AMSTRAD CPC 464 · 664 · 6128

tír na nòg

Rebound
HEWSON

THE AIM OF THE GAME

LOADING

Press CONTROL and ENTER together. Press PLAY on the recorder then press any key on the keyboard.

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

Keyboard Assignments

THRUST WITH AN OBJECT – The four colour keys

WALK LEFT/RIGHT – Alternate keys on the bottom row

CAMERA LEFT/RIGHT – Alternate keys on the second row

PICK UP/DROP – Alternate keys on the third row

GAMEPLAY

The first objective of the game is find your way about. There are several features in the program to help you do this but we suggest also you use a pencil and paper.

Throughout Tir Na Nog you will discover a variety of creatures. Most of them will not be friendly, but some can be persuaded to help you. However, on occasions it will be impossible to avoid combat, and your effectiveness in this area is governed by a series of combat rules which take into account the qualities of all the objects that are being carried and the object currently selected as a weapon. You will have to work out the rules for yourself.

Quests

The main objective of Tir Na Nog is to locate the fragments of the Seal of Calum. There are secondary quests that will probably need to be completed in order to be in a position to solve the main Quest.

Many solutions will depend on what is currently being carried out or what you have done previously in the game. Some solutions will require a good deal of "lateral" thinking and perhaps a little research in your local library!

Penalties

Since the Hero Cuchulainn has already departed the Land of the Living, it is, of course, impossible to kill him. However, if another creature in the game successfully attacks you or you perform some action which is harmful to yourself, the shade of the Hero will be dissipated (eventually) and will reform at the Gateway to Tir Na Nog. It is as well to remember that, for the same reason, no creature can be killed by you, only deterred for a little while.

Pathways

All mobile creatures, including you, are confined to the numerous paths and roads that criss-cross Tir Na Nog.

Doorways

Doors can lead to caves or tunnels; some doors will instantly transport you to another part of the Land; some are locked and keys are not always obvious; some doors are invisible but that you will see for yourself. Note that to walk through a door, it must be on your pathway, so if you pass a likely opening, change the camera position so that the doorway is immediately to your left or right.

Weapons, Treasures and other objects

Every object in the game has certain attributes – some are more powerful than others, some are apparently worthless, but nevertheless indispensible. They can be found in a variety of places – lying in the road, guarded in caves, buried beneath the ground or in the keeping of some other creature.
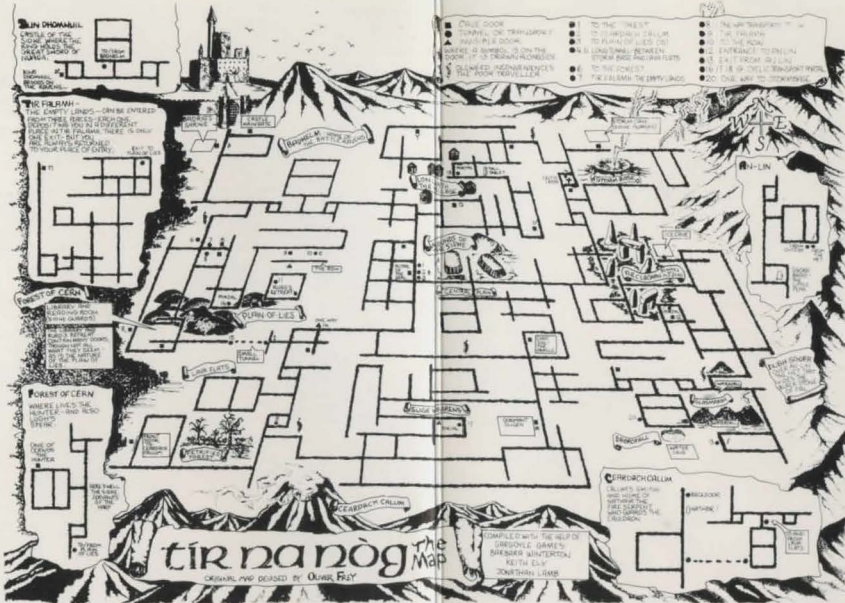
Sidhea-Bruidhin

The Tongue of the Sidhe is the language from which Gaelic eventually developed. Through this game, where the subtle names are more evocative, they have been used.

tír na nòg The Map

ORIGINAL MAP DRAWN BY OLIVER FREY

COMPILED WITH THE HELP OF GARGOYLE GAMES, BARBARA WINTERTON, KEITH EDY, JONATHAN LAMB

Rebound
HEWSON

Fight against creatures
already dead – and therefore
able to reform – as you battle
your way across the Land of
Tir Na Nog. Your Quest: to
find the fragments of the
broken Seal of Calum. Along
the way you will need much
lateral thinking, and maybe
some library research, to help
you outwit the creatures you
will meet. Can you persuade
them to help you . . .?

tir nanog