

As the storm clouds gather and the rain begins to fall, the time has come for you, Varwield to attempt the ritual of Decairn. Only you have the knowledge to defeat the evil Arthemim and to restore the Shard of Inovar to its rightful place.

Program by Clive Wilson
Joystick or Keyboard

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"The Best of British"

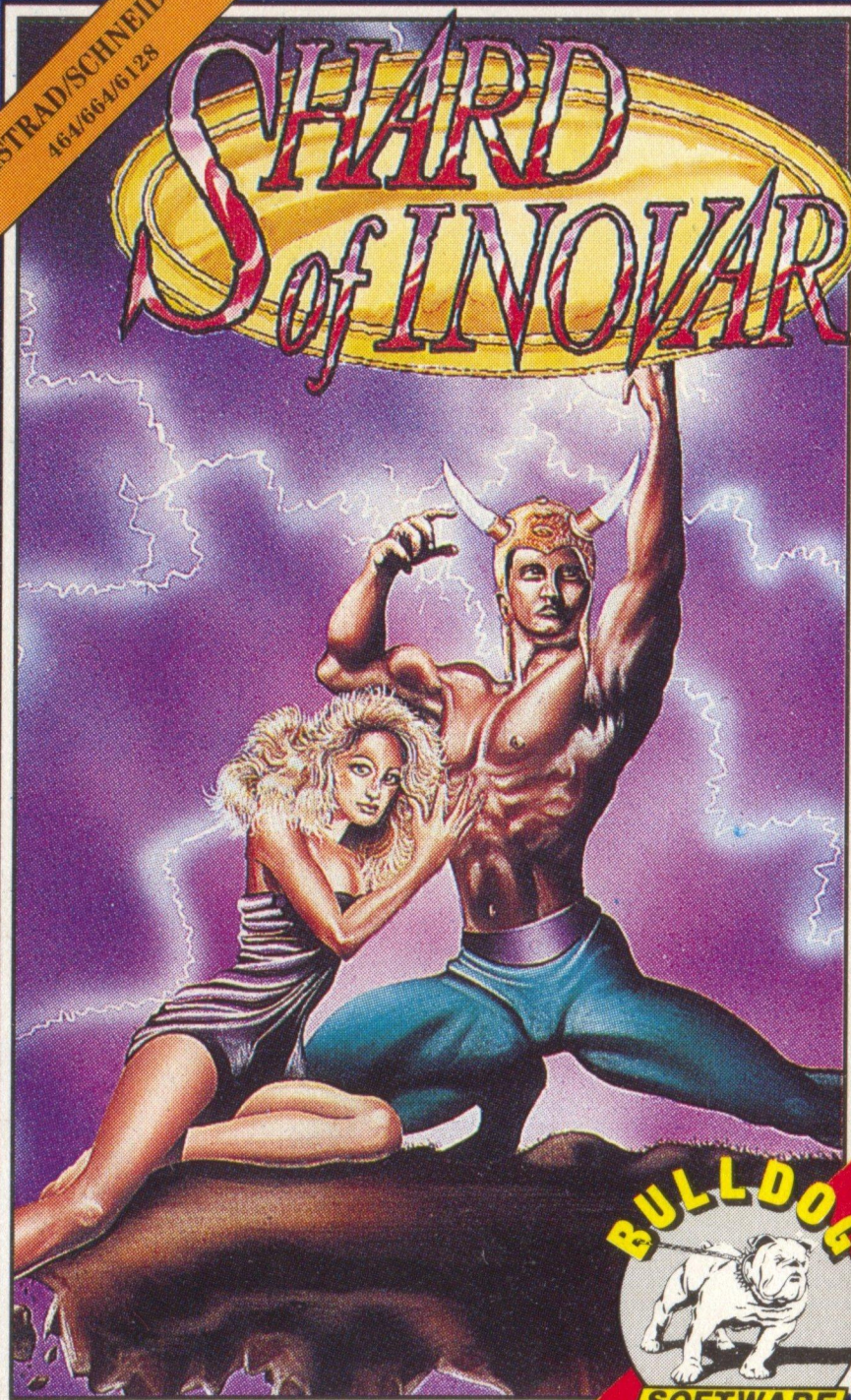


Made in Great Britain



AMSTRAD/SCHNEIDER
464/664/6128

SHARD
of INOVAR



SHARD
of INOVAR

THE STORY

Many centuries ago when the Earth was still evolving, a plague as the Nagroma would descend upon the land every year as winter approached, and devour every living thing in sight. The people lived in dread of the winter months and every year they prayed that spring would arrive early and drive the pestilence away for good, but every year without fail it returned.

