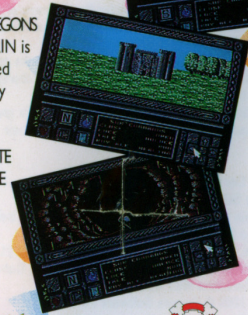


OVER 2000
EXCITING
LOCATIONS

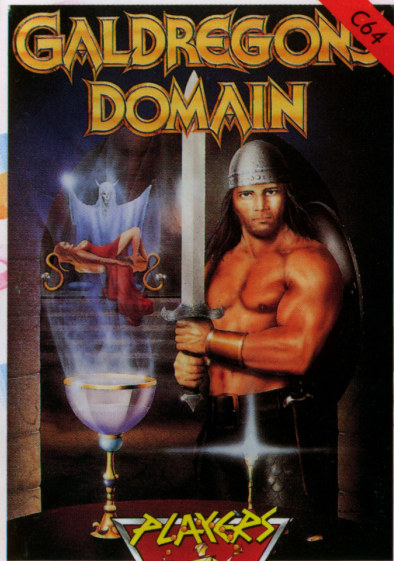
GALDREGONS DOMAIN
is a TRULY
INTERACTIVE
DUNGEONS AND
DRAGONS type
game. Written by
the award winning
XENOMORPH
programming
team,
GALDREGONS
DOMAIN is
regarded
by many
to be
THE
ULTIMATE
EXPERIENCE
in role
playing.



COMMODORE
SCREEN SHOTS



CBM 64
**GALDREGONS
DOMAIN**
COLLECTOR'S
EDITION
2



Programmed
by IAN DENNY

50
INTERACTIVE
CHARACTERS

The land is in turmoil, the evil wizard AZAZAEL has been resurrected and now searches for the five gems of ZATOR which will give him ultimate power. You have been chosen to battle against the minions of evil to recover the gems and so save the lands of MEZRON. Can you destroy the evil MEDUSA whose merest gaze turns flesh to stone? Can you outwit the High Priestess of SET who holds sway over a temple full of horrors? Dare you venture into the dark catacombs of CASTLE SECNAR and cross swords with the dead? Fear not brave warrior - your fate awaits you.

STUNNING
3-D GRAPHICS

"PLAYERS - LEADING THE WAY!"



ALSO AVAILABLE



ALSO AVAILABLE

THE STORY

The legends surrounding the Five Gems of Zator were well known. Each of the five gems gave magical powers to their holder. The power of a gem, however, could be used for evil as well as good. It was also known that if the five gems were brought together the holder would possess powers beyond all other mortals.

You have travelled south to the city of Secnar to seek fame and fortune. It has been a long and arduous journey through the lands of Mezron. After many days you reach your destination - the castle of King Rohan.

Granted an audience with the king, you are ushered into the main hall. King Rohan, The Usurper, sits among his courtiers. He looks greatly troubled. He orders you to be seated, then recounts his story.

He tells you that the high priests of Shool, the diabolic sect of the accursed, have once more resurrected the long dead wizard Azazael. He who once brought chaos to the world has risen again to seek vengeance on mankind. One moon ago King Rohan sent out spies to search the land for Azazael and discover his evil plans. All the spies met with slow, painful, and tortuous deaths. One, however, lived long enough to report that Azazael plans to retrieve the Five Gems of Zator and thus enslave mankind.

Only the location of one gem is known, it lies deep within the catacombs of the castle itself. The Gem Holder, an evil Lich, rules over the ancient crypts, inhabited by an army of undead zombies and skeletons.

The king sent a dozen of his bravest knights, together with his most battle hardened troops, into the crypts, but all have perished. He suggests that you first search for the other gems before taking on the evil crypt dwelling denizens.

THE GAME

You take on the role of a barbarian hero, who is unequalled in combat amongst the men of the Northlands. This quest, however, will be your toughest trial.

You must recover the Five Gems of Zator, and return them to King Rohan. Each gem is known to be held by one of five powerful creatures. Before you attempt to take them on, try to

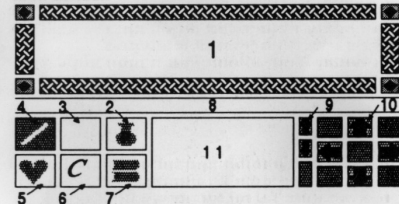
gain some knowledge of their strengths and weaknesses. The best sources of knowledge are the local inns dotted about the countryside.

Fear not brave warrior - your fate awaits you.

LOADING INSTRUCTIONS

Set up your C64/128 as shown in your user manual and remove all external cartridges. If using a C128 ensure the machine is in 64K mode. Insert the cassette into the tape deck and rewind it to the beginning of Side A. Press SHIFT and tap the RUN/STOP key, then press PLAY on the tape unit. Follow all on screen prompts.

