

VARLOC is a game of mind, muscle, and magic. Match forces against VARLOC, the computer's evil Wizard and his legion of magical warriors. These include a wrathful Witch, an undisciplined Sorcerer's Apprentice, a malevolent Minotaur, a duo of adept Archers, 2 nefarious Knights, 4 disappearing Dwarfs, and a quartet of terrible Trolls. You must rely on your intellect, fighting ability, and even a bit of hocus pocus as you hope to put an end to VARLOC's reign of terror.

Like chess, you play VARLOC on a game board consisting of 8 squares by 8 squares. Each warrior in VARLOC has a set range of moves and individual magical powers. When you challenge an adversary for possession of a square, you enter a three-dimensional, floating battlefield. This is where the decisive confrontation between 2 warriors unfolds.

To play VARLOC, you need:

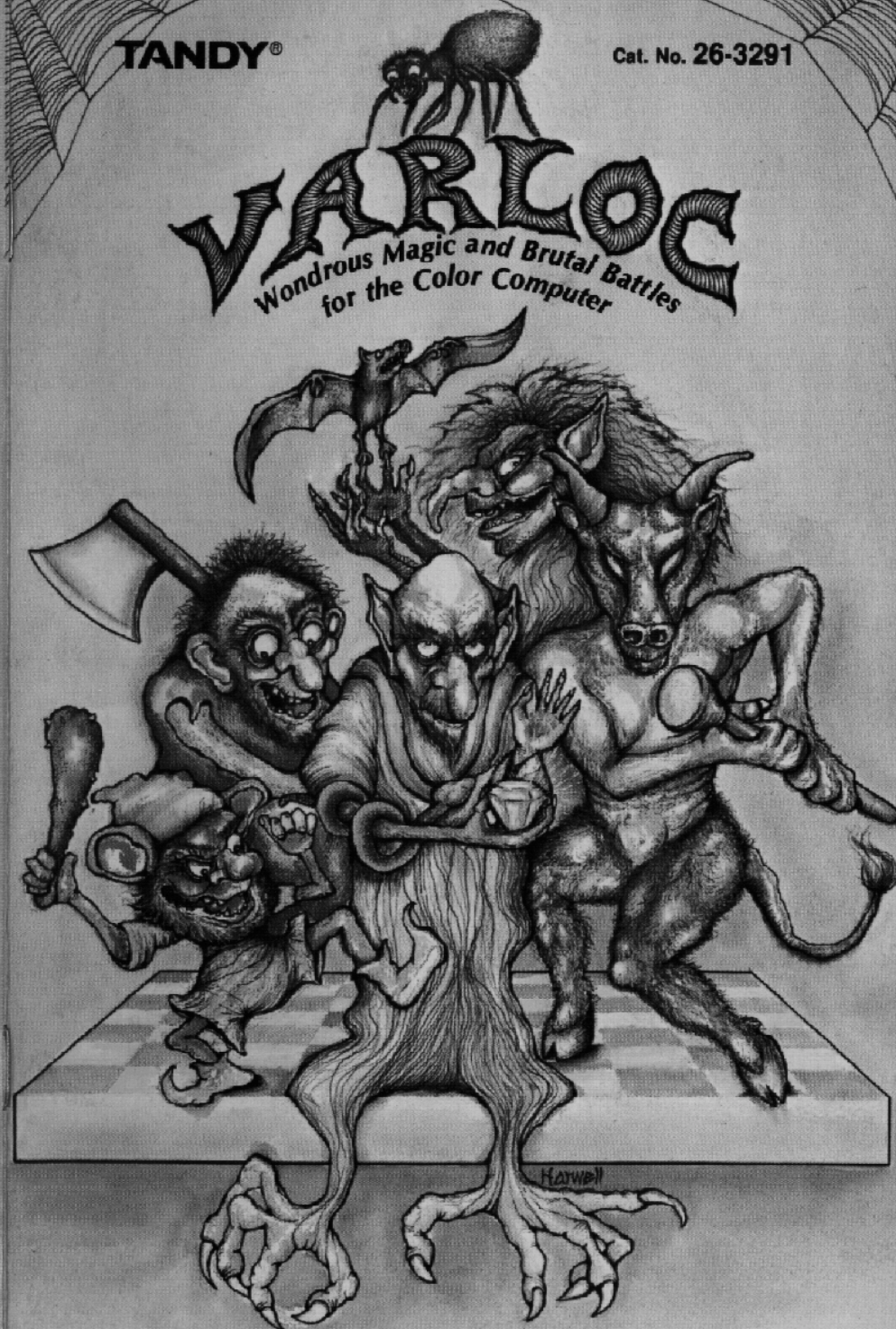
- Tandy® Color Computer with 64K memory
- TV (color recommended)
- One disk drive
- A joystick

