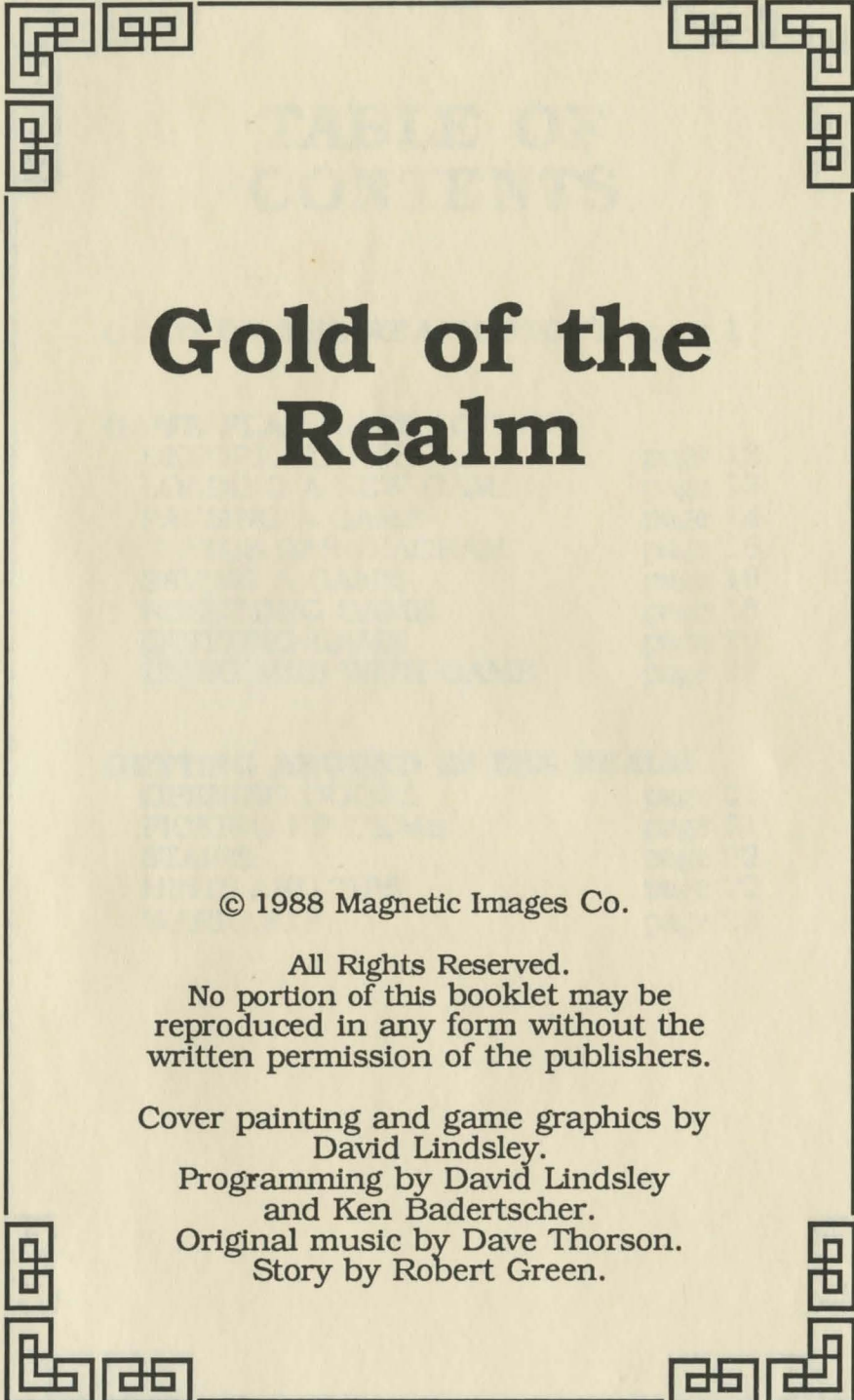


GOLD OF the REALM



Amiga Play Guide



**Gold of the
Realm**

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