

THE TOMB OF KUSLAK

A GRAPHIC AND TEXT ADVENTURE FOR THE CPC 464



Games to remember from
**INTRIGUE
SOFTWARE**

LOADING

The programme is recorded on both sides of the cassette.

1. Check that the the cassette is fully rewound.
2. Reset your Amstrad computer by holding down CTRL, SHIFT and ESCAPE keys together in that order.
3. Press CTRL and the small ENTER key (on numeric pad) simultaneously.
4. Follow the instructions displayed on your monitor.
5. When the programme has loaded, the title screen will appear.

THE STORY SO FAR...

For many centuries archaeologists have been searching for the Tomb of Kuslak.

Kuslak Designed an intricate Tomb in which his sarcophagus along with his most treasured possessions would be safe for eternity.

By chance you have found the entrance to the Tomb. It may be that you will be the first since the Tomb was sealed from mortal view to see the wonders hidden therein.

In the scriptures Kuslak was often called KUSLAK the INCREDIBLE For it would seem that while he himself was not immortal he did possess amazing powers being able to revive creatures from the dead. Undead as they were called.

KUSLAK the INCREDIBLE or so it is written was a sorcerer inventing some mysterious objects. In the scriptures a lot is said but none of his secrets are revealed, it would seem that all were buried with him.

The only other information we have about KUSLAK the INCREDIBLE is that to this day, many of the adventurers who set forth in search of THE TOMB of KUSLAK were never seen again...

It is rumoured that KUSLAK may have the power to change the Tomb each time it is entered.

OBJECT OF GAME

To retrieve four of KUSLAKS treasures and escape from THE TOMB of KUSLAK.

SCREEN DISPLAY

The screen is divided into four windows as follows:

1. Middle left. A view of the location.
2. Top right. The creature window.
3. Middle right. Possessions and meters
4. Bottom. The text window.

PLAYING THE GAME

At the start of each game select the difficulty level from 1 to 5 (5 is difficult) Kuslak will then build his Tomb.

The movement commands are N. S. E. W. ↑ ↓

You can: Get, Use, Drop, or Fight by pressing G, U, D, or F. Multiple inputs are possible e.g. pressing N.S.N.S will perform four moves unless the way is blocked.

The game plays in real time. There is a SPEED OF PLAY control. Normal speed is 2. The speed may be varied at any time by pressing the TAB key and selecting from 0 (fast) to 9 (slow) This feature is useful in fights allowing the player more control of the game. Similarly the game may be speeded up when travelling through an already known part of the Tomb.

You may go up or down steps by pressing ↑ ↓ The location view always shows the way ahead.

THE OBJECTS

Once collected (press G) objects are stored in the possessions window. To use an object press U then select the number against the chosen item. Each time you find an object it will be described. Weaponry need not be used, once collected your strength is automatically adjusted. You may carry more than one weapon increasing your strength many times. This feature is useful when attacking some creatures. You may drop any item anywhere if an object exists at that location the dropped item will go elsewhere otherwise it will remain where dropped. You may carry up to six objects. Some objects once collected are immediately useful, others must be used.

THE METERS.

Three meters show your ENERGY, DEFENCE and STRENGTH. If the green cursor on any meter reaches the left side death is imminent. Your condition will improve by using objects e.g. Food will increase your energy, Salve will heal your wounds increasing defence and energy. Elixir will increase your strength. Note that eating food will increase energy, strength and defence in varying amounts. Similar when healing wounds or drinking Elixir.

FIGHTING and the SECONDARY CURSORS

The Defence and Energy meters have a secondary cursor zeroed to the left at the start of the game. These come into play each time you meet other creatures by comparing your Strength and Defence to theirs. If these cursors are left of the centre you are more powerful. If they are right of the centre you are less powerful. As you fight or defend the secondary cursors will move left or right giving feel for the circumstances. If you manage to 'pull' either cursor hard left you are winning. Remember to watch the normal cursors it is very easy to become exhausted through lack of Energy whereby you will be overcome. Once creatures are encountered you must quickly decide (varies with speed of play) whether to fight or retreat. Otherwise the creatures may act first. When fighting do not use multiple inputs always wait for the 'READY' to reappear otherwise you may lose control and thereby lose your life. If you think you are losing a particular battle you may retreat at any time. Remember your quest is to retrieve four of Kuslaks treasures and escape from the Tomb.

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