

THE KINGDOM OF KRAIL



ANCO

SPECTRUM
+2/128K

THE KINGDOM OF KRELL

When the program is loaded, you will be asked to type your name. The computer allocates certain attributes of strength, character, intelligence and ability. Typing the same name will always give you the same attributes. If these attributes are not suitable, then try a different name.

On the reverse side of the tape, you can listen to music which sets the scene for the adventure. It also contains clues to help you with the initial part of the adventure.

At first you will have no idea as how you are going to survive and leave the wilderness. As you progress through the adventure, you will be able to obtain information from other characters inhabiting the wilderness. One final word of advice - don't let your heart rule your head!

Press the **BREAK** key to start the adventure. The **MAIN** menu will appear at the bottom of the screen.

CONTROL KEYS



Move the icon cursor left.



Move the icon cursor right.



Press together to return to the **MAIN** menu.

ENTER

Selects the icon surrounded by the flashing cursor 

MAIN MENU



MOVE



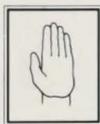
SLEEP



WEAPONS



SPELLS



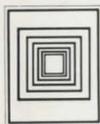
TAKE



TALK



SYSTEM



OTHERS

Each of these icons when selected will display another menu.

MOVE



NORTH



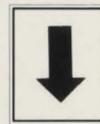
N.E.



EAST



S.E.



SOUTH



S.W.



WEST

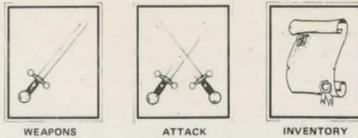


N.W.

This menu allows you to look and move in the selected direction. You may look in one direction and move in the opposite direction.

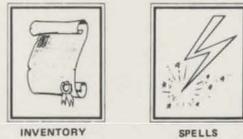
Select the direction and press the **RETURN** key once to look and twice to move. If you want to move in a direction different to the direction you are looking, select the **MOVE** direction and press the **SPACE** bar.

WEAPONS



The inventory shows you the weapons you have collected. To select a weapon, move the pointer to the selection and press the Fire Button. Before you select the attack icon, you may wish to select which part of the opponents body you wish to attack.

SPELLS



Inventory shows the spells you have collected. To select a spell, move the pointer to your selection and press the Fire Button. Select Cast Spell to actually cast the selected spell.

TAKE



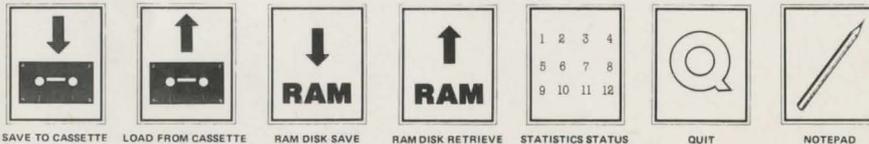
The Inventory shows the items you are carrying. There is a limit to the number of items you can carry. Use Take or Drop option to add or remove an item from the inventory.

TALK



Use your judgement as how you wish to talk to a character you have met in the adventure.

SYSTEM



You may save your current position in the adventure but only once a game play day. The clock in the next menu shows the game play day. If you are stuck, you may use the load option and start again.

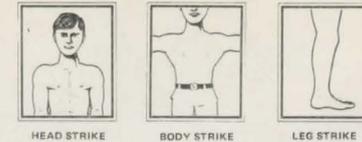
A certain part of the memory has been set aside as RAM disc. Using this option allows you save and load your current position quickly.

The Status shows you your current character attributes. They change continually as you progress through the adventure and gain experience.

Quit takes you back to the beginning of the program. If the attributes given to you by the name you typed are not suitable, use the quit option and type a different name. The secret is to find a name that gives you the best of attributes.

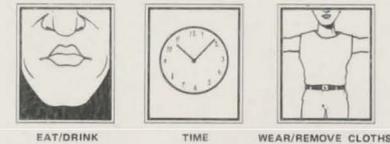
The Notepad allows you to record information for later use. Use the keyboard to record the information.

ATTACK



Select the part of the opponents body you wish to attack.

OTHERS



The EAT/DRINK option allows you to eat or drink an item when available.

The TIME shows the game play day.

WEAR/REMOVE allows you to wear clothes in your object inventory. If you wish to change clothes, go to TAKE menu and drop your current garment, wear the new garment and go back to TAKE to menu to pick up the discarded garment and add to the inventory.

LOADING

Use tape load option

HINT SHEET This will be available in MAY 1987. Please send £1.00 and S.A.E. for a Hint Sheet.

Programme by S. Screech.

Sleeve Design by J. Brooks & Associates. (0322 613131).



THE KINGDOM OF KRELL

Back in the misty past, a kingdom in the remote part of Britain had one strange custom. When the young men of this realm reached their eighteenth birthday, custom declared that they spent a month in the wilderness. If they survived, they were welcomed back as men worthy to take their place in the society.

It is your eighteenth birthday. You stand on the edge of the wilderness surrounded by the elders, your friends and family. Beyond stretches a bleak, mystical forbidding landscape. Everyone is enjoying themselves. Your father proposes a toast, a toast to your future and safe return. Glasses are charged including yours. That is the last you can remember.

When you regain consciousness, the crowd is gone and you are all alone in the vast wilderness of the KINGDOM OF KRELL.

A vast adventure in real time with more than 2500 locations. A multitude of independent characters to help or hinder with interaction between the characters. Spells can be used to advantage. The adventure has animated graphics and fight sequences. The adventure uses full 128K of memory and is icon driven. One of the facilities is a note pad for your use to keep a record of important information and clues gathered in battle for survival.



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