

Vic Pack

VP065

THE TOMB OF DREWAN

By Trevor Pitts

THIS IS
YOUR GUIDE TO THE MYSTERIES
OF THE MAGICAL QUEST FOR
THE AMULET OF KARTOS.
GUARD IT WELL!

andiegenic LTD

THE TOMB OF DREWAN

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PLEASE NOTE

This program requires a minimum of 16K memory expansion to be fitted to the VIC-20 computer. Before loading, please make sure that the cassette heads are clean and demagnetised, and that the cassette deck is located away from the T.V. set. The program is copied onto both sides of the cassette, so if you should have any loading problems after checking the above, please turn the tape over and try again. In the unlikely event of a faulty tape, please return the tape to your dealer for free replacement.

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AUDIOGENIC LTD., P.O. BOX 88, READING, BERKS, ENGLAND.

The Saga so far.....

For five thousand years the world was ruled by the Empire of Kartos. For fifty centuries the Empire, assisted by the gods of the Dark World, flourished, a mighty and evil reign! The people of Kartos ruled by terror with their great magical powers which gave them control of the demons and beasts of the Dark World.

The ultimate power of Kartos was held by its Prince, whose secret sorceries and magical mysteries were empowered on him by the possession of the Amulet of Kartos and its four runestones, the stones of Earth, Fire, Water and Air.

As Prince followed Prince so did Kartos grow, polluting the Earth. But Time is a great warrior, which can never be defeated. Eventually Kartos fell, destroyed, in part, by its own insidious evil.

The rule of Kartos was over, and new nations arose, delivered from the blanket of sorcery. As release from enslavement spread, so the last remnants of Kartos were hunted and destroyed.

All, except one, were dead. He was Drewan, a proud and powerful Lord, who was too strong in the ways of magic for any to attempt to kill him without fearful loss.

So Drewan alone remained. Noone else from Kartos lived, and none from the rising nations dared approach. Prince Drewan now had time to reflect on the centuries of destruction. His formidable mental powers examined the torture of the minds and souls of the Earth's people, and he knew that the Earth must, in future, never allow the gods of Darkness to rule again.

As Drewan aged, so he knew he must Die. But what could he do to protect the Earth from the magical destruction that could be summoned from the Amulet of Kartos and its runestones after his death ?

Drewan's final task was to summon the creatures from the Dark World to build him a mystical tomb. This tomb consisted of four hundred chambers, and within these chambers he hid the Amulet of Kartos and its four runestones. He protected each chamber with four guards from the Dark World, some magical beings, some mortal.

Drewan now felt that the power of the Amulet was safe for ever, but his mystical foresight told him that one day the power of the Amulet would be needed for the cause of Good. Therefore he hid in each room spells and treasures so that, when its magic and sorcery were needed, then a resourceful and fearless man would have some chance of recovering the Amulet of Kartos.

Time again took its fated toll ! Drewan died.

Many centuries later the fearsome and evil gods of the Dark World stirred from their rest. They sent their demons and beasts to the Earth, and terror and destruction abounded. The skies darkened and the Earth shivered, and again its people were enveloped under the power of the Dark World.

All seemed lost. Hope was replaced by desolation. But in one small part of the northern continent the powers of Darkness were still fought by a small band of warriors. They too had magical powers, but it was only a matter of time till the much more powerful gods of the Dark World met them in magical combat. These White Warriors knew the outcome. They would be destroyed - unless they could find the Amulet of Kartos, when its unbelievable power could be turned against those who spawned it.

The White Warriors were all the most fearless and strong, but who could they choose to make the quest to the tomb of Drewan ? Time was of the essence, but they deliberated carefully. The rule of the Earth by Good or by Evil was at stake. Eventually they chose YOU !

