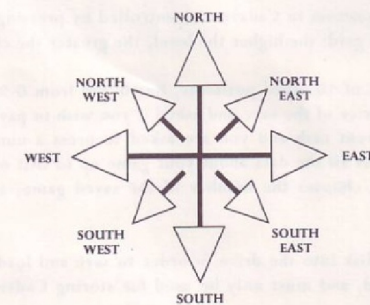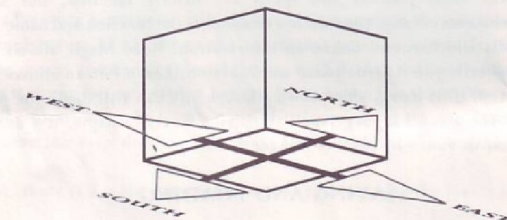
17

CadaveR

JOYSTICK

North: Cycle through items in rucksack / Scroll map up

South: Cycle through items in rucksack / Scroll map down

East: Cycle through icons / Scroll map right

West: Cycle through icons / Scroll map left

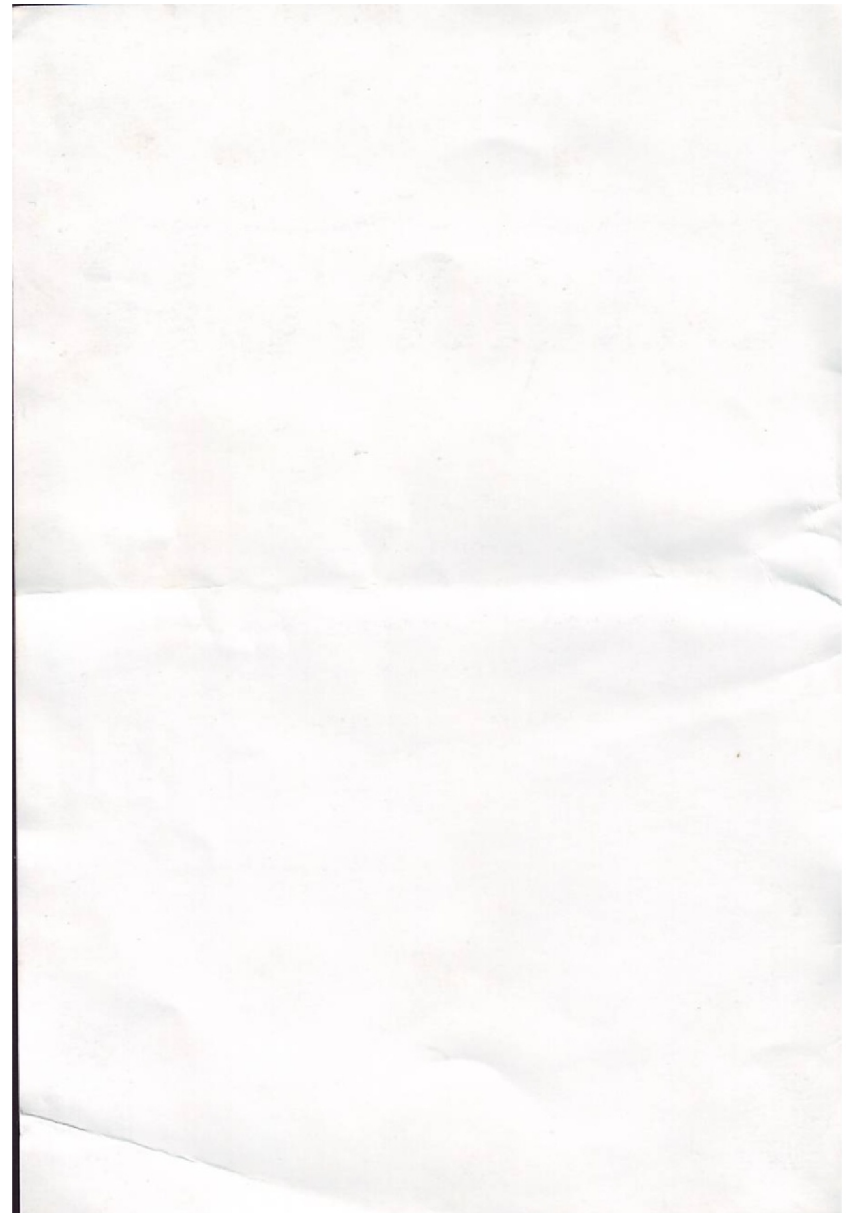**Fire:** Jump / Cast spell / Use weapon / Throw object

18

CadaveR

KEYBOARD

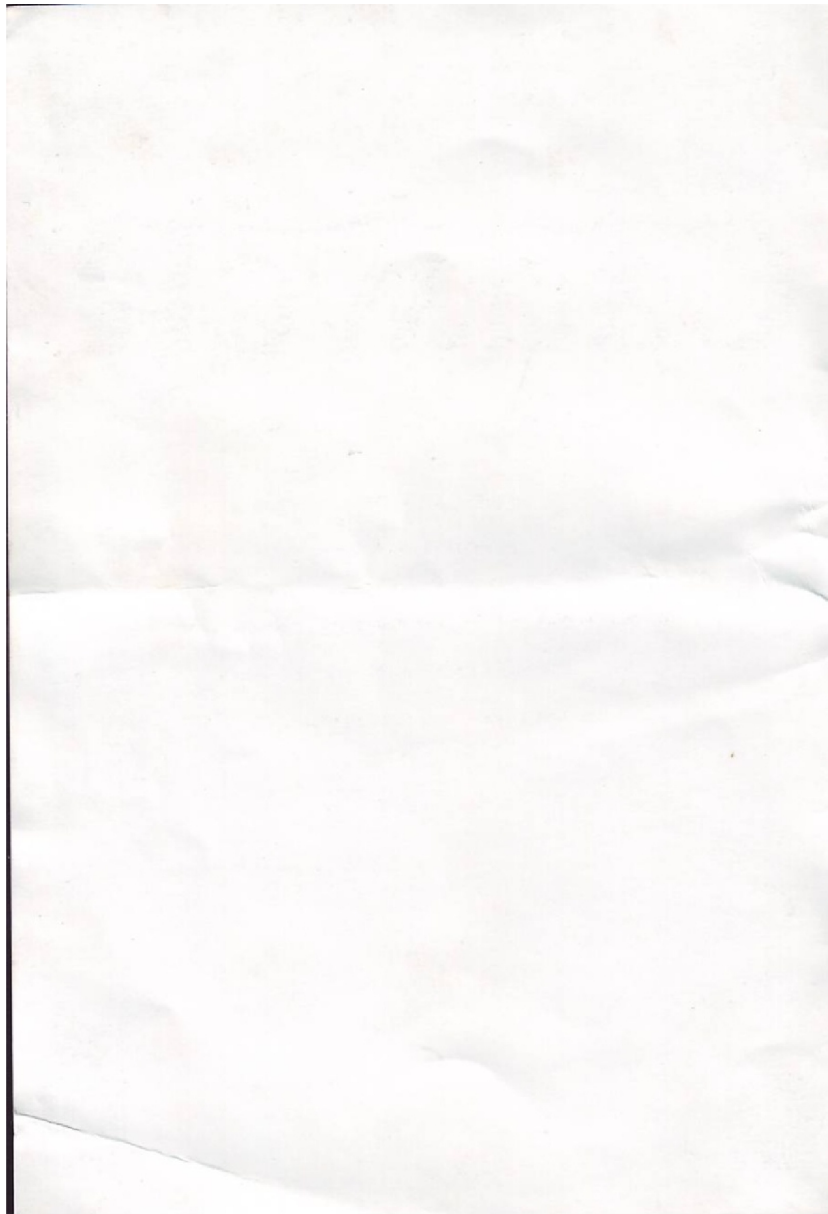|	
RETURN	Displays the whole rucksack. When pressed a second time, it returns you to the small rucksack display.
SPACE BAR	Displays a single item from the rucksack
	When pressed a second time, it returns you to the main game.
UP/DOWN CURSOR KEYS	Zoom In/Out of the map
CLR/HOME	Centre the map display (ST)
DEL	Centre the map display (Amiga)
S	Save the game position (only available if you have enough money)
L	Load a saved game position
H	Toggles a held object on and off
P	Toggles Pause/unpause
C	Clear all game messages from screen
F1	Map
F2	Toggles between using fire or ENTER to access icons
F3	Toggles between icon displayed as soon as you make contact with object, or after first pressing the fire button
F4	Toggles between moving in 8 directions or moving in 4 directions
0-9 (numeric)	Save/load a game after the appropriate key has been pressed

