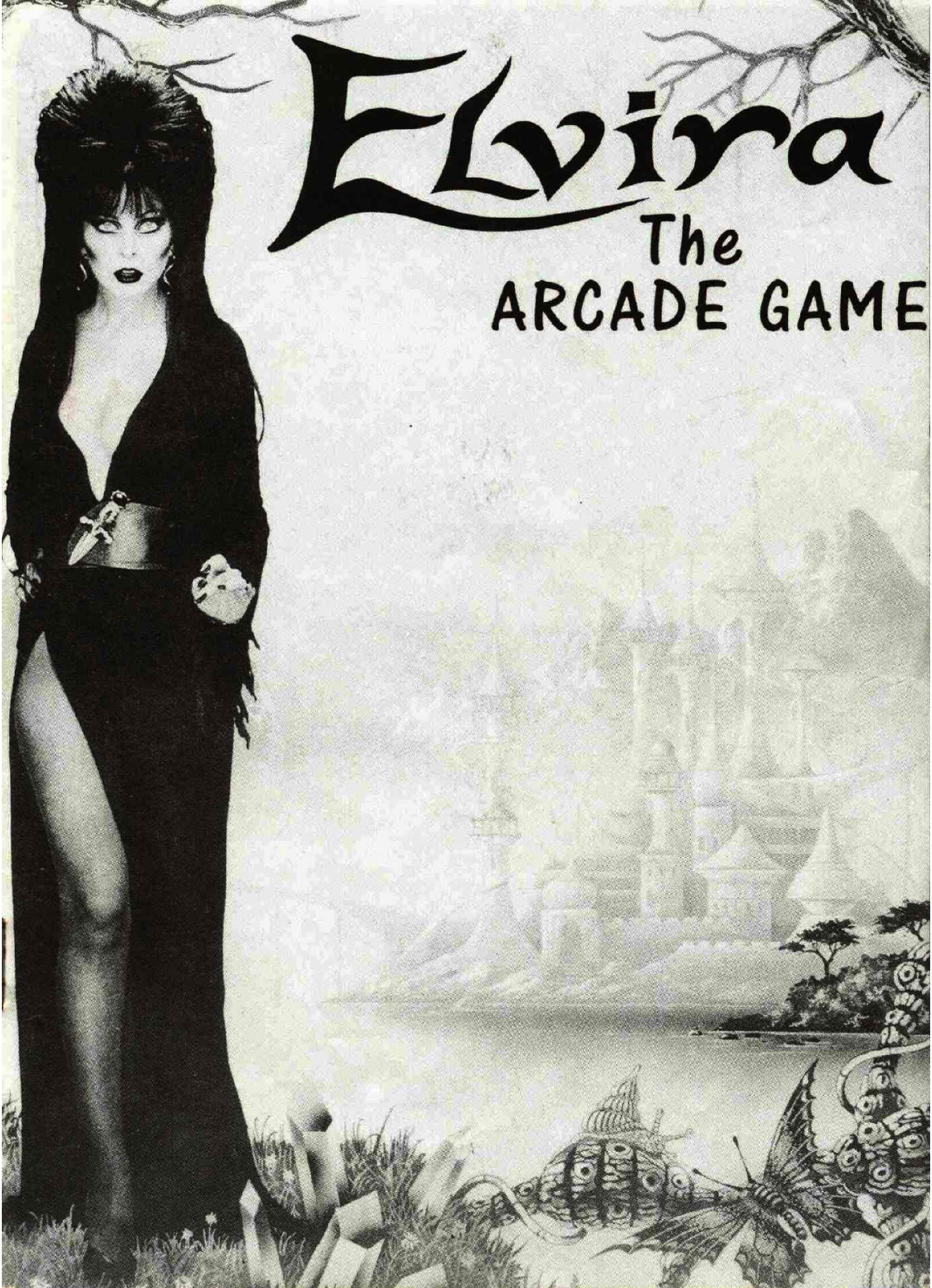

Elvira
The
ARCADE GAME

ELVIRA The Arcade Game

MINIMUM REQUIREMENTS

AMIGA: 1 Meg of Memory. Joystick.

ST: Requires a joystick, Double sided drive, 512K

PC. 640K of memory, EGA OR VGA/MCGA Card, DOS 2.0 Upwards.
Preferred requirements: Hard Disk, Adlib or Sound Blaster Sound Card,
10 MHZ Upwards for VGA/MCGA Less for EGA.

LOADING

AMIGA and ST:- Insert Disk into the Drive and switch on the Machine.

CBM64(Disk):- Insert Disk A and Type Load"*",8,1, then press return.
CBM64(Tape):- Insert tape, Rewind, Press (SHIFT) RUN/STOP
Note Insert Tape Side A to play FIRE LEVEL, ICE LEVEL, CASTLE LEVEL.
Insert Tape Side B to play ICE LEVEL, FIRE LEVEL, CASTLE LEVEL.

