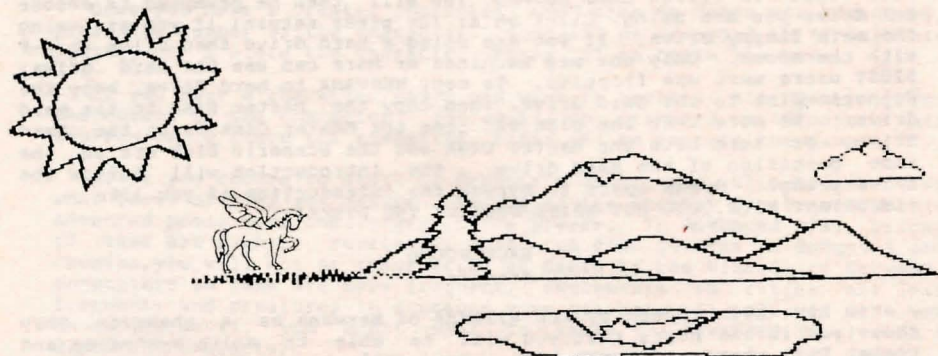
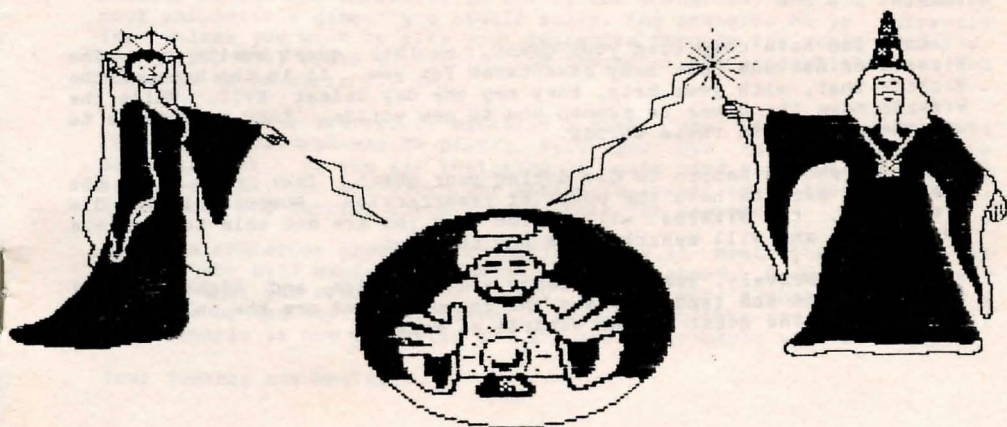


PowerStone and Elf Lord's Magic

Nervana Quest 1 and 2



New Worlds To Conquer



(c) 1989 StarSoft Development Laboratories

Manual of Instructions for:

NERVANA

Fantasy Gaming System by John and Eric Kinhead

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LOADING INSTRUCTIONS

Atari ST: Insert the disk marked "NERVANA-MASTER DISK" and load the file that is titled LOAD_ME.PRG. You will then be prompted to choose the drive you are using. Click on A: (or press return) if you are using the main floppy drive. If you are using a hard drive then click on C-F with the mouse. Only one meg machines or more can use the hard drive; 520ST users must use floppies. To copy NERVANA to hard drive, copy the Scenario Disk to the hard drive, then copy the Master Disk to the hard drive. Be sure that the DISK.DAT from the Master Disk is on the hard drive. Be sure both the Master Disk and the Scenario Disk are on the same partition of the hard drive. The introduction will follow the drive prompt. Press space to bypass the introduction if you like. (IMPORTANT NOTE...DO NOT WRITE-PROTECT THE DISKS!!!)

BACKGROUND

You have been chosen by the Wizards of Nervana as a champion. They chose you in the hopes that you will be able to solve mysteries and combat Evil wherever it may hide. You will be sent to strange lands with a quest that you must solve. You will meet people who may help you by telling you valuable information. You may also meet people with less desirable intents. So be careful; the fate of a young maiden, a small village, or perhaps even the entire land, will be decided by your actions.

Once you have completed your quest, another quest awaits you. The Wizards of Nervana have many adventures for you. It is the hope of the Wizards that, with your help, they may one day defeat Evil. While the Wizards have the power to summon you to new worlds, they are unable to use their magic in these worlds.

