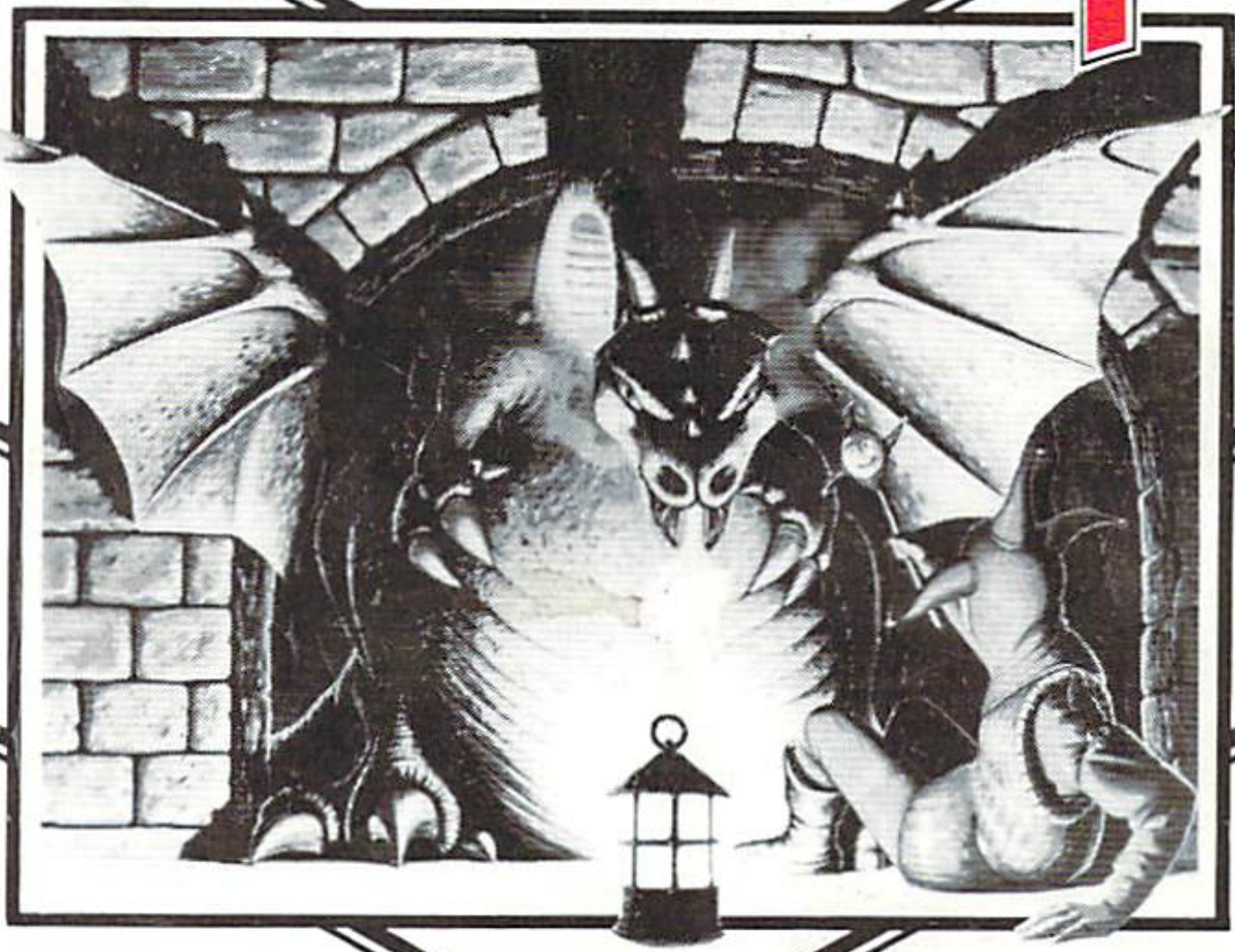
Black Lamp





THE BLACK LAMP

Being the story of Jack - Jolly Jack the Jester,
hero of this Medieval mission of daring and romance;
this courageous crusade through rustic landscapes
and Gothic interiors;
this audacious quest to rid a kingdom of Evil;
where the reward for success is the hand of a Princess

and the price of failure is Death!



