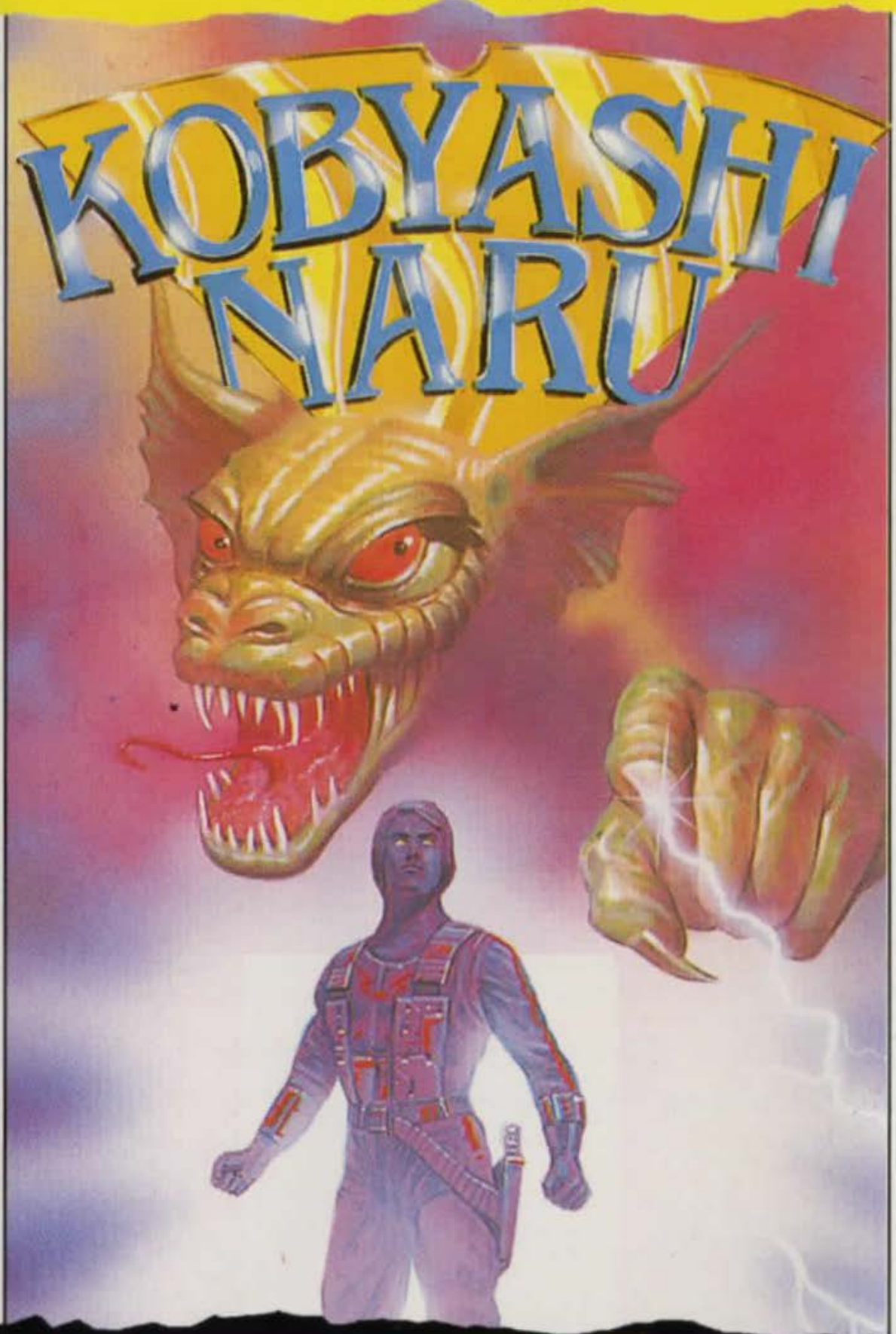
SPECTRUM

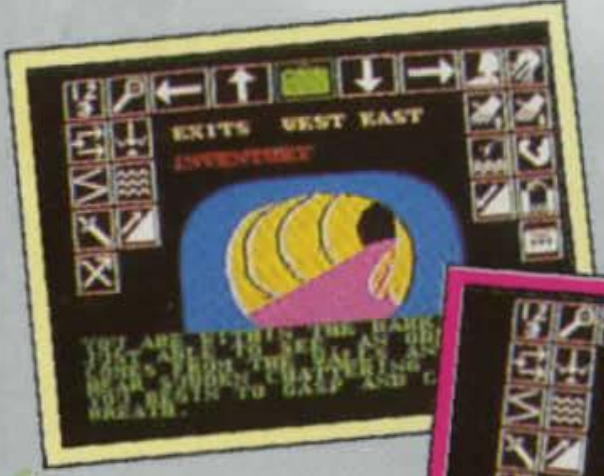
48 · 128 · PLUS 2

KOBYASHI NARU



MASTERTRONIC

SCREEN SHOTS



MANUFACTURED IN THE U.K.

