

## UNDERWURLDE SOLUTION

**Key to the UNDERWORLD**

S Start & Catapult

E Exit

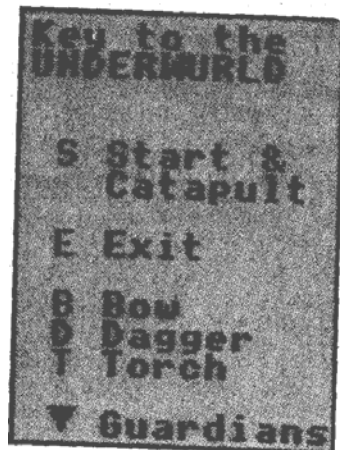
B Bow

D Dagger

T Torch

V Guardians

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52



The Underwulde contains the largest playing area that Ultimate have so far devised - nearly 600 screens. These screens are laid out on a grid 52 deep by 16 wide. Levels 16 and above contain tastefully furnished rooms while the remaining levels (17-52) are made up of a complex maze of caverns.

To complete the game, you must locate four weapons, three of which will see off the three guardians of the Underwulde. This will give you access to the exits at the top of the maze the object of the game.

At the start of every game, each weapon except for the catapult will be placed randomly around the maze. The catapult, which is always to be found on the start screen, is of no use against the guardians but can be used to dispatch the various creatures which you will come up against on your travels. Most of the possible sites for the other weapons are marked on the map and these must be used in the following way - the dagger will kill the guardian on level 21, the bow must be used against the guardian on level 18 and, finally, you will need the torch to kill the guardian who resides on level 17.

Contact with guardians, lesser creatures or plants will only prove fatal if you are pushed or pinged off down a chasm. Eagles, who appear after the first guardian has been dealt with, will pick you up and then drop you, often down the nearest chasm. So be careful and keep your digit firmly on, the fire button - it auto-repeats.

Jumps made across chasms to ledges or ropes are automatic if the current direction key is kept pressed down. However, on certain screens above level 16, this may cause you to lose a life because the computer generated jump will not connect with a ledge. In this case, you will need to calculate the position to jump from yourself. When down in the caverns it is often necessary to cross a deep ravine. To do this quickly, first leap. up and grab the rope. Then, by pressing alternately on the left and right direction keys, try and build up a decent swinging motion. You should now, by pressing the rope-release button at the appropriate moment, be deposited on the opposite side of the chasm.

The blue gems which are to be found scattered around the caverns will not only increase your score but also allow you to survive any fall. This provides a far safer alternative to using the ropes for downward travel. However, care should be taken as the effects of the gems are only temporary. The white statues which appear on some screens are extra lives and should be collected if possible.

The areas below level 26 seem to be devoid of anything necessary. to complete the game, unless of course, you know better. At any rate, armed with the above information, you should now be able to escape the Underwulde.

Good Luck!