

NECROMANCER

Requires Atari 400 or 800 with 32K (disk and cassette) or 16K (cartridge) and joysticks.

The age of darkness is upon us, shrouding the sun in a gloomy half fog. Men move cautiously, beasts of the forest scuttle silently from cover to cover, and the spell of black magic hangs over the darkened houses creating permanent twilight.

Tetragorn, the evil wizard, rules supreme. With his armies of half-living sprites, hammerfists, and dreaded legions of the arachnid he dominates the reaches of the known world. There is but one power that can challenge the malevolent wizard's might. And that power is yours!

You are illuminar, the defender of truth and protector of the human race. The forces of nature rally about you. Your ancient spells bring life to the forests and the very trees become your armies to fight Tetragorn's forces.

You must create and gather your armies about you, and destroy the halflings, and then descend into the infernal lairs to fight and conquer the allies of the prince of darkness. After this you must defeat Tetragorn himself in his illusory domain.

Hold true, and may the forces of light bring you victory in this dark encounter.

Necromancer brings you graphics and action that are unparalleled in arcade/adventure games.

synapse

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by Bill Williams

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LOADING NECROMANCER

Cassette

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder with the label side up. Press the play button on the cassette recorder until it locks in the down position. Hold down the start button on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will load in about four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and remove from the cassette recorder. Insert a pencil into the sprocket of the cassette and advance the tape into the cassette recorder and try to reload as described above. If this fails, simply flip the cassette over and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk

Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the NECROMANCER program disk into the disk drive label side up with the open section towards the rear of the disk drive. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds. If you have any trouble loading the disk, simply turn the disk over and re-boot. The program has been copied onto both sides of the disk.

Cartridge

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If any other cartridges are present, remove them. Insert the NECROMANCER cartridge into

Object of the Game

Your task is to grow an army of trees in the enchanted forest, and to march with this army through the necromancer's vaults, and then finally to destroy the evil in the necromancer's foul lair.

NECROMANCER OUTLINE

Starting the Game

Press the start button, or press the trigger button on joystick 0.

Restarting the Game

Pressing the start button will interrupt game play and restart the game.

Pause Feature

Pressing the space bar will pause the game. To restart, press the space bar again.

High Score

After the first game has been played, the title screen will show the last game score and the high score. The high score is kept until the computer is turned off.

Strength

At the bottom of the screen is an indicator of how strong your druid is. You start out with 1000 strength points, and you can attain a maximum of 2000.

ACT ONE: THE FOREST

Your mission: grow as many trees as you can before your strength gives out.

Controlling the Wisp

Your druid stands in the middle. Use the joystick to make him point in any of eight directions. The wisp will fly in the direction the druid is pointing.

If you let up on the stick, the wisp will dutifully return to the finger of your druid.

Planting Trees

To plant a tree, position the wisp where you would like to plant the tree, and press the trigger button. If there is room for a tree to grow, the wisp will explode and leave behind a seed. A new wisp will appear on the end of your finger.

After you plant a tree it will grow by itself at its own natural pace.

You start out with 10 seeds. If you try to plant a tree when you've run out of seeds, the status banner at the bottom of the screen will turn red to let you know you must get more seeds first.

The Eye Pod

Hit the eye pod to get more seeds.

Ogres

The ogres like nothing more than to stomp down young trees. While your tree is growing, you will have to protect it from them.

Fortunately, your wisp loves to eat ogres — so much so that it will dart after one as soon as it gets close.

The ogres can't hurt full-grown trees: they'll just turn and run away.

The Forest Spider

The forest spider hates adult trees, and whenever he finds one he will poison it: when this happens, a face will appear on the tree and it will begin crying for help. You must wipe off the face with your wisp to cure it. If you don't do this quickly enough, the tree will die and turn into a useless stump.

The more trees you have, the more enraged the spider becomes, and his poison becomes stronger — giving you less time to cure the tree.