THE GAME

KOBYASHI NARU: the final trial for those who would be one with the immortals.

You stand in a closed chamber on the world of Ygor, a candidate to the Order. Sent here by the Overlord of All, you must complete the Naru in all its phases. Success will bring you the knowledge and power of those who have transcended the need for life itself. Failure results in extinction.

Ahead of you there are three doors and behind you only a closed portal, off the planet. It will not open again until you have completed the three tasks of Kobyashi Naru and obtained the required objects from each. To help you, you have your wits and little else. The standard wrist terminal you're wearing may be able to analyse certain items and provide you with useful information, but its use is limited.

A chime sounds and the Naru has begun ...

CONTROLLING THE ADVENTURE

Kempston or Cursor keys for movement
ZERO KEY = FIRE

PLAYING THE GAME

Press fire on the title screen to start. Move around the verb icons and note that each one is highlighted in turn, with the meaning of the icon appearing in the verb window. The entire game is played using these icons so it is worth becoming familiar with their meanings as quickly as possible. The message window will scroll across exits from any given location and any objects present. Keep an eye on it! It is also used for displaying a variety of different messages as you progress through the game – or not as the case may be.

To choose an action, highlight the icon by moving onto it and press fire. Some icons act only on that single word:-

QUIT	this restarts from the beginning.
INVENTORY	list the items carried.
LOAD'SAVE	sends you into the load'save screen.
THE ARROWS	move you in the specified direction.

Some icons place you into the object window ie. EXAMINE, ACTIVATE, GET, DROP, USE and THROW. Selecting one of these results in the location graphic clearing and the object window appearing. The blinds will open showing an object. If you don't wish to act on this object, move the joystick up or down to scroll through the available objects. Pressing fire. The description of the object is placed in the noun window. Note that the icon THROW then places you in the text window. You must specify where you want to throw the object.

NB. the EXAMINE command acts on objects in your possession. If you wish to look at things described in the text you should use the ANALYSE command.

All other commands place you into the text window. The selected verb icon decolours and the first word in the text window illuminates. Use the joystick to move along or down. Note that if you are in the middle of a line and move down, the highlight goes to the first word on that line. The illuminated word is also placed in the noun window so that you can see at all times what you are trying to do. Pressing fire selects that word and the full command is then executed.

If at any time during play the border should turn to red, you have died and pressing fire will restart the game. The command ACTIVATE is a toggle switch, first use "on", second time "off" etc.

THE LOAD SAVE ICON

Move the hand left or right with the joystick. Pressing fire selects. Selecting ABORT on the first screen will return you to the game. Selecting LOAD or SAVE will then ask MEMORY or CASS'DISK. Load or save to memory is a quicksave feature. Any save to memory overwrites any previously memory saved position. Similarly LOAD from MEMORY destroys your current position and replaces it with the position last saved to MEMORY. When selecting LOAD or SAVE from CASSETTE or DISK you will be asked to select a single letter identifier for the data file. Any error is reported and you start again.

HINTS

Be very sure the path you're on isn't the garden one! The three doorways lead to three separate quests. It doesn't matter in which order you attempt them but once you enter a door you cannot return to the Games Room until the quest object is in your possession.

Exactly what that is you must discover for yourself.

LOADING INSTRUCTIONS

In 48K mode type LOAD " " ENTER

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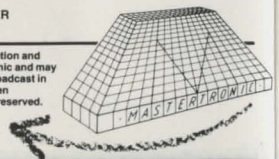

SPEC 48/128/
PLUS 2

So you want to be immortal? As it happens *there* are a few vacancies at present, so you could be in luck!

Take the Kobyashi Naru and the job could be yours. Complete the three quests to succeed. (Don't think about failing.) Be warned though, a typing test it isn't.

ICON DRIVEN MIND TWISTING GRAPHIC ADVENTURE FROM CLIVE WILSON.
JOYSTICK OR KEYBOARD

KOBYASHI NARU

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