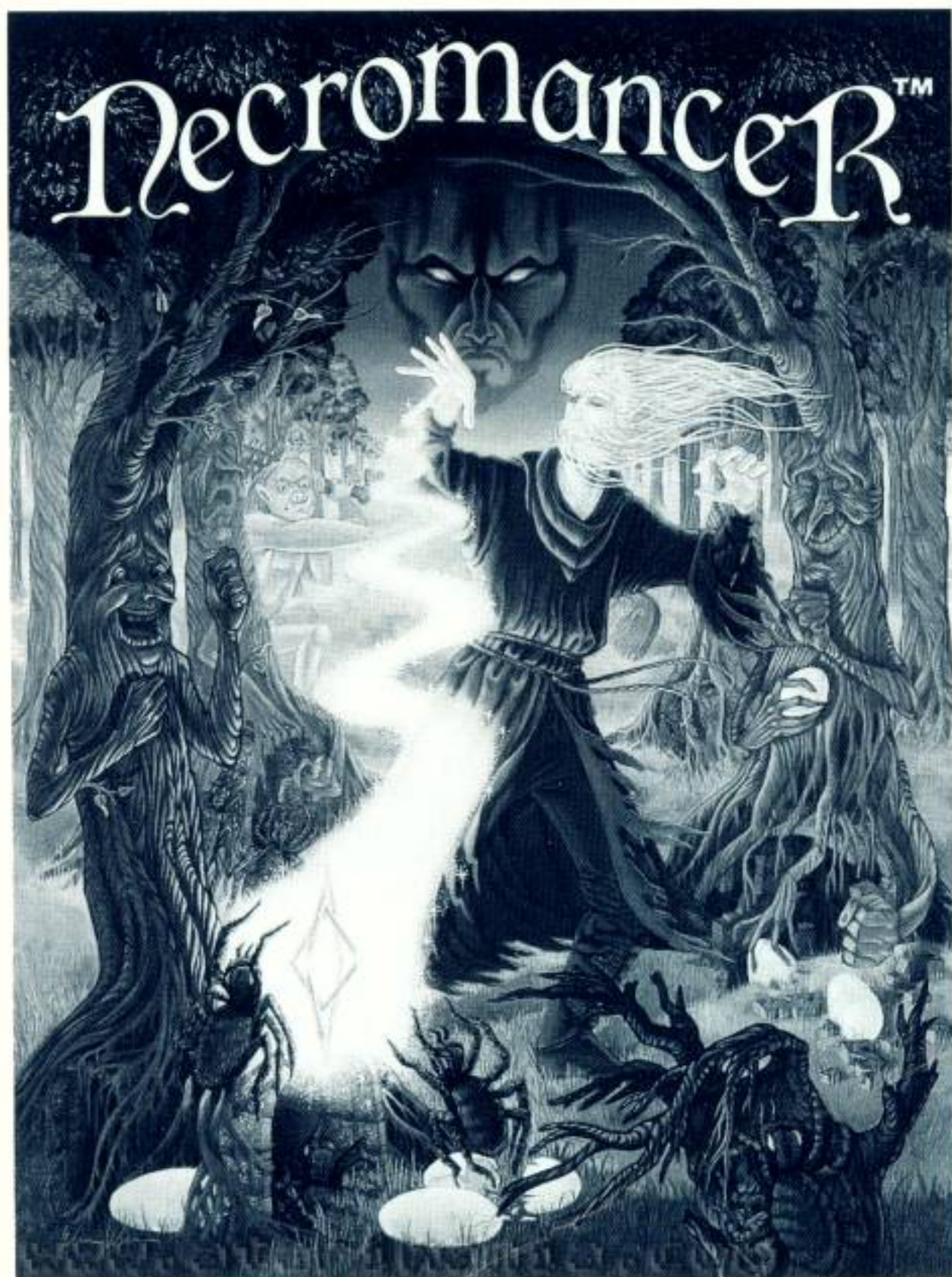


ATARI[®] XE VIDEO
GAME
CARTRIDGE

Game Manual



You are Illuminar, legendary Druid sorcerer, defender of truth and protector of good. The Light leaps from your fingers! Only you have the power to challenge Tetragorn, the Necromancer, whose dark magic threatens the world.

Helped by his endless legions of hunchbacked Ogres, Hammerfists, and dreadful Spiders, Tetragorn seems invincible. But the forces of nature—your strong allies— rally 'round you. With your ancient spells you bring the forest alive and turn the Trees themselves into your obedient army.

You must create and gather your leafy, bark-armored troops about you while destroying the Ogre masses. Then descend into the musty vaults to conquer Tetragorn's subterranean forces. Finally, you must defeat Tetragorn himself in his most secret lair.