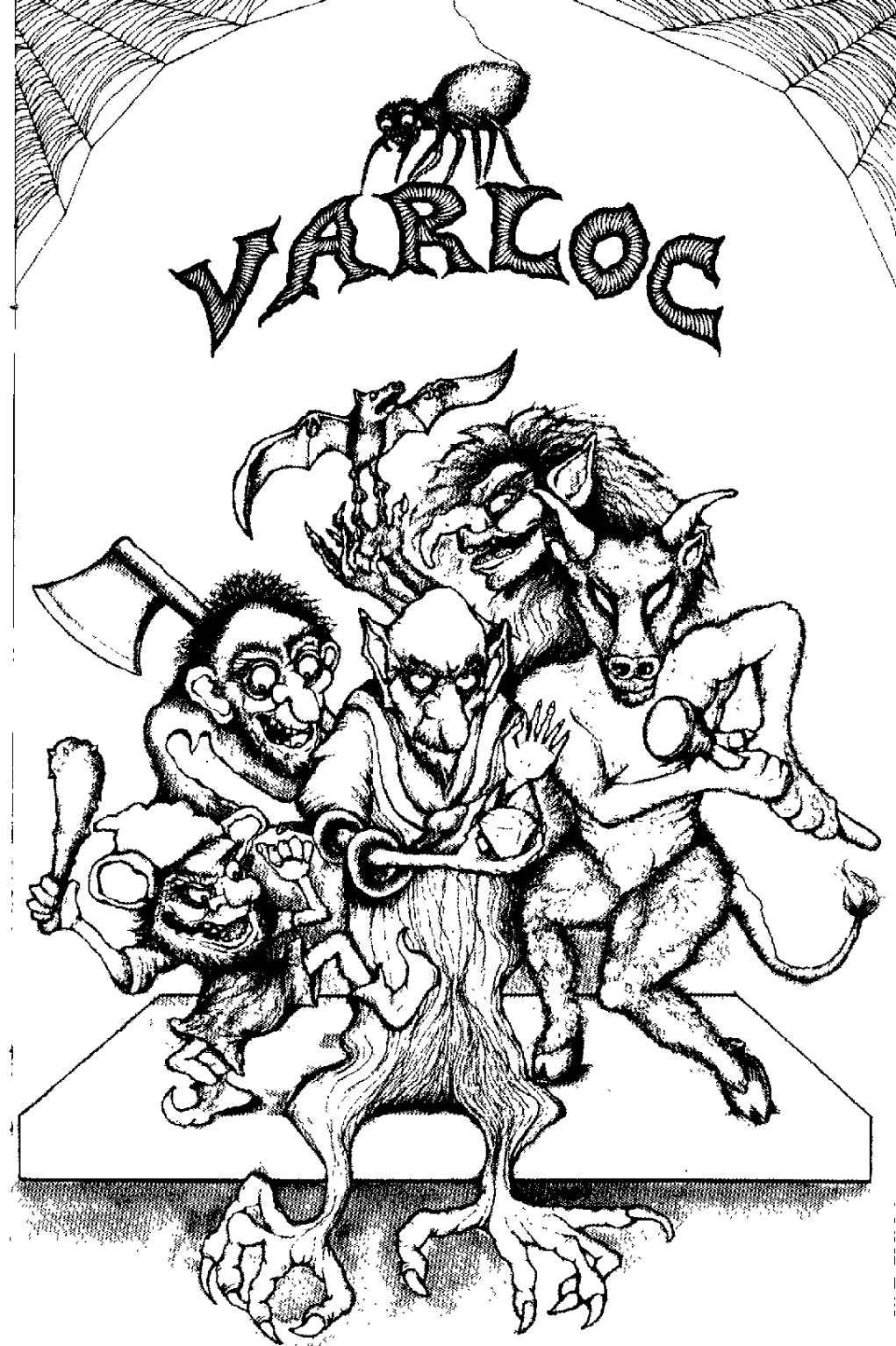
Add even more excitement with:

