

INTERCEPTOR
SOFTWARE

HEROES OF KARN

A GRAPHICAL ADVENTURE
WITH MUSIC
SUITABLE FOR THE

commodore 4

SEAL
OF

HEROES OF KARN

LOADING INSTRUCTIONS

To load this program: Type 'LOAD "HEROES*", 8'.

After a few minutes the program will have loaded, when ready type in RUN and run it, the title page will appear on the screen and disappear, the remainder of the program will load. On completion of this the instruction *Load a game from disk? (Y or N)* appears, if you are playing the adventure for the first time press 'N' if you wish to load your saved position off disk press 'Y'.

REMOVE AND STORE THE DISKETTE.

STORAGE

We recommend that the Diskette should always be stored in its original packaging.

THE GAME

Adventure games allow the player free will, within the constraints of the game format. Exactly what you try to do next is always up to you, and you alone.

Your objective is to rescue the four Heroes of Karn, to find the treasures of the realm and return them to the cottage which you will find yourself near to at the start of the game. You give the computer your next instruction with simple English commands such as:

take tinderbox,
drop bible, etc.

The commands you know to start with are as follows:

take - pick an object up
drop - drop an object
light - set fire to an object
north, south, east, west, up, down - you need only use the initial letter of the direction in which you wish to move
look/picture - to view your surroundings
list - a list of your possessions
score - given as a percentage of adventure completed
end - ends. Option to save.

More complex commands are:

give (object) to (character)
attack (character) with (object)
set (animal) on (character)

say to (character) "(commands)" - has the effect of the desired action being taken by the specified character rather than yourself - assuming they are willing to co-operate!

Examples:

give meat to bear
attack bear with sword
say to Beren "attack bear with sword"

When you first reach a location, you will be shown a picture of that place, and be given a text description. When you next reach that place, you will only be given the text. To recall text use 'look', to recall picture and text use 'picture'.

There are many other commands which you will need to complete the game. You must find them out for yourself!

There are clues everywhere within the game - read all descriptions most carefully. Remember the Heroes - each has his own special abilities, and you will need all the help you can get!

To save your position obtained in the adventure type 'END', then place a diskette in which you wish to save game on into your disk drive, and press 'Y' the game will save itself.

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THE PLOT

In the hall of His Majesty Callastheon, Emperor of the Seven Lands, Lord of Karn, the feasting was over. On fur-draped benches around the roaring fire, the nobles of Karn awaited the entertainers.

Daeron the Wise, minstrel of Karn, walked slowly across the hall. Today, Karn was the hub of a rich and mighty empire, but, Callastheon recalled, it had not always been so. For long ago, in the days before the Cyrennic dynasty came to power, the forces of good and evil fought in Karn, and the deeds of that time were still remembered at the Feast of the Midwinter Moon.

Daeron entered the firelight, and began his tale - a tale of deeds great and terrible, of battle and victory, conquest and defeat - the story of the Heroes of Karn.

'Your Majesty, my Lords, citizens of Karn.'

'Long ago, in the reign of Beren, last of the Mountain Kings of Karn, there came from the distant north a horde of fell creatures, borne on the wings of Darkness. Dragons there were, and Vampires, and weavers of Enchantment, and nameless things from the deep places of the world. They swept down as a dark gale upon the Halls of the Mountain King, and terrible was the slaughter of men. From the Gales of Karn escaped but those few of greatest might. Four was their number, and these were their names:

'Beren the mighty, last king of Karn, master of all birds, swordsman unsurpassed.

'Istar the Wise, lore-master of great wisdom and still greater powers of magic.

'Haldir the Elf-lord, from the northern woods, greatest of minstrels.

'Khadim the Dwarf, carver of stone, of small stature, yet great in renown.

These then were the Heroes of Karn, and mighty they were. Yet not mighty enough, for one by one they fell, captives bound with iron and stone and magic spell. And Darkness fell on the land. Darkness unbroken - until one day there came to Karn a Stranger, from a strange land where men could fly, and machines could think. And the Stranger went forth into the wilderness, and fought with the Powers of Night, and released the Heroes, and with them removed the Shadow from the land of Karn for ever. Then the Stranger departed, and none know to where.

'Nor do any know with certainty how he found the Heroes, for they would not tell. Thus, the tale I now unfold may be fact or legend - who knows? Only the Stranger - and he is gone.'

The Halls of Callastheon are dust and ruins. Daeron passed long ago to the halls of his ancestors, and even the legend he once told is forgotten. Who knows the true story of the Heroes of Karn? Only the Stranger - wherever he may be.

WRITTEN BY I. GRAY
Music by Chris Cox

PRODUCED BY RICHARD PAUL JONES

INTERCEPTOR
MICRO'S

Lindon House, The Green, Tadley, Hants.