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PROLOGUE

Once upon a time there was a Jester called Jack - Jolly Jack, Jester by appointment to King Maxim of Allegoria. Jolly Jack, master of wit and repartee, breaker of the ice at parties with a joke here, a tumble there, a quick whack of the pig's bladder elsewhere.

As long as Jack was at work, the Court of King Maxim was a happy place. However, this general hilarity served only as a temporary respite from the sad truth. For, as even the King had to admit, theirs was not a happy kingdom...

Local folklore has it that the continued peace, prosperity and happiness of the kingdom was due in no small part to the presence, among the Crown Jewels, of a certain set of enchanted lanterns, the most revered of which was known as 'The Black Lamp of Allegoria'. And it was certainly true that an evil blight had befallen the kingdom ever since the lamps had been stolen - whisked away in the dead of night, it was said, by Dragons. Since then, the kingdom had been plagued by strange and monstrous beings; since then, animals, birds and insects, previously docile, were now, under some evil influence, attacking the innocent populace.

And so it was that Jolly Jack was working overtime to keep spirits up at Court. And it was not easy work for him, for behind the facade of the Jester's smile, there lurked a pain that ached deep within him - the pain of unrequited love. Not that the object of his affection did not love him in return. Far from it. The problem was that she happened to be the boss's daughter - Her Royal Highness the Princess Grizelda.

Of course, the King forbade such a marriage at first. The idea of his beloved maiden daughter with that Fool - it was virgin on the ridiculous! And it's true that Jack was a bit short on the usual qualifications: he wasn't rich; he wasn't a prince; he didn't have a kingdom; he wasn't even particularly handsome. However, softened by the pleas of his daughter, King Maxim came up with a cunning compromise. He would allow the marriage if, and only if, Jack could prove his worth by seeking out the Dragons, and bringing back all the



enchanted lamps intact. It was a good plan - he had nothing to lose if it failed - except that he'd have to find a new Jester. And if it succeeded, well, he'd have to let his daughter marry this idiot, but it would be worth it - it would be worth anything - to restore harmony to the kingdom!

Jack, however, was not such an idiot as the King believed. Spurred on by love, he accepted the challenge eagerly. But not blindly, for he was fully aware that without help, the quest would be tantamount to suicide. Luckily, he knew who to turn to...

During his time off, when not wooing the princess, Jack was wont to hang out in the taverns with Pratweezle, the King's sorcerer. Ever ready to help a pal, Pratweezle was able to conjure up two magic spells; the first gave Jack the power of recuperation, enabling him to cheat death a limited number of times; and the second gave Jack's belt buckle the power to emit shattering bolts of pure Magic!

And so it was that, having bade a fond farewell to Grizelda, Jolly Jack the Jester set forth, with purposeful expression and determined gait, on that fateful day...

PLAYING THE GAME

THE QUEST

Jack's quest is to explore the kingdom of Allegoria in order to find the nine Enchanted Lamps and return them to their rightful place. As he can only carry one Lamp at a time, and as he is inevitably going to be set upon by evil Enemies of one sort or another, the quest is likely to be, at the very least, long, exciting and dangerous - or at the worst, deadly!

The quest will start in a certain part of the kingdom. There, in that same place, you will notice an empty Chest, divided into nine compartments, colored the same as the missing Lamps. There are 20 of these Chests dotted around the Kingdom. It is to these Chests that Jack must return the nine Lamps.

THE LAMPS

The Lamps are scattered far and wide throughout the kingdom. When Jack finds one, he must collect it and take it back to any one of the Chests. But the Black Lamp is different - it is always guarded closely by that most fearsome of Enemies, the Dragon. And the Dragon won't give it up until he's dead! Every Dragon will have a Lamp of some colour, so the only way for Jack to return all the Lamps is to fight every Dragon he meets!