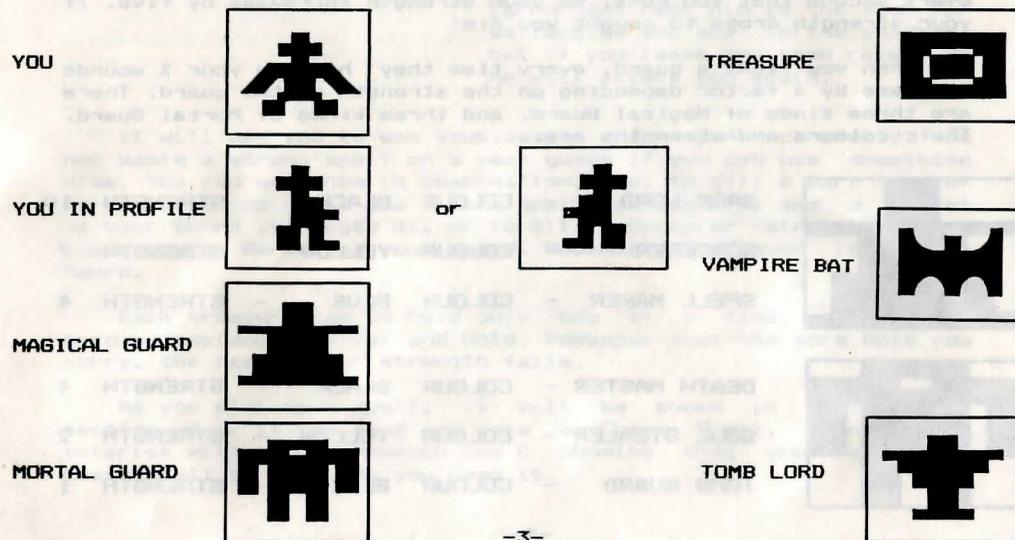
HOW TO BEGIN YOUR QUEST

The first thing that you need to begin your magical quest is ye VIC-20 computing machine fitted with 16K expansion and cassette deck. Your first task is to put the tape in the cassette deck, rewind fully, and type LOAD. When the READY signal is displayed, type RUN. Leave the PLAY key on the cassette deck depressed so that the main program will then be automatically loaded and run.

You will be asked if you want to play a saved game Y/N. Answer by pressing N unless you have saved a previous game and wish to play it.

After a short initialisation period you will enter the Tomb of Drewan! There are four hundred chambers in a 20 X 20 matrix, and you start in the top left hand chamber.

Within the chamber you will see some of the following.....



You move by using these keys.....

@ = UP
: (colon) = LEFT ; (semicolon) = RIGHT
/ = DOWN

and turn to profile using L for Left
and = for Right

In your quest for the Amulet of Kartos, you must move round each chamber looking at the treasures and taking them if you want them. Each chamber is divided into four quadrants, each with its own guard whose sole purpose is to kill any intruders. The guards will only appear as you enter their quadrant, but they will then chase you. Only one guard will appear at any one time, and once killed they will never reappear.

The bottom of the screen shows your status as you move through the Tomb, and consists of.....

1 - A list of options available. These are.....

A C D E F I J M O P R S T V W

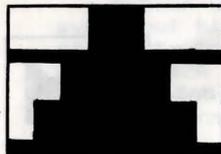
As you start you will see that D, I, O, S and T have yellow asterisks under them. This means that these are the options that you start with and cannot be lost. The options that have no asterisks can be found in the treasure, and you can take them to protect yourself on your quest.

2 - The next line shows the amount of GOLD you have collected, and your strength - STR.

3 - The third line shows the TIME elapsed since you entered the Tomb and also your wounds - WND - as a percentage.

As you move through the Tomb, so your strength decreases, the rate of which is determined by the amount of gold you carry. For every second that you rest, so your strength increases by five. If your strength drops to nought you die!

When you fight a guard, every time they hit you your % wounds increase by a factor depending on the strength of the guard. There are three kinds of Magical Guard, and three kinds of Mortal Guard. Their colours and strengths are.....



