

HEROES OF KARN

LOADING THE CASSETTE.
TYPE RUN" FOLLOWED BY ENTER.

A graphics adventure for advanced players

FEATURES:-

1. 100% machine code.
2. 'Real' English command decoding.
3. Superb hi-res graphics.

GIVING INSTRUCTIONS. COMMAND SYNTAX.

Full use of nouns, verbs, adjectives, adverbs and prepositions is allowed (and often necessary), where relevant to the game, as in standard English usage but note the following:-

1. If you make a mistake in the command line, before you press ENTER, you can delete part or all of the line using DELETE key.
2. The command decoder will understand simple verb and noun commands if you wish, but you will have to be specific if the omission of an adjective could be ambiguous. EG. Imagine there are two buttons on a piece of equipment, a red one and a green one say. Obviously just saying "PRESS BUTTON" would be insufficient. You would have to say "PRESS THE GREEN BUTTON" or "PRESS THE RED BUTTON".
3. You are allowed to omit the word 'THE' if you wish.

ATTACKING ADVERSARIES.

Use the construct: KILL (or ATTACK) adversary WITH object.
EG. KILL THE LION WITH THE SPEAR.

TALKING TO OTHERS.

It may be necessary to get other characters to perform some actions for you, especially if they are specialists in that action or in some other way more suitable than you to perform that task.

To do this, use the construct: Character, command. EG. Imagine that you are in possession of a broken sword and that you have met a character called Odin who is described as a weapon maker. In this case you could say: ODIN, REPAIR THE SWORD.

GIVING TO OTHERS

Use the construct: GIVE object TO character. EG. GIVE THE CHEESE TO THE MOUSE.

SPECIAL COMMANDS.

In addition to the words in the adventure vocabulary, there are some special commands which can be used on their own. These are as follows:-

1. 'HELP' or 'H'.
This command will give a help message, where appropriate.
2. 'INVENTORY' or 'I'.
This will give you a list of the objects you are carrying.
3. 'LOOK' or 'L'.

The location description will be reprinted.

If there is a picture associated with the location, it will also be displayed.

4. DIRECTION COMMANDS.

These commands can be given in full EG. 'NORTH' or abbreviated to the first letter eg.'N'.

5. SAVE.

This command is used to save your current position and status on tape.

6. LOAD.

This command is used to restore your previous position and status from tape.

7. QUIT.

Used if you've had enough. You will be given the option to save your current position and status.

8. SCORE.

Use this command to see how well you are doing. Your score will be displayed as a percentage of the total points available for the game.

GRAPHICS.

Many of the locations that you visit have pictures associated with them. On your first visit to the location, the picture will be displayed, together with the location description. To continue, press any key. If you have already visited the location, no picture will appear unless you use the 'LOOK' command.

GOOD LUCK.

If you have any difficulty in purchasing any Interceptor title then come direct to us.