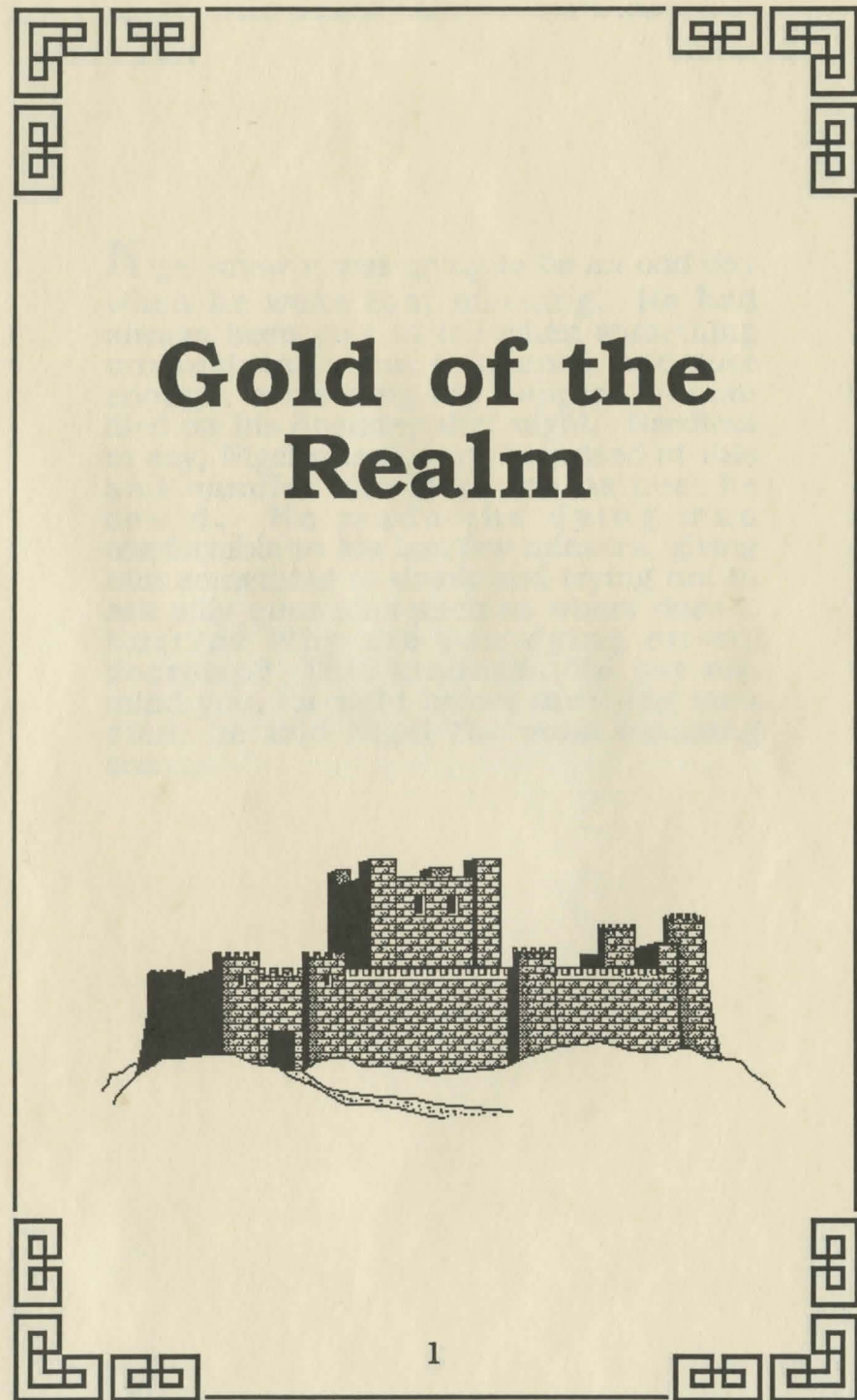
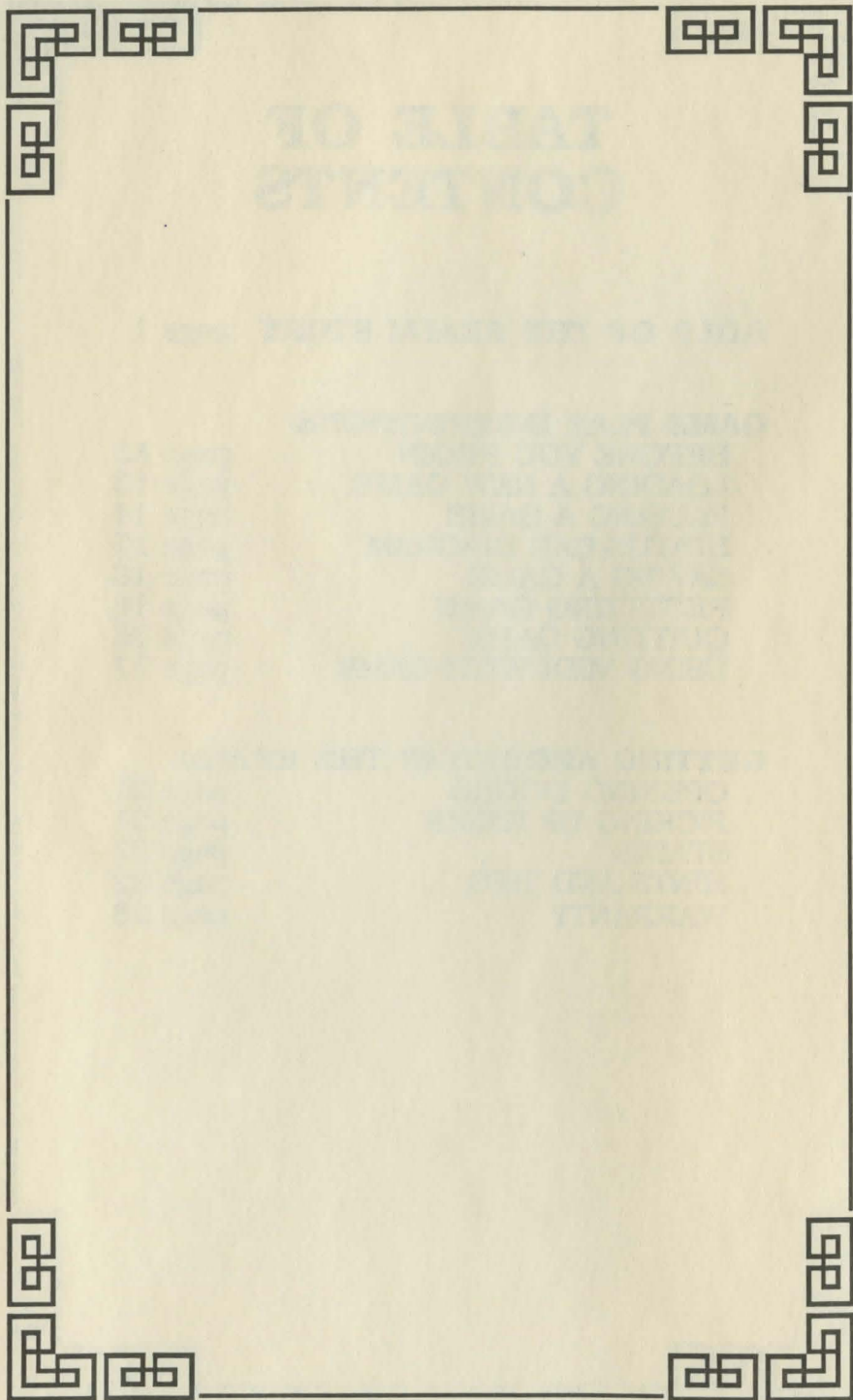
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