The forest spider is also deadly to your druid, and if he runs into you, he will drain away some of your strength. However, if you hit him with your wisp, you can gain strength from him.

Difficulty Levels

The difficulty level depends on how many trees you have grown. If you attain a difficulty level and then lose some trees, your level does not go back down.

Level	Number of Trees
1	1-4
2	5-9
3	10-14
4	15-19
5	20 and up

Ending Act One

You continue to play until your strength gives out. You will then be given 200 bonus strength points for every level you had attained, and your trees will be counted up.

Strength Drains for Act One

- Every ogre you hit with your wisp: 2, 4, 6 or 8 points, depending on his speed.
- Every tree you cure of poison: 10.
- Every eye pod you hit with your wisp: 25
- Every time the forest spider hits your druid: 200

You Get Strength for:

- Hitting the forest spider with your wisp: 100.

You Get Points for:

- Hitting an ogre with your wisp: 2, 4, 6, 8 or 10, depending on his speed.
- Curing a tree of poison: 10
- Hitting the forest spider with your wisp: 25
- The points you get for growing an adult tree depend on the level you're at:

Level	Points for Adult Tree
1	100
2	300
3	500
4	700
5	900

ACT TWO: THE VAULTS

Your mission: to destroy as many spider larvae as you can before descending to meet the necromancer.

Moving the Wisp

Your wisp moves exactly the same as in Act One.

Moving Your Druid

Your druid starts in the upper left hand corner. Whenever you press the joystick trigger button, he will walk in whichever direction he's pointing. To get across an open vault, just walk off the edge, and he will jump to the bottom of the vault. To get out of the vault, walk him into either of the brick side-walls, and he will float back up to the top. Pressing up will not work! You must tell him which side of the vault you want him to climb.

Using Your Trees

Your tree bin is on the right side of the screen. As you move your wizard down the levels of the vaults, the tree bin will follow you

The TREES section of your status board tells you how many additional trees you have in your bin that you **cannot** see on the screen. When you remove a tree from your bin, another tree will take its place and one will be deducted from your total, until you've emptied your bin. You can also set a tree back down in the tree bin, and it will shove the previous tree into your off-screen total.

To pick up a tree, hit it at the base with your wisp. It will turn into a walking tree. Guide the tree with your joystick (button up) over one of the vaults. Pressing the joystick button will then plant the tree over the spider larvae.

There are only nine places a tree can be planted: over each of the eight vaults, and in the tree bin. If you try to plant it anywhere else, the tree will just stop walking.

After you plant your tree, it will start growing into the vault. When the roots have broken up the bricks, your tree will crash down into the vault and smash the spider larvae.

To get the tree back into your tree bin so you can use it again, hit it at the base with your wisp, and it will disappear in a puff of red smoke.

Your tree will automatically jump over open vaults.

The Hands of Fate

As you move your druid and trees about the vaults, you must avoid the Hands of Fate descending from the ceiling. If they grab you, they will pull you screaming into the sky. If they grab one of your trees, you've lost that tree for good.

The hands also drop objects now and then: mystery prizes and janitors.

If they come back to find something they've dropped, however, they will pick it back up, so you'll have to grab it quick.

Mystery Prizes

To claim a mystery prize, walk your druid over one of the question marks. If you do not have any ladders down, your first prize will always lower a ladder so you can get to the level below. After that, the mystery prize may:

- 1) Give you bonus points
- 2) Drain 100 strength from you
- 3) Raise your ladder

Janitors

The necromancer employs Ceygolian Janitor Flings to pick up stray questions marks left by the hands. The janitor will wander aimlessly about the vaults until it's picked up by a hand, or it walks off the screen. If you walk into the janitor with your druid, you will get extra strength.

The Salivating Spider from Sith

Whenever you see a larvae start to flash, get away from it! It's about to hatch a deadly spider that spits poison and eats trees. If you have time, you may be able to smash the larvae with a tree. Otherwise, you will have to defend yourself with your wisp.