19

MPIX - CAD 3

"GREAT ESCAPES" – WEEKEND BREAK PROMOTION

Watch out! Over the next 10 months Mirrorsoft will be including 15 of its forthcoming releases on Amiga, ST & PC in its exclusive "Great Escapes" promotion.

All 15 titles have a token attached to the back page of the manual. (like the one below)

Once 5 have been collected you receive your "Great Escapes" directory giving details of over 200 hotels in and around the UK, along with a voucher entitling you & a partner to two nights free accommodation (the prices of meals being clearly stated in the directory before you book).

You then call our "Great Escapes" hotline and let us organize it all for you.

UK RESIDENTS ONLY

Please call 061 727 8363 to get your free directory and further details.

— GREAT ESCAPES —

HOLIDAY ACCOMMODATION VOUCHER

Redemption value 0.0001p
NO. GE1 98751
UK ONLY

For full details, terms and conditions of the accommodation offered please ask to see the full colour brochure that offer relates to.

Save these vouchers to qualify for your holiday accommodation for 2 people—you just pay for the meals.   cad

CadaveR

This certificate is proudly presented to:

....

For bravely adventuring through Castle Wulf
and defeating The Necromancer.

The message at the end of the game is:

....

Congratulations, here is your official scroll,
from Image Works and The Bitmap Brothers
for completing CadaveR

© 1990 Mirrorsoft Ltd   © 1990 The Bitmap Brothers
Image Works, Irwin House, 118 Southwark Street, London SE1 0SW

Dear Adventurer,

If you manage to complete this game fill in your name and address
below, together with the final message that appears on screen when
you defeat The Necromancer, and return this scroll to us.

If the message is correct we will approve your scroll, stamp it and
return it to you as proof of your having completed CADAVER.

Please enclose a stamped addressed envelope.

NAME...
ADDRESS...
....
AGE.............
COMPUTER OWNED..

MESSAGE...
OUT OF 10 HOW WOULD YOU RATE CADAVER?.............

Cadaver

DAY 1

CAVERN

ALL actions bar basic movement are performed via the icons displayed in the bottom left hand corner of the screen. The icons shown depend on what you are holding or facing. Stand opposite a lever and you are given the chance to pull it but not to pick it up. A portable object on the other hand can be picked up, used, dropped and so on.

CADAVER
The Bitmap Brothers And ImageWorks

ATARI ST
PRICE   £24.99
OUT   Now
GRAPHICS   90%
SOUND   75%
PLAYABILITY 92%
VALUE   89%

OVERALL
90%

AMIGA
PRICE   £24.99
OUT   Now

IBM PC AND COMPATIBLES
TBA

"With Cadaver we wanted to break into new territory. We don't want the public to see The Bitmap Brothers as producers of fast arcade games and nothing else."

The Bitmap Brothers
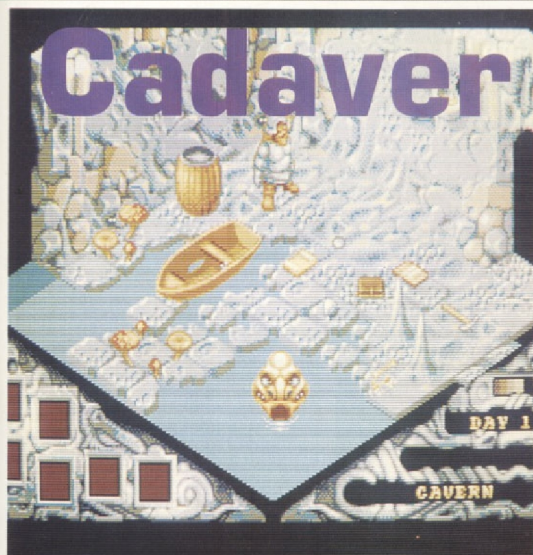
Laurence Scotford gets lost in a dungeon with dragons only to find that there's more to it than meets the eye.

IT'S A tall order being a dwarf. If it's not some smartarse human making sizist remarks, it's being stuck at the bottom of a dark and disgusting cavern, feeling wet and miserable, with no immediate prospect of escape. Such is the fate of Karadoc, dragon slayer and treasure hunter extraordinaire. But there is some consolation to be had: the castle in which he has unwittingly become incarcerated is rumoured to be a veritable treasure house.

This time it looks like Karadoc's lust for treasure has landed him in a bit of tight spot. Having liberated someone else's rowing boat he's managed to find his way into the castle's catacombs and wreck the boat, leaving himself stranded. Worse still, the castle is inhabited by the evil Necromancer Dianos and his cruel creations, none of whom are particularly fond of gatecrashers, particularly Dwarven ones. Karadoc's past experience of such places also tells him that there will be plenty of traps ready to put a swift end to the unwary.

All in all this is not Kardoc's day. But he's not going to let death have the last word. So, striding off purposefully into the darkness he sets out to fulfill his threefold task – destroy the evil necromancer Dianos ensconced within the heart of the castle, collect as much treasure as he can carry, and, most importantly, escape alive.

ANYTHING between 600 and 1000 unique objects make up each level. Much of the interest in Cadaver comes from just not knowing quite what to expect in the next room. You can initially carry 32 objects. That may sound like a lot, but there's so much to be found in Cadaver that you soon have to make agonising decisions about what to take with you and what to leave behind.

THING'S don't look too hopeful at first. Your boat is damaged beyond repair, so you can't row back out. Something nasty lurks in the pool occasionally showing it's ugly head. The door to the right is firmly locked. The door to the North leads into a short passageway with another locked door and a single lever. Dare you pull it?

THE HERO... though there's nothing particularly heroic about Karadoc. His only motive is gold, and as far as he's concerned discretion is the ONLY part of valour.

KEY

CRYPTIC CADAVER CLUES

FEELING lost and blue? Then spend a few minutes reading these tips and discover something new...

IF A blocked exit is driving you up the wall then try to pick the right object for a breakthrough.

IF YOU think life down here is the pits, just see if any object you are carrying is tying you down. If so, get rid of it appropriately and you should soon be plumbing the best depths. Make sure you get some spring in your stride first though.

IF YOU want a sneak preview of your destiny then being pushy and patient is the right combination. Once you get your wish, retreat for a short spell before you continue.

