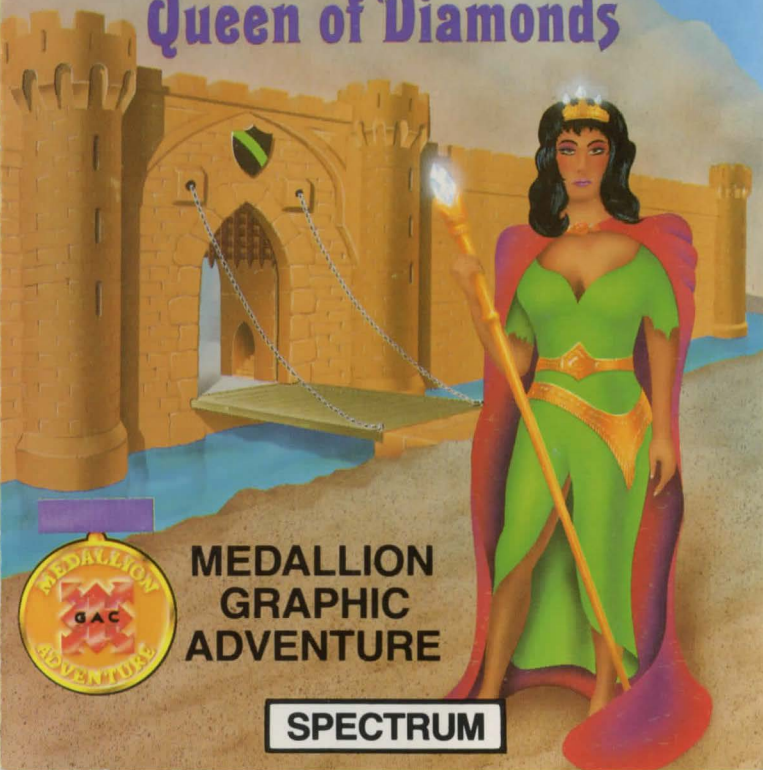


KARYSSIA

Queen of Diamonds



**MEDALLION
GRAPHIC
ADVENTURE**

SPECTRUM

THE MEDALLION ADVENTURE SERIES

The Medallion adventure award is only given to the very best adventures written using the Graphic Adventure Creator.

The Graphic Adventure Creator & Medallion Graphic adventures are available from all leading retailers and also direct from the publishers, Incentive Software Ltd, 2 Minerva House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

GAME INSTRUCTIONS

This adventure is made up of three consecutive parts. At the end of part one, you will be given a passcode to part two, and at the end of part two you will be given a passcode for part three.

All parts allow saving and loading of current positions and the pictures can be toggled on/off using the commands TEXT and GRAPHICS.

LOADING INSTRUCTIONS

The tape contains the following:

SIDE ONE: Part one, and part two.

SIDE TWO: Part three.

TO LOAD: To load all parts, type LOAD " " [enter]. Note the memory must be cleared to load each part. Ensure the tape is in the correct place before attempting to load.

BACKGROUND – A HISTORY OF THE THREE ISLANDS

The Isle of Senduarin was once a very pleasant land. This was mainly due to its famous diamond mines, (which provided prosperity for almost all of the inhabitants), and the wise rule of the "Smiling Monarch", King Merenon I. Prophets however, predicted doom and evil coming to the land in the form of the King's firstborn. Soon a princess, Karyssia, was born and the prophets who were convinced that they were right, made an attempt on her

life. They failed and were exiled and ordered to "take their evil songs of doom with them". Life went on, and within two years two more princesses had been born. They were named Anassia and Sarassia. All was well for twenty years until King Merenon died. There was much grief in Senduarin. Karyssia became Queen and was popular among her people; she seemed trustworthy and proved a wise ruler. Then came the day that began the island's troubles. The diamond mines ran out and the people of Senduarin became anxious about their future. Karyssia responded quickly. Messengers were sent to every mayor of every town on the island and soon everyone knew the island's future. Senduarin was to be converted to a self-sufficient agricultural state. However, this would take time, so Karyssia planned to use her father's vast wealth to buy food from the other two islands, Arduarin and Tresduarin. She had calculated that enough food for several months could be bought with such a fortune, by which time the conversion would be complete. Such generosity made Karyssia even more popular; the day she ascended the throne was made a holiday and her reputation spread to the other islands. No-one knew of, suspected or wanted to suspect the evil plans Karyssia and her sisters had laid. The diamond mines had not run out. That was merely an excuse for Karyssia to gain popularity; food was being bought, not with the Queen's fortune, but with the newly mined diamonds. When the conversion was complete, the diamonds would all go to Karyssia's exchequer. The miners and cutters were unaware of the conversion and the people did not know about the mines still working. Meanwhile on Arduarin, the largest of the three islands, there was turmoil. Three fighters had assassinated the King, Martere III, and assumed control. They were extremely unpopular and Karyssia seized her chance. She offered the fighters a huge sum of money to leave Arduarin. This they did and Karyssia with the approval of most of Arduarin took over the throne. The fighters tried to find refuge on Tresduarin, but Karyssia sent an army to conquer the island. The fighters were

killed and the money recovered. It is said that the fighters were buried under a field of black snowdrops.