- Multi-Pack Interface
- Sound/Speech Cartridge

TANDY®

Cat. No. 26-3291





CONTENTS

Introduction	1
Required Equipment	2
Optional Equipment	2
Loading VARLOC	2
Playing VARLOC	3
The Gem	3
The Battlefield	4
The Warriors	6
The Wizard	6
The Witch	7
The Sorcerer's Apprentice	7
The Minotaur	8
The Archers	9
The Knights	9
The Dwarfs	10
The Trolls	10
The Bat, the Snake, and the Spider	11
Game Controls	11
Appendix — The Warriors' Appearances	12

VARLOC Program:
©1985, Greg Zumwalt
Licensed to Tandy Corporation
All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

VARLOC Program Manual:
©1985, Tandy Corporation
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

INTRODUCTION

In the wondrous dimension of magic, a battle rages between the forces of good and evil. Take the sinister wizard, **VARLOC**. Using his superior intellect and magical powers, VARLOC has enlisted ruthless and fearless warriors to establish himself as absolute ruler.

VARLOC's faithful warriors are a wrathful Witch, an undisciplined Sorcerer's Apprentice, a malevolent Minotaur, a duo of adept Archers, 2 nefarious Knights, 4 disappearing Dwarfs, and a quartet of terrible Trolls. These formidable foes are ready to sacrifice their existence to protect VARLOC, their master and lord. You, the benevolent Wizard, fighting for the forces of good, have a matching legion to defend the realm.

In an ultimate act of defiance, VARLOC openly dares anyone to match forces in a struggle of mind, muscle, and magic. He has devised a scenario in which to unleash his powers and test his warrior's abilities.

If you decide to take on VARLOC and his legion of warriors, first, you must meet them in a test of mental powers on a game board. There, shift your intellect to high gear and place your own warriors in strategic positions while countering VARLOC's moves. (Each warrior is allowed only certain moves.) Then, you can challenge any of VARLOC's warriors for possession of a square. When you do, the contending warriors are immediately transported to a floating battlefield. This is where keen reflexes and clever tactics can pull you through.

Every warrior is endowed with certain offensive and defensive powers. Beware of the Archer's deadly aim, the Minotaur's jolting ram, the Knight's swift sword, and don't underestimate the tricky Dwarf and his disappearing act. VARLOC and his Witch are capable of transforming into beastly monsters — like a brutal bat, a gargantuan spider, and a slippery and highly poisonous snake. You and your Witch also have the same powers. VARLOC and the Sorcerer's Apprentice can also change into any of the other warriors, as can you and your Sorcerer's Apprentice.

To make this surreal scenario even more fantastic, there is a hidden, magical Gem that gives enormous energy to the fortunate warrior who uncovers it. The Gem possessor can destroy the Wizard with a single blow!

The only glimmer of hope to defeat VARLOC rests with you. VARLOC's challenge stands, and he awaits your answer . . .