KILLING a slumbering adversary may not seem very charming, but it is.

SPILLING blood may altar your ability to make an exit.
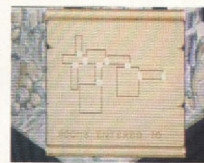
THERE are over 450 locations spread across five levels to explore, so the auto-mapping option certainly comes in handy. It only shows rooms visited and exits used, although there is a spell to be found which reveals more...

ON BODIES AND BROTHERS

WITH Cadaver the Bitmap Brothers have shown that they are perfectly capable of achieving more than fast arcade-style games like **Xenon 2** and **Speedball**. An adventure of this type has always been a project of personal interest for them. Steve Kelly actually initiated the design quite some time ago. The Brothers were keen to break into new territory and to prevent themselves from being seen as a team that only produces one type of game.

Although the style of 3D isometric graphics have been in use since the early 8-bit days, they were in fact the most difficult aspect of the game to implement. The project has taken two years to come to fruition and the resulting program code and data only just squeezes into a 520 ST and an Amiga 500.

Fortunately the editor and driving code that form the heart of Cadaver could be easily used to produce other similar games, so if this one is successful we may well be seeing more adventures from The Bitmaps.
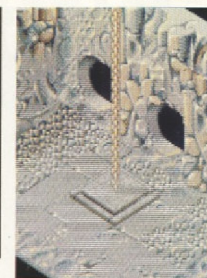
LOOKS interesting... That slab and chain seem to be covering something. Maybe the button outside has something to do with it...

YEP, it's a pit. There could be something very useful down there, but how do you get down? And when you are down there, how do you get up again?

DAY 1

STONE BAG   INNER TREASURY

★ BELT UP!
With ImageWorks

NO SELF-RESPECTING treasure seeker wanders off without something to carry all his cash. So it's fortunate that ImageWorks is giving away 10 limited edition ImageWorks' money belts and trendy ImageWorks T-Shirts to wear with it. All you have to do is pick up some of this sexy gear is correctly answer the three simple questions and be one of the first to be drawn after the closing date. Simply pop your answers on the back of a postcard, stating whether you require a Small, Medium, or Large T-Shirt, then send it to CORPSE BLIMEY!, The One, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than the 28th of October 1990.

THE QUESTIONS
1) Who is the central character in Cadaver?
A Karanov
B Karatune
C Karadoc

2) What race is he?
A Orc
B Elf
C Dwarf

3) What is a cadaver?
A A Dragon
B A Soft French Cheese
C A Corpse

The Editor's decision is final and no correspondence will be entered into. Employees of ImageWorks and EMAP are not permitted to enter.

AS YOU can see, the inner treasury has no exits. How you get in, what you do once you get there, and how you get out are just a few of the devious puzzles to be solved.

DAY

GUARD LAIR

THE ACTION'S already hotting up – and this is only the end of the first level. Even if you manage to get past this beast there are nearly 400 other locations to find.

ST What with Electronic Zoo's **Treasure Trap** and now **Cadaver** it looks very much like 3D isometric arcade adventures are back in vogue. Cadaver is something of a departure for The Bitmap Brothers, and this demonstration of their versatility bodes well for future releases. It's not just a variation on the traditional puzzle-solving theme made popular on 8-bit but something a lot more complex. The icon-based control system is not quite as intuitive as it might have been, but it doesn't really detract from the playability once you become accustomed to it. A healthy atmosphere is generated by the detailed, moody scenery and characters, although Karadoc more often than not lacks solidity. Perhaps the most impressive aspect of Cadaver is its design – some of the puzzles are involved enough to have you spending sleepless nights just thinking about them. Ardent fans of the Treasure Trap style of isometric arcade adventure, or indeed the Bitmap Brothers' previous work, will struggle to find Cadaver's appeal as it's far less arcade-orientated. More adventurous players are in for a real treat though.

A Amiga Cadaver is virtually identical to the ST version. The only significant difference is sound. Whereas the ST's is entirely chip generated, the Amiga incarnation includes some samples. A special Amiga 1000 version will feature extra atmospheric effects, with samples for nearly all the sound.

PC There's no news of a PC version as yet, but if the other two versions sell well then the possibility of a release will become a certainty.

cadaver

MIRRORSOFT £24.99

LEISURE

■ Karadoc the dwarf has got himself lost in a dungeon with only a diary and a large reptile of the family Ness for company. Where the hell do you go from here?

■ The Bitmap Brothers, responsible for *Cadaver* (L to R) Eric Matthews, Mike Montgomery and Steve Kelly

■ There's a few handy items in this room. That boat looks promising, so you investigate...

Crikey! If this ugly creature is your welcoming committee, you better stick to dry land

The world of dungeons and dragons has always been popular with the software industry. The problem is that, until relatively recently, most attempts at creating fantastic worlds populated by elves, dwarves, barbarians and Ford Capri drivers weren't overly popular with ST gamers. With the advent of games like *Gauntlet* and *Dungeon Master*, however, the situation changed and role-playing games became popular with a far larger audience.

Now those popular programmers the Bitmap Brothers, creators of *Xenon II*, have turned their attention to this genre. The result is *Cadaver*.

You control a dwarf called Karadoc who is languishing in a grim dungeon. Karadoc has to explore these dank rooms, overcoming all sorts of problems and picking up goodies such as gold and gems along the way. The dwarf's long term objective is unknown to him (and you) and is only discovered as you explore.

The game is an isometrically presented arcade adventure and

■ Somehow you've got to unlock this door, hmmm, could that cunningly hidden switch be the solution?

you look down obliquely on the dungeon. To control Karadoc you use the joystick and the keyboard rather than the mouse. Movement can be switched between four and eight directions which makes swift movement through the dungeon a lot easier.

Objects can be manipulated by calling up the icon window at the bottom of the screen. This enables you to pick up, use and examine pickaxes, keys and anything else that takes your fancy.

An inventory of what you're carrying can be called up by pressing the space bar and individual items can be examined in greater detail by pressing the return key. Close examination of items often reveals clues which aren't immediately obvious.

All sorts of ugly creatures live in the dungeon and these can seriously damage your hero's health. In the opening scene a large Loch Ness-type monster rears out of the water and roars at you and throughout the dungeon, maggots, snakes and creepy-crawlies slither, creep and crawl about.
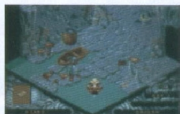
EFFECTS

The graphics in *Cadaver* are excellent. The walls of the dungeon are grey and crumbling and evoke a claustrophobic aura of mysticism and decay. A lot of time has been spent making sure each particular dungeon its own distinctive look. Karadoc in particular is well-drawn,

Well yes, but quite frankly you didn't plan on opening it this way! Sore buttocks are an integral part of any escape

moves fluidly, looks great and is altogether superbly animated.

Sound effects are thoughtfully used and when a creature does make a sound it is entirely in keeping with the way it looks: monsters roar, spiders keep their mouths shut.

VERDICT

Cadaver has a perfectly judged difficulty factor that keeps you hooked on solving the next problem that crops up. The first few screens ease you into the game and provide elementary problems illustrating how to go about solving the game, from then on the going just gets trickier and trickier.

Movement of Karadoc can be annoying when you inadvertently step through doors when only trying to pick up objects nearby, but at least when you do step through them the screen updates are fast.

The Bitmap Brothers have brought life to a tired genre. *Cadaver* is an immensely playable game stuffed full of dungeons, dragons, dead bodies and dwarves – all the elements those well-adjusted role-players love!