Karyssia and her sisters now controlled three islands, and they began to use terror and oppression to stay in power. Karyssia became disliked, even hated especially when it was discovered that the mines were still functioning. However, she didn't care and there was little the people could do. Karyssia had built up a huge army, which crushed any rebellion. A permanent garrison of soldiers was set up at the diamond mines; Karyssia became skilled in swordplay, appointed a court wizard, the evil Sindowa to protect her and she also set up an elite guard of twelve fighters to act as a personal bodyguard. She now rules from the Royal Castle in the north of Arduarin, set high in the Altivian Mountains near to Stillwater Lake. This lake which is set into a plateau in the Mountains, is said to hold strange powers, although no-one is certain.

The rightful heir to the throne of Arduarin, Loranin, son of Martere III, is in hiding in the southern regions of Tresduarin, sought by Karyssia's assassins. He has asked you to undertake a quest for him; simply to kill Karyssia. This will involve a long journey to the Royal Castle. You begin your adventure in the "Sword and Buckler" inn in Mottinan, the southernmost town on Tresduarin. You must travel across the island, pass through Senduarin and travel to the far north to the Altivian Mountains. There, you will find the Royal Castle and within its walls, Karyssia.

Loranin's final words to you ring in your ears as you begin your quest: "Meet me at the cove and I will give you what little help I can. If you succeed, there is a fortune in it for you. Should you fail, it is unlikely that you will survive. Good luck". So, your quest is this: find the Royal Castle, enter it, kill Karyssia. You must first meet Loranin in the cove. Your quest will begin from there. So, you pay off the innkeeper with your last gold piece and set off on your adventure.

COMBAT

You will meet other characters during your adventure. Should you wish to act aggressively you may attack them. This is risky and you may regret your action. You cannot retreat from a fight but the character you are fighting may allow you to live should you lose. The victor is usually the more able of the fighters, this being decided on the fighter's skill and stamina ratings. To find your ratings, type 'STATUS'.

WEAPONS

There are two types of weapons, hand to hand and projectile. Hand to hand weapons increase your ability in combat; projectile do not and may require skill to be used effectively.

HAND TO HAND:

Doubleswords—A pair of light, strong swords, slightly curved towards the end. Usually used by experienced fighters who prefer an extra sword to a shield.

Longsword—A typical sword.

Scimitar—Curved, strengthened sword, common in the desert region in the far west of Arduarin.

Mace—Spiked ball on a stick.

Staff—Long branch which can block swords and maces. Used by foresters.

Morningstar—Spiked ball on a chain attached to a handle. Effective in open spaces.

Club—The simplest weapon, popular amongst foresters.

Whip—Easy to carry but not effective against armour.

PROJECTILE:

Crossbow—Most powerful and accurate.

Longbow—Popular, although less accurate than crossbow.

Spear—Principle throwing weapon of the castle guards.
Javelin—Heavier and more penetrating than a spear.
Flyingstar—Star edged disc with fingerholes. Used only by the best fighters. Deadly when tipped with poison.
Throwing knife—Popular weapon, can also be used as a dagger.

MAGIC

There are three levels of magic: lower plane, higher plane and exclusive plane. Lower plane spells are widely available, higher plane spells are expensive and used by rich fighters. Exclusive plane spells are useful only to wizards.

LOWER PLANE:

Stamina spell—restores stamina.
Skill spell—improves skill.
Fire spell—causes objects nearby to burn.
Ice spell—freezes an amount of water for a brief period.
Illusion spell—creates an image, works only when someone is present to be fooled.
Friendship spell—makes people better disposed towards you.
Curse spell—powerful spell which may even cause death.
Bless spell—removes a curse.
Blindness spell—blinds permanently.
Remove blindness—reverses blindness.
Growth spell—causes plants to grow rapidly.
Invisibility spell—Makes you invisible for a few seconds.
Fear spell—causes fear in opponents.
Levitation—allows you to float for a while.

HIGHER PLANE:

Dispel Magic—removes lower plane magic present.

Darksight spell—gives power of sight in darkness. Lasts for hours.
Banish fire—removes all fire whether caused by magic or not.

CABALISM

In this adventure Cabalism means spoken magic. It usually involves an amulet and is usually cast on an object. If you know and wish to use a cabalistic spell, you must say the spell to the object often whilst holding an amulet. (See SPEECH section under SPECIAL COMMANDS).

Remember that this is only possible with certain magical objects.
Casting spells—To cast lower or higher plane spells use the following format:

CAST (type) SPELL (on object) e.g. CAST CURSE SPELL ON INNKEEPER. The last four words need not be typed; the following is acceptable: CAST CURSE.

SPECIAL COMMANDS

The following commands are treated in a specific way:
STATUS: returns your current skill and stamina ratings.
BUY+OBJECT: works only when objects are offered to you for sale.
INVENTORY: Gives a list of carried objects, plus your current gold pieces count.
CREDITS: provides information (part one only).
LOOK: same as read, examine and see.
REDESCRIBE: to see a location again.
SPEECH: the speech format is as follows:
PERSON (SPEECH)
DO NOT USE SPEECH MARKS!
Examples: Florassia hello/Innkeeper give me a drink.
If you wish to cast a cabalistic spell, do so by talking to the object, e.g. DIAMOND (SPELL).



MEDALLION GRAPHIC ADVENTURE

KARYSSIA. QUEEN OF DIAMONDS.

A fantastic three Part Adventure featuring:-
Puzzles, Combat, Isometric Graphics, Speech,
Skill and Stamina and a Money System.

Programmed by D&R Shacklady.
Cover by Peter Carter.



PRODUCED BY IAN ANDREW

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