

# KAYLETH

## LOADING INSTRUCTIONS

### B.B.C. Cassette

To load **KAYLETH** for the BBC computer, ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Ensure that your machine is in the correct loading mode by typing **\*TAPE** then press **RETURN** and, if you have a filing system other than Tape installed, type **PAGE=&EOO** then press **RETURN** (if you are uncertain as to whether this applies then do it anyway).

Type **CHAIN** then **RETURN** followed by **PLAY** on the cassette recorder at which point the screen will display Searching then when the program is found, Loading. Shortly after a title page will appear whilst the main program is loaded. When a load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press **PLAY** and then press **RETURN** as instructed on the screen.

If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** and follow the instructions on the screen which will prompt you to ready your cassette and press **RETURN** - Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program first before loading a Saved game.

### B.B.C. Disk

Type **CHAIN "LOADER"** and press **RETURN** and the game will load and run automatically.

### Electron

As for BBC.

### Commodore 64/128 Cassette

When loading **KAYLETH** for a Commodore 64/128 computer, ensure that your cassette recorder is correctly connected and insert the cassette, making sure it is fully rewound and that your computer is switched on. Press **SHIFT-RUN**, **RETURN** and then **PLAY** on your cassette recorder as instructed on the screen which should then display **SEARCHING**. When the program is found the display will change to **LOADING** and when completed the program will run with an initial message asking if you wish to start a new game or continue a saved game. To commence play simply answer the prompt for a new game. If you wish to continue a Saved game, respond appropriately, remove the Game cassette from the recorder, replacing it with the cassette of your Saved game (fully rewound) and follow the instructions of the screen to press **PLAY** on the recorder and then return. If you have any problems loading, check that your recorder is correctly connected, rewind the tape completely and try again. If you wish to continue a game at a later time, insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** then follow the screen prompts which tell you to ready your cassette and press **RETURN** - Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program before attempting to load a Saved game.

### Commodore 64/128 Disk

FIGURE 1. Place the disk into drive 1

FIGURE 2. Type ; **LOAD "\*\*\*\*", 8, 1**

FIGURE 3. Press the **RETURN** key

FIGURE 4. After the word '**READY**' appears, type ; **RUN**

FIGURE 5. Again press the **RETURN** key

### Spectrum 48K

When loading **KAYLETH** into your Spectrum ensure that your cassette recorder is correctly connected, put the tape in your recorder and check that it is fully rewound. Type **LOAD** then press **PLAY LOAD** on your cassette recorder and **ENTER** on your Spectrum. If you have any loading problems check that your recorder is correctly connected, that any tone control is on maximum treble, that tape is fully rewound and, if necessary, experiment with the recorder's volume. See Chapter 20 of your Spectrum manual.

When the load is completed you will be asked if you wish to start a new game or reload a Saved game. To commence play simply answer the prompt for a new game and your computer will open the doors on a new world for you. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your Saved game (fully rewound) into your recorder. Press **PLAY** and then press **RETURN** as instructed on the screen. If you have any problems loading a Saved game, bear in mind that your recordings are probably at a different level to commercial tapes and you may need to adjust the recorder's volume level in compensation.

If you wish to save a game to continue at a later date, insert a blank tape into your cassette recorder and type **SAVE GAME** and **RETURN** on your Spectrum. Follow the instructions on the screen to ready your cassette, press **PLAY & RECORD**, then press **RETURN**. Your current position will now be saved but please note that, as per the instructions above, it is essential to load the program first before attempting to reload a Saved game.

### Spectrum 128K

Place in 128 mode, type **LOAD** then press **PLAY** on your cassette recorder and **ENTER** on your Spectrum.

### IBM

Refer to Adendum slip.

### Amstrad

When loading **KAYLETH** on an Amstrad computer use the command **RUN** and follow the instructions on page F1.10 of your user manual. Save game instructions as for Commodore 64.

Isaac Asimov's science fiction magazine is published by Davis Publications Inc. Written by Stefan Ufnowski. All rights reserved.

© 1986 Adventure Soft U.K. Ltd.

Written and published by Adventure Soft U.K. Ltd. distributed by U.S. Gold. Copyright subsists on this program. All rights of the producer reserved. Unauthorised broadcasting, diffusion, public performance, copying or re-recording, hiring, leasing, renting and selling under any exchange or repurchase scheme in any manner is prohibited.



U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX.

Telephone: 021 356 3388

To receive your free Kayleth Hint Sheet please send a stamped self-addressed envelope together with this completed voucher.

# FREE KAYLETH HINT SHEET

Name .....

Address .....

Adventure Soft (U.K.) Ltd., P.O. Box 786, Sutton Coldfield, West Midlands B75 7SL.



## The Nightmare

The Zyroneans were an advanced, pacifistic civilisation, until the arrival of KAYLETH and the ensuing destruction!

Kayleth's craving for chromazin (a rare mineral), found in small quantities on Zyron) led him to this part of the galaxy. He dominated the Zyronean skies with awesome power, using Atomic bisemblers, he sent down his androids to enslave the population and force them to claw-out the subterranean rocks to extract the precious ore.

You, a loyal Zyronean, had avoided capture and were planning a way to rid the planet of Kayleth, however as you are about to discover, events have overtaken your plans!

What is Kayleth? Why are particular Zyroneans transported to the orbiting nerve centre of his domain, never to return? Is it possible to stop this tyrant?

Your beginning 340 a.K.

Your mind struggles to free itself from an endless void only to observe the birth of a nightmare world.