Required Equipment

To play VARLOC, you need the following equipment:

- A Color Computer with 64K of memory (RAM)
- A TV (color recommended)
- A Color Computer Disk Drive
- A joystick

Optional Equipment

The following equipment provides sound during play:

- Multi-Pak Interface
- Sound/Speech Cartridge

Loading VARLOC

Before loading VARLOC, be sure that the disk drive and TV are properly connected to the Color Computer. The joystick must be connected to the RIGHT joystick connector on the back of the Color Computer. If you are using the Multi-Pak Interface and the Sound/Speech Cartridge, make sure that these are also properly connected.

1. Turn on the computer and any peripheral equipment.
2. Insert the VARLOC diskette into the disk drive.
3. If you have Disk BASIC Version 1.0, type:

RUN "*" (ENTER)

If you have Disk BASIC Version 1.1 (or greater), type:

DOS (ENTER)

The VARLOC startup screen and copyright message appear. Then, one by one, the VARLOC Warriors march to the fore in an awesome display of fierceness and bravado.

To begin the game, press the fire button. Now, the VARLOC game board appears. Your Wizard and warriors are located at the bottom of the screen; VARLOC's, at the top. (To see the way the warriors look on the board and on the battlefield, see the Appendix.)

Answer the **NAME?** question (at the bottom left corner of the screen) by typing as many as 8 characters, and then pressing **(ENTER)**.

PLAYING VARLOC

Playing VARLOC consists of moving your warriors around the board with the ultimate objective of challenging and destroying the computer's Wizard. As in chess, each warrior has certain "allowed" moves. (Refer to the section "The Warriors" for a detailed description of each warrior's allowed moves and special powers.)

VARLOC starts when you make an allowed move with one of your warriors. To move a warrior, you "mark" both the warrior and its desired destination. Mark a warrior by placing the flashing square over the warrior with the joystick and then pressing the fire button. (As you move the joystick over your warriors, a message at the bottom shows the player's and the warrior's names.) After you mark a warrior, a shade appears over it. To mark the warrior's destination, move the flashing square to an allowed position, and press the fire button again. Immediately, the marked warrior appears in the new position.

Note: If you mark an illegal move, the computer ignores it and "unmarks" both the warrior and the destination. You can then try again.

After you make your move, VARLOC analyzes the board and then makes his move. This sequence (you make a move, VARLOC makes a move) continues until you meet your opponent in a square and challenge one another for its possession. When that happens, the screen changes into the battlefield and you are face to face with your adversary.

The Gem

At the start of each VARLOC game, a magical Gem is hidden randomly in one of the empty board squares. The Warrior who happens to land in that square or take possession of it through a confrontation is immediately endowed with great power. When a warrior lands on the square where the Gem is hidden, the word, **GEM**, flashes on the lower right corner of the screen.



If one of your warriors takes possession of the Gem, VARLOC will not know this until a confrontation occurs.

By the same token, when one of VARLOC's warriors takes possession of the Gem, you have no way of knowing that until you confront the Gem possessor in battle. A warrior possessing the Gem can destroy the Wizard with a single hit.

The Battlefield

The battlefield, a floating, desolate plane, provides the backdrop for the inevitable confrontation between 2 warriors. A careless or nervous warrior can actually fall off the edge and plummet to a sure death.

Upon entering the battlefield, use all your warrior's abilities as described in "The Warriors") to destroy your opponent.

To assist you in defeating the adversary, the lower section of the screen shows a radar that pinpoints your opponent's location as a flashing dot. Your location is indicated by the "V" shape. Your name, and your warrior's name appear on the left side of the radar. If your warrior is capable of changing into other creatures, the name of the creature also shows. Your adversary's name appears on the right side of the radar. When a warrior that possesses the Gem enters the battlefield, a flashing Gem appears next to the player's name.

On each side of the radar is a vertical bar that indicates the strength of both warriors. The vertical bar on the left indicates your strength.

The vertical bar on the right displays your opponent's strength. When you hit and damage your opponent, the bar on the right side of the radar reflects a loss in strength by becoming shorter. Similarly, when you are hit, the bar on the left becomes shorter.

The battle is over when one warrior's strength is exhausted. At that point, the board returns to the screen, and the triumphant warrior has possession of the contested square. The winner of the battle can then make another move. The game is over when you capture and destroy VARLOC, or when your own Wizard is destroyed.