THE KINGDOM

The kingdom of Allegoria, for the purposes of Jack's quest, is divided into lots of different scenes. Some of these are outdoors, the rest indoors. Indoor scenes consist of one screen only, whereas the outdoor scenes, such as woods, lanes or streets, are wider than one screen, and consequently scroll as Jack moves along.

Outdoor scenes can have exits to adjacent scenes at the extreme left or right ends, and also exits to the rear and to the front. Exits to the rear are denoted by such naturally occuring outdoor features as gates, doors, stiles, etc. Exits at the front are marked by two markers. Thus when Jack leaves a scene by a rear exit, such as a gate, the same exit will be then become a front exit of the new scene, and its location will be marked by the markers. And vice versa.

Indoor scenes are more complex in that they contain such features as tables, chairs and barrels that Jack can jump onto and from; ladders and stairs that Jack can climb up and down; and platforms that Jack can walk along or jump on and off of. Like those outdoors, the indoor scenes can have exits to the left, right, rear and front. However unlike outdoor scenes, they may also have exits to adjacent scenes above or below.

BONUS OBJECTS

Scattered around the kingdom are various Bonus Objects that Jack can collect along the way. These take the form of Jewels, Musical Instruments, Weapons, Food, and Drink.

All these Bonus Objects are worth collecting for their points value, but, more importantly, they also have magical properties that enhance Jack's ability to stay alive and fight his Enemies. This will be explained over the page, - where we take a closer look at Jack himself.

