Three completely different lands await you, each
presenting the intrepid adventurer with a special set of
challenges. Whichever quest you embark on, you are
sure to face danger, doubt and dismay – at times it will
seem as if the problem you are presented with
is insoluble and that the whole environment is against
you.

It's worth bearing in mind, however, that a problem may
be surmounted by following the rules, and that keeping a
mind on your objective may help to overcome the trauma!

Like any good explorer, you must map out the new
territories as you encounter them.

Always be curious – whenever you enter a location look
hard, and examine everything you see there or read
about in the location description.

Move things around in a location – objects might be
hidden.

Carry about with you as many items as you can – you
never know when something might come in handy.

Don't be afraid to talk to characters in the game, if you get
the chance.

Experiment! Think laterally and try lots of different
approaches to any problem that confronts you.

Think carefully before any risky move or action as you enter a
new location in the game. It'd be a shame to die
suddenly and have to start over from the beginning.

FEATURING
KOBYASHI NARU
SHARD OF INOVAR
VENOM

COMMAND SYSTEMS

Playing the games in Trilogy doesn't involve serious
typing. Interaction with the game is quite
straightforward, and is achieved via joystick driven
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Three completely different lands await you, each presenting the intrepid adventurer with a special set of challenges. Whichever quest you embark on, you are sure to face danger, doubt and dismay – at times it will seem as if the problem you are presented with is insoluble and that the whole environment is against you . . .

It's worth bearing in mind a few golden rules of adventuring – follow this basic approach, apply your mind and persevere. Ultimate success will be yours.

Like any good explorer, make a map of the virgin territories as you enter.

Always be curious – whenever you enter a location look hard, and examine everything you see there or read about in the location description.

Move things around in a location – one object might be hiding another.

Collect up and carry as many items as you can – you never know when something might come in handy.

Don't forget to talk to characters in the game, if you get the chance.

Be adventurous! Think laterally and try lots of different approaches to a problem that confronts you.

Before attempting a risky move or as soon as you enter a new location, save the game. It'd be a shame to die suddenly and have to start over from the beginning . . .

COMMAND SYSTEMS
Playing the games in Trilogy doesn't involve tedious typing. Interaction with the games is quite straightforward, and is achieved via joystick-driven command systems. Before setting out in earnest on a quest, play with the command system of the game you are attempting until you are comfortable with the controls and understand their effects . . .

LOAD, SELECT AND PLAY
Commodore 64/128 Home Computers
Connect the computer, disk drive and monitor according to manufacturer's instructions and switch on.

If you have a Commodore 128 first type: G064 by RETURN.

Insert TRILOGY disk in drive and type: LOAD"*",8,1, followed by RETURN.

Select from the loading menu that appears on screen. Use a joystick in Port 2 or the keyboard: F1 up, F3 down, F7 left, F5 right, SPACE to fire. The fire button and SPACE key, select a highlighted option – or 'click' on it.

SAVING GAME POSITIONS
Commodore Computers
Accessing the Load/Save icon during play allows you to save your current position in the game, if you intend to quit play, resuming another day, then save to disk. When you save to disk, eject your TRILOGY disk, and insert a blank formatted disk to save your game onto. You can save up to eight seperate games at one time onto a single disk.

If you are about to enter a new or hazardous location, then you could save to disk for a permanent record of progress, or you could save to memory, this is much quicker than saving to disk.

LOAD, SELECT AND PLAY
IBM PC, Tandy 1000 and 100% PC Compatibles
Connect the computer and monitor according to manufacturer's instructions and switch on.

Insert a TRILOGY disk in the disk drive and reset the machine. The program will load and run automatically. When the title screen appears press a key.

Select from the loading menu that appears on the screen, use the arrow keys on the numeric keypad for movement, RETURN to fire. The RETURN key selects a highlighted option.

SAVING GAME POSITIONS
IBM and Compatibles
Accessing the LOAD/SAVE icon during play allows you to save your current position in the game, if you intend to quit play, resuming another day, then save to disk. You can save up to eight seperate games at one time onto the game diskette.

VENOM

Your friend Arrel, rule of Armosin, has been captured and is being held prisoner by the Evil One. Playing the part of Rikka, your quest to rescue Arrel takes you through a landscape in which danger lurks around every corner.

The game begins as you approach the Dancing Drayman Inn, on horseback. Dismounting, you enter, expecting to see Arrel and another friend, Beris. They are not there – only a surly innkeeper standing guard over a pile of mouldy food greets you.

THE COMMAND WINDOW
Using the keyboard or joystick, you move a cursor around the control window to the right of your screen, pressing fire when the option you want is highlighted. The middle section of the command window contains sixteen commands – click on SCROLL to flip between the two sets of eight commands that can be in the window at one time. The bottom section of the command window displays the names of people (and other sentient creatures) that are in the current location with you.

A scrolling window reveals the effects of commands issued in the control window and is used in conjunction with an option window to allow full control of the game.

EXAMINE COMMANDS

Use EXAM to examine objects mentioned in the location description text – use the joystick to highlight the word you want to EXAM.

Use LOOK to examine characters in the game, selecting person to LOOK at from the character window.

Use VIEW to examine an object that is being carried – used with TALK to examine an object carried by another character in the game.