VARLOC is, ultimately, a test of your reasoning powers, reflexes, and skill. The challenge is great, but if you use your resources wisely and the magic works for you, you may triumph!



THE WARRIORS

You have 16 warriors, including your Wizard, at your command, as does the computer. Each warrior has a specific set of moves and possesses certain powers for attacking or defending against an opponent. In addition, some warriors are capable of magical transformations, and, during a battle sequence, they become deadly creatures — such as a giant spider, a ferocious bat, and a deadly snake. The Wizard and the Sorcerer's Apprentice also change into any of the other warriors. Before engaging in action, become familiar with each of your warriors, their possible moves around the board, and their combatant abilities.



The Wizard

Although the Wizard can only move one square at a time (in any direction), he is the most powerful of all the warriors. During the battle sequence, the Wizard changes into any other warrior or into 1 of 3 deadly creatures to eliminate an opponent. You can choose the creature or warrior you want your Wizard to become. VARLOC always transforms himself without letting you know his intentions. What's more, the Wizard can transform any number of times during the battle sequence. However, between transformations,

the Wizard is defenseless and completely vulnerable. (The period between transformations lasts about 2 seconds.)

After entering the battlefield, the question, **PIECE?**, appears on the left side of the screen. Make your Wizard convert into the creatures and warriors below by pressing the appropriate key:

- | | |
|------------|----------|
| ① Bat | ⑤ Archer |
| ② Spider | ⑥ Knight |
| ③ Snake | ⑦ Dwarf |
| ④ Minotaur | ⑧ Troll |

The Witch

The Witch's mobility and transformation powers make her one of the deadliest warriors. The Witch is free to move any number of squares in any vertical, horizontal, or diagonal direction. After entering the battlefield, the question, **PIECE?**, appears on the left side of the screen. Press the appropriate key to change your Witch into any of the following creatures:

- | | |
|---|--------|
| ① | Bat |
| ② | Spider |
| ③ | Snake |

Like the Wizard, the Witch can change any number of times during battle but is highly vulnerable during transformations (for about 2 seconds).



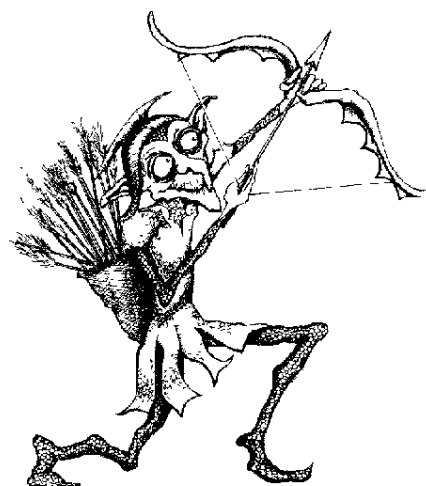
The Sorcerer's Apprentice

The Sorcerer's Apprentice moves 1 or 2 squares in any vertical, horizontal, or diagonal direction. The Apprentice's transformation powers are somewhat limited. Upon entering the battlefield, the Sorcerer's Apprentice changes randomly into the Bat, Spider, Snake, Minotaur, Archer, Knight, Dwarf, or Troll. You have no control over which creature or warrior your Sorcerer's Apprentice becomes.



The Minotaur

The Minotaur can move any number of squares in either a vertical or horizontal direction. The Minotaur is highly maneuverable and it disposes of opponents by ramming into them. Chase an opponent by maneuvering the joystick. To ram, press the fire button.



The Archers

Archers can only move 1 square at a time in any direction. (You command 2 Archers.) Despite their limited mobility, Archers are equipped with a bow and an unlimited supply of arrows. This represents a serious threat to any opponent. The Archer can pierce adversaries from a great distance. To shoot an arrow, use the joystick to line up the bow with the target, and then press the fire button. Before shooting another arrow, you must wait until the previous arrow disappears.

