



WARLOCK

FOR THE APPLE II GS

You can play WARLOCK on an Apple II GS with at least 512K RAM and a 3.5-inch disk drive. A joystick is optional.

STARTING WARLOCK

Place your WARLOCK disk into your 3.5-inch disk drive. Turn on your computer. WARLOCK will load automatically. After the opening screens, press either J (Joystick) or K (Keyboard) to start the game.

BACKUP COPY

Each registered owner of WARLOCK may purchase one backup copy for \$7. In Canada, one backup copy may be purchased for \$10 (U.S. currency). California residents please add 7% sales tax. Checks or money order should be made out to Three-Sixty Pacific, Inc. This copy is for backup purposes only and is not for resale. Your backup disk is covered by Three-Sixty's limited warranty.

ABOUT WARLOCK

WARLOCK consists of 20 different levels, with each level increasing in difficulty. Your goal is to re-capture the stolen "Karna", the precious jewel of the Underworld. Your only defenses are your vitality, power, and objects you find along the way. Your mission is to collect eight magical objects that are hidden among the 20 screens. As you collect the objects, they will appear in the upper right portion of the screen. Only after you have collected all eight objects, can you attempt to re-capture the Karna. Its thief is known only as the evil HE.

CONTROLS

During game play, you may select either joystick or keyboard control by pressing J (Joystick) or K (keyboard).

NUMERIC KEYPAD CONTROL

You will need to use the 4-9 keys on the numeric keypad as follows:

4---makes the Warlock walk left.

6---makes the Warlock walk right.

5---makes the Warlock jump down (this only works when the Warlock is standing on a gray tile, in front of a ladder, or in front of any entry way).

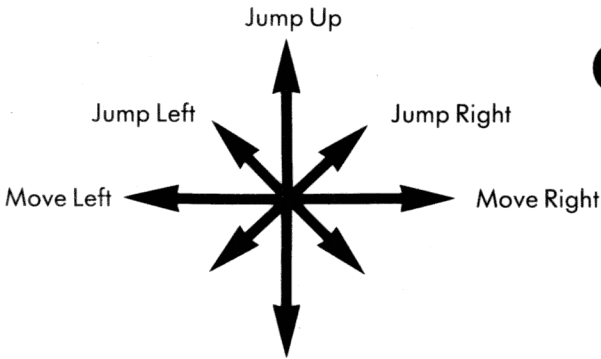
8---makes the Warlock jump up (This only works when the Warlock is standing on a gray tile, in front of a ladder, or in front of any entry way).

7---makes the Warlock jump left.

9---makes the Warlock jump right.

Option or Command (Open Apple) key--pressing either of these makes the Warlock fire.

JOYSTICK CONTROL



Move to Upper or Lower Level

(You can move the Warlock between the upper and lower parts of the screen when you are standing on a gray tile, in front of a ladder, or in front of any entry way.)

DIFFICULTY LEVEL

Choose a difficulty level by pressing one of the following keys on the numeric keypad:

- 1 – Lesser Wizard: Start with 5,000 Vitality Points and 4,000 Power Points.
- 2 – Wizard: Start with 3,500 Vitality Points and 3,000 Power Points.
- 3 – Master Wizard: Start with 2,000 Vitality Points and 2,000 Power Points.

PAUSE

You may pause the game at any time by pressing **P**. Press **P** again to resume play.

QUIT

Press the **ESC** key at any time to quit your current game.

PLAY AGAIN

If the Warlock dies or you press the escape key, you will be asked to play another game. Press the **Y** key to play again, or the **N** key to exit the program.

POINTS

For each "Bad Guy" the Warlock destroys, you will gain the number of points shown on the screen. Sometimes "Bad Guys" will leave you gifts. Pick them up to increase your score and gain Vitality, Strength, and Armor points. Each of these treasures will affect you in a different way.

- Treasure Chest: +500 points
- Magic Book: +250 Power Points
- Protecto Scarab: +1% Armor Points
- Vitality Potion: +500 Vitality Points, +5% Armor Power, +250 Power Points
- ?: Unknown treasure

HINTS

Always keep an eye on your Vitality Level. If the Vitality Level reaches zero, you will die. Try to shoot the "Bad Guys" before they get you. If they reach you first, you will lose Vitality points. Some "Bad Guys" may cause a "freezing" or "stunning" effect if you are caught with your guard down. One more caution—be very careful when traveling between levels—evil lurks around every corner. May the Lords of Light protect you on your quest!

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