ANDREW HUTCHINSON

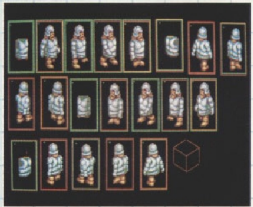|	
GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	8
INSTANT APPEAL	7
LONG TERM INTEREST	8
OVERALL	**81%**

WORK IN PROGRESS

Cadaver

Monsters come in all shapes and sizes, although most have yet to be slotted into the plot line. Apart from this pair of grisly beasties, Cadaver also includes such gruesome enemies as an evil wizard, slime, a snake, an orb with spikes, Eldritch Dwarves and goblins. All of them have individual qualities such as strength, power and intelligence (to name but three) on a scale of 0 – 255.
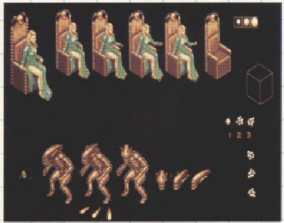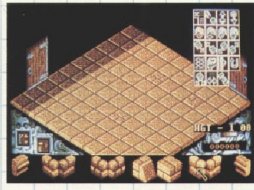

This is how a dragon is born. Robin Chapman drew it in five different colours, to give Bros a choice when the time comes to use it. Currently named Idris, it appears later on in the game, animated and spitting fire. You won't be able to talk to it – in fact, Cadaver won't have much talking at all: it's a nice cross between action and puzzle-solving, Steve clarifies.

Room construction is a simple stage-by-stage process – as Steve Kelly observes: The basis of a room can be made up in a couple of minutes. Once the size and shape of the room have been determined on the map-maker you can switch to three dimensions. The program fills in a ready-made floor of blank tiles and draws in the doors at the correct place and height. Next the programmer selects which tiles he prefers from a wide variety of patterned and cracked alternatives: later on in the game, a couple of the problems may be based around the tile design, so it's worth keeping your eyes open!

Our hero! But why a dwarf? Steve Kelly again: Robin just drew him, and we thought 'he's really good'. We were attempting to capture the look of a Chaos Dwarf. He was drawn as a whole sprite originally, but took up over 70K of memory, so now he's made up of limb sections – a technique applied to other characters. He's able to do all of the things heroes can: walk, jump, pick things up and put them in his rucksack, read, use weapons and spells and throw objects – all this and eight – directional movement too!

In complete contrast to Bros' arcade action portfolio, **Cadaver** is a 3D arcade adventure with heavy role-playing elements. So why wander into the realm of **Dungeons And Dragons**? Perhaps the secret lies with Steve Kelly, the man behind the ST version, who used to be a great fan of D&D, and Robin Chapman, creator of the game's original graphics, who still is.

Set in a large castle, Cadaver sees the player tormented by a murderer, who's always one step ahead. The castle has five floors, and as you explore each room you pick up clues about the killer – sometimes in the shape of dead bodies. You never actually find out who's doing it until the very end, and then... well, that's as far as the scenario goes. As Steve comments: "Cadaver's in a constant process of development. Initially we developed the map-maker, but it's grown a lot since then."

The game's many characters have yet to be given final names and "a lot of work" still has to be put into the storyline, but most of the groundwork has been done. Each of the five floors, apart from the first, will probably comprise approximately 100 rooms. "We're aiming for about 500 rooms in total," Steve reveals. "Each level will have its own atmosphere and set of clues, and there'll be different sub-plots along the way."

Plot lines are currently embryonic, but one thought the boys had was that the main character should resurrect his dead friends before being allowed to progress. This is just one of a rich vein of potential ideas, including the possibility of trap doors, pits and transporters in later levels.

The character you control is a dwarf, designed by Robin Chapman (an accomplished painter of Citadel miniatures who worked on Pandora's Galdregon's Domain before joining Bros). However, this is no ordinary creature of restricted growth: he has the ability to cast spells, use potions, wield weapons and throw darts. Spell-casting won't be a **Dungeon Master**-style process of finding recipes and practising before you become adept: you will know what to do from the start. Potions are a different kettle of chemicals: drinking strange fluids such as Feather Fall, Regeneration and Levitate reap rewards with immediate effect. The weapons will include sword, shield and armour, all with potential to upgrade to a stronger class.

Currently under consideration is the Dwarf's lifespan: the Bros want to give him one life, with a save/load option and the chance of regaining lost strength. Steve is toying with the concept of a limited number of saved games, as "being able to continually save the action can spoil your enjoyment."

As well as Robin, the person responsible for maintaining graphical variety and atmosphere between the levels is Dan Malone. Dan used to work at Palace, and was the graphics and artwork man for such original 8-bit classics as **The Sacred**


WORK IN PROGRESS

Armour Of Antiriad. All of Bros come from differing backgrounds: Steve Kelly worked at Psion early on (writing Spectrum games), then went freelance. Mike Montgomery came from Virgin and Eidersoft, and is helping out with the ST version as well as converting Cadaver to the Amiga and PC later. Sound has yet to be allocated to anyone – "but it'll come."

Cadaver is due to be finished in May, but the software/hardware combination Bros are using is so flexible that they can insert or delete anything at the last minute with minimum effort. Basically, they all have an ST and a 386 PC (with a 40Mb hard disk and 4Mb of RAM) linked to a 386 PC file server, which has a 350Mb hard disk. Why use PCs? Steve explains: "The best assemblers and editors are only available for the PC – even though **Devpac** for the ST is brilliant, it just doesn't compare. **Snasm** assembles the map-maker's 45,000 lines of code in nine seconds using RAM disk and 14 seconds off a hard disk. It's incredibly quick and powerful." In addition, Bros have written their own de-bugger, and their own program to help the ST and PC converse.

However, the most remarkable aspect of Cadaver's programming is the game creator, currently called the 'Adventure Creator Language' (ACL). Quite simply, it allows Bros to chop and change all the puzzles, and has given them "the ability to make the game extremely elaborate and flexible, even though it's lengthened the process of actually writing it."

Cadaver should appear on two disks on all three formats, with the PC version supporting CGA, EGA and Hercules 'maybe'. In fact, the PC is now permanent ground for Bros: 'the market is too big too ignore'. And the future? Well, they may use the ACL again for another game ("We'll see how it goes..."), but at the moment it looks like the team's going to be busy pulling together **Speedball** 2. But that's another story...

Bros are aiming for total interactiveness with the surroundings. If we add a sprinkling of goblins to our room, the hero can engage in some serious interaction. The numerical limit of creatures allowed in a room is four, beyond which the program slows unreasonably. Still, three goblins are enough for anyone...

By introducing the pre-animated slime monster, the room has a 'living' enemy added to its inventory. Entering the creature's ACL, the programmer is able to define whether or not a certain time lapse or event will set it moving, by executing commands based on the x, y and z axes of three dimensions: 'MOVE 30, 0, 0, MOVE – 30, 0, 0'. This means that if someone steps too close, the slime monster will move 30 pixels along the x-axis both ways from its starting point. Rooms may also have randomly generated events which operate on a similar principle: so, for example, if the room's ACL had a 'ROOM TIME 10', an event (such as making an object move) would be generated every 10 seconds.