You awake to find yourself encircled by metal bands, upon a conveyor belt which is moving ever closer to a pair of cold, steel claws which rhythmically descend and spew out a charge of electric blue light. Desparately you search your memory for a clue to the events that led you to this alien place, but no recollection remains in your brainwashed mind.

Your instinct for survival flares hot in the centre of your mind urging you to struggle to free yourself from the encroaching claws, for who knows what they will bring, an end to a vague feeling of loss and desolation or the rending apart of your soul?

You MUST survive and search out the reasons behind a life which began but a moment ago. But beware you are NOT what you appear to be!!

In your search you will discover various locations which will stir your memory and begin the process of remembrance - Kayleth's Starship, the ancient city of Zyron, the Zap selection centre, which houses a laboratory complex, bodybanks and mind facsimile apparatus; The chromazin mines and reprocessing plant; The prison town of Zymogg.

You will encounter the dreaded Mokki Ray, (who eats bipeds between meals.) The Rock Gullet, and the vicious Zemps. (if you can first survive the DESTROYER DROIDS)

Others you may encounter, include Broznak, your host at the Oblivion Inn. Yagmok, and the Astechs (Asterion Technicians), and many other peculiar inhabitants of Zyron.

Your challenge is to rid your home planet of the leech who is draining it dry and in so doing discover yourself!!

## Surviving!

Kayleth has an extensive vocabulary of words which can be used to enter player COMMANDS.

To enter a COMMAND just type in the action you want to perform, as an example, some possible commands are listed below.

GET CANISTER  
EXAMINE CLAWS  
GO WEST AND NORTH  
THEN ENTER THE CITADEL  
INSERT SERTA  
ASK BROZNEK FOR QNUTS  
START THE SKIMMER

DROP THE PHOTON CUTTERS  
WEAR THE LENSES  
REMOVE MASTA

TALK TO YAGMOK  
PRESS CONTROL BUTTON  
FIRE PLASMA BEAM AT DOOR

These are a few sample COMMANDS but as you can see they range from simple two word (verb/noun) instructions to multiple action COMMANDS.

Phases of multiple action nouns should be separated from each other with the use of AND or by a comma: -

GET THE PYXIS AND OPEN IT.  
GET THE LENS AND WEAR THEM.  
GET THE CORONA COAT, DROP THE C-EMZS.

Several separate actions may be included in one COMMAND but actions should be separated by a comma or the word THEN. If a noun is repeated in an action, the noun may be replaced with the word IT or THEM if plural.

GET THE FUSE AND INSERT IT.  
DROP THE TAE AND THE HEADSET THEN GO UP.  
DROP ALL THEN GO IN.  
INSERT THE FUSE THEN BOARD SKIMMER.

The use of the word THE is optional, no full stops are needed to end a COMMAND.

If you are new to playing adventures then stick to two word (VERB/NOUN) COMMANDS until you get the feel of the game, you will find that the computer will soon tell you if you type a COMMAND it doesn't understand.

## SPECIAL WORD COMMANDS

LOOK - This will redescribe your current location if you lose your bearings! (For a closer inspection of an object use the word EXAMINE then the name of the object.)

I or INVENTORY - This will tell you what you are carrying.

QSAVE - This will save your current state of play, to RAM, so that if you should accidentally be killed you may QLOAD to return to the scene of the crime without reloading a saved game from tape.

QLOAD - Loads previously Qsaved game.

QUIT - This command will ask you if you want to play again and also ask if you want to RESTORE a saved game.

SAVE GAME - This allows you to save the current game position. The saved game can be restored, when you return to the adventure, by answering YES to "Do you want to RESTORE a saved game."

LOAD GAME - Does just that, from your saved game on tape.

WAIT - There may be times in the games where being able to wait has distinct advantages. This command will let the game move on one move - longer waits can be entered by WAIT 5; WAIT 10; These can be used if you are stranded by the tide whilst investigating the secrets of Yagmoks' Island.

BOM - Not as violent as it sounds! Typing BOM (Back One Move) allows you to do just that. Useful if you go momentarily insane and destroy or disguard a useful piece of equipment or find you've jumped into a cul-de-sac full of snarling beasties!!

If your thoughtless actions result in death, wait for the title page and then type BOM as your first COMMAND, this will give you another chance of survival.

GET ALL - Gets all available objects in your present location, but will not, of course get objects you have yet to discover!!

DROP ALL - Does that, but be careful with it!!

## TRAVELLING AND EXPLORATION

We have already seen axamples like GO NORTH AND THEN WEST but to save wear and tear on the digits abbreviations can also be used for directions; - N, S, SW, etc. also U for up and D for down.

## HINTS ON PLAY

The planet Zyron is suffering under the dictatorship of Kayleth, everybody you meet is bound to be wary so you may have to prove your good intent before they will have anything to do with you!

Before you begin your quest, you will have to discover exactly what has happened to you in the recent past. There is definitely something not quite right with your head!! Solving this 'small' problem will open many doors and make the going a little less tough.

Finally examine everything for clues or information on use etc. The problems you will encounter will be logical and you won't be interfered with by hoardes of goblins, trolls or other illogical creatures who require you to perform obscure tasks to placate them!!! (e.g. you won't have to wave the ham on rye in one hand whilst constructing a kitchen sink with the other in order to open a door!)

You would appear to be the only hope for your planet, and at the moment you're in no fit state to perform the task, so for the sake of Zyron get your act together!

NOTE - A crack team of bug hunters have been in round the clock pursuit of these insidious creatures, only the most cunning and elusive bugs could have eluded their search and destroy tactics!!!

# KAYLETH