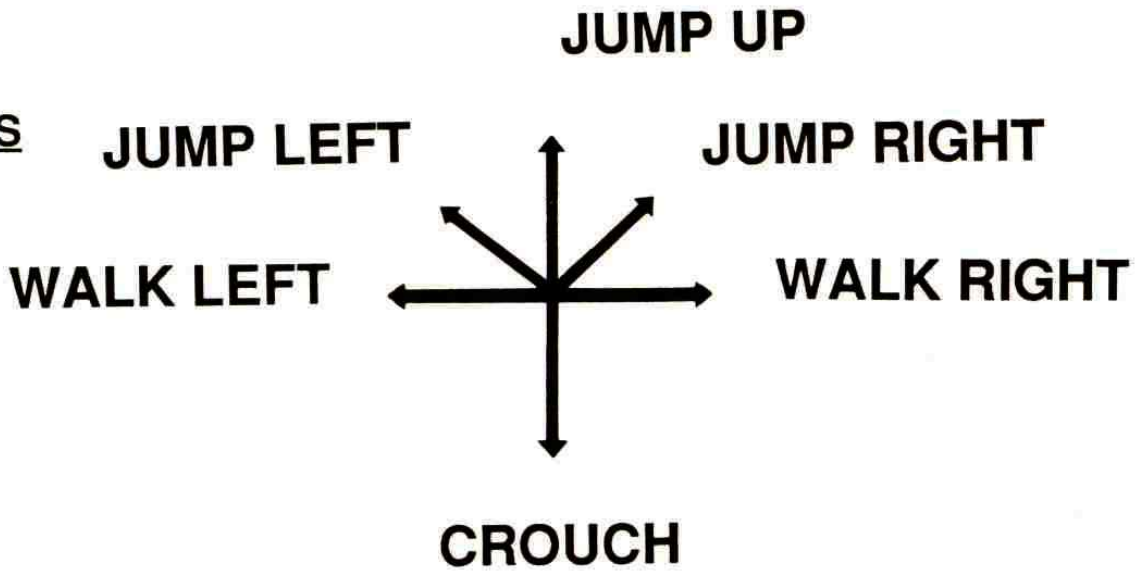
PC:- Running from floppy disk.
Insert Disk 1 into drive A and Type ELVIRA, press ENTER
Follow on-screen prompts.

PC :- Using Hard Disk. Install the Program as Follows.
Boot the machine as normal.

1. Create a Directory on your Hard Disk
2. Example MD ELVIRA and press Enter.
3. Type CD ELVIRA and press Enter
4. Insert Disk 1 into drive A
5. Type copy A: *.*, press Enter
6. Repeat steps 4 and 5 until all the files have been copied to your Hard Drive.

To **Load** the program, type **ELVIRA** and press Enter.
Follow on-screen prompts.

CONTROLS



GENERAL

PAUSE: (**PC**) F1 (**AMIGA/ST**) P
UNPAUSE: (**PC**) F2 (**AMIGA/ST**) Any Key
ESCAPE: (**PC/AMIGA/ST**) ESC
MUSIC/SFX ON/OFF (**AMIGA/ST**) S

SPELL SELECTION AND CASTING **AMIGA/ATARI ST/CBM64** :

Space- To Select Spell
Enter- To Cast The Spell

PC:- Shift - To Select Spell (Cycles through spells)
Enter - To Cast Spell

WORLD SELECTION OPTION

After the introductory sequence you will be given the choice of entering the **FIRE** World **or** the **ICE** World, from the World selection screen.

Move the pointer using the arrow keys (PC) or Joystick
Press Fire to select:-
FIRE World - Left Globe
ICE World - Right Globe

To exit to DOS (**PC**) - Select the Books between the globes.

TRADER

The ancient Trader will be encountered in each of the three Worlds. The Trader has the ability to trade a spell that you have collected for one that he has in his collection and he invites you to visit him as many times as you wish in your search to have the right Spell for future use.

The Trader can also be asked for information (not C64) to help you solve the quest. You must however decide how much you are prepared to spend and how much information you require to further your quest, as the value of information varies according to its usefulness.

Once you have completed your trading, select Exit to return to the game.

(**AMIGA PC ST)** The Trader allows you to either trade SPELLS or acquire information using RUNES. Move pointer Up and Down, pressing fire to make selection.

To **trade spells** with the Trader you must be carrying a spell.

To **purchase information**, the Trader will give you variable information according to how many Runes you are prepared to pay. Beware anyone who trys to cheat the TRADER!!

(**C64**) You must be holding a spell before entry to the Trader is allowed. The Trader will show you 4 spells which you can trade from him. Type 1, 2, 3, or 4 according to which spell you require. In this version RUNES are collected to increase your score and give extra lives whereby:-

FIRE WORLD	10 RUNE STONES = 1 LIFE
ICE WORLD	1 RUNE STONE = 1 LIFE
CASTLE WORLD	2 RUNE STONES = 1 LIFE

OVERVIEW

Elvira, the buxom beauty of the night, lives in a typical American 1900 wooden Colonial house all decked out in the most tasteful decor you could ever imagine. The walls are a nice shade of black, the ceilings drip with silky cobwebs and the occupants are strange to say the least.