Be careful if you chase the salivating spider off the screen, for it can magically teleport back to its own vault.

Descending Lower in the Vaults

When you've smashed all the larvae you can, make sure that you've got all your trees back in your tree bin, and then walk your druid down the ladder and off the bottom of the screen. You will then see the next level of the vaults: there are five levels in all.

If you leave a tree behind when you change levels, it won't be there when you go back for it, and you will have lost it for good.

Ending Act Two:

When you exit the 5th level of the vaults, you will get bonus points for every tree you have left in your tree bin, and then you will meet the necromancer.

Running out of Strength

If you run out of strength, you will die and the game will end.

Running Out of Trees

If all of your trees are destroyed on your trip through the vaults, your druid may continue on his own. However, you must be extremely experienced to avoid destruction.

Strength Drains for Act Two

- If your druid gets hit by the salivating spider's poison: 100
- If your druid gets hit by the salivating spider: 200
- If your druid gets grabbed by the Hands of Fate: 300
- You may also lose 100 strength from a bad mystery prize.

Gaining Strength:

- Hitting a salivating spider with your wisp: 100
- Walking into a janitor with your druid: 100

Getting Points:

- Bonus points for left-over trees at the end of Act 2: 500
- Hitting salivating spider with your wisp: 75
- The points you get for smashing larvae depends on what level you're at:

Level	Points for Smashing Larvae
1	500
2	1,000
3	1,500
4	2,000
5	3,000

ACT THREE: THE NECROMANCER'S LAIR

Your mission: destroy all of the necromancer's graves to rid the world of his evil forever.

Moving Your Wisp & Druid:

Is the same as Act Two.

Removing Gravestones

To remove gravestones, walk over them with your druid.

The Necromancer

The necromancer can only appear on graves that have their headstones. He will appear and disappear, leaving little trails of flame behind him. If the necromancer touches your druid, he will suck strength from you until you kill him, or escape.

Killing the necromancer with your wisp gives you strength, and removes him from the grave, but you'll have to be quick, because he'll reincarnate again.

The Zombie Spiders

The necromancer hatches all of the larvae you left behind in the vaults and turns them into zombie spiders. He also turns any salivating spiders that hatched in the vaults into zombie spiders — if you don't smash them in the larvae stage you'll have to face them here.

The zombie spiders appear at the ends of the tongues of flame the necromancer makes when he disappears. If they touch your druid, they will suck strength away until you kill them or escape. If you kill them with your wisp, the necromancer can reincarnate them again and again.

The Mother Spider

The mother spider floats about the cemetery looking for zombie spiders. When she finds one, she mutates it into an immortal spider.

The mother spider is also deadly to you if she runs into your druid. You can get strength from killing her with your wisp.

The Immortal Spiders

Immortal spiders can be differentiated from zombie spiders by their flashing bodies. The spiders suck strength just like the zombies, but they cannot be killed. If one lands on you, your only hope is to run away.

Going to the Next Level

When you have removed all 13 of the headstones, you get bonus points for completing a level, and you go up to the next level.

Finishing the Game

When you grab the last headstone on level 5, the necromancer has run out of graves to reincarnate on, and the forest will explode in a rainbow of colors. You have won the game, and the necromancer is finished forever . . . or at least, until some nefarious demon replaces the headstones . . .

Running out of Strength

If you run out of strength, you die, and the game is over.

Strength Drains for Act Three

- Getting hit by the mother spider: 100
- Sucking up a zombie spider with your wisp: 10
- Zombie spiders, immortal spiders, and the necromancer all drain strength from you at a furious rate until you escape.

Gaining Strength

- Hitting the mother spider: 100
- Hitting the necromancer: 200

You Get Points for

- Killing a zombie spider: 10
- Killing the mother spider: 25
- Removing a headstone: 1000
- Bonus for finishing a level:

Level	Bonus
1	1,500
2	3,000
3	7,500
4	20,000
5	45,000

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