TALKING TO CHARACTERS

Select TALK from the command window – 'Say to' appears in the scrolling window.

Scroll down the command window and select a character to talk to – 'Say to (selected character)' appears in the scrolling window.

Select an action for the character to perform and build up the rest of the sentence selecting from the options in the command window. Eg. 'SAY TO (selectd character) GIVE RIKKA SWORD'.

To find out what a character is carrying, build up the command string:

SAY TO character INVENTORY

and to examine an item carried by another character use:

SAY TO character VIEW item.

Notice how the horizontal window below the scrolling message window is used to report back – when you select INVentory, for instance, this window is used to show what you are carrying: the first item in your inventory appears – move the joystick left to flick the next item into the window.

SHARD OF INOVAR

Your master, Arthemin, has deserted his post. Every year it was his task to perform a ritual to raise a barrier from over the Earth. Inovar, a magic stone, is central to the performance of this ritual, the ritual of Decairn.

Arthemin attempted to steal the Inovar for his own use, and in the battle between Arthemin and the stone's guardian – Kiron the Protector – it was damaged. A shard from Inovar lies on the dais where the ritual is performed.

Arthemin has drained much of Inovar's power and fled to his mountain fortress. Kiron the Protector has fled to the west and is currently held a virtual prisoner by Arthemin's forces. It is time to perform the annual ritual that removes the barrier over Earth and allows the life-giving rains to fertilise the soil. Only you, Arthemin's apprentice, can perform the ritual of Decairn – but first you must recover Inovar . . .

CONTROLLING EVENTS . . .

A horizontal window is used for scrolling messages – which point out the exits from the current location and often report on the effect of using an icon . . .

The joystick moves a highlighting cursor around the icons at the top, bottom and sides of the screen. As the highlight moves onto an icon, the command it invokes appears in the square window to the right of the location graphic.

USING ICONS

Some icons act directly – such as LOAD/SAVE, QUIT and the movement icons. Others allow you to interact with specified items/creatures in the game.

INVOKE is used to invoke one of the three Rituals –

move the joystick left and right to scroll the rituals into the horizontal window and press fire to select and invoke the ritual you want.

EXAMINE is used to get more details on objects mentioned in the text of the location descriptions. Select EXAMINE, move the joystick to highlight the name of the object that you want to EXAMINE, and press fire to select. As you move the highlight over a word in the location description, it also appears in the square window as part of the command string that you are assembling.

Other icons that allow you to perform actions involving things mentioned in the location description work much the same way as the EXAMINE icon.

DEALING WITH INVENTORY

The INVENTORY icon redescribes the current location and scrolls graphics of the items in your possession into the square window.

GET, DROP, LOOK AT, USE, PLACE, THROW and GIVE all act on items in your inventory. After you have clicked on one of these icons, the first item in your inventory appears as a graphic in the square window – scroll through your inventory and click on the item you want to GET, DROP, LOOK AT, USE etc.

If you want to PLACE, THROW or GIVE an object, control is returned to the text window once it has been selected from your inventory – objects have to be THROWn at something, GIVEn to someone or PLACEd in something.

Hint: Keep an eye on the GET icon – if it flashes when you enter a location, there's something there that you can pick up and add to your inventory . . .

DEATH

Don't forget to save some positions regularly. When you die, the Blind of Death descends on the playing area. Press fire to return to the start of the game – and then reload your last saved position to continue.

KOBYASHI NARU

Standing in a closed chamber on the world of Ygor there are but three exits available to you, doorways marked 'Knowledge', 'Wisdom', and 'Understanding'. Behind you is a portal that leads off the planet, but it will only open once you have beem through each of the three doors, and completed the quests that lie behind them.

The doors hide the Three Tasks of Kobyashi Naru, the final trial that lies before you. Once you have gone through a doorway it will only open again when you have completed the quest that lies behind it – you can't return until you have the quest object. Pass through all three doors, collect all three objects and you can leave the plant – as an Immortal. Fail, and you die.

CONTROLLING EVENTS

A horizontal window is used for scrolling messages – which point out the exits from the current location and often report on the effect of using an icon . . . The names of any objects that may be picked up in a location appear in this message window.

| The joystick moves a highlighting cursor around the icons at the top and sides of the screen. As the highlight moves onto an icon, the command it invokes appears in the verb window, below the message window.

USING ICONS

Some icons act directly – such as LOAD/SAVE, QUIT and the movement icons. Others allow you to interact with specified items/creatures in the game.

Clicking on icons that act on objects in the game, such as ACTIVATE, GET, DROP, USE, THROW causes the location graphic to be replaced by a window that

reveals objects. Move the joystick to scroll through the objects available, and press fire to select.

ACTIVATE toggles between the 'on' and 'off' – the state of an object is changed each time it is ACTIVATED.

THROW needs to be given an object to hurl and a target to aim at – once the object has been selected, choose a target from the location description text by moving the joystick to highlight the name of the target and pressing fire to select.

All the other icons are used to build up verb/noun commands in the window below the scrolling message area. Click on an icon and the command verb appears in the window. Move the highlight which appears in the location description text to select a noun. Click on the noun to select it and it appears in the command window, then your command is executed.

DEATH

If the border goes red, you're dead. Press fire to restart from the first room, where you can re-load a saved game position.

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