



## **THE LOST VALLEY**

Somewhere between the purple mountains, and the seas of the Seven Islands lies a hidden valley, a land that time has not touched.

All remained peaceful and tranquil, until darkness descended upon the land, light and freedom were banished from its homely hills, and the evil set seed.

Death and hunger spread, and all who remained within the walls of the village became stricken or haggard with haunted evil. All who had deserted the village sought refuge elsewhere. The village was now in complete control by darkness.

## **THE PLAGUES**

The remaining people, weak and afflicted were unable to leave and soon became enveloped by the victorious evil force, transmuted by some terrible disease into the most hideously foul creatures. They wander their once peaceful village, producing deadly plagues, and fall fouls, to enslave anyone who dares trespass into the village, to try to defeat the evil overlord.

## **THE STORY TELLER**

Many years had passed since the village became overrun, and soon the knowledge of the village slipped into legend.

Songs were sung and tales were told of brave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could be gained from the successful adventure, and the evil which lay in wait for anyone who dared to set foot in the evil enchanted

NIGHTSHADE village.

The old story teller's eyes widen into fiery gems as he recalls and re-lives the tale of battle with the force of evil at work in the NIGHTSHADE village.

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the village of NIGHTSHADE as an un-invited guest of the evil one."

The old man continues:

"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey."

"Hideous demons" he croaks, "and terrible ailments and spells waiting to absorb any who dares anger the evil force."

"Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever!"

The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village. You set off down the valley and enter the forbidden NIGHTSHADE village.

This story is continued by playing this most Advanced Home Computer Action Adventure Simulation.

FARE THEE WELL

# NIGHTSHADE FEATURES

NIGHTSHADE features the latest development of the 'Filmation' process called 'Filmation II', this is a unique software development which generates and maintains a realistic moving 3 Dimensional Scenario Background, giving NIGHTSHADE the unequalled realistic feel of a true player participant 'Film Adventure'.

Filmation II ©	Bible
3D Movement	Hammer
Continuous Pause	Cross
Demons	Egg Timer
Ghosts	Fire Button
Plaques	Run/Walk
Antibodies	Game Selection
Weapon Stack	Tunes
Spikers	3 Dimensional View
Gremlins	Village
Blobs	Extra Lives
Skeletons	Superb Graphics
Mad Monks	Amazing Animation
Mr Grimreaper	Multi Lives
Acid Pools	Rotational/Directional Joystick Select
Bubbles	Superb Sound Effects
Germs	Monsters
Spirals	Bacteria
Spinners	Gargoyles
Globes	Goblins
Gooks	Streets
Roads	Windows
Doors	Rooms
Cottages	Houses
Log Cabins	Look Out Towers
Churches	Barns
Walls	

All Software, Graphics and Audio Visual by  
RARE LTD. for ULTIMATE PLAY THE GAME  
Trade Name of Ashby Computers & Graphics Ltd.  
Made in England

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## CONTROLLING YOUR ADVENTURER

**LEFT** Your Adventurer will turn Left using the **X**, **V** or **N** keys.

**RIGHT** Your Adventurer will turn Right using the **C**, **B** or **M** keys.

**MOVE FORWARD** Your Adventurer will Move Forward using the **A**, **S**, **D**, **F** or **G** keys etc.

**PAUSE** The whole game can be continuously paused using the **CAPS SHIFT** or **BREAK SPACE** keys.

**FIRE** Your Adventurer will Fire his antibodies using the **Q**, **W**, **E**, **R** or **T** keys etc.

### JOYSTICK CONTROLS

Your Adventurer can be fully controlled by using the **KEMPSTON INTERFACE**, **CURSOR CONTROL INTERFACE** or the **SINCLAIR INTERFACE II** or any **JOYSTICK**, by replacing the **LEFT**, **RIGHT**, **UP**, **DOWN** and **FIRE** controls.

## GUARANTEE

If this **ULTIMATE PLAY THE GAME** software fails to load it will be replaced totally free of charge, if returned "cassette only", with details and proof of purchase, within one year of original purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of oath recorder and software.

## NIGHTSHADE LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your recorder and ensure the MIC lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning.
3. Type either LOAD "NIGHT"  
or LOAD " "
4. Press PLAY on the cassette recorder.
5. NIGHTSHADE will now load automatically and a message will appear on the screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
6. PLAY THE GAME.

## COPYRIGHT NOTICE

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