The Knights

The Knights possess great agility and quickness. Knights have the option to move either 1 square in any vertical or horizontal direction or to jump 2 squares in any diagonal direction. Knights can fend off frontal attacks with a shield or slice opponents with a sword. However, you can activate only one device at a time. Press the space bar alternately to switch between the shield and the sword. Then press the fire button to shield against an attack or to thrust the sword.





The Dwarfs

Dwarfs can move only 1 square at a time in any diagonal direction. Small, but not without a few tricks, the 4 Dwarfs can disappear at will, then reappear wielding a sharp axe — unsuspecting opponents beware! To make a Dwarf disappear, press the space bar. The Dwarf reappears in a few seconds. Move the Dwarf around the battlefield with the joystick. The word, **DWAF**, flashes at the bottom of the screen while the Dwarf is invisible. To swing the Dwarf's axe, wait until the Dwarf reappears, and then press the fire button. (Dwarfs must be visible before they can attack.)



The Trolls

There are 4 Trolls at VARLOC'S and your command. Trolls can move only one square at a time in any vertical or horizontal direction. A Troll smashes opponents with a heavy club. Move a Troll around the battlefield with the joystick, and press the fire button to swing the club.

The Bat, the Snake, and the Spider

The previous section describes the powers and abilities of the warriors. In addition, there are those deadly creatures into which the Wizard, the Witch, and the Apprentice can change — the Bat, the Snake, and the Spider.



The Bat flies with great agility and speed. Its sharp fangs can tear any opponent apart. To attack, maneuver the Bat with the joystick. When close to the adversary, press the fire button to bite.

The Snake is an elusive combatant that strikes opponents with lightning speed. Its strike range is larger than that of the Troll's club, the Knight's sword, or the Dwarf's axe. Move the Snake around the battlefield with the joystick. To strike, press the fire button.

The Spider stings opponents by hopping and then landing on top of them. While in the air, the Spider is invulnerable to arrows, swords, clubs, and axes. Hopping is accomplished by pressing the fire button. The direction and distance of the hop is controlled with the joystick.

GAME CONTROLS

While playing VARLOC, you can pause, restart the game, turn the sound on or off, and even change display colors.


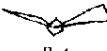
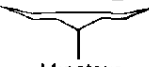


















Press **(BREAK)** to pause the game. Press **(BREAK)** again to resume playing.

Press **(I)** to restart a game (from the beginning).

Press **(C)** to change display colors.

Press **(V)** to turn the sound off. Press **(V)** again to turn the sound on.

APPENDIX — THE WARRIORS' APPEARANCES

This Warrior	Appears This Way on the Board	Appears This Way on the Battlefield
The Wizard		 Bat  Minotaur
The Sorcerer's Apprentice		 Spider  Archer  Knight
The Witch		 Snake  Dwarf  Troll
The Minotaur		
The Knights		
The Archers		
The Dwarfs		
The Trolls		

TERMS AND CONDITIONS OF SALE AND LICENSE OF TANDY COMPUTER SOFTWARE PURCHASED AND LICENSED FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND RADIO SHACK FRANCHISEES OR DEALERS AT THEIR AUTHORIZED LOCATIONS

LIMITED WARRANTY

TANDY Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy in the event of a Software manufacturing defect is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, a participating Radio Shack franchisee or a participating Radio Shack dealer along with the sales document.

EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO EXPRESS WARRANTIES, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED IN ITS DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES SET FORTH HEREIN.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the Tandy Software on **one** computer, subject to the following provisions:

- A Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B Title to the medium on which the Software is recorded is transferred to CUSTOMER, but not title to the Software.
- C CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

12 84

RADIO SHACK, A Division of Tandy Corporation

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

AUSTRALIA	BELGIUM	FRANCE	U. K.
91 Kurrajong Avenue Mount Druitt, N S W. 2770	Rue des Pieds d'Alouette, 39 5140 Naninne (Namur)	BP 147-95022 Cergy Pontoise Cedex	Bilston Road Wednesbury West Midlands WS10 7JN