About this time an ancient Elfin race known as the Eharin from the realm of Mantierion, fashioned a beautiful and powerful starform elfstone which they named the Inovar. Aided by the power from this multi-coloured stone the Eharin were able to create the Cairnru, a protective barrier which covered the land and kept out the Nagroma. When spring arrived, the Cairnru had to be lowered to allow the rain to fall and this task was the duty of Varwield.

And so Varwield Arthemim carried out his duties throughout his years but now grows old. You are commissioned by your people to become Varwield Secunda – apprentice to Arthemim. You learn that Inovar is kept within the chest of Kiron the Protector, a mighty statue of awesome power. To take Inovar you must utter the ancient Ritual of Release known only to the Varwields, then go to the Dais of Cairnru and utter the Ritual of Decairn at the appropriate time in spring.

For many years you served under Arthemim but he began to change. In his dotage he became bitter and disillusioned. At the last time of Nagroma, Arthemim raised the Cairnru with his sceptre but sought thereafter to take the power of Inovar to himself and corrupt it to his own uses. However, Kiron the Protector came to life and wrested Inovar from Arthemim but in the battle a shard was split from Inovar and Arthemim managed to drain much of its power. Kiron placed Inovar in his chest and fled westwards. The Shard of Inovar was placed upon the Dais of Cairnru.

Arthemim retreated to his fortress, Caernast and created the Naslava to protect him. They were creatures from the Earth's core – pure laval states – but they had no mobility. Rimarlion, Daughter of Earth, battled with Arthemim as he attempted to create the Naslava. She was defeated and cast into rock in the Oasis of Rest. Before she was imprisoned there she cast her Amulet into the hands of the Laryx – a goatlike people who inhabit Mount Hiakron and the shores of Adklaart Mire. They entrusted it into the safekeeping of Sunquat, Leader of the Eharin, People of Light.

Kiron fled over the Adklaart Mire. Rumour has it that he stands immobile in the land but the Singard, evil soldiers in Arthemim's power, have found him and stand guard over him.

The storm clouds gather overhead. The rain is absorbed into the Cairnru as it falls. The time has come for the Ritual of Decairn. you, Varwield Secunda, must attempt the Decairn.

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THE ICONS

LOAD/SAVE allows a save or load to memory or cassette. Memory save is a quicksave feature. Any previously memory-saved position is overwritten. Similarly, load from memory overwrites the current position with a previously saved one.

INVOKE this is a special command to invoke any of the three Rituals. Move the joystick left and right to scroll in the Rituals. Pressing fire selects.

INVENTORY scrolls in your possessions and redescribes your current location.

ARROWS for movement.

QUIT restart from the beginning.

LOOK AT this examine command operates on objects in your possession.

EXAMINE examines objects described in the text.

The following icons operate on objects in your possession and display a graphic in the right hand graphic window. Move joystick left or right to scroll through the objects. Pressing fire selects.

GET, DROP, LOOK AT, USE, PLACE, THROW, GIVE

All the remaining icons place you into the text window. The first word in the text window is highlighted. Move the joystick to move the highlight. The highlighted word is also reprinted further up the screen so that you can see what you are trying to do. Pressing fire selects the highlighted word.

Note that the Icons GIVE, PLACE AND THROW put you into the text window also. You must throw the object AT something or place the object IN something.

The scrolling window is used for exits, objects and many other messages.

If the Blind of Death falls, press FIRE to restart. If at any time the 'Get' icon colours in as well as the icon you are over, this means there is an object to pick up in that location.

CONTROLS

Joystick or Keyboard

Cursor Arrows and SPACE to FIRE

The game is divided into three sections loaded separately from tape. During the initial loading of the game the Amstrad's loudspeaker will sound at the point where these sections start. Reset your tape counter to this point and when the program later asks you to play. The program automatically searches out the correct one of three sections to load.

LOADING INSTRUCTIONS

464: Press CNTRL and small ENTER

664/6128: Type I TAPE and press RETURN

Press CNTRL and small ENTER



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