With the tile design complete, the next task is wall-building. You can construct up to eight units in height, but the Bitmaps have found that five works the best for normal rooms. Patterns and unique block designs are then added, as with the tiles, to distinguish the room from any other. Basically, you can play around as much as you like, building up the walls brick by brick. There are approximately 90 types of wall block per level, so variety isn't much of a problem.
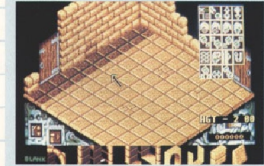
The shell of the room is finished, so now it's time to cycle through the object library in search of the required items: objects are usually selected and positioned before being defined in the ACL. Shadows have to be generated, something which has been causing a few worries. Basically, there's no problem with objects that can't be moved – but with objects in motion, large amounts of memory are used up calculating the positions of moving shadows and avoiding clashes between corresponding shadows. Objects like this tomb are composed of two separate items, the casket and the lid – the game creator aligns them to the correct height with a simple click of the mouse button. Next come the barrels, buckets, and a token chicken, up to a maximum of 96 objects. In practice, this means there is no limit to the number of items in any one room, allowing huge potential for constructing complex puzzles.

At last, with the room finished and all the parameters defined in the ACL, the dwarf enters the room. What now? Well, that's up to you, isn't it...

gamebus ters

Stuck in that crypt? Can't escape from the Planet of the Robot Monsters? You need the FORMAT guide to real estate...

CADAVER: level one

John Sweeney from Nottingham modestly wonders whether this solution to *Cadaver* might be of some help. Help? We reckon it's a blinkin' godsend!

£50 STF PRIZE WINNER

Level One

Cavern: get silver coin (7G), diary, pickaxe; N
Tunnel: pull lever (opens north door); N
Tunnel: get stone bag; W
Tunnel: wield stone bag; (F2, F3); kill monster with stones: (H, F3, F2); push barrel to east wall, getting pickaxe on the way; jump on barrel; get charm (20G); S
Tunnel: get Runic Stone (Turn Monster spell); kill spider (either throw stones, or just walk through it); NN
Tunnel: move sacks (push/drag) to get gem; kill maggot; S, E, E, S
Main Chamber: avoid worm since it just regenerates; E
Tunnel: jump over block; E
Chamber: get key (1), loaf; W, W, N, W, S, S, E (uses key (1))
Cavern: open chest —> parchment; read parchment; get stone bag; pull lever (opens south door in Main Chamber); W, N, N, E, S
Main Chamber: jump on barrel; get rope; drink Stamina Potion from barrel if necessary – but don't waste it! This is your main source of Stamina Potion on this level; come back and drink it when you are in need. Kill the worm if you want to; S
Tunnel: throw pickaxe at wall; push pickaxe into wall; S
Passage: search skeleton —> book; read book (6 pages); E, E, N, W (S)
Well: touch key; move south to avoid blast from monster; get key (2), skull; E, W (N)
Store: open chest —> loaf, chicken, funerary coin; get all; E, N
Gaol: insert key (2) in keyhole (opens four other doors from this room); get coin (46G); get Alcohol Potion; if you want a fight, N(W), S – kill the monster – made easier by dropping a skull in its path; N(E)
Cell 2: give alcohol, loaf, loaf, chicken to prisoner; S, E, (S)
Cell 4: get key (3); W, S, S, E (uses key(3))
Passage: get gem; read tome; push button (raises trapdoor cover in Cadaver Store); E, E

Embalming Room: search skeleton —> key (4); get key (4); search cadaver if you want a fight; N
Balm Store: insert key on floor into keylock to open east door in Embalming Room; kill spiders; get Red Cross Potion (stamina), Refreshing Potion (cures poison), Shot Shield Potion; (barrel and acrid potion are poison); S, E
Purificatory: get Learn Potion Scroll, Frogskin Potion (giant jump); W, S
Offal store: get coins (6G+); N, W, W, N
Cadaver Store: drop rope down hole; kill maggots if you want to; walk into hole
Pit: open rat —> key (5); get key (5); get key (6) (on ground); open chest with key (6) —> urn; get urn; E (uses key 5), E
Pit: get four gems; W, W
Pit: throw six gems in lake – teleport to Lord's Crypt; S – the door north of you is not the door to the Lord's Crypt – you have just been teleported again!

(ALTERNATIVE EXIT FROM PIT: get all the bones; go to Tunnel
Tunnel: Stand below chain; drop bones on top of each other; jump on pile; jump to chain —> **Secret Chamber:** use key on floor to open door; S)

Passage: W, W, W, (H to Wield Stone Bag), S
Passage: Kill Jumper (you can dodge under it, or you could use a Turn Monster to hold it still); use Key (4) in keylock to open South Door (there is a parallel passage just to the West with another Jumper and another keylock – they lead to the same place. You can only open one route – it doesn't matter which); S, W, W
Mourning Room: Kill Jumper —> Charm (100G), two Holy Water Flasks, Trapped Jar; S
King's Chapel: Kill Jumper —> Key (7); get Key (7); W, N
King's Armoury: Get Shield (with King's device), Breastplate (Wulf III), Helm (with circlet of gold), well-wrought Sword; S, W, S
Treasury: Open Chest (uses Key (7)) —> Coin, Leg of Meat, Book; get Coin (20G), Meat; N
Ante-Room: Push Button. If you are carrying the correct four items from the King's Armoury, then they return to the Armoury and you are teleported to the Inner Treasury!
Inner Treasury: Get Crown, Charm (100G), Coins (500G); pull lever —> Ante Room
Ante-Room: E, E, N, E, E, S
Great Chapel (North End): Kill monsters (let the first one nearly land, then nip out and in through the door – stand near the door and throw a stone whenever one passes within range); S
Great Chapel (South End): Kill monster ; S, S, W
Purificatory: get flask of Holy Water (you should now have three); drop flask in bowl; drink from bowl —> teleport to Inner Treasury
Inner Treasury: pull lever —> Magic Shield

Weapon: get it; S, S
Warrior's Crypt: drop funerary coin on Kazak's Tomb —> Fire Shield Potion; get it; kill spider; N, E
Common Crypt: (use key on altar to unlock the door that has just locked behind you); push four stones off altar —> Cure Potion; get it; push urns to floor —> Dispel Trap Scroll, Jar; get Scroll; open Jar (50G); E
Shrine: get Coins (40G), Stone Bag; (disturb rat —> maggot); W, S
Glutton's Shrine: drop meat on altar —> Super Fast Potion; get it; N, W, W, N, N
Treasury: cast Dispel Trap on chest; open chest (uses Key (9)) —> book, charm, urn; get charm (100G), urn; S, S, W, S, S, W
Robing Room: cast Dispel Trap on chest; open chest —> Read Language Scroll; get it; drop parchment; cast Read Language on Parchment; read Parchment; E, N
Great Chapel (South End): drop urn on Carolus's Altar —> Unknown Scroll and door to Guardian now open; cast Read Magic on Scroll —> Massacre Scroll; get it; N, N, N, N, N, W, N (this door can be opened earlier by pressing the buttons in the passage to the East. The prisoner told you that button 1 comes first (the left-hand one) – the sequence is 1432, learnt by trial and error)
Guardian: cast Massacre at Dragon; search Dragon —> two Charms, Coins; get Charms (200G each), Coins (300G); push button (opens North door – this works only if you have the Crown with you); N
Teleport: pull lever —> LEVEL TWO!

■ Next number we take a look at another level – in the meantime, see how much further you can get!

■ Well, no, madam, it may not *look* like a study, but just add a bookcase or two...