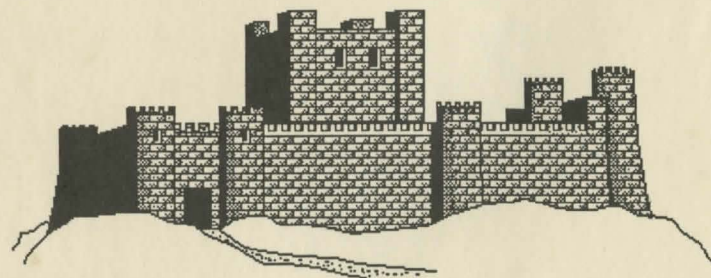
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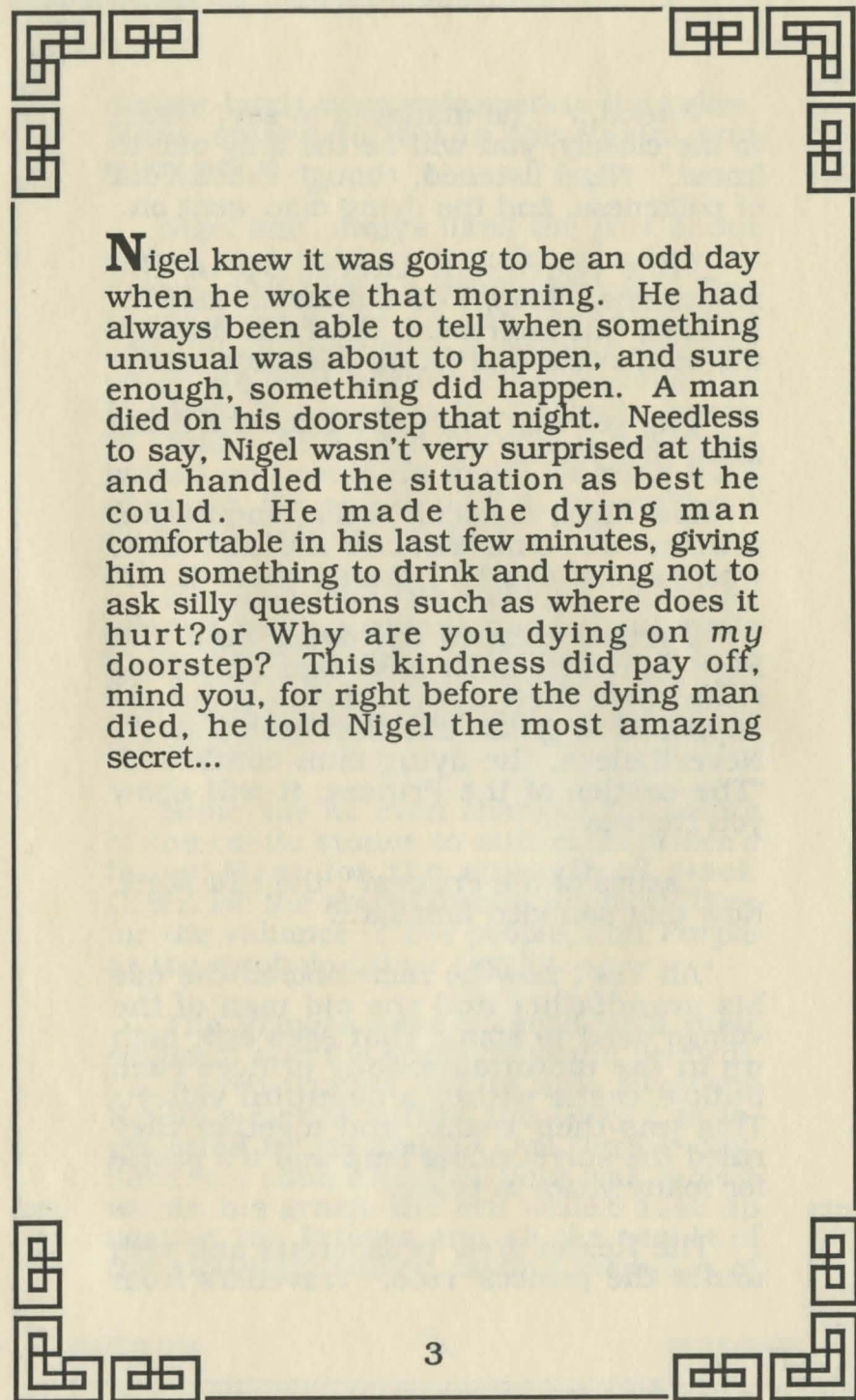
