

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!

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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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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. An 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. None 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.

Many centuries later the fearsome and evil gods of the Dark World stirred from their nest. They sent their demons, and hordes 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 Dwean? 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 your 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 initialization period you will enter the tomb of Dwean! 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



TREASURE



VIEW IN PROFILE



or



WARRIOR NOT



MAGICAL GUARD



MORTAL GUARD



TOMB LORD