The rooms smell musty with a hint of burnt socks, or is it incense? The furniture looks as though it has come from another world, red leather suite, a silver-metallic table, with matching elephant tusk chairs. If it's comfort you want then this is not the house to come to! The choice of music is also weird, even by Heavy Metal standards, (this is not the type of music to impress a future mother in law!) Not that Elvira has had the opportunity or the need to impress anybody. It is just as well that the lady has *Large Assets*, (we mean her house of course), and other valuable belongings, if you get the drift!

Elvira always had a burning ambition to go back in time and check out her ancestors. One evening after a few drinks she fell asleep in her *three* poster bed, the fourth having been Breakfast, Lunch, and Dinner for a rather large and hungry family of termites. That night there was an almighty storm, the wind blew, the rain lashed down and lightning streaked across the sky lighting up the whole house. It was enough to awaken even the dead and that is exactly what it did.

Elvira woke with a start, not sure whether it was the drink from earlier on or what. At the bottom of her bed stood a ghostly figure dressed in a highly regal and colourful robe. The character beckoned Elvira to join him downstairs in the study. Elvira was glad to do so, although in her own words she said "It's not very often I get *out* of bed for a Man"

In the study the old man told Elvira that he was the ancestor she had been thinking of in her dreams and that he wanted her to have what was rightly hers. " Firstly though I want to introduce myself, my name is King "*Gustav of Transylvania*". The King went on to tell the rather bemused Elvira that he owned a beautiful Castle in the countryside, which had not been passed down through the family as his one and only heiress Lady *Plain Jane* had never married. This was due to her rather ordinary dowdy looks, and so

when she died the Castle became vacant, apart from a few interesting inhabitants that is. The King went on to say that if she had the stamina and could show him what she was made of, he would hand the Castle down to her and her future generations (if she could find a suitable husband of course who was willing to share her *Assets* !)

King Gustav showed her two globes which stood throbbing in the gloomy light. This was where her challenge was to start, the choice was hers. The globes represented two worlds that the King had inhabited in past lives. One was frozen ARCTIC EARTH while the other was the complete opposite, an UNDERWORLD of FIRE. Both of these hostile environments have to be conquered, before Elvira can enter the Castle, find the King and claim her throne and you guessed it, be crowned ***Queen Elvira of Transylvania.*** Not a bad title for such a mysterious Lady, huh!

So without any more delay let's help Elvira get what's rightly hers.



SPELLS AND THEIR EFFECTS

A Spell must be collected from various locations around each World. Once collected, a Spell can be put into action (see Controls). Some of the Spells have a limited time in which they can be used, so the casting of the spell must be done wisely. A collected Spell can only be used once, hence it is important to use it correctly to overcome a particular situation.

A Spell can be exchanged in the game when the Trader is encountered. It is your decision as to whether or not you trade the spell you hold, with one that the trader has in his collection, before continuing your quest.

THE SPELLS



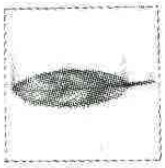
The Shield Spell is a timed spell that once cast protects Elvira against hits from the monsters.



The Fire Resistance Spell protects Elvira from heat, allowing her to walk through red hot lava or flames.



The First Aid Spell gives Elvira an extra life and allows her to recouparate energy in times of crisis.



The Feather Fall Spell gives Elvira the ability to fall from heights and drift down to a safe landing.



The World Walk Spell is used by Elvira to progress to the next World in her quest.



The Teleport Spell is collected to enable Teleporters to be used. Thus this spell is never actually 'cast', and remains with you until the end of the particular World in which it has been collected.



The Ice Blast Spell is more deadly than a collected weapon. The damage that the Spell causes depends on the World in which it is used. It is not a timed spell but will be lost when a new weapon is collected.



The Fireball Spell is similar to the Ice Blast Spell in terms of power and damage that the spell can cause, and again is not timed.



The Lightning Spell will strike a monster causing immense damage. Once the spell has run out of time you will return to the previously held weapon.

WEAPONS



There are three types of weapon scattered around the levels. Once a weapon of a particular type has been collected it's fire power can be increased to a maximum of five fold, by collecting further weapon pots of the same type . Once a

weapon pot of a different weapon type is collected, you return to one unit of power for the newly collected weapon.



A Dagger causes one point of damage.



A Star causes two points of damage.



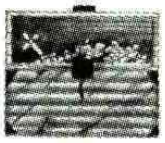
A Torch causes three points of damage.

COLLECTABLES

Other items that may be collected to help you in your quest are :-



FOOD Collecting food adds 10 points to Elvira's strength.



TREASURE CHESTS These add points to your score.



RUNE STONES The Rune is an ancient alphabetic script which was used as a written language. Runes were employed as inscriptions, and used for telling fortunes. RUNES in this game have a value, whereby each stone is worth either five or ten points of purchasing power. Runes are further described under the **Trader** heading.

OFF DISK COPY PROTECTION

When you enter the game you will be asked to type in a WORD from this manual as the password. The word required is found from it's:-

PAGE NUMBER
LINE NUMBER
NUMBER OF WORDS COUNTED ALONG THE LINE

IMPORTANT When finding the line, include all titles and headings as lines.

For example, on this page the **SIXTH** word on **LINE18** is **PASSWORD**