But beware! The Necromancer has ways of sapping your strength and overcoming you. You must replenish your energies even while parrying the dark, evil forces.

May the Light guide you. And may the brilliant glow of your victory at last illuminate the world!

Your Guidance System

- Atari XE system (or Atari XE or XL computer)
- Color television or color monitor
- Atari joystick

Entering Illuminar's World

1. Insert the Necromancer cartridge into the cartridge slot on your XE system and plug a joystick into controller port 1.
2. Turn on your television or monitor, then press the **[Power]** key to turn on your XE console. The Necromancer title screen appears.
3. Press **[Start]** or the joystick fire button to begin the contest of power.
4. Press **[Select]** to pause a game. Press it again to resume play.

Hurl your Wisp, then But Evil gets stronger

Illuminar's Forest

You appear in the midst of the darkness, holding your sparkling, magical Wisp and ten seeds. Throw your Wisp in any direction (by moving the joystick handle) and press the fire button. If there is room where the Wisp lands for a Tree to grow, the Wisp explodes, plants a seed, and returns to your hand.

Immediately, club-toting Ogres begin their attack. They race towards the sprouting Trees to smash them down. Hurl your Wisp towards the Ogres. If your Wisp even gets close to an Ogre it will gleefully shrivel him up to nothing.

Plant all your seeds, at the same time destroying the Ogres. Hurl your Wisp towards an Eye Pod to gain even more seeds. (The number of seeds you have remaining appears at the bottom right of the forest. When you try to plant seeds but have none left, this part of the forest glows red.)



Tree



Illuminar



Ogre

A Venom Spider darts out to poison your adult Trees. Poisoned Trees grow faces that cry for help. Shriveled the Spider with your Wisp, then hurry to help your Trees. Cure them by wiping off their faces with your Wisp, for sick Trees soon die, turning into withered stumps.

Plant and grow as huge a forest as you can, since the Trees will help you through the trials to come. But as your forest increases, the Spiders become more and more enraged and their poison grows deadlier. The Spiders scurry towards you and try to bite you, knowing that their venom will sap your strength.

ere's magic in it!
ger, minute by minute!



Eye Pod



Hammerfist



Spider

The skill level you attain in the forest depends on how many Trees you grow. (You stay at the highest level you attain, even if you lose Trees later.)

Trees	Skill Level
1 to 4	1
5 to 9	2
10 to 14	3
15 to 19	4
20 and up	5

You can stay in the forest until you run out of strength. Then you and your army of Trees are swiftly transported to the vaults.



Mystery



Spider Larva



Ring

The Vaults

The vaults are the hatching chambers of the Salivating Sith Spiders. Here you must at once begin destroying the sleeping Spider Larvae. Hold down the fire button and move the joystick handle to walk. Hurl your Wisp by releasing the fire button and moving the joystick handle.

You appear in the upper left of the vaults. All the Trees you grew in your forest are in a bin at the upper right. (The number of Trees in your bin appears below the layers of vaults.) You can see one Tree.

Throw your Wisps against the Tree to give it the power to walk. Immediately guide the Tree towards the vaults by moving the joystick handle. If you don't move the Tree right away, it will lose its power to walk. Once you move a Tree away from the bin, another takes its place.

Position the walking Tree over the vault of a sleeping Spider Larva and plant it by pressing the fire button. The Tree will start growing into the vault. Soon its roots break through the bricks and the Tree crashes down, smashing the Larva. As soon as you can, throw your Wisp against the Tree again to transport it safely back to the bin. It will wait there until you need it again.

In the meantime, the Spider Larvae are waking up. Those that begin flashing will soon hatch into Salivating Sith Spiders. Then they leap from their vault and come after you and your Trees, dripping poison. If they bite a Tree, it's lost forever. If they touch or bite you, you shrivel and disappear. Only if you have strength left can you return. Hurl your Wisp at the Spiders to shrivel them. Spiders that run out of the vaults can magically reappear.

Horrible Hammerfists descend into the vaults, grabbing whatever they can. Sometimes they drop Rings and Mysteries, but they'll snatch them back the next time they descend. When a Hammerfist grabs a Tree, you lose it forever. If you're grabbed, kick and scream with all your might. If you have any strength left, you'll be able to escape and return to the vaults.

Rings are loaded with the extra strength you need. When you see a Hammerfist drop a Ring, try to walk over it to soak up its strength. Once dropped, Rings roll aimlessly until they're either picked up or lost in the recesses of the vaults. If Rings roll over a Mystery, they pick it up.

