

## THE KET TRILOGY

The lands of Ket have long been split into feuding groups and have never known peace. Recently though, particularly vicious attacks have come from beyond a range of mountains in the east - these are known as the **Mountains of Ket**. To put a stop to these attacks, the Lords of Ket have joined together and called for you. You are told that the force behind the raids comes from two people: Priest/King Vran Verusbel, leader of the cult of Mad Monks, and their High Priestess, Delphia, the most beautiful woman in existence. They base their attacks from an evil place, the **Temple of Vran**. It is thought by the Lords that the death of both Vran and Delphia would cause the raids to stop. This then is your ultimate task, but beware as both are cunning and devious.

## WHAT HAS GONE BEFORE

Exhausted, you made your way through the **Mountains of Ket** and finally located and entered the **Temple of Vran**. Once inside you cunningly brought about Delphias demise. Using her magic sceptre

you found the secret entrance and a flight of stairs leading to the lower Temple. As you descended the stairs you were enshrouded in gloom and the air thickened. You recall a blow to the head. Hours later you awaken ... stunned ...

## Part 3 The Final Mission

This is the concluding part of the Ket Trilogy and herein lies death or glory. You now face the evil Vran Verusbel himself in his inner sanctum which is located beyond the five enigmatic Gate Guardians.

Not only must you defeat him but you must also secure your own route to freedom.

## About You

Several weeks ago you were framed with a murder and sentenced to a grisly death. On the eve of your execution you were given a Do or Die choice and you chose to Do! To ensure your continued loyalty when you are on the mission, a magic assassin bug named Edgar was placed on your neck. His orders are to sink his

poison fangs into you at the slightest sign of you doing a bunk. Edgar will provide a run down on all you meet and may be able to give you help in certain instances.

## HOW TO USE THE ADVENTURE Word Entry

When entering commands please use a Verb/Noun combination. You will be told if your command is not understood or if you try to do something impossible. Listed below are examples of a few possibilities...

**EXAMINE** RING      **SAY** HELLO  
**STAND** ON CHAIR      **GET** GARLIC  
**GO** NORTH

Special Commands...

**INVENTORY** Lists the objects that you have with you.  
**STAT** Informs you of your current condition.

**BEEP** Has a toggle effect to turn the keyboard beeper on or off.

**LOOK** Redescribes your present location.

**SAVE/LOAD** See SAVING & LOADING section later on

**QUIT** Ends the game and lets you begin again.

All commands may be abbreviated, i.e. INV means the same as INVENTORY. The most useful of these being the movement commands: North, East, South, West, Up and Down abbreviated to N,E,S,W,U & D respectively.

## Your Statistics

These are a measure of your current condition. They are put into three categories: PROWESS, ENERGY & LUCK. These abilities are used in Combat. You will be told your statistics automatically at the beginning of the adventure, and they may be checked at any time by using STAT. The higher they are the better.

## COMBAT

To enter into combat you must have a weapon. If for some reason you set into a fight then a special combat screen will be displayed. This will show both your abilities and (Thanks to Edgar) those of your foe. Combat is split into a number of rounds ending when one of you snuffs it or you chicken out! Each round your prowess and that of your opponent is compared. The higher of the two has a greater chance of hitting his opponent, but even if your Prowess is lower you may still be able to hit! When you hit your opponent his energy will decrease, when he has none left he will die, the same applies to you! If you are hit then you get a chance to dodge-this is where your luck comes into play. The more you have the more chance you have of dodging.

Please Note: If you have played **Temple of Vran** - A weapon does not have to be prepared in this mission.

## Saving and Loading

At some stage during play you may wish to SAVE your present position in the game for continuing at a later date. To do this, enter SAVE, and start the tape recording. Press a key and the game will then be saved.

To LOAD a previously saved position, LOAD the main program, type LOAD (& press enter), then play your data tape. You will be told when loading is complete and you can then continue from the saved position.

## Playing the Trilogy as a whole

Each part of the Trilogy is a complete Adventure in itself and can be played independantly of the other two. Alternatively, if you complete Parts One or Two and wish to continue with the next part, simply insert the next tape and follow the instructions. (Note: This can only be done after completing an Adventure!!)

## Helpful Hints

It will be very useful to draw a map of the area as you proceed.  
On your travels you will find many curious items. These may be worn, help you in combat, assist in solving a problem or be of no use whatsoever!  
Beware of One Way Doors!

N.B. IT COULD BE ADVANTAGEOUS TO WRITE DOWN THE MESSAGE THAT APPEARS ON THE SCREEN (IF YOU ACHIEVE 100%!!!)

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# THE FINAL MISSION

