The Last Inca

Required for this game:
This adventure-game is intended for use on the Commodore Amiga 500/1000/2000 with 512Kb Ram or more. It runs under Kickstart/Workbench 1.2 & 1.3 and can handle NTSC as well as PAL displays.

THE STORY:
Once upon a time in the great and widely known Land of the Incas there was an evil wizard know as Zulphozi, although nobody knew his real name. For many sequel he had been held as a prisoner under the mighty rule of the three wizards from the new islands.

But after the last real wizard from there died, Zulphozi managed to bribe his guards and escape from the dark caverns under Aconcagua the Great. He now planned his revenge on the Inca-people who willingly served the three mighty wizards - the Power be with them. To gain power over the Inca-people he needs the Crown of Power of which many tales have been told. It should be hidden in the big shade in the caves glowing as the portals to hell.

You are one we trust to direct the sole Inca strong enough for the battles he will encounter. You are the one and only who has the chance to succeed in bringing the Crown of Power to the right man, whom you do not know, before Zulphozi gets to it (may that day never come).

Along on your journey you will undoubtedly find traces of the forgotten civilization of the Megaterras. Just leave these alone or you will find severe difficulties or even death...........

Getting started.
Just reset your Amiga by pressing Ctrl and the two Amiga-keys, insert THE LAST INCA disk in drive DF0 and the game will load.

The game play:

The game features more than 60 locations and pictures to most of them. In the game you are controlling the main character, The last Inca, by giving him orders about how to move, what to take and whom to speak to. When you have given an order, the Inca will respond in some manner, to tell you if he understood your sentence, or if you must try to rephrase your order. He most likely will be able to understand your sentences because he is able to interpret more than 1000 english words. He can, of course, understand if you give him more than one sentence at a time if you separate them with commas or full stops.

The control-panel.

The control-panel pops up each time you hit any mouse button in the text window. It is from the control-panel that you can save, restart or load a game. You can also switch the printer on and off here. Here is a complete list of the functions that can be performed from the control-panel:

RESTART

Start the game from the beginning. this is useful if you are stuck somewhere. you will be asked to confirm this choice!

LOAD

Load a previously saved game from disk. Just click on a file in the file-list and click on the load button. If you want to continue the game just click on the cancel-button. You move up and down in the file-list via the arrow-buttons or the dragbar.

SAVE

Save a game to disk. It's a good idea to save the game from time to time, so you don't have to start from scratch if something goes wrong. Just click on the name field below the file-list and type in the desired name. Then click on the Save-button.

QUIT

Quit the game. You will be asked to confirm this choice.

PRINTER ON/OFF

Switch the printer on and off. If the printer you turn it on the program expects that a printer is connected to the computer and the printer is turn on, or otherwise you will get a requester in the workbench-screen prompting you to check printer or paper. See below how to get back to the game. If everything is connected and turn on the printer will print everything written to the screen.

DEF F1-F10

Define the function-keys. To alter the text a function-key should emit, just click on the text and type in what you want.

If you type a full-stop (.) as the last character, then the command will be executed immediately when you press the function key, otherwise the program will wait for you to hit the Return-key.

If you want your new definitions saved to disk, click on the save-button, be sure that your disk is't write protected, the small tab have to cover the hole in the corner of the disk.

TUNE ON/OFF

Switch the music on or off.

HELP

Display the help message. Same will happen if you press the Help-key.

ABOUT

Show information about who created the game.

REPEAT

Get the last command back. Same as if you use the Arrow-up/down keys.

CUT

Clear command-line, same as if you press Esc.

CANCEL

Gets you back to the game from the control-panel.

THE DRAG-BUTTON

By sliding this up and down you can control how much of the graphic-picture should be visible. The less you can see of the picture, the more you can see of the text.

How to get back to the game.

If you somehow manage to get into the workbench-screen, just press the LEFT AMIGA & M together and you will get back to the game screen. If the display is distorted, try to click on the drag-button in the control-panel, and the problem should disappear.

Keying it in.

While keying in your commands to the Inca you have total horizontal cursor-control, that is, you can move the cursor forward and back with the Arrow- keys. The Arrow-up and the Arrow-down key, works as an undo function. press one of these keys, and your previous command is ready to be edited.

The Del key and the Backspace key have there usual effects.

Other Keys.

By pressing one of the Alt-keys, and the pressing an Arrow-key, execute the commands: "Go North", "Go South", and so on.

Examples of sentences understood.
"GO NORTH"
"EXAMINE THE BED AND THE TABLE".
"SAY "READ THE PAPER" TO THE OLD MAN"
"TAKE THE GOLD-BAR"
"ENTER THE MEDICINE-HUT"
"TAKE THE GOLD-BAR AND SAY "HELLO" TO MUM"
"EXAMINE THE GRAVE, THEN DIG IN THE GRAVE WITH THE SPADE."
"LEAVE"
"EXIT HUT"

SHORTCUTS:

As in almost every adventure-game, you can go north by typing N, go southwest by typing SW and typing I for Inventory and so on.
Have fun!