

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 the 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.

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.

Part 1 Mountains of Ket

Your mission in this adventure is to reach the far side of the mountains alive! To do this you must first locate the secret entrance at the base of the Mountains of Ket. This, you are told, lies within a short horse ride east of the small village. Your task then is to successfully negotiate a route through the strange and mystic mountains. Beware-Many who have entered the Mountains in the past have never been seen again!!

About You

Just two 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 poisoned 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 you try to do something impossible. Listed below are examples of a few possibilities . . .

GET SWORD	DROP SWORD
GO NORTH	SAY HELLO
COUNT COINS	BUY LAMP

Special Commands . . .

INVENTORY	- lists the objectives that you have with you
STAT	- Informs you of your current condition
SCORE	- Will tell you how well you are doing
BEEP	- has a toggle effect to turn the keyboard beeper on or off
HELP	- may be useful (may not!)
LOOK	- redescribes your present location
SAVE/LOAD	- see SAVING & LOADING section later on
QUIT	- Ends the game & lets you begin again

Most commands can be abbreviated i.e. INV is the same as INVENTORY. The most useful of these being the movement commands: North, South, East, West, Up & Down abbreviated to N, S, E, 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 are told your statistics automatically at the beginning of the adventure and can be checked at any time using the STAT command. The higher your statistics the better!

Combat

As you know, you went on this mission to avoid death, so please take care at all times. If for some reason you get into a fight then a special combat screen will be displayed. This will show both your abilities and 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 compares

your Prowess and that of your opponent. 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 the chance to dodge - this is where your luck comes into play. The more luck you have, the greater chance you have of dodging. Make sure you don't run out of Luck!

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, type in a filename and start the tape recording. Press a key and the game will then be saved in two short parts.

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 each can be played independantly of the other 2. Alternatively, if you complete Parts 1 or 2 and wish to continue, simply insert the next tape into your cassette player & press play - the computer will then preserve your present condition & you can continue in the next part.

(Note this can only be done after completing an adventure!)

Helpful Hints

Edgar says "Don't just kill everything!"

Once inside the Mountain - Leave valuables in a safe place for a massive score?

It will be very useful to draw a map of the area as you proceed.

On your travels you may find magical items. These may be worn, help you in combat, assist in solving a problem or be of no use what so ever!

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

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