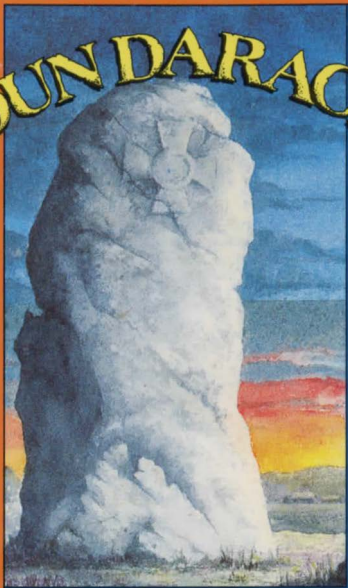# AMSTRAD CPC 464 · 664 · 6128

DUN DARACH

Rebound
HEWSON

THE AIM OF THE GAME

LOADING

Press the CTRL and ENTER button together. Press PLAY and then any key on the keyboard.

N.B. If using a 6128, first enter the TAPE command.

KEYBOARD ASSIGNMENTS

WALK LEFT/RIGHT	Alternate keys on the bottom row.
ENTER A DOOR	The ENTER key.
CAMERA LEFT/RIGHT	Alternate keys on the second row.
PICK UP/DROP	Alternate keys on the third row.
SELECT OBJECT	Top row I to CLR.
OFFER OBJECT	The space bar.
AUTORUN ON/OFF	The 4 key, on the separate Numeric/Function Block.
FREEZE/UNFREEZE	The 5 key, on the separate Numeric/Function Block.
RETURN TO OPTIONS	The 6 key, on the separate Numeric/Function Block.

Scenario

It happened that, following a fateful, bloody and largely pointless battle against the Conachta, Cuchulainn the Great was returning home to Muirmethne in company of his faithful charioteer, Loeg.

Towards the end of the second day, Cuchulainn and Loeg came across a wayside inn. While they waited for food, they were approached by Skar, who told them that her carriage had developed a shattered axle. Loeg leapt to assist her and left the inn with Skar.

After a while Cuchulainn went outside to see what progress Loeg might have made, but was astonished to find no sign of Skar or Loeg, there was only a cloud of dust disappearing along the Eastern road.

Skar was it seemed, a Sorceress and ally of the Connachtmen and they had seized Loeg as retribution and taken him to the Secret city of a Dun Darach.

Culchulainn took off to find the mist-shrouded city – Dun Darach.

GAMEPLAY

The main objective is to locate and release Loeg. You will encounter scores of

secondary quests which will need to be completed before a final solution is reached. There is no set route to solve the Quest.

The City
The layout of Dun Darach is complex and the streets and buildings are continuously mapped by the program. You will notice the following sub-divisions:-

— The city itself is divided into a series of Quarters.

— To aid the explorer each Quarter consists of several named districts.

— Every street bears a street name: every door that opens onto the street carries a house number.

— Behind every door there is a room or set of rooms, which may be occupied or empty.

The Population
While some of the characters in Dun Darach stick singlemindedly to their assigned tasks – for instance, shopkeepers – the streets are full of independent, fully-animated characters, each with their own personality. Most of them have something which you will need, like specific objects or information or the knowledge of a secret way and all of them are open to bribery, either directly with money – normally a large amount – or by some object which they themselves desire or need. Note that you cannot be killed in Dun Darach but you will be fair game for pickpockets etc.

The Currency
The units of currency in common use in Dun Darach are Iridi, these are small gold sequins. Iridi can be gained in a variety of ways:-

— by working!

— by gambling

— by selling at a profit

— by stealing

— by banking

Iridi can also be disposed of by:-

— buying an object from a shop (of course you could try not paying) by bribery

— by being robbed

DUN DARACH
AMSTRAD CPC, 464, 664, 6128

GERMAN

LADEN
Drücken Sie die CTRL und ENTER-Tasten gleichzeitig.
Drücken Sie PLAY und dann eine beliebige Taste.

Anm. Falls Sie einen 6128 benutzen, geben Sie zuerst den Tape-Befehl ein.

FRENCH

CHARGEMENT
Appuyez sur les touches CTRL et ENTER en même temps.
Appuyez sur PLAY puis sur une touche quelconque du clavier.

N.B. Si vous utilisez un 6128, entrez d'abord la commande pour la bande.

ITALIAN

CARICAMENTO
Premere contemporaneamente i tasti CTRL ed ENTER.
Premere PLAY e quindi un tasto qualsiasi sulla tastiera.

NB. Se si usa un 6128, mettere prima il comando per il nastro.

ReBOUND
HEWSON

DUN DARACH

Being a tale from the
early years of
Cuchulainn the Herd, in
which Cuchulainn
strives to free Loeg the
Charioteer from the
timeless City of Dun
Darach, wherein he is
imprisoned by the
Sorceress, SKAR ...