MIRRORSOFT

ASHKERON!

ADVENTURE
with the UNIQUE
WALK-THRU GRAPHIC SYSTEM
BY TEXGATE COMPUTERS LTD.

AMSTRAD

ASHKERON!

LOADING

This program runs on the Amstrad CPC464. Side A is a high-speed recording, and side B is a normal speed recording.

TO LOAD

Insert the tape into the cassette player and ensure that it is fully rewound.

　　Press the CTRL and small ENTER keys simultaneously.

　　Press PLAY on the cassette player.

　　Press any key.

The program will run automatically.

THE ASHKERON! DIFFERENCE

ASHKERON! is a 100% machine code adventure featuring a unique WALK-THRU GRAPHICS SYSTEM - where you go is what you see! It really does give you an instant feel for where you are, and can provide some interesting clues as well.

ASHKERON! - THE STORY SO FAR

The time is the dim and distant past, the place the principality of Ashkeron. Princess Zeraphina lies weeping. Her forthcoming marriage will be cursed if it proceeds without the customary dowry of the five treasures, bequeathed for the well-being of the people of Ashkeron and their rulers.

The people concerned for the princess's future, elect Stephen the Blacksmith to reclaim the stolen treasures from the evil Wizard's castle. Stephen is a powerful and resourceful man. He vows to return and place the crown upon the head of the princess, and to claim his prize.

At the crack of dawn on the day of the Spring Equinox, the people accompany Stephen to the gates of the Wizard's castle. Suddenly, the sky darkens, lightning flashes, and a clap of thunder bursts immediately overhead. A wave of panic runs through the people. The sky clears, and Stephen is alone.

Make haste, Blacksmith, for time is limited and a valuable prize awaits you on your successful return.

PLAYING ASHKERON!

Two game options are available. In the standard game, the objects always start out in the same place. In the randomised game, the objects are scattered randomly and the game will be different each time, although always solvable.

To proceed on your mission, you can talk to the computer either in simple English, for example, GO NORTH, in complete sentences, or, in some instances, with a single letter. During the course of your quest, you will come across various characters who may or may not help you. You can talk to them by saying, for example, SAY TO THE MAID "HELLO".

Some other useful commands might be:

　　SCORE - lets you know how you are progressing.

　　(I) INVENTORY - gives a list of objects you are currently carrying.

　　(L) LOOK - redescribes the current location.

　　HELP - may provide some (rather cryptic) clues.

　　SAVE - allows you to save your current position to tape for later recall.

　　LOAD - reloads a saved position.

　　QUIT - ends the game.

　　A (AGAIN) - repeats the previous instruction.

ASHKERON! is a real time adventure, so events will progress, even if you do nothing.

KEYBOARD CONTROL

Use DELETE as normal to correct any input errors.

Use the COPY key to repeat the last command issued.

JOYSTICK CONTROL

If you have a joystick connected, directional commands can be given by using the eight compass point positions. UP and DOWN commands are achieved by moving the joystick forwards or backwards with the Fire button depressed.

CAN YOU BECOME THE MIRRORSOFT HOME COMPUTER WEEKLY ADVENTURER OF THE MONTH?

At the end of each month until February 1986, the adventurer with the highest score will qualify for a prize of £25 cash. In the event of more than one person achieving the maximum 250 points, the prize will be awarded to the adventurer taking the least number of turns. The winner will remain champion and qualify for subsequent months prizes until such time as that score is beaten. When you have completed the adventure, be ready to save proof of your achievement to tape on instructions from the screen. Send your saved tape for verification, with details of your score, time taken, and number of turns taken, with your name, address, telephone number and passport-sized photograph to:

MIRRORSOFT

Adventurer of the Month Competition

Mirror Group Newspapers Ltd

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London EC1P 1DQ

The winners names will be published monthly in Home Computing Weekly.

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