

YRANU



J. FALOE

D 0526-E1

Decorative initial letter 'D' with the word 'Dyranu' written in a stylized, gothic font.



J. FALOE

... A gripping adventure game with hours of suspense in store for you. Guide 6 characters through an impressive labyrinth of rooms and corridors and solve the mystery of your mission.

Your characters will need courage and perseverance to gain the necessary experience to complete this quest.

LOADING

Follow closely the screen instructions.

Load side A by typing : CLOAD". If this is your first game, the computer will immediately suggest that you create a team of 6 characters.



CREATION OF CHARACTERS

- The order in which the characters are created gives their position in battles since the front lines are always attacked first! So, pay careful attention to what follows.

Having given your character a name, (max. 10 letters) you should assign him to one of the following castes :

Warrior : This combatant has a high life potential and can thus possess high level equipment. He is a front line character.

Thief : A specialist in opening chests ! His equipment is limited and his life potential is fairly high.

Druid : The druid is able to cast spells, which are mainly curative. His life potential is fairly low but his equipment is superior to that of the thief.

Magician : A powerful spell-caster of the harmful kind. His equipment is limited and his life potential low.

In order to follow the characteristics, equipment and spells cast by your team, we suggest you use a form, an example of which can be found at the end of the instructions.

According to the caste chosen, you may now add a bonus to one of the characteristics of each character.

Strength determines the Force of the blow administered by the weapon.

I.Q. is required to learn magic. It's just as important for learning spells as for resisting spells cast by monsters.

Vitality represents your physical resistance in case you are wounded.

Agility determines the readiness to fight, the ability to dismantle traps.

Your characters are young, but in the course of the game they will accumulate experience which will allow them to go up a level and improve their characteristics.

When your team has been created you will find them in the village of GOLANUR, which is the starting point for all expeditions.

Your characters are listed at the bottom of the screen : name, caste, life potential, state and state of armour (CA).

The state represents the current life potential. The state of armour represents the defense capacity : (max. : -10, min. : +10) and depends on your equipment.



THE VILLAGE OF GOLANUR

You can inspect a character to have an idea of his characteristics and his equipment. You can leave an object, give it to a travelling companion or exchange gold with him. Only Druids and magicians need sleep, during which time they receive a certain number of spells (the number increases with their level) which they must learn by consulting their spell book.

You can also use certain objects and cast some spells. An emporium (for buying/selling) is available here : you can buy arms, or protection (one of each at a time) and various other goods.

Do not expect to escape unharmed from your wanderings. The great Alchemist can set you right.



Saving the scenario : This option enables you to save your characters on an empty cassette (not on side B of Tyrann...). This is useful for interrupting the game or for making a copy of your characters before embarking on a dangerous expedition. (This choice does not break the game).

If you want to reload a scenario, type "load" before loading TYRANN. You will find yourself directly at the village of GOLANUR.

The labyrinth of TYRANN is deep and the larger the experience of your characters, the deeper they can go into the maze.

Labyrinth : To move : "I" (one step forward), "J" (turn left), "L" (turn right).

Space bar = go through doors (you are sent two squares ahead).

Avoid going faster than the drawing. As the computer memorises at least one move, you may bang into a wall.

To orientate yourself, you should draw a map. Here are a few examples to help you.

⊗ wall

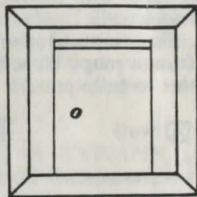
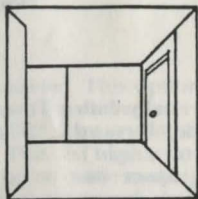
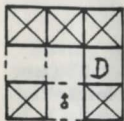
⊠ door

□ passage

⊞ you are here !

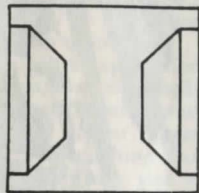
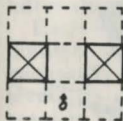
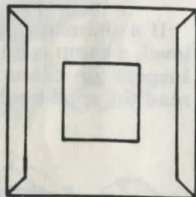
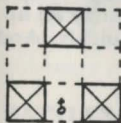
plan

screen



plan

screen



C = Enables you to set up camp. You can alter the display time of instructions (set at 200 to begin with) or inspect a character just the same as in the village). After level «I» it is nevertheless dangerous to sleep outside the village.

If a character has just gone up a level, a camp is immediately set up. Inspect this character quickly. And read the spell book!



BATTLES

Monsters will try to stop you along the way. You can either fight (type C = use a weapon), cast a spell («S»), use an object («U») parry («P») or flee («F»). Use the latter alternative with discretion.

Each fight won gives experience points to your characters, which will eventually enable them to go up one level. If, despite its valour, your team is killed before reaching the goal, the computer will ask you if you want to resuscitate them. They nevertheless lose all the objects in their possession.

SIDE B

When your team has attained an average of "11" levels of experience, you will be able to load Side B.

A gigantic labyrinth awaits you. And many new objects will be available. Try out some new spells. They will help you in your quest for the mystery of TYRANN.

We hope these instructions will be sufficient to begin the adventure. Don't hesitate to try out every imaginable possibility.

NAME	CASTE	
	LEVEL	RK

STRENGTH	IQ
AGILITY	VITALITY

LP	WEALTH
STATE	EXPERIENCE

EQUIPMENT
1)
2)
3)
4)
5)
6)

SPELLS		
	NAME	CHARACTERISTICS

This book may not be sold separately
from the cassette.

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