Mysteries can bring you good or bad luck. The first Mystery you walk over will drop the ladders so you and your Trees can get to the lower vaults. After that, Mysteries may gain you bonus points, sap your strength, or raise the ladders.

To get across an open vault, jump to the bottom, then walk into either side. You will float back up to the top of the vault. Trees automatically jump over open vaults.

When you've destroyed all the Spider Larvae in sight, make sure you gather all your Trees into the bin to preserve them. Then walk down the lowest ladder to descend into the depths of the next layer of vaults (five layers in all).

If all your Trees are destroyed in the vaults, you must continue on your own. Be very careful or you will perish. If you run out of strength in the vaults, you shrivel up for good and the contest is over.

Descend the lowest ladder in level 5 to reach Tetragorn's secret lair. But be warned. Larvae that have hatched and any sleeping Larvae you leave behind will become even more vicious enemies as your journey into the depths continues.

Tetragorn's Lair

You've now descended as low as you can go, into the horrors of Tetragorn's private domain. You are surrounded by graves. An eerie feeling tells you that Tetragorn is nearby.

Tetragorn can only materialize on graves that have Headstones. Limit the Necromancer's movements by walking over Headstones to make them vanish. Walk by pressing the fire button and moving the joystick handle. Hurl your Wisp by releasing the fire button and moving the joystick handle.

The Necromancer appears and disappears, leaving trails of flame behind. If he touches you, he quickly saps your strength. You must either shrivel him with your Wisp or escape from his grasp. By destroying him you gain strength. But Tetragorn can quickly reincarnate as long as he has Headstones to stand on.

You must also face the terrible Zombie Spiders, the vicious transformation of the Spider Larvae that hatched in the vaults. Zombie Spiders rise out of the flames the Necromancer leaves behind. If a Zombie Spider touches you, it drains you of energy until you either shrivel it with your Wisp or escape. The Necromancer can reincarnate Zombie Spiders again and again as long as he needs their help.



Tetragorn



Headstone

The Mother Spider floats about the graves looking for Zombie Spiders. When she finds one, she gives it the touch of immortality. Immortal Zombie Spiders have flashing bodies and are more dangerous to you than before. If one attacks you, you cannot shrivel it. Your only hope is to escape it. The Mother Spider's touch on you is fatal, but you can gain strength if you shrivel her with your Wisp.

Whenever they have you in their power, Tetragorn and the Spiders all drain strength from you at a furious rate. If you lose all your strength, you're finished and so is the contest.

If you are crafty and quick enough to remove all 13 Headstones, you advance even farther into Tetragorn's lair (five levels in all). If you succeed in destroying all Headstones in the last level, the lair explodes in a rainbow of color. You have won, Tetragorn is finished, and the world is safe forever. Or at least until some demon replaces the Headstones.

Scoring

As Illuminar, you can gain strength, lose strength, and win points in your contest with evil.

In the Forest

Shriveling a Spider	+ 100 strength value
.....	+ 25 points
Poisoned by a Spider	-200 strength value
Shriveling an Eye Pod	-25 strength value
Curing a Tree	-10 strength value
.....	+ 10 points
Shriveling an Ogre ...	-2, 4, 6, or 8 strength value depending on his speed
.....	+ 2, 4, 6, or 8 points depending on his speed
Growing an adult Tree	+ 100 points (level 1)
.....	+ 300 points (level 2)
.....	+ 500 points (level 3)
.....	+ 700 points (level 4)
.....	+ 900 points (level 5)

In the Vaults

Shriveling a Spider	+ 100 strength value
.....	+ 75 points
Walking over a Ring	+ 100 strength value
Grabbed by a Hammerfist	-300 strength value
Touched by a Spider	-200 strength value
Poisoned by a Spider	-100 strength value
Picking up a bad-luck Mystery	-100 strength value
Smashing a Spider Larva	+ 500 points (level 1)
.....	+ 1,000 points (level 2)
.....	+ 1,500 points (level 3)
.....	+ 2,000 points (level 4)
.....	+ 3,000 points (level 5)
Tree surviving all five levels	+ 500 points

Scoring

In Tetragorn's Lair

Shriveling Tetragorn	+ 200 strength value
Shriveling the Mother Spider	+ 100 strength value
.....	+ 25 points
Touched by the Mother Spider	- 100 strength value
Shriveling a Zombie Spider	- 10 strength value
.....	+ 10 points
Shriveling a Headstone	+ 1,000 points
Surviving a level	+ 1,500 points (level 1)
.....	+ 3,000 points (level 2)
.....	+ 7,500 points (level 3)
.....	+ 20,000 points (level 4)
.....	+ 45,000 points (level 5)

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Printed in Taiwan, C300019-108 Rev. A K 1 4 1988