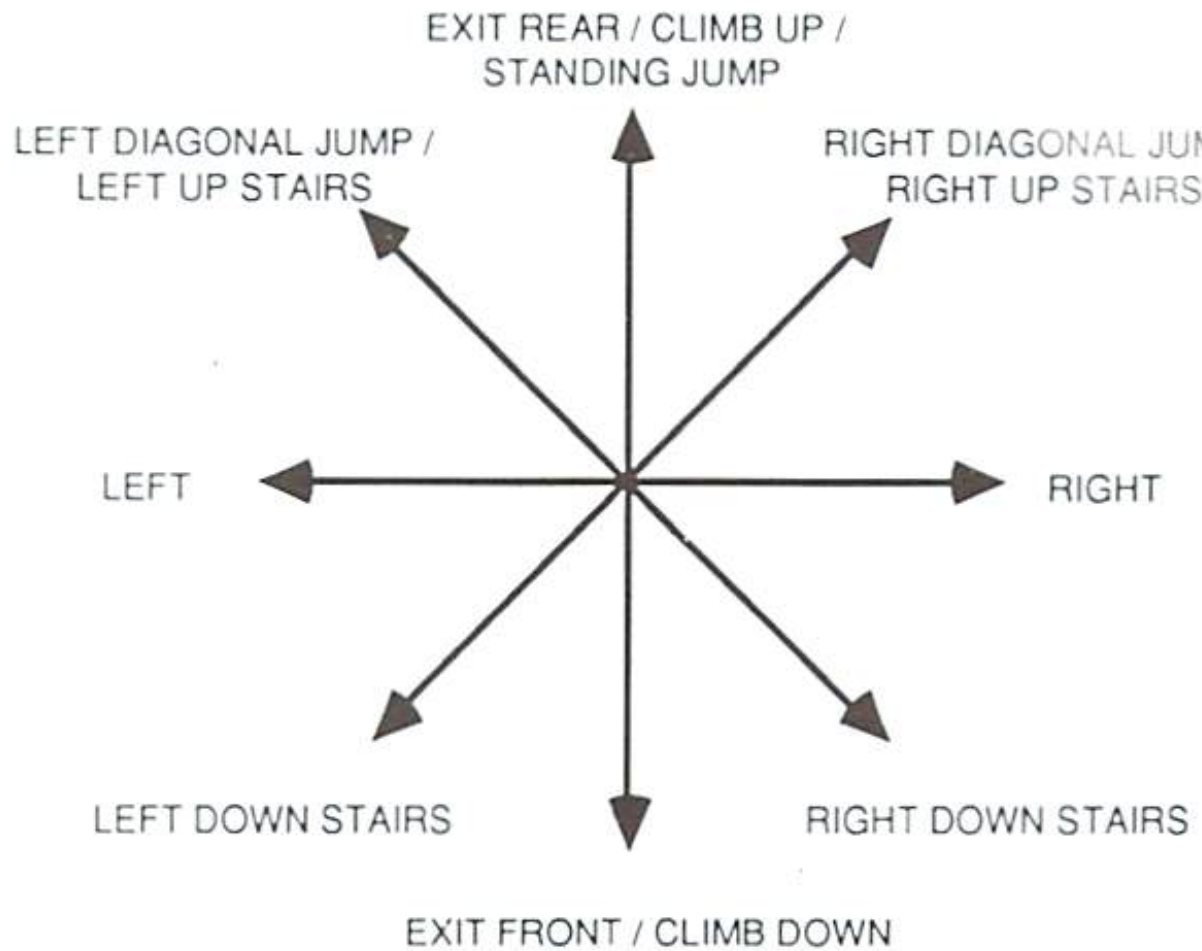
JACK

Jack walks with a jaunty, but determined gait, and an expression of grim purpose. He's an agile chap, so he can jump pretty well (after all, tumbling is part of the Jester's trade!). To protect himself against the various Enemies he has his enchanted belt buckle that can shoot out bolts of pure Magic!

CONTROLS

CBM 64 / Amiga owners should use joystick port two.
For Atari ST owners Joystick control is recommended, but mouse or keyboard controls can be used instead. The Joystick Button, SPACE bar or Right Hand Mouse Button are always used to fire the Magic Bolts.

The movement controls are a bit more complex...



In outdoor scenes Jack can walk left and right through the scrolling landscapes. For the purpose of moving between adjacent scenes, he can exit rearwards (into the screen) when immediately in front of a rear exit, and forwards (out of screen), when immediatly behind a front exit. He must be facing forwards to use a front exit or backwards to use a rear exit. When not immediatly in front of a rear exit or behind a front exit, he can jump instead.

In indoor scenes the exits work in the same way. In addition, Jack can walk left and right along the floor, and on any raised platform, table or rampart, etc. He can also jump up onto things like chairs and tables, and down off them. When at the foot or top of a ladder, he can climb up or down it.

All these variations mean that Jack responds to your control in different ways at different times. However, the control system is intelligent enough to work out the desired response according to Jack's position on screen.

ENERGY

Thanks to the spells of Pratweezle, Jack has five lives (Lucky CBM 64 users get seven!). These are governed by his energy level. As soon as his energy level drops below zero, he will lose a life. His energy is depleted as a result of damage sustained while fighting Enemies. He can lose Energy by falling and jumping from too great a height. However, Energy can be regained by collecting bonus food and drink objects that can be found along the way.

BONUS OBJECTS

The other Bonus Objects have different effects: every time Jack collects a sield/5 jewels he is endowed with magical Armour, making him invulnerable to the onslaughts of his enemies. However, this invulnerablity lasts for only twenty direct hits/30/40 seconds. But he can always go on to collect another/5 jewels.....

Likewise, collecting a musical instruments gives him increased 'Bounce Factor', rendering him immune to damage (and loss of Energy) caused by falling too far. This will only help Jack for up to five high jumps.

And for weapons collected, Jack gets Super Fire Power - making him able, for his next fifteen shots, to kill strong Enemies with just one bolt from his belt buckle! However, these 'Super Shots' will not affect the dragon.



JACK'S ENEMIES

Every creature that Jack will meet, whether humanoid, animal, bird or insect, is an Enemy. The different Enemies will try to inflict damage (and resultant loss of Energy) on Jack, so he must fight back valiantly with his Magic Bolts. But, discretion being the better part of valor, there may be times when it is better to simply get the hell out!

Most of the Enemies will attack by launching some sort of projectile at Jack, whether it be Fireball, Lightning Bolt, Spearhead, or whatever. Jack can fire his Bolts at the Enemies themselves.

