

Tristan and Isolde





HAN ELLERY

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We are writing in the year of 1189 A.D., in the early Middle Ages and the time of the crusades. Tristan, the honourable Knight, had at last won the heart of Isolde against many rivals from near and far. Upon his return from the Holy Land Tristan's betrothal to Isolde should be the event of the year. Tristan will endow everything upon his beloved Isolde; his castle, his treasures but most of all his heart.



Tristan, determined and full of worry and anger, races on his horse to Wumper's castle and manages to enter unnoticed.

The search for Isolde starts at the entrance-hall of the castle. Off the hall, doors lead to many different chambers, apartments and quarters. Is his beloved in the library, lady's parlour, the chapel or even in the dungeons?

He must find food; and he must also find "winged" shoes so that he can reach the upper and lower parts of the castle.

W U M P !

But what does Tristan find upon his return? Isolde is in the clutches of Wumper, bad Baron of Wummerstein, who is renowned for his evil.

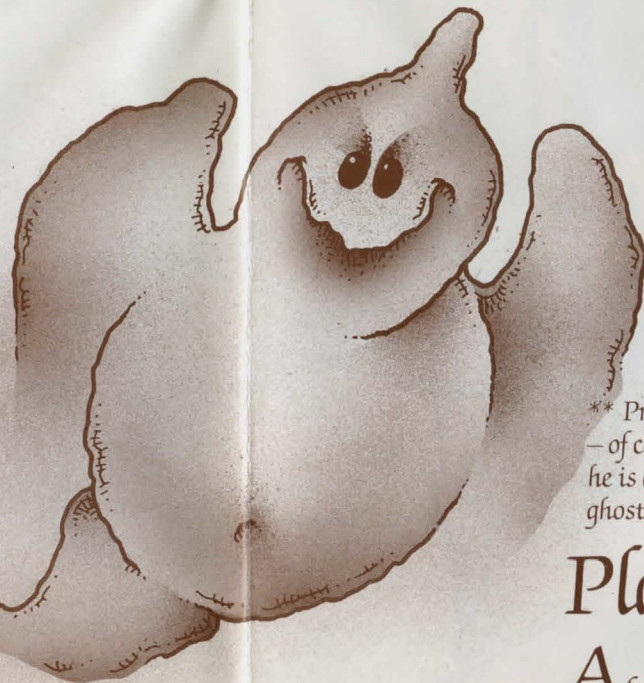


Ugh! What was it that just swept by? The ghost of an ancient Wumper! Thank God the ghosts of ancient Wumper turn out to be quite harmless and simply need to fill their endless time with pleasure. The sudden appearance of ghosts, however, saps Tristan's energy in his desperate search for Isolde ...but what if Tristan possesses a hammer?

* Programmer's note. The exclamation of fright does not – of course – come from the honourable Tristan – after all, he is a man and a hero and would not be disturbed by a mere ghost!

Playing the Game

After the title and display "One Moment Please" the game can begin by pressing any key. If a key is



That must be Wumper! (Since earliest childhood Wumper suffered from Wumpiditis making WUMP his only utterance.)

W U M P !

A weapon! A sword, a lance or a shield! Will Tristan be quick enough to defend himself against the evil Wumper and slay him?

* Programmer's note. At this point it has to be said that the programming development of Isolde has got out of hand. It seems that she is far ahead of her time and concerns herself with emancipation rather than needlework and embroidery which would befit a noble lady of that time. Is not the love of Kunibert worth more than all the material treasures?

The search goes on – bed-chamber, conservatory, servants' quarters, and the many, many more places Tristan has to comb until at last he finds his Isolde. From now on she wants the jewels that Tristan has brought her from the Holy Land.*

Where are they? Tristan must have lost the jewel box in the fight with Wumper. Only when he finds the jewels and – against all hazards – both have returned to the entrance-hall, are they safe together. The wedding bells are ringing and they all lived happily ever after!

LOADING INSTRUCTION

1. Insert the tape into the cassette drive. Make sure that the tape is completely rewound.
2. Type LOAD and press the RETURN key. Press PLAY on the cassette recorder when asked to do so.
3. After the program is loaded it will start automatically.



the game can begin by pressing any key. If a key is not pressed the game will begin automatically after a few seconds.

Prior to entering the game a short introduction on the screen will give you some guidance on how to proceed in search of Isolde and slay Wumper. If you are ready to take up the challenge, press a key, selected from the index shown on the right of the screen, e.g., G for GET, P for PUT, etc. After selection of one of the action-keys a new list of letters against detailed movements and activities is displayed on the right of the screen. If you have, for example, chosen G for GET from the index you will now be asked to select a specific item you want to GET. After pressing the key, Tristan will set into motion.

Attention should also be paid to the additional information displayed on the lower part of the screen. This refers to the activity you have just chosen, and it also shows Tristan's energy level.

As for Isolde, after Tristan has found her, she will follow him except in certain circumstances, and it is up to Tristan to make sure that she stays by his side. But first, Tristan has to find Isolde in one of the many chambers, apartments and quarters. The search starts from the entrance-hall, where Tristan has to return with Isolde at the end. Only then is the game won!

The level of difficulty increases with successive runs of the game.

Have Fun!