AMSTRAD/SCHNEIDER



·MASTERTRONIC

THE GAME

You take the part of Rikka, a friend of Arrel, the Ruler of Armosin, the Lost Land of the Argonath. You have arranged to meet Arrel and his other friend Beris in the Dancing

Drayman Inn which is where you commence the adventure.

The Land of Armosin is beset with parti by the evil one. Traktan and his Nordes who intest the Mines of Australis in the Minasory Abyss. You must take great care as you journey around the Land. More will become clear as you do so. Be sure to read the pocket history of the Land as it contains many clues:

CONTROLS

Either use a joystick or the cursor to move between options and fire or space to select.

FEATURES

If you select the SCROLL option, the verbs in the window below will change to give you
more options.

2. Any characters present (including yourself) will be displayed in the window

- Immediately below the verb window (i.e. the window marked PRESENT).

 A special command TALK, enables you to converse with any of the characters present. For example, selecting TALK places SAY TO into the scrolling window. The first character in the list highlights and you can move up and down the filst. Pressing fire to read: SAY TO PERSON. Control their returns to the virb window, is, the verb that represents the action you wish the character to perform, e.g. If this is GVIE, you then select the character to give to and the objects then scroll in. Move left and right to select. Therefore a stylical command might be: SAY TO RARG GVE TIRLAN SWORD. Some characters are therefore, some are not. Some will only help you it certain action progress in the game.
- 4. Many locations have graphics; those that don't feature a pocket history of the land you
- inhabit. (Many clues are scattered here.)
 5. There are three examine commands:

EXAM - to examine objects in the text LOOK - to examine people in the game VIEW - to examine any objects being carried.

If you wish to see what a character is carrying use the TALK command, ie. SAY TO HARG INVENTORY or SAY TO HARG VIEW SWORD.

L'SAVE allows access to LOAD and SAVE to cassette, disk or quicksave to memory. Any save to memory overwrites any previous save to memory and any load from memory destroys the current position and replaces it with the last saved position.

 FIGHT is a special command to allow combat between any of the characters.

 MOUNT is a special command for getting on and off your horse. You are astride him at the beginning of the game.

LOADING INSTRUCTIONS

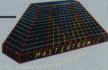
Amstrad 464: Press CNTRL and small ENTER.
Amstrad 6128: Type I TAPE and press RETURN.

Press CNTRL and small ENTER.

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