Potion: get it; pull lever —> teleport to Treasury; N, W. Repeat this with the other two flasks of Holy Water and Mind Blast Scrolls and Magic Missile
Treasury: N, N, E
Crematorium: Drop urn on right hand stone shelf —> blood; get it; W
Inner Sanctum: drop blood on altar —> key (8), read Magic Scroll; get them; insert key (8) in keylock to open door to W; W
Robing Room: (take Wrath Helland's urn to the Crematorium if you want to fight some spiders); N
Library: get Map Scroll (use it if you wish), Parchment ("Azarcan ..."); S, E, N, N
Great Chapel (North End): jump on flames to open door to E; E, S
Lesser Shrine: get key (9); N, E (kill spiders); N(W)
Holy Crypt: search urn —> maggot, Charm; get Charm (30G); S, N(E)
Lesser Crypt: move stones until you find Bless

■ Des. res., mod. furn., plenty of handy storage space. Solidly built, but lots of scope for improvement. Suit anyone not fussy about windows. First to see will die – er, *buy*

PACLAND
Grandslam
Wendy Little is a sure shot supremo at this crazy little game, and she's also found this cheat. Type in "AVALON" on the title screen for infinite lives.

CYBERBALL
Domark
When the game starts, catch the ball, then run out of bounds. The defence are behind you. Run in for touchdown before the defence run at you. I find short play while you are defence works best. Highest score so far 104-18, winnings $999,000.

■ The playground's not far, madam, and do your children always wear that armour?

ROBOCOP
Ocean
Pause the game and type in "MURPHY". Now when you press the mouse button your health goes up. Lisa Reed from Bath says fifteen seconds to comply.

STUNT CAR RACER
Microprose
Paul Groom from Middlesborough in Cleveland has got through several joysticks on the way to completing this nifty game. Take it away, Paul:

The Little Ramp: should be easy. All you have to do is take the ramp itself at no less than 130 mph. However, the hump shouldn't be taken at more than 200 mph – otherwise you lose a lot of time in the air.

The Hump Back: take the first hump at any speed up to around 130 mph. There are two options available when negotiating the bumpy straight that follows:

❶ Take it at a sedate pace (under 150 mph);
❷ Put your foot down and rocket through it at over 200 mph.

Keep your foot down for the next hump but slow down for the straight, since there is a sharp bend. Once past the final bend ignite the boosters and sprint to the line. ➤

LEISURE cheating

Gamebusters

Speed your ball even faster! Light your corridor even brighter! Liven up your Cadaver, find your Lost Patrol, and get your smalls really clean without a boil wash! Nah, don't believe that one...

CADAVER

Back in *FORMAT* 19 we brought you the first part of a complete solution to this sprawling graphic adventure, courtesy of John Sweeney from Nottingham. Now here's Level Two of John's solution

Warrior's Shrine: Shot Sheild Potion, Massacre Spell, Shuriken.
Inner Chapel: Use Shot Sheild and Shuriken to destroy monsters; Stamina Potions. Get Teleport Orb —> Ante Room (W,N from where you were)
**Ante Room:** Number levers from left; pull 13211 then press button – opens W without activating any traps.
Outer Chapel: Jump at Floating Eye to destroy it. Avoid Poisonous Blob. Token "U."
Lord's Shrine: Jump at skulls to raise drape – N unlocks MUCK later automatically. Recharge Mindblast from Reliquary by inserting it in casket, then casket in strongbox. it is now strong enough to destroy a blob – keep it for the end of this level.
Reliquary: Insert Ahes in Urn – you need the Urn later. Mindblast Spell (needs recharging). Jump at skull to go N.
Secret Room: Throw unwanted item through gap (anything that disappears here reappears in North Chamber), pull lever, duck under stones to E.
Next room: pull lever to unblock E – you open this door from the other side *much* later.
Chapel Armoury: Shuriken; Pull lever when both diamonds are dark to leave room.
Feasting Hall (E): Token "W", Sleep Spell; block the darts with piles of objects. Keep gong in and out and sacks appear. Keep picking them up and eventually they have gold.
Feasting Hall: (W): Button —> N; lever on throne —> button —> book.
Side Hall: You need an Emerald to go E – *much* later; take note of the route N at top of stairs.
Back Passage: Pull lever to access chest from above; go to chest via Side Hall stairs; jump across gap to get key; Teleport Orb takes you two rooms N.

Note, this is a magic chest – keep opening
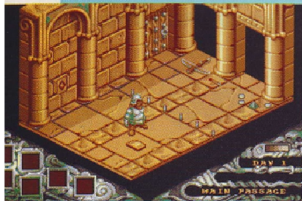
and closing it for infinite gold! Get your gold now – you can teleport out only *once*.
Kitchen: Super Fast Potion.
Wash House: Cure Poison
Cook's Passage (W): Sleep **the Eye** to stop a Teenage Mutant Ninja Tortoise appearing; you need K2 to go N.
Cook's Room: Jump on bucket, float up and open chest —> **"K1"**.
N.B. You can cheat in a few places by using the floating bucket and pan to climb up high – you don't *need* them, though.
Cook's Passage (M): Sleep the Eye to remove Bars.
Boy's Room: Stand on chest, lever in trophy —> W.
Maids Room: Button —> N; Teleport Orb takes you two rooms E; take the alcolhol – it has a use much later.
Cellar: Knock the bottles off the shelf to get the key and some gold.
Cooks Passage (E): K1 —>
Granary (U): The key is under the stairs —> chain —> up (just jump at it). *Don't* kill the poison blobs – killing the two blobs teleports you to the Lost Room, but you can only get there once and you haven't got the key yet.
Lost Room: Read the bit above – you haven't got the key yet! See end of level two.
Top Passage: K3 opens bars. The large square tile activates the eastern bars. You can only touch it safely when the diamond is dark. Mind Blast Spell, Token "L." (There is an alternative route to the room past the eastern bars.)
Ward Room: Teleport Orb (takes you to this room!). Right button shuts off dart trap. Left button ???
Main Passage: Where the skulls keep teleporting you back: Sleep the eyes to shut off the skulls. E door unlocks from the other side only.
Side Passage: W of main passage (N): Lever raises lift – access it from the room to the west; Freeze Spell, Strength Potion.
Guard Room: Stand W of chest to make blob push it off.
Ward Passage: Massacre tortoise —> key —> W (the alternative route to the Ward Room if you activated the bars in the top passage).
Cell: Lever opens bars: gold, shuriken. Trapped! Wait —> mat (slightly magical??), gold, Suicide Potion; throw Suicide Potion at mouth to open bars.
Side Passage: E of main passage (N): left lever —> lower platform; push platform over pit; get on; right lever raises platform; go N.
Guard Room: Use key to go E.
North Chamber: Sleep eyes; SQUARE GEM,

BLOOD MONEY
Psygnosis

This cheat for this getting-on-a-bit-but-still-very-good-thank-you-very-much game wings its way from **Graham Cruickshanks** of **Kirkcudbright** in Scotland. On the options screen press F4 for Impatient, then quickly press the S key. The screen remains black. Now type in the phrase PONDULIX FOR PM. Hit Help during play to toggle cheat mode and infinite lives. These keypad keys also do wonderful things:
1: more dosh for player one
2: ditto for two
4: player one enters shop
5: player two ditto
<Delete>: move to next level (if you've got enough money)

CHASE HQ 2
Ocean

Chasing giving you probs? **Matthew Adams** and **Ben Lincoln** from **Kent** have some advice. Hold down H and F5 while the game is loading and all obstacles such as trees are removed from the game.