MAIN SCREEN



- 1 Your view of the action
- 2 Potions icon
- 3 Compass
- 4 Combat icon
- 5 Status icon
- 6 Commands icon
- 7 Scrolls icon
- 8 Message window
- 9 Up and down icons - used to scroll the commands menu
- 10 Movements icons
- 11 The commands menu

CONTROLS

You control your character using a joystick connected to Port 2, and the Space Bar, which is used to toggle between the Inventory

Screen and the Main Screen. Accessing the Inventory Screen will pause the action.

The action in the game is controlled by positioning the pointer over the icons and pressing FIRE

The left and right icons allow you to rotate around 90 degrees to face in any of the 4 compass point directions. To move forward just fire on the UP icon. Firing on the DOWN icon will cause your character to move backwards, whilst still remaining facing in the same direction.

THE INVENTORY SCREEN

You may access the Inventory Screen at any time during the game; just tap the SPACE bar until it appears.

When you enter a location which contains objects the OBJECT indicator on the Status Screen will be highlighted.

The Inventory Window will allow you to access two pull down menus, one for your character and one for your current location. Objects may either be exchanged between the two windows, placed in other objects, or used. To move objects between the two windows just hold down the FIRE button and drag them into the adjacent window.

To place an object in another object first tap on the FIRE button on the container object to open it, i.e. tapping FIRE on a bag would reveal its contents. You may now remove objects from the bag or place objects into the bag; the bag may be closed by tapping FIRE on its title.

You may now wish to move the bag or put it in a larger container, i.e. a chest. The manipulation of objects may at first seem complicated, however everything works logically; taking a few minutes to practice moving objects around will show you just how easy it really is.

FOOD To eat food, and increase your stamina, place a food icon over the mouth of the barbarian.

ARMOUR Placing a clothing icon over the barbarian will cause him to wear that item and consequently increase your armour.

WEAPON The currently held weapon is displayed in the bottom right hand corner of the screen.

ITEM The name of the currently held object is displayed at the bottom of the screen.

COMBAT

Pressing FIRE on the combat icon brings up a display of the weaponry you have available to you. Pressing FIRE on the name of a weapon selects it for use. In harsh combat situations weapons have a short life and will often break just at the critical moment. Be sure to have a second weapon ready just in case. Once a weapon has been selected, combat is initiated by firing on the character you wish to attack; keep firing to continue combat. Almost all the creatures you attack will retaliate.

When a character has been killed you can search the body for useful objects, access the Location Inventory Window to examine any items in your vicinity.

POTIONS

Potions contain a magical brew of deadly substances, mixed together they form a liquor of great power. When you pick up a potion and place it in your backpack its type will be displayed on the Inventory Screen and on the main window in the potion box.

To access a list of all the potions stored in your backpack fire on the potion symbol on the main display panel. To use a potion, access the Potions Menu and fire on the desired potion. Some potion bottles contain more than one draft; fire on it several times to imbibe its contents.

SCROLLS

When you pick up a scroll and place it in your backpack its type will be displayed on the Inventory Screen and on the Main Window in the scrolls box. Fire on the scroll icon to list the scrolls you are carrying. Fire on the one you want to use.

STATUS

Fire on the heart shaped status icon to display your current status.

COMMANDS

FIRE on the command icon to display a list of available commands. Use the small arrows next to the movement arrows to scroll up and down the menu. The specialist commands include:-

OPEN/CLOSE: Open/close a door.

LOCK/UNLOCK: Lock/unlock a closed door.

TALK: To communicate with a character fire on this command and then click on the character with which you wish to communicate.

RUN: Allows you to retrace your last movements.

BUY ALE: When your stamina gets low, go to a local inn and buy ale.

BUY HEALING: Fire on this command to buy healing from a cleric.

THE CHRONICLES OF ZATOR

Great legends of the lands of Mezron were once enscribed by Zator and some of these have been enclosed within this tomb.

THE LABYRINTH Known to be the lair of an evil Medusa, whose merest gaze turns all to stone. Her labyrinth is littered with the petrified bodies of those who entered her lair. Many powerful minotaurs keep intruders out of her royal chambers, where great treasures are thought to be hoarded.

THE CAVES OF DOOM Here a great race of dwarves live. they mine gold within the myriad of passages, and jealously guard their treasures. It was once rumoured that Azazael created a huge rock monster within the caves to extend the mines.

THE FOREST OF ELVES The last haven for the shy race of elves. They, too, are in battle with Azazael and may prove to be valuable allies.

THE TEMPLE OF SET Here the evil followers of the snake god worship. The high priestess of Set is known to be able to change into a demon form at will to devour her enemies.

THE ASSASSINS GUILD They can be recognised by their green garb and poisoned blades. Few live long enough to tell of their hideout.

CREDITS

Programming: Ian Denny

Design: Ray Edwards

Graphics: Robin Chapman, Martin Godbeer, & Jabba Severn

Music: Mike Brown & The Maniacs Of Noise

For fuller instructions, and a free colour poster, please send £1.00 to GALDRAGONS DOMAIN OFFER, Unit 6, Mercury House, Calvea Park, Aldermaston, Berkshire RG7 4QW.

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