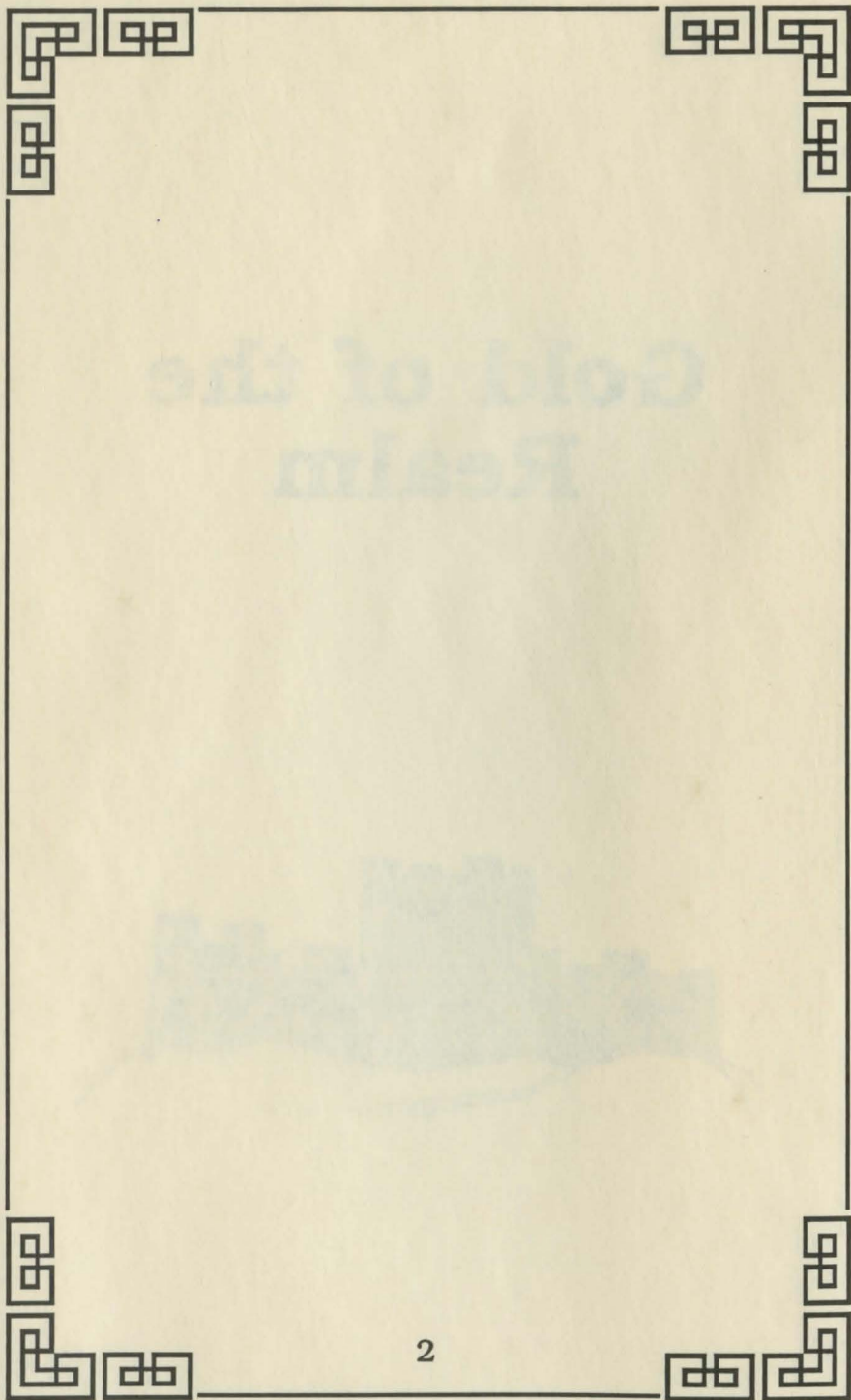
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Gold of the Realm