If you should happen to die during your quest, fear not, for the Wizards of Nervana have the power of resurrection. However, if you die five times, the Wizards will decide that you are not able to complete your quest, and will search for a new champion.

So fight bravely, use your wisdom and knowledge, and fight the Evil that threatens the land. You are the champion, and are the only one who can complete the quest of the Wizards of Nervana...

GETTING STARTED

You will be asked to insert a Character Disk or press 'C' to create one. Insert a blank, formatted disk if you do not have a Character Disk; press 'C' to prepare the disk for character storage. Once you have created a Character Disk, press RETURN to continue. You will then be given a list of five spaces.

To create a new character press the number of the slot you wish to place him in. You will be prompted to enter the first and last name of your character (10 letters max per each name).

Once you have a created character and wish to begin his adventure, press the number of the character. You will be prompted to 'S'tart his journey or 'D'eleate the character. Press 'S' to begin the game.

If you have a character saved and wish to restore his game, press the number of the character. You will be prompted to 'R'estore his journey or 'D'eleate the character. Press 'R' to restore the game.

After you choose to Start or Restore a game, you will be asked for what level of play you desire. Novice is the easiest level, of course; Advanced poses more challenges to the player. In Advanced play, prices of items are higher, sources of light run down quicker in dungeons and caverns, you will not be resurrected at death by the Wizards of Nervana, encounters on land are more frequent, encounters in cities are less frequent, and creatures in dungeons move quicker. So once you have won on Novice level, you might want to brave the Advanced level with a different character.

After you choose the level of play, you will be prompted to insert the Scenario Disk. The program will then list the available scenarios on the disk, and you will be able to select the scenario you wish to enter. If you are currently in one of the scenarios, and are restoring your character's game, you should select the scenario he is currently in, unless you wish to take your character through the other scenario. Doing this will erase everything the character has accomplished in the scenario he is currently in.

Once you have Started or Restored a game, you will be prompted to insert the "NERVANA-MASTER DISK". Next you are told to insert the Scenario Disk. If you are restoring a game and you insert the wrong Scenario Disk, you are given the option to insert the correct scenario, or abandon the current scenario and start the new one.

Once a character chooses a scenario, he will meet the Wizards of Nervana who will explain the quest that lies ahead. Press RETURN after reading what the wizards have to say. NOTE: Once a character enters a scenario he can leave that scenario to go to another scenario, but if the scenario is not completed all the accomplishments will be erased.

Your journey now begins...

PLAYING THE GAME

THE SCREEN DISPLAY: The screen consists of a viewer and three parchments for information.

THE VIEWER:

The viewer can display where your character is located, who he is conversing with, various terrain explanations in the dungeons, and the Selector boxes.

When viewing where your character is on the terrain, your character will be represented by an icon. All movement requires the user to press the arrow keys in the desired direction. The terrain will scroll beneath him. At times the amount of terrain viewed will become smaller. This occurs at dawn, dusk, and night on the land, and as the light dims in the dungeons and caverns.

THE SELECTOR BOXES:

Selector Boxes will appear when the character is using an item, using a spell, getting objects, dropping objects, buying objects, or viewing the items in the pack. Use the arrow keys to scroll the information down or up. The left and right arrows keys will scroll a page of information at a time. The Red Box will surround the item to be chosen. Press Return to select the item in the red box. Press Escape to return without selecting an item.

THE HEALTH PARCHMENT:

The parchment on the left side of the viewer is the Health Parchment. The Health Parchment will display the character's attributes. They are Health, Stamina, Fighting, Casting, and Thievery. The longer the bar is the better that attribute.

THE INFORMATION PARCHMENT:

The parchment on the right side of the viewer is the Information parchment. The Information parchment displays the character's name, the terrain being travelled, type of transport, time of day on land (or amount of light in cavern or dungeon), the current weapon, the armor worn by the character, and whether the character is using a shield or not.

THE PROMPT PARCHMENT:

The parchment below the viewer is the Prompt parchment. This parchment will inform the player of current options and special notices (i.e. when the character becomes weary or hungry).

