











LOCK

Situated on the sun drenched desert marches fifty leagues east of the Persian statelet of Aswan, crouches a black citadel. Its spindly granite spires cast suffocating shadows over the desolated sands below. The air is still and putrid imparting the stone with a sickly hue of yellow. The bedouin tribesmen call it Kraal 'The Temple of the Undead' & their caravans give it cautious wide berth as they travel back & forth along the trade routes. Legend has it that Kraal is a stronghold erected by the Dark-Lord Sauron to house a fabulous treasure. Some say that the mystical 'Four Locks of Eternity' are situated within. It is believed that as long as the Locks remain intact then the reign of Sauron can never be broken. The truth of this may never be known as none who ventured inside Kraal had ever emerged.

GAME

You are a mercenary soldier from a northern semi-barbaric land come to seek riches. Armed with sword & bow you attempt to defy the curse of Kraal. The citadel has main doors to the north & south of the building. Once inside you will be able to explore the inner chambers freely. The object of the game is to survive, hoard as much treasure as you can carry and, if possible, open the Locks of Eternity. The game will end once you step outside a main door or if you are killed.

SYMBOLS

	You		Treasure
	Profile		Objects
	Monsters		Great Lock
	Magical beings		Great Key
	Anubis		Quicksand

MONSTERS & MAGICAL BEINGS

Inhabitants of Kraal. Whenever one of these appear, its name & strength will be displayed. The strength (1-3) indicates how much damage it could inflict on you. Monsters move quickly but could be killed by a single blow of sword or arrow. Magical beings are much more dangerous as they could and will cast spells on you. It may take many blows of sword & arrow before one could be slain by mortal means. Inhabitants of Kraal each occupy a separate 'cell' & appear only when you walk into their cells. If you kill one of them within its cell then it will disappear never to return. If killed outside its cell then it will re-appear again in that cell later on in another guise.

ANUBIS

Guide to the underworld. This creature only appears if you are slain. It will want from you a random amount of treasure (max. 80lbs). If you can meet its demands then you will be resurrected.

KEYS

The Locks of Eternity may each be opened by a correct key. There are 10 keys which could be used if found. They are numbered 0 - 9, key 0 being the narrowest & key 9 the thickest. When you try a Lock, you will be told how well the key fits.

MOVEMENT

For moving forwards, backwards, left & right use the ~~cursor~~ control keys. 24.1

COMMANDS

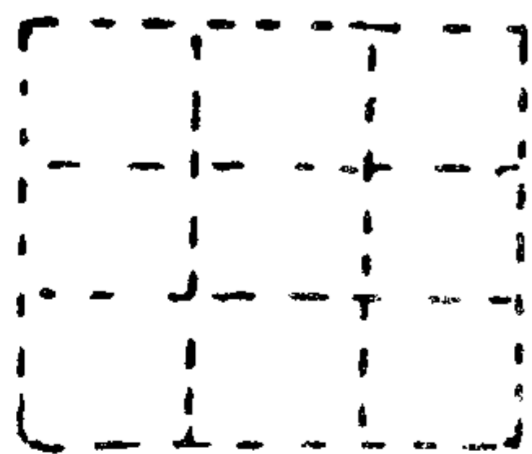
Here is a list of single letter commands which could be used during the game. NOTE : Spells must be acquired first before they can be used & they can only be used once (except 'O').

- * A - (Arrow) Fire an arrow.
- * B - (Back away) Move backwards.
- C - (Conceal)
- D - (Discard) Reduce the amount of treasure carried by 10lbs.
- E - (Elixir) Drinking an elixir will restore you back to perfect health.
- F - (Fire spell) Cast a fireball at your foe.
- G - (Grapple spell) Root your foe to the ground.
- H - (Hover spell) Counter-spell to quicksand.
- * I - (Inspect) Gives you the contents of the treasure or objects immediately before you.
- J - (Jump away) Jump out of the way of attacking monsters etc.
- K - (Keep) Take with you the treasure or objects just inspected.
- L - (Lightning-bolt spell) Cast a lightning-bolt at your foe.
- M - (Mimic spell) Mirror the spell your foe is casting against you.
- N - (Neutralising spell) Cause magical beings to lose all their spells.
- O - (Oracle spell) Only spell which could be used three times. Shows you the cells containing dangers.
- P - (Parry) Block a blow from your foe. Useless against spells.
- Q - (Quicksand spell) Encase your foe in quicksand.
- * R - (Remover spell) Removes foe or wall in your way.
- S - (Sword) Swing sword.
- T - (Teleportation spell) Transfers you at random to another part of the building. However, you may materialise inside a wall.
- * U - (Unlock) Try to open a Great Lock immediately before you. You will be asked which key to use.

(* These commands will only work if you are in profile.)

DISPLAY

The game is played in real-time so don't hang about. All the information you need will be displayed on one screen. Here are some special points to note about the display.



Nine cells can be seen
at any one time.

Options: ABCD G IJKL P S U

'Options' shows you the commands available to you at any time. The dots indicate the spells.

SAVING GAMES - The program will generate a new set of conditions each time it is run. However, a facility is provided which allows you to save a game on tape. At the beginning of each game you are given the options:- Old Game? - 'Y' if you have a saved game on tape. Save Game - 'Y' allows you to save.