GREMLINS 2
Elite

A musical tipette from **Steven Powis** of **Essex**. Simply type SINATRA into the high score table to gain infinite lives.

■ *Next from ol' blue eyes – New York, New York. Available for parties...*

KICK OFF 2
Anco

A spherical-shaped tip from **Edward Herft** of **Watford**. This enables you to substitute the ST's players – so you can, say, replace its goalkeeper with a attacker. Start the game as normal, then press your substitute button. Then press what would have been player 2's substitute button *before* the game asks you to select a sub. The ST's players are now shown and you can select who to replace.

(continued page 91)

■ *This hapless chap looks as if he could use FORMAT's guide to choosing doors...*

LEISURE cheating

CADAVER (continued from page 88)

TRIANGULAR GEM. Go back up stairs; W, S, S, E (stay high up) to Upper chamber.
Upper Chamber: CIRCULAR GEM; Unlock Chest Spell (@) – use it here on two smaller chests (unless you are desperate for the gold in the largest chest) —> Bless Potion Spell, Stamina Potion.
Side Chamber: Use Strength Potion to move pillar and knock gold, Stamina Potion, and key off high shelf (if they get stuck on top of pillar then push it back to its starting position to knock them off). Use key to go W.
Main Passage: (with triangular Gem Lock): Use *three* gems to go E.
Side Passage (1): Drop a shield or bowl on spikes; jump over; edge forward; repeat.
Side Passage (2): Throw key through; walk up to bars –

■ **In the Back Passage there's a magic chest that keeps giving gold!**

they should open; get **"K4"**. The S door leads back to the Lord's Shrine. It opens much later by itself as long as you don't put the eye to sleep!
Side Passage (3): Go in and out both doors until the blob pushes the teleport orb through the bars. Don't take it yet; go N to open a route round the back of the bars.
Barrack: Stand on bucket to reach left drape —> button —> chest —> gold, chicken.
Captain's Room: Button —> hole; insert spike from next room to unlock the E door in the Barracks; Gauntlet.
Armoury: Spike, gold, key; move rack to find keyhole; pull chain to exit.
Guard's Store: Meat; alcohol; take alcohol to use later; feed meat and chicken to mouth to unlock S. Now go back and get teleport orb (takes you one room E).
Side Passage (4): K4 opens bars and E door.
Guard Hall: Lever frees TRIANGULAR GEM; push it clear with another item; stand clear of blocks when you pick it up.
Guard Chamber: Food, poison; throw food and poison at mouth to get gold and unlock door.
Ward Room: Push board over pit; raise it three times with lever; jump from stairs to board; push button —> flames in outer ward move.
Outer Ward: Duck under flames once you have made them move —> CIRCULAR GEM.
Lookout Room: Second bar from right lets you in; second from left lets you out; Map Spell, gold; lever unlocks S door from Ward Room.
Lord's Chamber: First go down the corridor to the East Chamber to get the SQUARE GEM; use THREE GEMS to move altar.
East Passage: go through quickly.
East Chamber: Button starts board moving; avoid bars by moving between board and central island; far button opens W; Unlock Door Spell, SQUARE GEM. You should get the gem and go back and do the area below the Lord's Chamber before continuing W from here.
Secret Tunnel (1 & 2): Button —> Teleport one room E; W to get key; Key —> E.
Secret Tunnel (3): the Eastern Door is a fake.
Lord's Armoury: Shuriken; wield the Gauntlet to open chest —> gold.
Lord's Treasury: gold; Sacks of gold, Lead Casket; use the Lead Casket to smuggle the sacks through the Side Tunnel one at a time.
Side Tunnel (W): Lever removes bars if you return sacks to Treasury.
Great Chamber: **"K5"**.

Side Tunnel (E): K5 —> N(E).
Lord's Cellar: Alcohol; drop all this *plus* the stuff from the Guard's Store and the Maid's Room into the Punch Bowl —> Stamina Potion!
Axel's Chamber "K6", "K7": Throw Sacks of Gold at mouth for info. Activate Teleport Orbs with skulls. Push Orbs off to find real one: Teleport Orb takes you back to Lord's Chamber; go from there to East Chamber and exit to W.
Lost Passage: Wield your Unlock Door Spell and use it on all the doors: N, N, N, W, W, W, N; Pull lever —> gold plus Unlock Door Spell disappears; various bars and doors within the maze have changed.

Use K6 to go W if you pulled the lever in Secret Room (2) way back at the beginning of the game to unlock the door. If you have, you can go W to find the EMERALD, then carry on to the west, but before doing so you may wish to get a Stamina Potion: go S, E, S, S, W; pull lever; N, N, N.
If you didn't pull the lever you can still get the EMERALD: S, E, S, S, W; pull lever (unlocks all doors); N, N, E, E, N, E; pull lever (generates alternative EMERALD in SE corner of maze and locks some doors, plus provides temporary Teleport Orbs in some rooms of maze); S; get orb; get EMERALD. You can now reach the NW corner of the maze by: N, W. get orb. N, E, S, get orb); S; retrace your steps – the door from the Side Passage (2) S into the Lord's Shrine is now unlocked, as long as you didn't Sleep the Eye. Now that you have the EMERALD go to the Side Hall and it enables you to go east to the Captain's Hall, but first you may like to visit the Lost Room.
The Lost Room is at the bottom of the Granary. You must kill *both* blobs. (If you slept the Eye in the Granary to prevent the second one then you can't get there.) You need over 40 Mind Blast power. Unless you brought some through from Level Two you need the Power 50 Mind Blast made by recharging the zero Mind Blast. Cast Mind Blast

■ **Just look at that mess in the corridor! I dunno, can't get the staff these days...**

to kill *both* blobs and you are teleported to the Lost Room.

Lost Room: Gold; use Lost Room Key (K7) —> 1,500 gold plus Pint of Ruddles County (one of the Best Beers in Britain)! Just wait and you are teleported back to Granary.
Captain's Hall (W): Drop Urn (with ashes inside) on empty block; drop EMERALD on empty block (don't mix them up – your EMERALD *must* go on the empty block); drop six Teleport orbs down the hole which appears in the middle of the floor.
Captain's Hall (E): As long as you have been told that you have only one task left to perform, pull the lever; step into the red circle; wait —> LEVEL THREE!

■ **And for that, be here next issue!**

MIDNIGHT RESISTANCE
Ocean

Midnight Resister **Lee Mansfield** from **Surrey** suggests these Weapons Ratings:
Shotgun okay; three-way excellent; Full Auto okay; Fire thrower rubbish; Ammo excellent; Auto okay; 1 UP excellent; Shower rubbish; Nitro okay; Homers excellent.
For infinite credits, pause the game and type in SAMANTHALYON.

MONTY PYTHON'S FLYING CIRCUS
Virgin Mastertronic

Information from our man in the Ministry of Silly Walks, from **Steven Nicholls** of **Weston-super-Mare**. Type your name as SEMPRINI on the Extremely Silly Scores table to start on any level you've reached. Insurance Sketch! Insurance Sketch!

NITRO
Psygnosis

Marie Wilson ('ere, wasn't she a singer?) from **Devon** says that typing in NITRO at any time in the game takes you to the next level. Ooh!

RAMBO 3
Ocean

Don't push me... instead, type RENEGADE into the high score table, then you can press 1, 2 or 3 to get to the corresponding level. Thanks to **Christopher Winnard** from **Cleveland**.