The various types of Enemy differ in the amount of damage they can inflict on Jack in one go. For instance, a Dragon can cause a lot of damage, whereas a Werewolf will not cause so much. Likewise, some Enemies will be harder to kill than others. Thus it will take more hits to kill a Dragon than, say, a Werewolf.

As a general rule, the more evil and vicious an Enemy is, the more damage it will do to Jack, and the more hits will be needed to kill it.

Let's meet, in ascending order of evilness and viciousness, the Enemies...

DRAGONFLIES AND WASPS

Relatively harmless, these Insect Enemies appear first in swarms, but then, suddenly, a single Dragonfly or Wasp will detach itself from the swarm and swoop down to attack.

VAMPIRE BATS

These unsavoury creatures are found only indoors. At the approach of an intruder, they drop down and fly - straight for the neck!

WEREWOLVES

Once just ordinary forest-dwelling wolves, these poor creatures have been turned into man-eating Werewolves. Extraordinarily swift on the attack, they hurl themselves at their victim, tearing into his body in a flash until, satiated, they themselves die.

MONSTER



Buzzard



Witch



Troll





Goblin



Werewolf

Note: Some monsters may not exist on certain computers

GUIDE



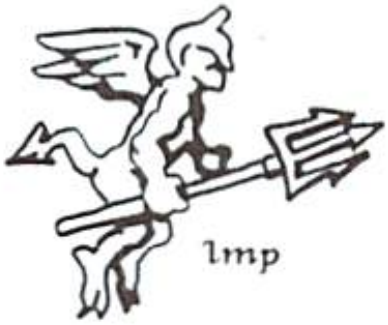
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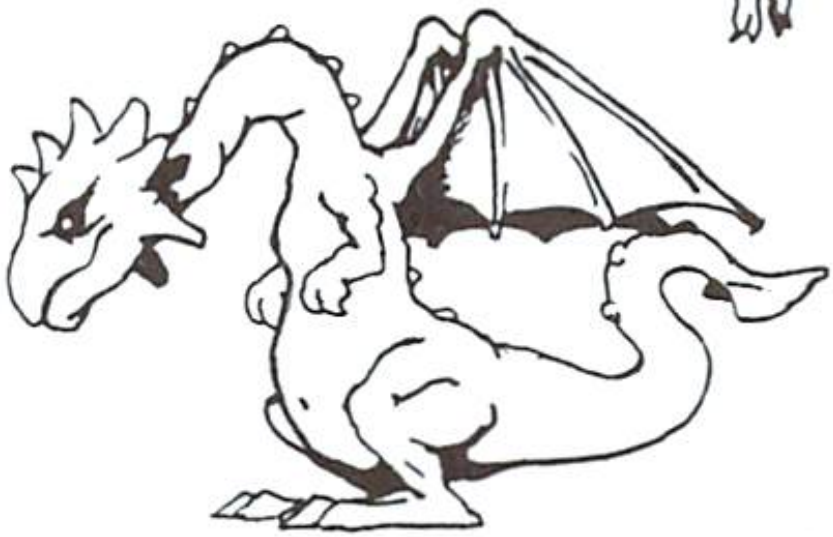
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Crow



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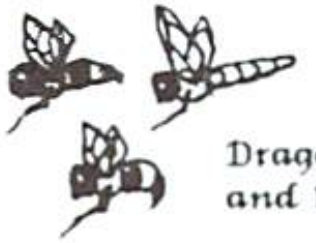


Dragon





Bat



Dragonfly and Wasps



About the only good thing one can say about Werewolves is that they only appear outdoors.

CROWS

As befits birds of the air, the Crows are found only outdoors. They drop innocent looking thistledowns - which explode on impact!

BUZZARDS

Buzzards too are outdoor creatures. Flying high in the sky, they are a difficult target for Jack's Magic Bolts. In their talons they carry exploding skulls which they drop like bombs at their victim.