DARK LORD - COLOUR BLACK - STRENGTH 10

SORCERER - COLOUR YELLOW - STRENGTH 7

SPELL MAKER - COLOUR BLUE - STRENGTH 4



DEATH MASTER - COLOUR BLACK - STRENGTH 4

SOUL STEALER - COLOUR YELLOW - STRENGTH 2

TOMB GUARD - COLOUR BLUE - STRENGTH 1

The Mortal Guards inflict wounds on you by being on an adjacent square to you. The Magical Guards inflict wounds in the same way, and also by being within five squares of you in a straight line if there are no walls in the way. When this happens you will see their lightning bolt spells hitting you and your wounds increasing. If your wounds reach 100% then you die!

So how can you kill the guards? First you must collect spells to help you. This is done by moving to an adjacent square to the left or right of a Treasure. You then turn in profile to face the Treasure. You can now press I to inspect the Treasure. The type of Treasure will be displayed, and if you do not have that Treasure and wish to take it, you press T. You could alternatively leave it and collect it later. The Treasures that you can find are spells or weapons to help you fight the guards, gold, elixirs of life, and, if you are lucky, the Amulet of Kartos and its four runestones.

The spells and weapons you may have to help you are.....

CHAOS SPELL STRENGTH 10 Can be used against all guards and can destroy them all. Leaves an area of Chaos that the guards cannot cross.

MIRROR SPELL STRENGTH 10 Can only be used against Magical Guards, and can only be used while they are firing their spells at you.

FIRE SPELL STRENGTH 7 Can be used against all guards.

WATER SPELL STRENGTH 6 Can be used against all guards.

ARROW STRENGTH 4 Can be used against all guards.

SWORD STRENGTH 3 Can be used against all guards.

PETRIFY SPELL This will turn any guard white with terror and root him to the spot for as long as you are in the chamber, but if you leave and then return he will attack you again.

It will pay you to use your spells and weapons carefully. Do not waste a strong spell on a weak guard if you can use something else. You can use them in combination, e.g. to kill a Dark Lord of strength 10 you could use a Fire Spell (strength 7) and a thrust of your Sword (strength 3); or to kill a Sorcerer (strength 7) you could use an Arrow and your Sword. Remember, you never lose your Sword.

Each treasure can be held only one at a time, except for Arrows (maximum of five) and Gold. Remember that the more Gold you carry, the faster your strength falls.

As you pick up a spell, it will be shown in the options section. E.g. if you find and take a Chaos Spell, then a red asterisk will appear beneath the C showing that you have this Chaos Spell to use when you need it.

To use a spell or arrow you must turn in profile to face your opponent and press the key of the one you wish to use. You can use the spells up to five squares distant, but take good aim; if you miss him you still lose the spell! Your Sword can only be used on an adjacent square to the guard.

During your quest a Vampire Bat may appear and try to bite you. If he succeeds then you lose ten strength units. But you can kill it in flight by using a Vampire Spell if you have one.

If you have an Elixir of Life, you can drink it to restore your strength to 100 and heal your wounds to 0%.

A Jump Spell will allow you to jump from your chamber to another randomly chosen one.

A Remover Spell will allow you to remove a section of wall to avoid guards, or to get to unreachable treasures.

The five options that you have all the time and never lose are.....

- DISCARD - You can shed 10 pounds of Gold if it is sapping your strength unduly.
- INSPECT - Inspect a Treasure..
- OVER - Allows you to jump over your opponent or an area of Chaos.
- SWORD - The one weapon that you can't lose.
- TAKE - Take a Treasure if you want it.

Another important option is HELP. This stops the clock and halts the game. You can use this to stop yourself being killed if you get called away from the game by the phone, etc.. It also displays a list of strengths of opponents and spells for your reference. It can be called at any time, even in the middle of a combat. Help also causes areas of Chaos and petrified guards to disappear if you are trapped.

The game is played in real time, so if you do not react quickly enough in combat you will suffer!

