

SE-KAA OF ASSIAH

**ESCAPE
KIT**

GET OUT OF TROUBLE WITH THIS
ESCAPE KIT

CASKET OF VIBRA:

To find the Casket dive under the water when the computer responds "a strong current tries to pull you under". From this point on you only have a limited number of moves before you drown. You swim the underground passageway and you will find yourself inside the column of glass with the casket before you. Poke or push the blowpipe through the mesh and breathe through the blowpipe. Now take the casket and go down, then swim to the surface.

THE VALVES:

You should open the red valve — you smell gas. Go back to the darkened room and light the gas. Go back to the valves and open the green valve — the oxygen. When you return to the room with the block of ice, you will see that it has melted and you can get the rod. If you do anything in the wrong order you will be gassed or blown up.

THE GATE:

If you search the room you will be told of a sack. Examine your staff and it will reveal a stud which you should press until the blade appears. Then cut the wire with the staff and the sack will fall. OPEN the sack and get the hammer. Get the sack and fill it with sand. Hang the sack on the lever and slit it with the blade of the staff. As the sand runs out go west. A short while later the gate will close and the door opens allowing you to go west.

To get into the castle; go east or west to find the STAFF and the CLOAK. After this move around until "Beerd" appears, he will open the gates.

SEKIRO OF ASSIA



SE-KAA OF ASSIAH

Step forward, brave Se-Kaa, and accept the challenge!

Legend foretells of great powers to be gained if only one brave warrior can penetrate the mighty fortress of the Dark Hordes.

Many aeons ago, when the world was still young and free, the Wise Ones ruled fairly over our plentiful land. Life was easy then; the people were happy and rich in humour and joy, and peace reigned over all men.

But . . . then came the Dark Hordes, a mutated race of evil beings whose sole purpose in the scheme of things was to create havoc and destruction throughout the realm.

Eventually, they came into conflict with the Wise Ones, who wished to maintain peace over and above all. The Dark Hordes succeeded in locating and stealing the three Great Artifacts of the Wise Ones – the true and pure objects of their power. These Artifacts were the ROD of LIGHT, the HAMMER of VIB-RA and the CASKET of VIB-RA.

Without these Great Artifacts, the Wise Ones lost much of their power, allowing the Dark Hordes to lay siege to our fair land.

In the past, it has often been observed that the ROD of LIGHT held the Powers of Darkness at bay. Without it, the Wise Ones were blinded to the true intent of the Hordes: the ultimate decimation of our race!

Many of us have heard of the HAMMER of VIB-RA – a mystical artifact that forced all evil creatures into subjugation. Without it, the Wise Ones lost the will to preserve the harmony of the realm.

The believers of the Wise Ones have often spoken of the CASKET of VIB-RA – a jewel-encrusted case which, it is believed, contains all the magical words and phrases that can destroy the might of the Dark Hordes and restore power to the Wise Ones and peace to the land.

Your quest is two fold, brave Se-Kaa. Firstly, you should endeavour to discover the whereabouts of the Great Artifacts. It is believed that they have been hidden within the grim Castle of the Dead in the lands of Assiah. Great danger faces all those who enter the Castle but that is where your quest must start. First, go to the village of Hay-Ur that lies

near to the Castle and if you are fortunate, a Messenger will be sent to you there. Heed well his words – he will only tell you once.

Once you have succeeded in finding the Great Artifacts, you should seek escape from the Castle. When you have accomplished this you should endeavour to locate the rightful resting places of the Artifacts so that you may replace them. Only then can the Wise Ones regain their lost powers so that they may defeat the Dark Hordes and restore peace and contentment to our fair land once more.

COMMODORE 64 LOADING

SE-KAA of ASSIAH is a two-part adventure. Access to the second part is conditional upon successful completion of the first.

You may input full English sentences of the form:

TAKE THE CASKET OF VIB-RA

and you may also use multiple commands using the word AND as follows:

GET THE CASKET OF VIB-RA AND GO NORTH.

Some special commands are:

TAKE ALL, GET ALL, DROP ALL

PAUSE Pauses the program at any time.

QUIT This allows you to SAVE data to tape.

f I Repeats your last command.

LOADING INSTRUCTIONS

DISKETTE

Episode 1: LOAD "SE-KAA 1", 8

Episode 2: LOAD "SE-KAA 2", 8

In each case once loaded 'RUN' the program.

CASSETTE

To load the program press SHIFT and RUN/STOP together.

THE SE-KAA OF ASSIAH

VOCABULARY: SCORE

QUIT	GET	TAKE	DROP	INVENTORY	LOOK
CLIMB	KILL	PULL	PUSH	EAT	
LIFT	DRINK	INSERT	OPEN	CLOSE	
THROW	WEAR	READ	LIGHT	JUMP	
SEARCH	SAY	LOWER	LOCK	UNLOCK	
PICK	HELP	BREAK	FILL	HANG	
DIVE	USE	BLOW	FIT	MOUNT	
CUT	PRESS	POKE	BREATHE	INHALE	
PAUSE	GO	VAULT	LAY	TURN	
DIG	LAASSO	ENTER	UNTIE	LEAVE	
REPLACE					



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