

MASTERTRONIC

16 · BIT · S O F T W A R E



SHARD of INOVAR



PC &
COMPATIBLES

Rest. Before she was imprisoned there she cast her Amulet into the hands of the Laryx – a goatlike people who inhabit Mount Hiakron and the shores of Adklaart Mire. They entrusted it into the safekeeping of Sunquat, Leader of the Eharin, People of Light.

ICONS

LOAD' SAVE allows a save or load to memory or cassette. Memory save is a quicksave feature. Any previously memory-saved position is overwritten. Similarly, load from memory overwrites the current position with a previously saved one.

INVOKE is a special command to invoke any of the three Rituals.

INVENTORY scrolls in your possessions and redescribes your current location.

ARROWS for movement.

QUIT restart from the beginning.

LOOK AT an examine command that operates on oobjects in your possession. EXAMINE examines objects in the text.

The following icons operate on objects in your possession and display a graphic in the right hand graphic window. Move joystick left or right to scroll through the objects. Pressing fire selects.

GET, DROP, LOOK AT, USE, PLACE, THROW, GIVE

All the remaining icons place you into the text window. The first word in the text window is highlighted. Move the joystick to move the highlight. The highlighted word is also reprinted further up the screen so that you can see what you are trying to do. Pressing fire selects the highlighted word.

Note that the icons GIVE, PLACE and THROW put you into the text window also. You must throw the object AT something or place the object IN something.

The scrolling window is used for exits, objects and many other messages. If the Blind of Death falls, press FIRE to restart. If at any time the 'Get' icon colours in as well as the icon you are over, this means there is an object to pick up in that location.

CONTROLS – Joystick or Keyboard

KEYS

← or 4 = LEFT

↑ or 8 = UP

→ or 6 = RIGHT

↓ or 2 = DOWN

ENTER or 5 = FIRE

LOADING INSTRUCTIONS

Put disc into drive A and boot as usual.

Program by Clive Wilson
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THE STORY

Many centuries ago when the Earth was still evolving, a plague known as the Nagroma would descend upon the land every year as winter approached, and devour every living thing in sight. The people lived in dread of the winter months and every year they prayed that spring would arrive early and drive the pestilence away for good, but every year without fail it returned.

About this time an ancient Elfin race known as the Eharin from the realm of Mantierion, fashioned a beautiful and powerful starform elfstone which they named the Inovar. Aided by power from this multi-coloured stone the Eharin were able to create the Cairnrue, a protective barrier which covered the land and kept out the Nagroma. When spring arrived, the Cairnrue had to be lowered to allow the rain to fall and this task was the duty of Varwield.

And so Varwield Arthemian carried out his duties throughout his years but now grows old. You are commissioned by your people to become Varwield Secunda – apprentice to Arthemian. You learn that Inovar is kept within the chest of Kiron the

Protector, a mighty statue of awesome power. To take Inovar you must utter the ancient Ritual of Release known only to the Varwiels, then go the Dais of Cairnrue and utter the Ritual of Decairn at the appropriate time in spring.

For many years you served under Arthemian but he began to change. In his dotage he became bitter and disillusioned. At the last time of Nagroma, Arthemian raised the Cairnrue with his sceptre but sought thereafter to take the power of Inovar to himself and corrupt it to his own uses. However, Kiron the Protector came to life and wrested Inovar from Arthemian but in the battle a shard was split from Inovar and Arthemian managed to drain much of its power. Kiron placed Inovar in his chest and fled westwards. The Shard of Inovar was placed upon the Dais of Cairnrue.

Arthemian retreated to his fortress, Caernast and created the Naslava to protect him. They were creatures from the Earth's core – pure laval states – but they had no mobility. Rimarlion, Daughter of the Earth, battled with Arthemian as he attempted to create the Naslava. She was defeated and cast into rock in the Oasis of

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16-BIT SOFTWARE



SHARD of INOVAR

As the storm clouds gather and the rain begins to fall, the time has come for you, Varwiels Secunda, to attempt the ritual of Decairn. Only you have the knowledge to defeat the evil Arthemian and to restore the Shard of Inovar to its rightful place.



A MEMBER OF THE VIRGIN
MASTERTRONIC GROUP OF COMPANIES

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