THE COINS AND RATIONS DISPLAY:

The amount of coins your character has is engraved on the stone just below the Health Parchment. The amount of rations the character has left is indicated on the stone just below the Information Parchment.

UNIVERSAL COMMANDS

Commands that can be used while traveling on land, through cities, dungeons and caverns are called Universal commands. Not all of these commands are accessible during combat:

- [C]amp - Used to rest the character. Will restore the character's Health and Stamina.
- [D]rop Item - Once you drop an item, it is lost from the game and can not be retrieved. Do not drop anything important to the game.
- [M]agic - Allows the character to view his spells and/or cast them
- [O]verview - Lists the number of conflicts the character has been involved in, the number of triumphs, and the number of defeats. Also lists the day, month, and year that the character has been through since called upon by the Wizards of Nervana.
- [P]ack - Lists the items that are currently in the character's backpack. The maximum number of items is fifteen.
- [U]se Item - Allows the character to ready a weapon, wear the armor, ready a shield, use a key to unlock a door, etc.
- [ARROW KEY] - Moves the character in the direction of the arrow.

THE LAND

Traveling across the land provides the largest scale display you will view during the game. There are several types of terrain to travel on: (Plains, Hills, Forest, Desert, Water, Swamp, etc.)

Additional commands on land:

- [E]nter - Allows the character to enter a city, dungeon, cavern, or even a Sea Craft if available.
- [S]ave Game - Saves the location of the character, time, items in pack, changes to the land, and so on. After you save the game, you may continue playing. When you wish to restore the game at the last saved point, return to the beginning of the program and select the character to restore.
- [X]it - Allows the character to exit his Sea Craft, should there be on in the scenario.

THE CITIES

Traveling through a city provides a much smaller scale of display than the land does. There are several buildings in cities. (Inns, Taverns, Arsenals, Sanctuaries, Bazaars, Guilds, etc.)

Your character must outfit himself in order to survive the adventure. He must buy weapons, armor, torches, etc. Food is another necessity that your character must watch closely.

Additional commands in the cities are:

- [E]nter - Allows the character to enter a building, such as an Inn or Tavern, Bazaar, Arsenal, etc.
- [L]oot/Rob - Allows the character to attempt a burglary of a shop.
- [S]ave Game - Same as on land.

THE DUNGEONS/CAVERNS

The dungeons provide an even smaller scale of display than the cities or the land. There are several icons in the dungeons. (Wall, Door, Arch, Chest, Water, Tables, Ladders, etc.)

Additional commands within dungeons:

- [G]et Item - Opens a chest and allows the character to place the contents of the chest in his pack.
- [K]limb - Allows the character to ascend or descend to the next level of the dungeon.

A source of light is necessary for the dungeons and caverns. A lantern, torch, or candle, or even a Light spell will suffice. These sources of light only last a certain length of time before they die out, so it pays to have extras.

THE BATTLEFIELD

The Battlefield will appear when ever you enter combat. Combat can occur on land, in a city, or in a dungeon/cavern. Combat may result in finding gold on your victim, finding nothing, or death.

The available commands during combat are:

- [A]ttack - Allows the character to use the readied weapon to strike the enemy. Use the arrow key to show which direction you want to attack.
- [D]rop Item - Same as on land.
- [M]agic - Same as on land.
- [P]lack - Same as on land.
- [U]se - Same as on land.
- [W]ait - Allows the character to stay at his location and wait for the enemy to advance.

Use the arrow keys for movement. You can not move through another creature, but you may disengage combat by moving your character off the viewer in any direction.

SPELLS

Spells are used for several things, as there are several types of spells. Some spells may be used to create a source of light within a dungeon; another spell may be used to damage a creature; yet another spell may be used to protect from damage by a creature. There are many other types of spells. Spells are generally found in a chest in a dungeon or cavern. Spell casting is based on your Casting ability; the better your ability, the better the chance of a successful spell.