Nigel knew it was going to be an odd day when he woke that morning. He had always been able to tell when something unusual was about to happen, and sure enough, something did happen. A man died on his doorstep that night. Needless to say, Nigel wasn't very surprised at this and handled the situation as best he could. He made the dying man comfortable in his last few minutes, giving him something to drink and trying not to ask silly questions such as where does it hurt? or Why are you dying on *my* doorstep? This kindness did pay off, mind you, for right before the dying man died, he told Nigel the most amazing secret...

"Friend... ", he managed to say, "listen to me closely, you will be the only one to know." Nigel listened, though mostly out of politeness, and the dying man went on.

"It's there, all there, up in the mountains... Map, I have a map... take it." Puzzled, but interested, Nigel felt through the man's coat and found a leather tube.

"Yes, yes that's it.", sputtered the dying man, "It's yours... ".

Now Nigel, suddenly feeling inquisitive, muttered, "Um, excuse me sir, but, where's this map to, I mean, what's it of?"

A groan escaped the dying man and Nigel feared he must have said something rude, but then again, dying men are *supposed* to groan like that aren't they? Nevertheless, the dying man continued. "The castles of the Princes, it will show you the way!"

"Castles of the Princes?", thought Nigel. Now that sounded familiar...

"Ah Yes", now he remembered the tale his grandfather and the old men of the village used to spin. That ages ago, high up in the mountains, four princes each built a castle within a beautiful valley. This was their realm, and together they ruled the surrounding land and it's people for many years in peace.

The Realm grew prosperous and rich under the princes' rule. Travellers from

distant lands were welcomed to the valley. Many stayed to live in the Realm and enjoy peace.

Nigel had always liked the part about riches and gold and such, as a boy he dreamed of being a prince himself. But there was more to the legends, yes something about how everything changed when an evil wizard from across the Northern Sea came to the Realm in search of Gold. Although he was a powerful wizard and could do many amazing feats of magic, the one thing that he could not do was to conjure up gold.

He disguised his thievish intent by offering healing potions and helpful spells to the Four Princes. He served for a time as Court Magician of the Realm performing wonderous feats of magic for the people.

Some say he even changed the colors of the castle stones to suit each prince's fancy; Gray for the strength of steel, Green for the abundance of the land, Blue for the valiance of the people, and Purple as the symbol of their royalty.

The Princes were pleased with their magician and the spells he would perform. They even trusted him to hide away the Realm's riches within the Gray Castle, protected by his magic. One terrible day, however, soon after the gold was moved within his grasp, the evil wizard rose up against the Princes and all the people of the mountain valley, casting them out of

the castles with powerful spells of magic. Legend says demons rose up to destroy any that remained in the land, especially each of the Princes of the Realm. Very few survived to tell the tale.

Nigel's attention turned again to the stranger on his doorstep.

"I've heard the legend, Sir, but you're saying it's true? These castles exist?"

"Yes, deserted they are, for many years now, but not empty...the Gold." Nigel's eyebrows raised a bit. "The Gold of the Realm," gasped the dying man, "it's there!"

"Really...Really? You say so do you?" said Nigel, trying to believe what he had just heard.

"How do you come to know so much about the legend and to say that the Gold remains there?"

Struggling suddenly to sit up straight, the dying man replied, "My great grandfather was the son of Prince Hedric. He ruled the Gray Castle and was a Prince of the Realm. I know the evil still dwells in that land because I have felt it. It would not remain if the Gold were not there. It's there I tell you. Many times I have drawn near to the castles, but I am known to the Watchers and they have forced me away. This past attempt was my last. A servant of the wizard attacked me and followed me for miles, But now... I shall go no further."

The dying man coughed, then groaned, then coughed again. Nigel realized he hadn't much longer to live.

"You say the castles are guarded?" After slumping down, the dying man muttered an answer, "Not entirely."

"Only a few evil things and remnants of sorcery remain. They watch over the treasure, but..." Nigel began to worry.

"Yes, yes... But? But what?" He tried not to sound *too* frantic.

The dying man pushed himself up on an elbow, took hold of Nigel's shirt, and looking him intensely in the eye, powerfully spoke his last words...

"I *know* it can be freed! *You* my boy, you must be the one... Journey to the castles, take the gold, use it for good again. Please, you must!"

Then suddenly, with one last moan, the dying man died.

Nigel took a deep breath and sat for a long while, pondering over this strange turn of events.

After a while the sun set, the wind blew, and he decided it was time to give the dead stranger some sort of burial, after all, he was royalty.