SKWEEK
Loriciels

This noisy tip for reaching random levels comes from a strange chappie who calls himself **Richypoos** from **Poole** in **Dorset**. On the option screen press F2 while holding down the Spacebar. And that is, as the well-worn phrase goes, all there is to it.

TOYOTA CELICA GT RALLY
Gremlin

Mark Brown from **West Sussex** gives this rallying cry: start the engine, then press the C key. When the chequered flag has risen, you've completed the stage in first place. Repeat this for all 30 stages to win the game.

■ *Forget all those tricky Rally obstacles! Why sweat when you can cheat?*

CADAVER

Mirrorsoft

FORMAT proudly presents the final instalment of our *Cadaver* solution, courtesy of the indefatigable John Sweeney from Nottingham

If a direction is ambiguous then it is followed by another direction in brackets to make it precise. For example, W(N) Door means the Northernmost door on the West wall. M in brackets means the Middle. K stands for Key. Keys are marked ✱✱Kn✱✱ to highlight their locations.

LEVEL THREE

Main Passage: You need the Boar Key to go W – much later.

Side Chamber: Either jump at the lever or throw stones at it depending on which way you want to go, then nip through the bars before they close again.

Gaoler's Stair: Stone Bag under stairs.

Visitor's Gaol: Shirikan, key for South Door in Court Hall. The lever opens the bars.

Court Hall: You need to pull a lever in the Guard's area to go W later on. Key for South Door is in the Visitor's Gaol.

High Court: Lever —> pit —> down to the Royal Gaol, Dispel Trap Spell and Stamina Potion are here.

Royal Court: Candle, ✱✱K1✱✱. Touch Wulf and you receive a quest. When you fulfil each quest return here and you get a new key and a new quest.

QUEST 1: CROWN – Give the Crown to Wulf —> Serpent Key
QUEST 2: HERBS – Drop Herbs in the Font —> Boar Key
QUEST 3: NODOS – Drop Nodos in the Font —> Royal Seal Key
QUEST 4: POWDER – Drop the Powder in the Font —> Peace Key
QUEST 5: SPELL – Cast the Enchanted Liquid on the Font —> Guard's Key
QUEST 6: CHALICE – Drop the Chalice in the Font. Give the Chalice to Wulf and he gives you the Spider Key. Use the Spider Key to go W from the Spider's Lair and up the Secret Stair to LEVEL FOUR!

QUEST 1: CROWN

Gaol: Use K1 to unlock this side of the door. Go back to the High Court, Drop it down the pit and you can leave, provided you have already unlocked the other side with the same key.

QUEST 2: HERBS

Guest's Hall: Walk down middle. Serpent Key —> E.

Royal Maze: E from Ante Room, E, dodge balls, E, W(S), get Handle, E, N, Stamina Potion, W, N, W. S(E); activate the lever —> gold. If you pull this lever at a different times you suffer a Shuriken Attack which you can turn off with a button somewhere. It also locks and unlocks a couple of doors.

Go E, W(S), open chest, get ✱✱K2✱✱, S, E, E, insert K2, N, W, W(N), N, pull western lever twice. It first unlocks this door (S(W)), and then activates the floor pad in the next room. Go S(W), step on the large floor slab to raise the block. Drink the alcohol to get ✱✱K3✱✱ (don't worry, it wears off). Get the candle, N, open the chest (use K3) —> two candles.

Go S(E), E, put four candles in the four red circles – three from the Royal Maze, one from the Royal Court. Go N, insert the Handle in the lever slot and pull the lever to unlock the door to the E. Go E, E, walk onto the red circles —> Teleport to the candles, but now there is a Chest in the room.

Cast the Dispel Trap Spell, open the chest —> gold and Ring. Go W(N), N, E, W(S) and press the Right Button. Go S, E, press the Button —> GEM (as long as you pressed only the Right Button in the previous room.) The Casket opens if you have the Ring —> ✱✱K4✱✱. Go N, S, take the HERBS and use K4 to go S. Then go N, W (N), N, S(W), S, W.

QUEST 3: NODOS

Main passage: Take the Boar Key —> W.

Royal Hall (E): Get all the coins —> two GEMS. Keep standing on the central tile to pump the wall meter back up and prevent damage.

Royal Hall (W): Stand at the right end and throw large objects (the GEMS for example) onto the ramp. You suffer some damage because the ball bumps the button each time. Two or three objects are enough to make the ball fall down the hole. The spikes now disappear. Activate the lever —> W. Remember to retrieve the GEMS!

Great Kitchen: Eat the Round Loaf for gold.

Meat Store: Rock (Cannonball), Boar's Head, Raw Meat. Cook the Raw Meat in the Great Kitchen before eating it or you lose 100 Stamina points. Eat the Meat —> ✱✱K5✱✱. Push the barrels together by bars and climb onto one. Drop some kindling (from the Wood Store) onto the other barrel and then jump onto the Kindling. Now jump to the top of the bars and drop down to kill the spider. Get ✱✱K6✱✱, eat the Boar's Head... and wait!

■ That's all for now – more as soon as we can crack the game ourselves!
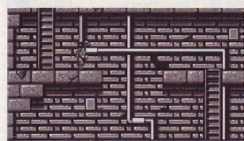

SHINOBI
Virgin Mastertronic
Pause the game, then type LARSXVIII for infinite credits. Thanks, **Stephen Lee** of **Essex**.

TEENAGE MUTANT HERO TURTLES
Mirrorsoft
A handy little tip from **Daniel Higgins** of **Aberdeen** for infinite energy. On the code screen, type 8859 then 1506 before the real code. Cowa – oh, shut up.

■ Well, it may be fun being a Turtle, but isn't it embarrassing when you completely forget to wear any clothes, like Mussolini (or whatever his name is) here?

TOTAL RECALL
Ocean
Now what's this cheat again? (More gales of laughter.) Leave the game in pause mode for one hour – count the pixels on-screen meantime and eventually "Cheat Mode Active" appears, and you have infinite ammo. Don't forget **Douglas Benevento** of **Cambs** when you win.

THE TIME MACHINE
Activision
Overleaf there's a complete solution to this time-travelling arcade adventure-type game – but if that sounds like too much work, try this tip from **Lee Groom** of **Dorset**. Get a high score and type in DIZZY to gain nine lives instead of three.

TREASURE ISLAND DIZZY
Codemasters
Speaking of Dizzy, **Paul Rhys-Thompson** of **Lancashire** advises: when the game starts, type I CAN FLY and guess what? You can fly. (I can fly, y'know. No, really...)

WE WANT *YOUR* TIPS & CHEATS

Look, I don't want to have to say this again, understand? We want it, that's all there is to it. If you've got a tip, a cheat, an infinite lives poke, a short cut, an undocumented feature, a bug, a password – anything at all you've found that helps you get more from your ST game-playing – we want to hear about it! That way you can share your information with well over 55,000 fellow ST enthusiasts and possibly win *FORMAT*'s monthly prize of £50. Or, if you're stuck at a particular point in a game or find a problem with a piece of software, you could get the answer to your problem!

Name _____

Address _____

_____ Daytime phone _____

My tip is: Games ☐ Desktop ☐ Music ☐ Graphics ☐ Cover Disk ☐ Other ☐

Brief description of tip _____

_____

Please complete this form and send it, along with your tip, to: *Gamebusters*, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW.