


INTERCEPTOR
SOFTWARE

TOKEN OF GHALL



A Graphical Adventure Suitable For The

commodore 

TOKEN OF GHALL

It was not a night to be abroad.

Lighting silhouetted the trees, freezing them momentarily into looming, clutching ghouls — the wind twisting their grasping limbs and moaning through the grass.

The traveller pulled his cloak tighter around him as he sheltered in the lee of an overhanging rock, hunched over a cold, spluttering fire.

It was not a night to be abroad.

With the night screaming around him, the traveller settled on his haunches and mulled over the old crone's tale.

The night before had been much different spent as it was at a roadside tavern. There, for a few coppers he had joined a small company of fellow travellers in a mug of hot wine and a welcome bowl of gruel.

One of the travellers, a bent old crone, had no money to pay, but the landlord was loth to turn her away.

One of the party called for a story and the old crone gladly obliged in return for her board.

They settled around the hearth, their bellies and their pipes full as the old woman began to talk.....

The traveller shivered as he recalled her story — then, in a warm room full of companions, merely a tale — but now, alone on a wild night, not to be taken so lightly.

Her story was of a time long past, or was it still to come? The crone would not be certain. It seems that at that time the land through which he was now travelling had been ruled by a great and good king — Ghall. His rule was just and the land flourished.

There came a time when jealous eyes were turned upon this kingdom — jealous, covetous and evil eyes.

From the mountains in the north came the invader — evil swarms of ill formed beings — Devils, Demons and cavorting Imps all led by their dark Lord Ctullho.

King Ghall and all his forces went against this horde, but mere courage and force of arms were no match for the evil magic of Ctullho and his band.

Fighting a desperate rearguard action, Ghall retreated to the caves in the western borders. There he invoked the aid of Ghunlhi — long dead warrior hero, entombed in the marshes to the east.

Together the spirit of Ghunlhi and the hands of Ghall fashioned a Token of mystical aspect and instilled within it all that was good in the land — the spirit and soul of the kingdom.

Ghall then went forth from the caves in order to hide the Token where Ctullho would never find it, and pray that sometime it would be recovered by a warrior with the bravery and cunning to restore it to the kingdom, and vanquish the evil Ctullho.

Leaving the caves, Ghall's only daughter was enmeshed in an evil web of magic and imprisoned within the form of an animal. Not long after, Ghall himself was captured, but not before he had safely hidden the Token.

Though he was taken to the Castle of Shades and tortured, he never revealed the form or the whereabouts of the Token.

To this day, Ctullho keeps his head as a trophy.

The old crone had cackled with laughter as she stood and pointed at each one of them in turn, "who will recover the Token?...will you?...or you?" Her finger rested on the traveller, "Or you?"

The traveller remembered the look in her eyes as they bored into his. Was it the wine that made him stand and shout "Aye!?" If it was, it had now worn off.

Here in the wilderness he had come to find a Token he was not sure existed and which he would not recognise if he saw it. Here in the wilderness, amid unknown terrors, he had come, alone.

It was not a night to be abroad.

Comes the morning, traveller, what will you do?

LOADING INSTRUCTIONS:

Place cassette into player and check that the tape is rewound.

Press 'SHIFT' and 'RUN/STOP' together. The instructions will now load and run. On completion of the instructions sequence the main programme will automatically load and run.

IMPORTANT

1. Ensure that the cassette player is at least three feet from the television or 'Load Errors' may result.
2. Ensure that the sound on the television is turned up.

PROGRAMME NOTES

1. The Token of Ghall is an adventure in which the player must travel through a mythical land in search of a certain Token. Along the way the traveller will meet various hazards, be presented with the necessary clues to complete the quest and (if he is clever) gain various rewards.

Nothing should be taken at face value — don't forget this is a mythical land, full of magic (good and bad).

2. The traveller progresses through this land by means of typed instructions. Any command may be typed as long as it is in the form —

VERB — NOUN. "Return"

eg. GO WEST "Return"

TAKE Dagger "Return"

KILL Dragon "Return"

Don't worry if you get it wrong, the computer will tell you if the command is not valid or in the wrong format —

eg. Error commands — "Entry not Relevant"
"Incorrect entry format"

Impossible commands such as

"Kill Castle" will be treated with the contempt they deserve.

3. Suggested commands:

Take; Open; Wear; Cross; Kill; Drop; Go; Enter; Play; Read; Examine; Sit; Give.....etc.

Permitted single word commands —

Help; Listen; Inventory.

4. The traveller is permitted to hold only a small number of items at any one time.

In order to see what is being carried, type "Inventory"

This will display all items being carried, all directions available for travel and current energy level.

eg. Ring, Dagger, Crown

E W N

Energy 50

In this example, the traveller is carrying a Ring, a dagger, a crown and may go East, West or North. His energy level is 50.

Note — if the traveller's energy falls to zero then he is dead.

If the traveller finds he is carrying more than the permitted number of items then he must "DROP" something before he will be permitted to proceed.

5. If the traveller finds that he is getting nowhere, he may type "Help" at any time.

This should be used with caution however. The "Help" command may summon a whirling Dervish who is very capricious and can have a thieving nature! On the other hand — he can be very helpful — it just depends on the mood he is in!

6. If, by some unkind quirk of fate the traveller should be killed, his progress will be judged and rated accordingly before he is given the option of another try.

All that remains now is for the traveller to gird his loins, summon his courage and enter the ancient Kingdom of Ghall.....

A basic outline to the plot of this adventure is printed on the reverse of this insert.

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MICRO'S

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1983

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