

INTERCEPTOR  
SOFTWARE

# HEROES OF KARN



A Classic Adventure Game  
for your  
AMSTRAD PCW 8256

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MICRO'S © 1986

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In the hall of His Majesty Callastheon, Emperor of the Seven Lands, Lord of Karn, the feasting was over. On fur-draped benches around the roaring fire, the nobles of Karn awaited the entertainers. Daeron the Wise, minstrel of Karn, walked slowly across the hall. Today, Karn was the hub of a rich and mighty empire, but, Callastheon recalled, it had not always been so. For long ago, in the days before the Cyrennic dynasty came to power, the forces of good and evil fought in Karn, and the deeds of that time were still remembered at the Feast of the Midwinter Moon.

Daeron entered the firelight, and began his tale—a tale of deeds great and terrible, of battle and victory, conquest and defeat—the story of the Heroes of Karn.

'Your majesty, my Lords, citizens of Karn.'

'Long ago, in the reign of Beren, last of the Mountain Kings of Karn, there came from the distant north a horde of fell creatures, borne on the wings of Darkness. Dragons there were, and Vampires, and weavers of Enchantment, and nameless things from the deep places of the world. They swept down as a dark gate upon the Halls of the Mountain King, and terrible was the slaughter of men. From the Gates of Karn escaped but those few of greatest might.

Four was their number, and these were their names:

'Beren the mighty, last king of Karn, master of all birds, swordsman unsurpassed.'

'Istar the Wise, lore-master of great wisdom and still greater powers of magic.'

'Haldir the Elf-lord, from the northern woods, greatest of minstrels.'

'Khadim the Dwarf, carver of stone, of small stature, yet great in renown.'

'These then were the Heroes of Karn, and mighty they were. Yet not mighty enough, for one by one they fell, captives bound with iron and stone and magic spells. And Darkness fell on the land. Darkness unbroken—until one day there came to Karn a Stranger, from a strange land where men could fly, and machines could think. And the Stranger went forth into the wilderness, and fought with the powers of Night, and released the Heroes, and with them removed the shadow from the land of Karn forever. Then the Stranger departed, and none know to where.

'Nor do any know with certainty how he found the Heroes, for they would not tell. Thus, the tale I now unfold may be fact or legend—who knows? Only the Stranger—and he is gone.'

The halls of Callastheon are dust and ruins. Daeron passed long ago to the halls of his ancestors, and even the legend he once told is forgotten. Who knows the true story of the Heroes of Karn? Only the Stranger—wherever he may be.

## LOADING

After switching on the PCW 8256, put system disk 1 in drive 1, side 2 facing left. CPM will load. When the drive stops, type BASIC and press RETURN. When the drive stops, type RUN "HEROES" and press RETURN. The game will load and run. When the drive stops, remove the program disk. Use a separate disk to store games on.

Adventure games allow the player free will, within the constraints of the game format. Exactly what you try to do next is always up to you, and you alone. Your objective is to rescue the four Heroes of Karn, to find the treasures of the realm and return them to the cottage which you will find yourself near to the start of the game. You give the computer your next instruction with simple English commands such as: 'take tinderbox, drop bible, etc.

The commands you know to start with are as follows:

take - pick an object up  
drop - drop an object  
light - set fire to an object  
north, south, east, west, up, down - you need only use the initial letter of the direction in which you wish to move  
look - to re-describe your surroundings  
list - a list of your possessions  
score - given as a percentage of adventure completed  
end - ends. Option to save.

## More complex commands are:

give (object) to (character)  
attack (character) with (object)  
set (animal) on (character)  
say to (character) "(commands)" - has the effect of the desired action being taken by the specified character rather than yourself - assuming they are willing to co-operate!

## Examples:

give meat to bear  
attack bear with sword  
say to Beren "attack bear with sword"

When you reach a location, you will be given a text description of that place. To recall text use "Look". There are many other commands which you will need to complete the game. You must find them out for yourself! There are clues everywhere within the game - read all descriptions most carefully. Remember the Heroes - each has his own special abilities and you will need all the help you can get!

WRITTEN BY I. GRAY

PRODUCED BY RICHARD PAUL JONES

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Mercury House,  
Calleva Park Industrial Estate,  
Aldermaston, Berks. RG7 4QW

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