

Realm of Chaos
Village
of
Lost Souls

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BBC DISK BBC/AMSTRAD/ELECTRON CASSETTE



VILLAGE OF LOST SOULS

The first part of the Realm of Chaos Trilogy

Albion is a mediaeval world where magic still exists. However, it may only be used by those gifted with The Talent.

All use of magic is controlled by the Order of St. Leofric, Patron of Magic and Discoverer of the Thirteen Realms of the Arcane.

Talents working outside of the Order in the world of the Mundanes are overwatched by the supervisors and may only operate by the good will of The Order. They must regularly undertake examination by an Inquisition to ensure that contact with the Arcane has not caused corruption of mind, body and soul.

The Council of Twelve are a group of the most powerful Talents in Albion. Each member holds a key to one of the Twelve Realms of Order.

As Nathan, Inquisitor of The Order of St. Leofric, you have been summoned to the study of Father-Magister Alian to commence an investigation for the Council of Twelve. Father-Magister Alain informs you that the Lord Talent of the Village of Dinham is believed to be attempting to open a portal into the forbidden Thirteenth Realm - the realm which brings disorder - THE REALM OF CHAOS!

Father-Magister Alain closes his eyes, his face cloaked by the gentle mist which rises from the ice-blue slab at his feet. He raises his hands and the azure cloud of the Transmission Spell billows around you...

LOADING THE GAME:

BBC or Electron cassette:

**TAPE (RETURN) CHAIN"" (RETURN)*

BBC disk:

Place the disk in Drive 0. Press SHIFT/BREAK to !boot the game.

Amstrad cassette:

CHAIN"" (ENTER)

PLAYING THE GAME:

Village of Lost Souls uses an advanced sentence interpreter which is able to understand full sentence commands, typed in upper or lower case, as well as multiple statements. Multiple statements may be used by typing AND, THEN, or comma (,) or full stop (.).

HELP prints a list of useful verbs. This is not a complete list but should assist you during play. LOOK prints a description of your surroundings, EXAMINE takes a close look at an object, INVENTORY prints a list of your possessions, OPEN/CLOSE acts as doors, GET etc. picks up objects, DROP etc. leaves objects behind and SCORE informs you of your current progress. NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN and OUT may be used as directional commands. ALL and EVERYTHING may be used in conjunction with BUT/APART/EXCEPT.

Pressing the TAB key repeats the last command line. OG (go backwards!) or OOPS allows you to retract a move you would rather not have made. SAVE/LOAD/RESTORE may be used to save or load your position.

BBC disk only:

**DRIVE?/*DRIVE 0/*DRIVE 1 are used in selecting the save game drive to be used.*

BBC disk/Amstrad cassette versions only:

BUFFLOAD/BUFFSAVE loads or saves your current position to or from memory, TLONG/TSHORT gives verbose or brief room descriptions, WHAT, WHERE and WHO may be used.

Send 3 first class stamps to Help with Village,

Robico,

3 Fairland Close, Llantrisant,

Mid Glamorgan. CF7 8QH,

if you require a help sheet.