If at any time your strength drops to nought, or your wounds reach 100%, then you die! But there is still a chance for you. The Tomb Lord will appear and offer to resurrect you in exchange for a random amount of Gold. If you have sufficient to pay him, he will subtract that amount from your Gold, restore your strength and heal your wounds. If you do not have enough then the quest is over.

The special Treasures are the Amulet of Kartos and its four runestones. as you find them they will be displayed on the screen under the word OPTIONS. The finding of each gives you extra magical powers. These are.....

The Amulet of Kartos - Once found this will show you as you enter each chamber where all the guards are and what type they are, but it happens quickly, so watch carefully.

- The Fire Stone - This gives you permanent use of the Fire Spell.
- The Water Stone - This gives you permanent use of the Water Spell.
- The Earth Stone - This gives you permanent use of the Remover Spell.
- The Air Stone - This gives you permanent strength, it will not decrease as you move.

The End of the Quest

There are several ways in which the quest to the Tomb of Drewan may end.

1 - If you find the Amulet of Kartos and the four runestones, then you must make your way back to the top left hand chamber. As you enter this chamber so you will be transported from the Tomb. You have succeeded, and the power of the Amulet of Kartos will help deliver the Earth from the forces of Evil!

2 - If you die and do not have enough Gold to bribe the Tomb Lord, then you have lost!

3 - You can use option Q to quit the game as long as you are not in the middle of combat, i.e. there isn't a guard chasing you. If you quit then you will be offered the option of saving your game. If you choose not to, then your score will be displayed and the game ends. If you decide to save your game, put a blank tape in the cassette deck, and follow the instructions. The game will be saved exactly as it is at this moment, so that at a later date you can carry on with it as if it had never stopped. To play a saved game, load and run the Tomb of Drewan program and answer Y when asked, "Do you want to play a saved game Y/N". If you answer Y, then after the short initialisation period you will be asked to load your saved game from your cassette.

NOTE

At the start of every game, during the initialisation period, the program sets up to a random pattern the layout of each chamber, the guards and treasures within them, and the location of the Amulet of Kartos and its four runestones. This ensures that every game is different to the one before, so that you can play the game as many times as you like without it becoming predictable!

Once a game has been started, the chamber layout is constant, so that treasures and guards will always be in the same position if you re-enter a chamber, and will be gone if previously killed or taken.

MAY THE GOOD MAGIC PROTECT YOU IN YOUR QUEST TO....

THE TOMB OF DREWAN !

THE TOMB OF DREWAN - QUICK REFERENCE GUIDE

MOVEMENT KEYS

@ = UP
: (colon) = LEFT ; (semicolon) = RIGHT
/ = DOWN
L for Profile Left = for Profile Right

OPTIONS.....

- A - Fire golden Arrow (strength 4) at opponent.
- C - Chaos Spell (strength 10).
- D - Discard 10 pounds of Gold.
- E - Elixir of Life. Restores strength and heals wounds.
- F - Fire Spell (strength 7).
- H - Help. Stops clock for game interruptions. Displays list of strengths. Causes areas of Chaos and petrified guards to disappear. Can be called at any time.
- I - Inspect the Treasure.
- J - Jump Spell. Jump to randomly chosen chamber.
- M - Mirror Spell (strength 10). Can only be used against Magical Guards, only while they are firing at you.
- O - Over. You can jump over an opponent or area of Chaos.
- P - Petrify Spell. Root guard to the spot until you leave the chamber.
- Q - Quit the game, but not while in combat.
- R - Remover Spell. Remove a section of wall.
- S - Sword (strength 3). Your only permanent weapon.
- T - Take the Treasure you want.
- V - Vampire Spell. Kill the Vampire in flight.
- W - Water Spell (strength 6).

MAGICAL GUARDS.....

BLACK	Dark Lord	Strength 10
YELLOW	Sorcerer	Strength 7
BLUE	Spell Maker	Strength 4

MORTAL GUARDS.....

BLACK	Death Master	Strength 4
YELLOW	Soul Stealer	Strength 2
BLUE	Tomb Guard	Strength 1