

 MASTERTRON[®]

16-BIT SOFTWARE



PC &
COMPATIBLES

Your friend Arrel, ruler of Armosin, has been captured and is being held prisoner by the Evil One. Playing the part of Rikka, your quest to rescue Arrel takes you through a landscape in which danger lurks around every corner.

The game begins as you approach the Dancing Drayman Inn, on horseback. Dismounting, you enter, expecting to see Arrel and another friend, Beris. They are not there – only a surly innkeeper standing guard over a pile of mouldy food greets you.

THE COMMAND WINDOW

Using the keyboard or joystick, you move the cursor around the control window to the right of your screen, pressing fire when the option you want is highlighted. The middle section of the command window contains sixteen commands – click on SCROLL to flip between the two sets of eight commands that can be in the window at one time. The bottom section of the command window displays the names of people (and other sentient creatures) that are in the correct location with you.

A scrolling window reveals the effects of command issued in the control window and is used in conjunction with an option window to allow full control of the game.

EXAMINE COMMANDS

Use EXAM to examine objects mentioned in the location description text – use joystick to highlight the world you want to EXAM.

Use LOOK to examine characters in the game,

selecting person to LOOK at from the character window.

Use VIEW to examine an object that is being carried – used with TALK to examine an object carried by another character in the game.

TALKING TO CHARACTERS

Select TALK from the command window – ‘Say to’ appears in the scrolling window. Scroll down the command window and select a character to talk to – ‘Say to (selected character)’ appears in the scrolling window. Select an action for the character to perform and build up the rest of the sentence selecting from the options in the command window. Eg. ‘SAY TO (selected character) GIVE RIKKA SWORD’.

To find out what a character is carrying, build up the command string: SAY TO character INVENTORY, and to examine an item carried by another character use: SAY TO character VIEW item.

Notice how the horizontal window below the scrolling message window is used to report back – when you select INVENTORY, for instance, this window is used to show what you are carrying: the first item in your inventory appears – move the joystick left to flick the next item into the window.

LOADING INSTRUCTIONS

Boot your system in the usual manner. At A> prompt type name of game. Program will load and run

