EMPIRE OF KARN

INTERCEPTOR
SOFTWARE

SUITABLE FOR THE
commodore 64

More complex commands are:

give (object) to (character)
attack (character) with (object)
set (animal) on (character)
put (object) in (object)
throw (object) at (object)
sit on (object)

say to (character) "(commands)" - has the effect of the desired action being taken by the specified character rather than yourself - assuming they are willing to co-operate!
sail - at one point in the game, you will find yourself on board a ship. When you think the ship is ready for a voyage, typing 'sail' will begin your journey.
Examples:
give ruby to Weaver
attack cobra with sword
say to Darin "attack cobra with sword"
When you first reach a location, you will be drawn a picture of that place, and be given a text description. When you next reach that place, you will only be given the text. To recall text use 'look', to recall picture and text use 'picture'.
There are many other commands which you will need to complete the game. You must find them out for yourself!
There are clues everwhere within the game - read all description most carefully. Remember your companions - each has his own special abilities, and you will need all the help you can get!
You will meet, many people who will help you on receipt of a gift - give wisely and beware - not all are as friendly or as loyal as the seem!

In the hall of His Majesty Callastheon, Emperor of the Seven Lands, Lord of Karn, the fire has died to its glowing embers. The last rays of the setting Midwinter moon shone through the great north window, and fell on a dark figure, sitting in solitude at the head of the long table. Callastheon sat in thought, the cares of an empire, briefly lifted during the Feast, settled once more on his shoulders. The Feast had been good, the nobles and the peasants both well pleased. Daeron's ancient tale of the Heroes had, as usual, woken nostalgia in the people, and yearning in their lord. Callastheon's thoughts ran fast through his troubled mind:
What to do? I spoke bravely at the Feast, yet the facts remain. Ivshem is becoming corrupt. If Ivshem falls, then so will Vorzdeshaa, for a land is nothing without its capital. If Vorzdeshaa turns back to the Dark, then the Seven Lands will split apart, and the Empire will fall. Perhaps a swift campaign to crush the unrest? But no - the people are loyal, merely misled by their king, who swears allegiance to me and plots against me in the same breath. Curse Zheff -that foul, corrupt, insane creature who sits in power in his palace and seeks my downfall. Swift but secret action is needed, to kill this upstart and his followers. Oh Heroes, would that you were with me now!
Footsteps rang out, coming nearer through the echoing darkness of the hall. Startled from his reverie, Callastheon cried 'Who comes?', for the moon had now set, and darkness filled the hall. A voice spoke from the shadows: 'My lord, did you call?'. In the glow of the ashes, Callastheon saw Darin, thirty-seventh in direct descent from Beren, last of the Mountain Kings of Karn.
'Indeed, but in thought alone' replied the Emperor.
Darin said : 'On this night, when men remember the deeds of my father and the Stranger and his companions, I am permitted to read the minds of others, and tonight indeed have I followed your mind through all its despair and longing. Let us leave the hall, and stand on the clifftops, and see what counsel may come.
So Darin and his lord walked out of the hall, where once stood the ancient sea-castle of Karn, and looked out east across the sea to the distant horizon, where the shinning glory of the winter stars rose into the night, and their thoughts and desires flew toward stars and passed to regions distant beyond knowledge.
And by chance, if chance you call it, on that same night, before a great religious Feast on his own world, the Stranger stood in a stone lonely field and looked to the stars as he was wont to do, and marvelled as ever at the glory of the Universe, which all his knowledge of its nature did nothing to dispel. And his thoughts were drawn to Karn, and rose out among the stars.
In the gulfs between the worlds his mind met that of Darin, and he saw the likeness of his friend Beren calling, and he answered that call. So it was that at dawn, on a clear day at the ending of the year, the Stranger and Darin met in the Hall of Callastheon, Lord of the Empire of Karn.

EMPIRE OF KARN

Empire of Karn is the second in the trilogy of Karn the first part being the **Heroes of karn**, this like the first incorporates 64 graphic scenes and music by Chris Cox. Which adds flavour to this exciting series.

LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP. The program will automatically load and run.

At the start of the game, you have the option to load a previously saved game from tape or disk or to start a new game. If loading a game, please ensure the tape / disk with your game in is correctly positioned for loading

Adventure games allow the player free will, within the constraints of the game format. Exactly what you try to do next is always up to you, and you alone.

You give the computer your instructions with simple English commands, such as:
take tinderbox,
drop bottle of rum, etc.

The commands you know to start with are as follow:

take - pick an object up
drop - drop an object
light - light / set fire to an object
north, south, east, west, up, down - you need only use the initial letter of the direction in which you wish to move
look / picture - to view your surroundings
list - a list of your possessions
score - given as a percentage of adventure completed
end - ends. Option to save to tape or disk. If saving, please ensure the tape is at the correct point, or that a formatted, unprotected disk is in the drive.

Further instructions continue on reverse

Written by Ian Gray
Produced by Richard Paul Jones
Music by Chris Cox