LIST OF ITEMS

- ARMOR - There are several types of armor. There is cloth, leather, ring mail, chain mail, and plate mail. There are also shields that serve as protection, such as small, medium, and large shields.
- CANDLE - A small source of light within a dungeon. Candles generally don't last long.
- KEYS - Keys are used to unlock doors within a dungeon. They are usually found within a cavern or dungeon, but on rare occasions may be found in a Shop.
- LANTERN - Another source of light. A lantern provides the most light, and lasts longer than any other type of light source.
- ROPE - Allows a character to climb through mountains; however, they are rarely seen in a shop.
- TORCH - Another source of light. Lasts longer than a candle, and provides more light, but is not quite as good as a lantern.
- WEAPONS - There are many types of weapons. Some of them are made of wood, such as a club, staff, and so on. Others are made of iron, such as a sword, mace, axe, etc.

CREATURE CATALOG

There are so many creatures and beings within the realm of Nervana that it would be futile to attempt to describe them all. But it is possible to list a few characteristics of the more popular known creatures:

HUMAN CREATURES

- ASSASSINS - No one knows who sends the Assassins, but they always seem to be following close behind, waiting to close in on the champion.
- BANDITS - These may be bandits, brigands, thieves, muggers, pirates, or any other money-stealing beings. They are evil, and should not be associated with.
- BEGGARS - The misfortunate people of the lands. They have fallen on hard times, but some may know a few bits of information.
- COMMONERS - These people, however humble and common, may provide some valuable bits of information along the way. They are usually found within the towns and cities of the different lands.
- GUARDS - These powerful sentries may, or may not, be found in the cities of the lands. Depending on the advancement of the civilization, guards may be numerous or few.
- MAGES - These bearers of magical properties are usually found in most lands, although they may be hard to find in some. They may contain valuable knowledge of spells and magical items.

DESERT CREATURES

- SANDWORMS - Hideous creatures that burrow through the deserts looking for their prey, which could be anything.
- SCORPIONS - Poisonous monsters that live in the desert sands, waiting for a brave adventurer to set up camp.

DUNGEON/CAVERN CREATURES

- RATS - Giant poisonous rodents that infest almost any underground cavern or dungeon.
- SNAKES - Poisonous reptiles that can appear in almost any dungeon and, at times, on land.
- SPIDERS - Giant, poisonous, web-spinning creatures that move quickly and are capable of pouncing on hapless adventurers.

FOREST CREATURES

SPIDERS - The same breed found in the dungeons. These spiders have the capability to surround a man before he gets his first swing at them.

WOLVES - These quick animals also have the capability to surround their prey within seconds. They usually are found in packs, but an occasional stray may come your way.

HILL/MOUNTAIN CREATURES

OGRES - Horrible, giant monsters that inhabit the hills of the lands. Although these creatures are slow, they are very powerful, and can break adventurers in two.

SNAKES - The same snakes that are found in the dungeons. These snakes can pose a definite threat to anyone.

SWAMP/WATER CREATURES

JELLYFISH - Poisonous sea creatures that love to sting; however, they are very slow.

SLIME - Also a poisonous sea creature that may also be found in an occasional dungeon. Slimes are quite slow, too.

MISCELLANEOUS OPTIONS AND INFORMATION

During the course of the game you may communicate with other people in the cities and on land, and even in the dungeons. They may tell you helpful information or something that they feel. Communicating is very important. If you wait long enough in a tavern, chances are you'll encounter someone.

Once a character wins a scenario, he cannot reenter that scenario. He must move onward to other journeys. When a character dies he will visit the Wizards of Nervana. A character may die several times before the Wizards will decide that he cannot complete the assigned quest. For a character to switch scenarios, restore the character; then, instead of inserting the old Scenario Disk, insert a new Scenario Disk. Note that all of the character's accomplishments in the old scenario will be lost.

Each scenario is different. There will be special circumstances and occurrences in each scenario that will be explained by the Wizards of Nervana. Each scenario can have different graphics, land forms, cities, dungeons, items, conversation, and much more. That is what makes NERVANA such a versatile program and such an enjoyment to play.

ENJOY!

Program written by.....John and Eric Kinkead

and tested by.....Gary Houser

with thoughts and ideas contributed by.....John O. Kinkead, Gary

Houser, and several

significant others.

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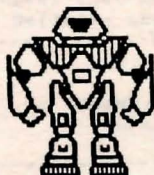
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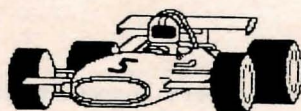
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(407) 423-1987
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