Nigel, never burying anyone before, did his best. And afterwards decided it was

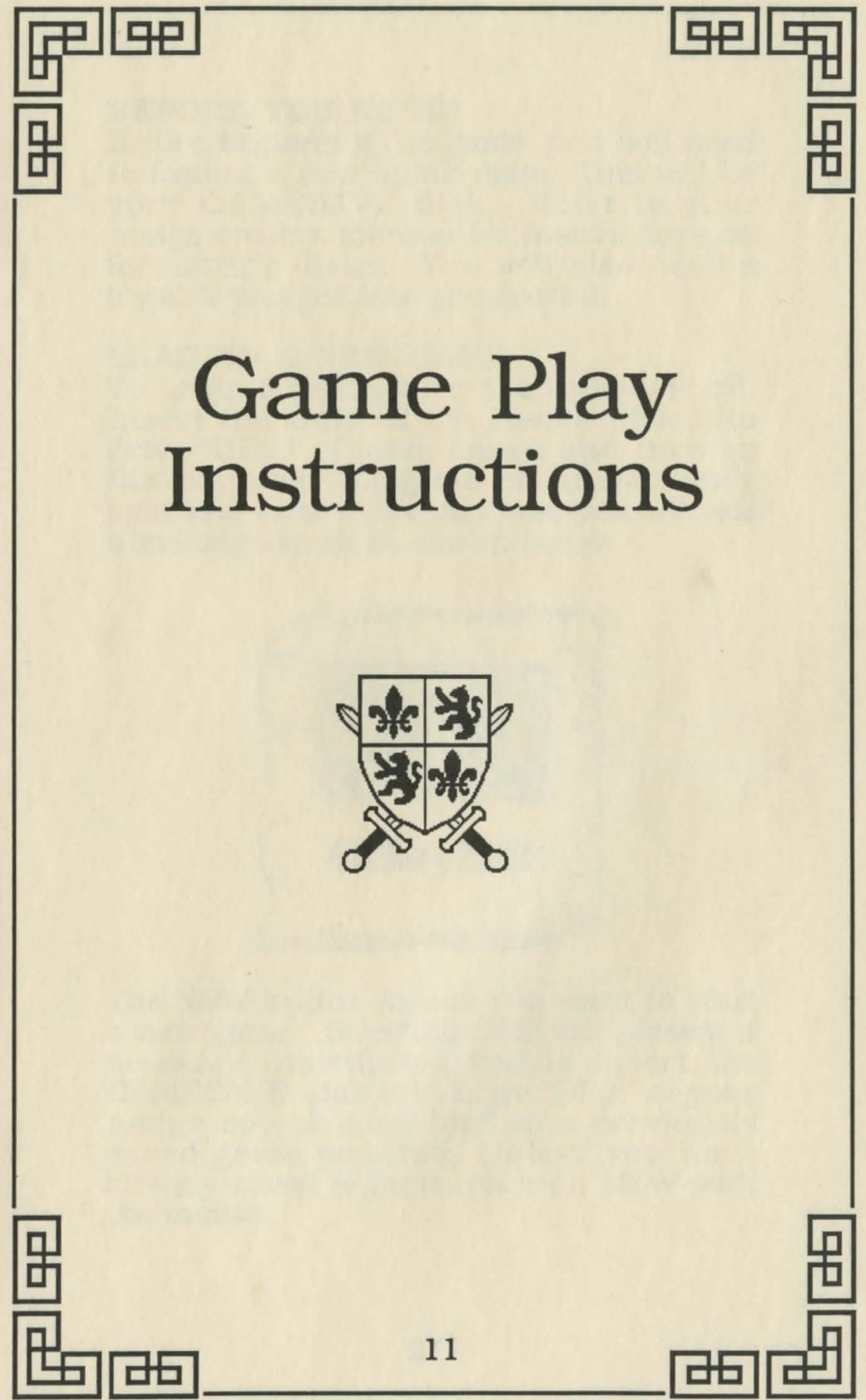
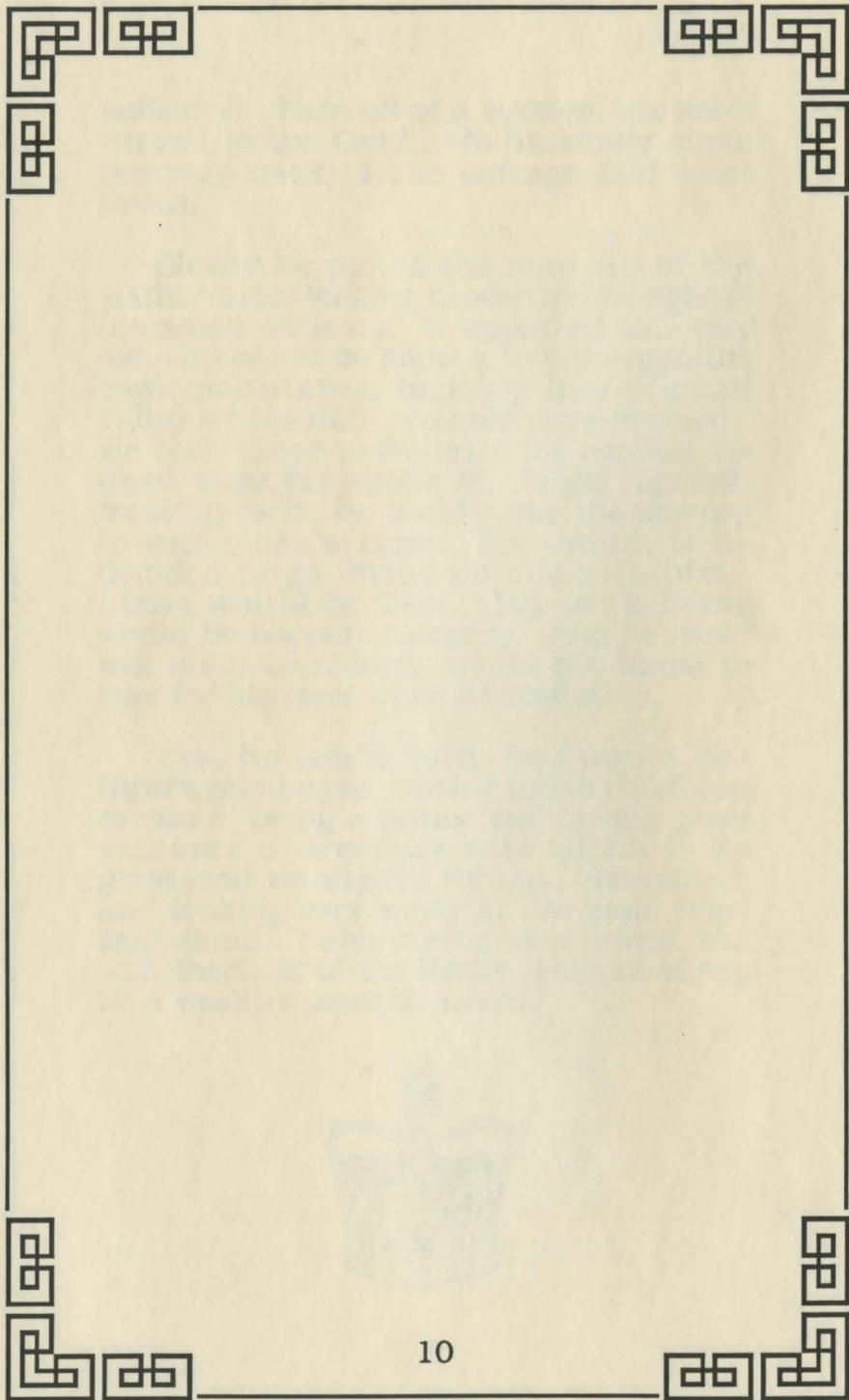
sufficient. Then all of a sudden, his mind turned to the Gold. He hurriedly made his way back to the cottage and went inside.

