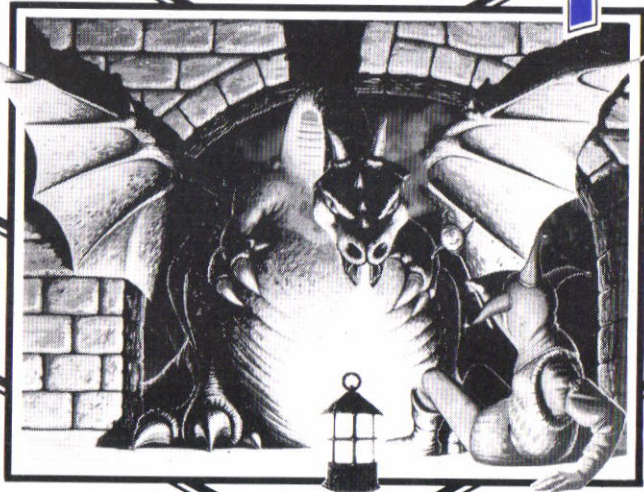


# Black Lamp



ATARI  
ACTION  
GAMES



## 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 a 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 Pratzweezle, the King's sorcerer. Ever ready to help a pal, Pratzweezle 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 Cupboard, divided into nine compartments, coloured the same as the missing Lamps. There are 20 of these Cupboards dotted around the Kingdom. It is to these Cupboards 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 Cupboards. 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 occurring 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 Weapons or Food.

All these Bonus Objects are worth collecting for their magical properties that will enhance Jack's ability to stay alive and fight his Enemies. This will be explained in a moment, where we take a closer look at Jack himself.



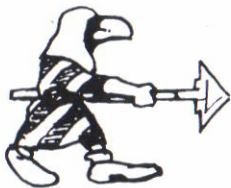
## MONSTER GUIDE



Witch



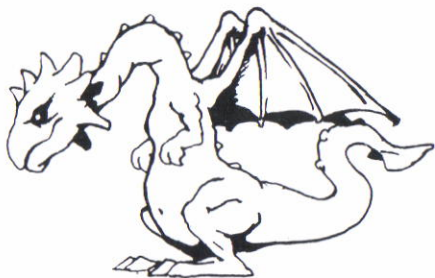
Jack



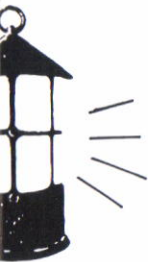
Goblin



# MONSTER GUIDE



Dragon



Dragonfly  
and Wasps



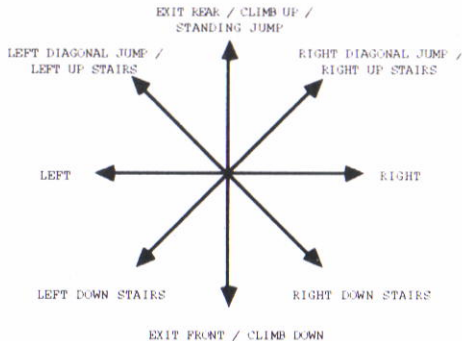
# JACK

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

The game is operated by joystick and pressing the fire button releases 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 immediately behind a front exit. He must be facing forwards to use a front exit or backwards to use a rear exit. When not immediately 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 Pratzeezle, Jack has five lives. 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 5 weapons he is endowed with a property like magical Armour, making him invulnerable to the onslaughts of his enemies. However, this invulnerability lasts for only twenty direct hits or 10/20 seconds. But he can always go on to collect another 5 weapons symbols.....

Likewise, Jack may also get 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 certain 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 human-oid, 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 valour, 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 Dragonfly 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 Spearman.

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.



## GOBLIN WARRIORS

Taking the form of swordsmen, archers, or spearmen, 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!

## 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

### SYSTEM REQUIREMENTS

To play Black Lamp you will need:

An Atari XE with at least 64k RAM and an Atari Program Recorder.

A colour monitor or a TV set.

A joystick.

### LOADING THE PROGRAM

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

1. Switch OFF the Atari XE only.
2. Insert the Black Lamp cassette into the program recorder.
3. Switch ON the Atari XE while holding down both OPTION and START keys.
4. Press the Return key or Start key to begin loading.

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

### GETTING STARTED

To commence play, press the fire button on the joystick.

### THE SCREEN

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





## LAMP INDICATOR

At Bottom Right. Indicates which colour Lamp Jack is currently carrying.

## PLAYER SCORE

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

## BONUS OBJECT SYMBOLS

At Bottom Centre of screen. The Helmet symbol stands for Armour; The Winged Foot stands for Bounce Factor; and the Belt Buckle symbol stands for Super Fire Power. Each bonus type is gained by collecting 5 bonus Weapons.

Each symbol is displayed as an outline, with dots underneath corresponding to the number of that type of object currently collected. As soon as you have 5 of that type of object, the symbol becomes coloured-in, meaning that you now have that extra power, but only for 10 to 20 seconds. The symbol will start flashing to warn you a few seconds before the extra power runs out.

## ENERGY BAR

At the Bottom Left of the screen. Starts off blue, but turns to red as Jack runs out of energy.

## LIVES

At the Bottom Right of the screen, indicated by the Jester's Head with an adjacent number which indicates the number of Lives left after the current one.



## EXTRA KEYBOARD CONTROLS

OPTION - Pause game

RESET - Restart game

SELECT - Toggle music/sound effects

## SCORING

Your objective in playing Black Lamp is to score as many points as possible before you run out of lives. You start with ten lives. You score points for...

1. Returning Lamps safely to a Chest.
2. Killing Enemies.

## LAMPS

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

	POINTS
YELLOW LAMPS	1000
GREEN LAMPS	1000
DARK BLUE LAMPS	1000
RED LAMPS	1000
PURPLE LAMPS	1000
LIGHT BLUE LAMPS	1000
BROWN LAMPS	1000
GREY LAMPS	1000
BLACK LAMPS	1000





## ENEMIES

Points are scored for killing Enemies...

ENEMY	KILL POINTS
Dragon	1000
Slime Witch	200
Flying Slime Witch	500
Goblin Archer	300
Goblin Spearman	400
Goblin Swordsman	100
Dragonfly Swarm	200
Dragonfly	100

## 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 Cupboard, simply walk, while carrying the Lamp, in front of the Cupboard and push forward. The appropriately coloured lamp will move to the left-hand side of the Cupboard. Lamps remaining in the right-hand side are those that still have to be collected. There will always be at least one Black Lamp to find.



## 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.

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 Cupboards, 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.

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