The Screen Displays

SCREENSHOTS FROM COMMODORE VERSION

The Aim of the Game

Single word commands

NORTH, N etc.	Move in specified direction.
INVENTORY, I	List carried objects.
LOOK, L	Redescribe location.
SAVE	Save game present position.
LOAD	Load saved game.
QUIT	End game: start again.
SCORE	Check % progress through game.
WAIT	Do nothing.

The following are some of the more important verbs which are accepted. There are many more which you will have to find for yourself.

GET	TURN	LOCK	REMOVE	TIE, UNTIE
SEARCH	EXTINGUISH	LOOK	GIVE	OPEN
LEAVE	TAKE	HIT	EAT	PULL
THROW	KILL	DROP	PUT	LIGHT
UNLOCK	SAY	ATTACK	EXAMINE	CAST
PUSH	WEAR	CLIMB	ENTER	

ALL can be used with the verbs GET and DROP to pick up everything in a location or drop everything carried. It will ignore hidden objects etc., and dead characters. LOOK is used for seeing into containers eg: LOOK INTO CHEST. It can also be used to look at adjacent locations eg: LOOK EAST will tell you what objects and creatures (except hidden ones) are there.
GIVE when giving an object to a character it must be done in the form GIVE (object) TO (character) eg: GIVE SACK TO ELVA.

Talking to other characters:
To talk to other character you must mention the character and use quotes eg: SAY TO OGERON "GIVE ME SWORD". Friendly characters will usually cooperate if they can — others not necessarily.
Sentences are not limited to VERB/NOUN, although this is sufficient in many cases eg: GET SHIELD or GET THE LARGE SHIELD.
In many cases longer sentences are necessary eg: PUT SWORD INTO CHEST or UNLOCK RED DOOR WITH LARGE KEY.
Many objects are described by both noun and adjective eg: LARGE KEY or NASTY KNIFE. If you want to get the large key you could try GET LARGE, GET KEY or GET LARGE KEY. The first two might be accepted, unless there are any other large objects or keys around — this would cause confusion.

Abbreviations
Most words can be abbreviated to two letters, and some to one eg: OPEN DOOR can be OP D. Ambiguity can arise, though eg: LOOK IN CHEST as LO CH will be taken as LOCK CHEST — LOO CH would work.

HINTS
KENTILLA is a richly devious adventure. Collecting objects is not an end, just a means to it. You may have to revisit some locations a number of times in order to make overall progress, and time may be of the essence. Much is hidden, and not revealed at first examination. Apparently useless things might have curious effects on those who threaten you. The very title of the game is of great importance in its playing . . . but you will find that out . . .

LOADING INSTRUCTIONS
Hold down CTRL and press the small ENTER key

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KENTILLA

AMSTRAD

Kentilla is a richly devious adventure. Collecting objects is not an end, just a means to it. Much is hidden and many apparently useless things can have curious effects on those who threaten you – but you will have to find that out ......

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