Slowly he pulled the map out of the leather tube, looking it over by the light of his small oil lamp. It appeared old, very old. It seemed to show a way through the east mountains, high up into a small valley where four symbols were marked. He took these to indicate the castles the dead stranger spoke of. Nigel figured, from his farm, he could make the journey in one week's time. He would, if he decided to go, bring no one with him. Alone would be best. His work horse would be his only company. And he could ask his cousin from across the forest to care for his farm while he was away.

Yes, he *could* do it, but would he? Nigel's mind again turned to his childhood dream of being a prince and having great amounts of treasure with which to do great and wonderful things. He smiled, and looking very wryly at the map, Nigel said aloud, "I shant ever be a prince, but with the Gold of the Realm, I would surely be a wealthy peasant indeed."



Game Play
Instructions



Game Play Instructions

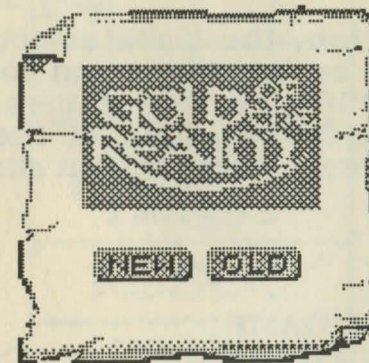


BEFORE YOU BEGIN

Before beginning the game, you will need to format a new blank disk. This will be your GAMESAVE disk. Refer to your Amiga owners manual for instructions on formatting disks. You will also need a joystick plugged into gameport 2.

LOADING A NEW GAME

To begin a game, turn the computer off. Insert the Gold of the Realm disk into drive 'DF0:' of your Amiga and turn on the computer. The game will automatically load and after a few seconds, you will see a message scroll as shown below:



The NEW button means you want to start a new game. Selecting OLD will present a message instructing you to insert the GAMESAVE disk into drive 'DF0:' of your Amiga so you may load in a previously saved game position. Unless you have already saved a game, click on NEW with the mouse.

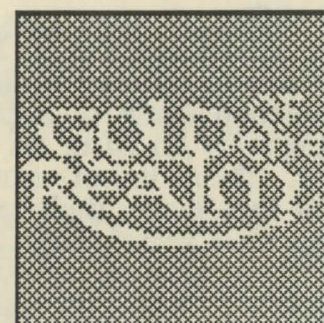
Now, you will see another message scroll asking what degree of difficulty you wish. 'E', 'M', & 'H' standing for Easy, Medium, and Hard.