GOBLIN WARRIORS

Taking the form of swordsmen, archers, or spear men, the Goblin Warriors are a force to be reckoned with. With the archers, evil arrows are the preferred form of weapon; whereas the swordsmen fire balls of fire from the centre of their shields; and the spearmen have spearheads that suddenly detach and hurl themselves at the victim.

SLIME WITCHES

The Slime Witch is an ugly old crone who attacks her hapless victim by spitting out great globs of revolting gooey green slime.

Her friend, the Flying Slime Witch, flies around on a broomstick that fires the slime out of the end of the handle!

TROLLS

These ugly green creatures have a novel way of attacking the unsuspecting traveller. They bang the ground ferociously with their hammers until sparks of fire fly out at their intended victim.

SLAYERS

These Knights of Evil are truly formidable opponents. Their method of attack is to wave their weapons around in the air, generating lightning bolts that fly off at the wretched victim.



IMPS

Second only to the Dragons in nastiness are the Imps. Resembling little trident-toting devils, they prefer the subtler forms of attack - none of this weapon-waving or ground-banging for them - they merely unleash flashing flames of Evil from the tips of their tridents!

DRAGONS

The Dragons are indeed the most fearsome of Jack's opponents. There will always be one Dragon guarding the Black Lamp. But there may be others lurking around, often blocking some vital entrance or pathway.

A Dragon's form of attack is to breathe out fireballs which are aimed at the victim with a high degree of accuracy. Jack can shoot these or try to avoid them, but all the time he must be trying to kill the Dragon itself.

Jack's Magic Bolts will only damage a Dragon if they hit certain vulnerable parts of its body. The Dragon will give up its Black Lamp on its death.

OTHER VITAL INFORMATION

LOADING THE PROGRAM

COMMODORE 64/128 TAPE

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

COMMODORE 64/128 DISK

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

ATARI ST

Make sure the computer system is connected up properly with all the components switched ON. To load Black Lamp...

1. Switch OFF the Atari ST only.
2. Insert the Black Lamp disc into the disc drive
3. Switch ON the Atari ST

Black Lamp will automatically load and run, displaying the Title Screen.



AMIGA
Make sure that all peripherals are disconnected.
Insert Black Lamp disc when asked for Workbench.

GETTING STARTED

CBM 64
To start play, press FIRE on Joystick in port two.

ATARI ST/AMIGA
To start play, press FIRE (Joystick button, Right Hand Mouse Button, or SPACE bar). If the Title Screen is left on for a while, the demo cycle will automatically engage. If this happens, just press ESC to exit demo mode. You can set the number of players at any time while the Title screen or the High Score table is displayed...

F1 - One Player
F2 - Two Players (each plays alternately)

AMIGA
The Joystick should be connected in port two

THE SCREEN

Displayed around the main playing area of the screen are various counters and indicators...

LAMP INDICATOR - At Bottom Centre. Indicates which color Lamp Jack is currently carrying.

SCORE - At Bottom Left. Keeps track of your player's current score.

BONUS OBJECT SYMBOLS - At Top of screen. The Shield/Helmet symbol stands for Armour, gained by collecting a Shield/5 Jewels; An Aura Cloud/Winged Foot stands for Bounce Factor - gained by collecting a Musical Instruments; and the Axe/Sword/Belt Buckle symbol stands for Super Fire Power - gained by collecting a Weapons.



The symbol will start flashing to warn you a few seconds before the extra power runs out.

ENERGY BAR - At the Bottom Right.

LIVES - At the Bottom Right of the screen, indicated by the Baubles (those cute little Jester's-Heads-on-Sticks). The number of Baubles indicates the number of Lives left after the current one.

EXTRA KEYBOARD CONTROLS

	CBM 64	ATARI ST	AMIGA
Pause	C=	HELP	HELP
Unpause	C=	UNDO	DELETE
Abort	Q	ESC	ESC
Music/sound effects		F9	F9
Sound/No sound		F10	F10

SCORING

Your objective in playing Black Lamp is to score as many points as possible before you run out of lives. You start with five lives, but an extra one is awarded every 100,000 points. You are allowed no more than seven lives (including the current one) at any one time. You score points for...