It is recommended that you start out with Easy. The Easy level has one castle to explore and 79 different screens. The Medium level has two castles, and 159 different screens. The Hard level has four castles and 320 different screens. Each succeeding level of difficulty has more foes and obstacles to overcome, and more items to find.

In addition, the Hard selection will randomize certain items and conditions giving 4096 possible games, which effectively makes Gold of the Realm always different whenever you start a new game.

PAUSING A GAME

For about every minute of game play, your strength will decrease a little. To pause the game, click the left mouse button. All action will be suspended until you click on an item in the Status Bar with the mouse or press the right mouse button, or the fire button on the joystick.



ITEM :

Blue Key

Current item

Item in inventory



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Abandon
current game
and start
over

RESET

Save current
game position

SAVE

Quit game
and return
to desktop

QUIT

STATUS BAR

SAVING A GAME

You can save your position in the game whenever you desire by simply clicking the left mouse button once to activate the mouse and then by clicking on SAVE on the Status Bar. There is not enough room on the Gold of the Realm disk to save the game info, so you must have a blank, formatted disk ready to insert before saving the game. You may save your position any number of times, but be aware that any previous GAMESAVE file will be overwritten.

RESETTING GAME

If you wish to abandon your position in the game and start over, click on the left mouse button to activate the mouse and then click on the space marked RESET on the Status Bar. You will be asked whether you wish to load in a previously saved game or to start over with a new game.

QUITTING GAME

To end the game, click the left mouse button once to activate the mouse and then click on the space marked QUIT. A message will appear asking you to confirm this action and whether you wish to save this game before quitting.



USING MIDI WITH GAME

The music in Gold of the Realm is written to be optionally played through a MIDI (Musical Instrument Digital Interface) device.

If you have a MIDI compatible synthesizer or keyboard such as the Casio CZ-101 and a MIDI interface connected to your Amiga, you can use it to play the music in Gold of the Realm!

Be sure the MIDI device is set for polyphonic mode so the same sound can be played using several notes at once (this is accomplished by tuning off the 'Solo' button on the CZ-101).

Adjust the volume so your monitor plays slightly louder than your MIDI device (or crank up your amp so the neighbors can appreciate the fine music as well!). Footsteps, doors, and other sound effects of the game will not be sent through the MIDI cable, only music.

The sounds are currently programmed to play through MIDI channel 1, using preset 4 (strings) for most songs and preset 8 (synth bass) between games.

These voices were selected for the best sound on a CZ-101. If you would like to change these, you can select a different voice after each song starts.

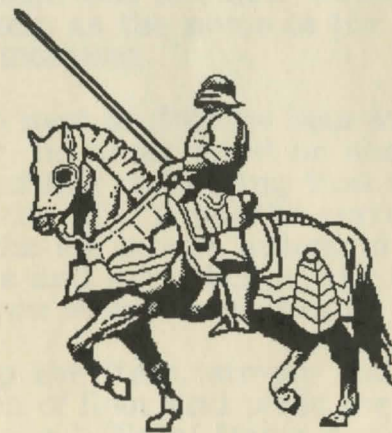
Other good voices for the CZ-101 are
presets:

- 1 - Brass Ensemble
- 10 - Vibraphone
- 13 - Fairy Tale

Programmable sounds for voice or
piano also sound great. Each adds its
own mood to the music.



Getting Around in the Realm



OPENING DOORS

To open a closed door in the Realm, stand close to it and press the joystick button. Some doors are locked and will only open if you have the correct key as your current item. Once a locked door has been unlocked, the key will disappear from your inventory.

PICKING UP ITEMS

To pick up an item in the Realm, stand over the item and press the joystick button. The name of the item and its image will appear in the Status Bar. In addition, if you have the Scroll as part of your inventory, you will receive a brief description of the item. When you pick up another item, this one now becomes your current item as the name in the Current Item box indicates.

To use an item or drop an item from your inventory, its name must be showing in the Status Bar indicating that it is the current item. If it is not the current item, click on the left mouse button to activate the mouse and then click on the image of the item you wish to use or drop.

To drop the item, simply stand on a blank area of floor and press the joystick button once. (Note: Items can only be dropped on wooden floors.)

STAIRS

To move up or down the staircases, stand on the steps and press the joystick button. You will hear footsteps and in a moment you will appear on the next level.

TIPS

Since this is an exploration game, it is strongly recommended that you create a map as you wander in the Realm. It is very easy to get lost in all the passageways and levels.

If you think that you are about to encounter some particular peril, save your game position first and then resume the game. If you die, you can then load in the saved game and try again.

If and when the spook touches you, he will steal your current item and drop it somewhere in the Realm.

As with locked doors, certain items in the Realm are functional only if you are carrying the correct object.

If you have defeated all obstacles, and have the treasure, go back to your horse, and press the joystick button.

Good Luck!



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