1. Returning Lamps safely to a Chest.
2. Killing Enemies.
3. Shooting the various enemy Projectiles.
4. Collecting Bonus Objects.

HIGH SCORE TABLE

The High Score table appears after each game. If you get sufficient points you can enter your name.



LAMPS

Score is given when a Lamp is returned to a Chest...

CBM 64

3,000 Points are gained for the first lamp returned, 3,100 for the second lamp returned and so on up to 3,800 Points for the ninth lamp returned.

ATARI ST/AMIGA	POINTS
YELLOW LAMPS	3000
GREEN LAMPS	3100
DARK BLUE LAMPS	3200
RED LAMPS	3300
PURPLE LAMPS	3400
LIGHT BLUE LAMPS	3500
BROWN LAMPS	3600
GREY LAMPS	3700
BLACK LAMPS	3800

ENEMIES

Points are scored for killing Enemies, and for hitting the projectiles that most of them fire....

ENEMY	KILL POINTS		PROJECTILE POINTS	
	C64	AM/ST		
Dragon	2500	2500	Fireballs	100
Imps	800	750	Flames of Evil	100
Slayer	-	675	Lightning Bolts	100
Troll	600	600	Sparks	100
Slime Witch	600	525	Green Slime	100
Flying Slime Witch	500	475	Green Slime	100
Goblin Archer	600	450	Arrows	100
Goblin Spearman	400	425	Spearhead	100
Goblin Swordsman	500	400	Fireballs	100
Werewolf	300	300		



ENEMY	KILL POINTS		PROJECTILE POINTS	
	C64	AM/ST		
Vampire Bats	-	300		
Buzzard	300	225	Skull Bombs	100
Crow	225	225	Thistledowns	100
Dragonfly Swarm	-	150	Single Dragonfly	100
Wasp Swarm	-	150	Single Wasp	100

BONUS OBJECTS

JEWELS : Ruby, Sapphire, Emerald. Score 2,500 to 3,000 points each
MUSICAL INSTRUMENTS: Harp, Bugle. Score 2,000 to 2,500 points each.
WEAPONS: Mace & Chain, Axe, Dagger. Score 1,500 to 2,000 points each.
FOOD: Leg of Pork, Boar's Head, Roast Turkey. Score 950 to 1,000 points each - plus Energy.
DRINK: Goblet of Wine, Horn of Ale, Flagon of Cider. Score 850 to 900 points each - plus Energy.

COLLECTING AND RETURNING LAMPS AND OBJECTS

Lamps and Bonus Objects are collected simply by walking over them. Only one Lamp can be carried at once, but there is no limit to the number of Bonus Objects that can be collected.

If you are carrying one Lamp, and you come across another, you can swap the one you are carrying for the new one simply by walking over the new one. If you don't want to swap, you'll have to avoid walking over the new one by jumping over it instead.

To return a Lamp to any Chest, simply walk, while carrying the Lamp, in front of the Chest. The appropriately colored compartment of the Chest will then be filled in accordingly. All the other Chests will also reflect the new status.



SPEED AND DIFFICULTY LEVELS

During each game of Black Lamp, the action will get faster and more frantic as the game progresses.

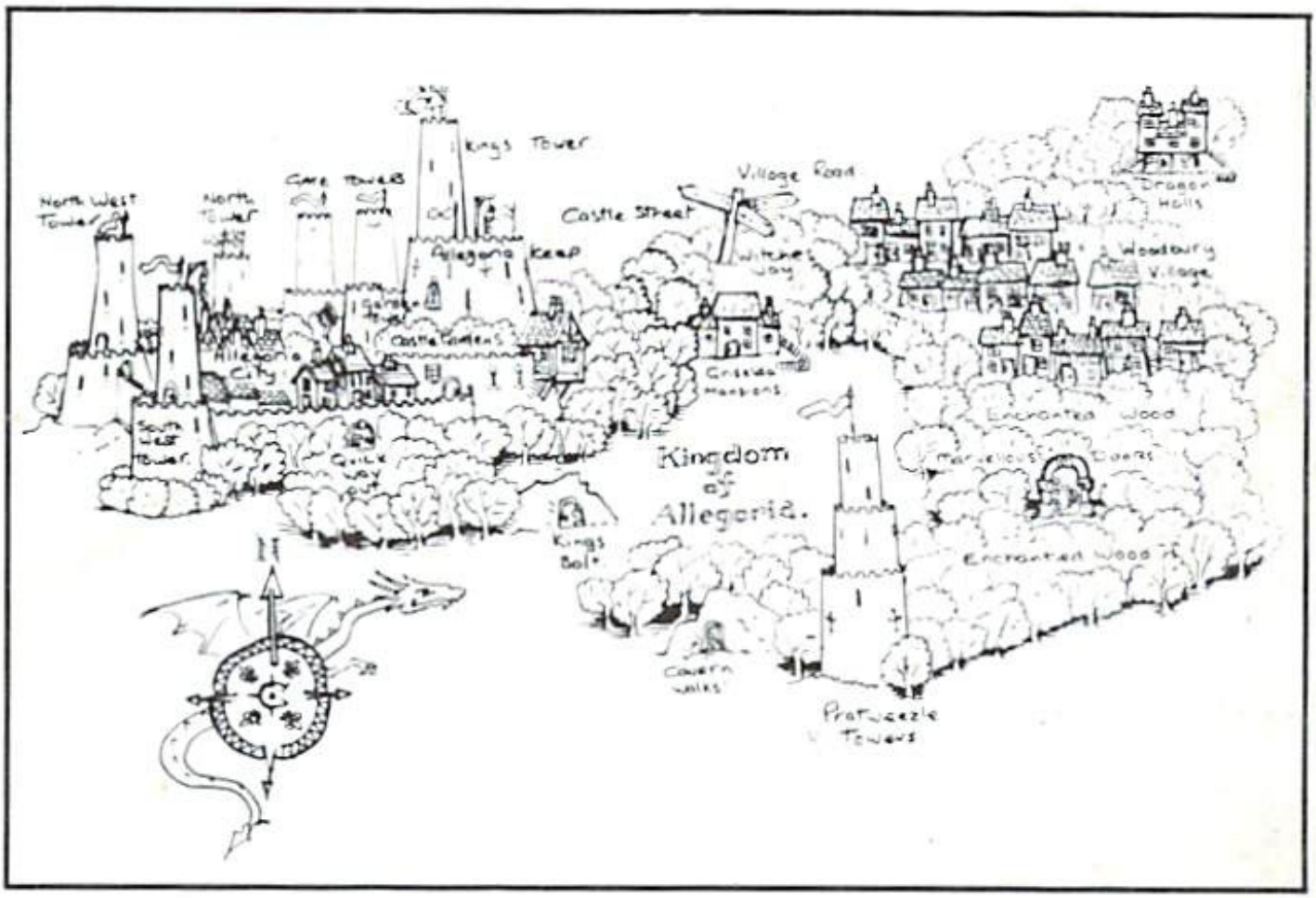
The first time you play Black Lamp you will automatically start on the easiest difficulty level. A Chest will always be located in the starting scene. The colors of the compartments in the Chest tell you which Lamps you have to find. There will always be at least one Black Lamp to find.

Later levels get progressively more difficult: the speed of the game will increase, and the number of Black Lamps may increase, thus increasing the number of Dragons you have to encounter! If you actually succeed in returning all the Lamps to the Chests, you can continue the game, starting at a higher difficulty level.

No two games of Black Lamp will ever be exactly the same. There can never be a set pattern for success, because for each new game, the Lamps, Enemies and Bonus Objects will be placed in new locations.



NOTES


Kings Tower
North West Tower
Castle Street
Village Road
Allegoria Keep
Castle Gardens
Kingdom of Allegoria.
Kings Bolt
Enchanted Wood
Marvellous Doors
Enchanted Wood
Caverns
Profuzzle Towers
Woodbury Village
Dragon Hills