

ACORN**SOFT** GAMES

# Gateway to Karos

for the BBC Microcomputer Model B



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GATE

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### Loading instructions

To load and run the program place the cassette in the cassette recorder, type

CHAIN "GATE"

and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The title page will load in less than one minute and the main program will take a further seven minutes to load. The game will start as soon as loading is complete.

Should you decide to SAVE a game with the intention of returning to it later, you can type, from within the game itself,

SAVE

and press RETURN. You will then be prompted with the usual RECORD then RETURN message; at this point you should make sure you are at a suitable area on one of your tapes.

You may SAVE a game as many times as you wish, but since it is always saved as a file called AD you will need to keep a note of which recording is which.

When you want to start a game from a SAVED position, first load the main program as usual. In response to the prompt type the command

CONTINUE

and press RETURN. Place the appropriate cassette in the cassette recorder before pressing the PLAY button.

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The background to the game is as follows:

While searching through a collection of old books you find between the pages of one of them what appears to be a leaf from a much older volume. The contents of this loose page, with its references to dragons and magic, lead you to think at first that it is a fragment from a work of fiction. Suddenly your eye is caught by a familiar name. It is the name of an abandoned and decaying house only a few miles away. You read on. From the description the unknown writer seems to be

speaking of the same house. You know it well, and also know the enigmatic stone structure which stands in an overgrown corner of the garden: three rough stones forming a gateway to nowhere.

Your interest now quickens, for it seems that the mysterious paper is hinting that this apparently purposeless structure is indeed a gate – a way into what science fiction writers often call a 'parallel universe'. The world into which it opens was, says the author, the stage on which was enacted a great battle between the powers of light and darkness. The former were led by a mighty wizard called Khoronz, wielding a powerful object called the Talisman of Khoronz. What this article is the author does not say, only that it survived the fall of its master and that it is still there, on the island of Karos – through the gate.

You glance back up the page: 'At sunrise on Midsummer's day the gate may be passed.' Can it possibly be true? Do such things really happen in the 20th century? It can do no harm to take a look, and tomorrow is Midsummer's day...

As in most adventure games the computer is your eyes and hands. It will describe your immediate surroundings, together with any objects which may be there. It will also tell you what is happening around you. You must tell it, in return, what to do by typing in instructions. In most cases one or two words will suffice, although in some cases three words will be needed. The computer is able to distinguish these words when they are embedded in a complete sentence, eg PLEASE GET THE SPADE FOR ME and GET SPADE are identical to the computer. This ability to interpret a complex command is useful when you are unsure what words will bring about the desired effect. Note however that each command is only capable of bringing about one thing. GET THE BOTTLE AND FILL IT WITH WATER will perform only the first part of the command.

### **Locations**

Gateway to Karos includes 250 separate locations. Many of these locations are out in the open, eg on moors, in forests or at sea. When in open country it is possible (unless there are obstructions) to move in any of the eight principal compass directions. Moreover, such movement is usually self-consistent, so that successive moves NORTH, EAST, SOUTH and WEST bring you back to your starting point. There are a few deliberate exceptions to this – where the terrain is confusing or magic intervenes.

### **Objects**

There are 62 objects and the description of some of these objects changes when they are put to certain uses. Many of the objects are valuable treasures and one is the Talisman of Khoronz itself. You need have no doubts that you will recognise the latter when (if!) you find it. Some objects have no immediate obvious use, but don't be deceived, *everything* is either valuable or useful or *both*.

### **Useful words**

Many words are recognised by the program, and synonyms may often be used, eg GET COINS has the same effect as TAKE THE MONEY. A complete listing of the program's vocabulary would spoil the fun, but here are some useful words:

NORTH, SOUTH, EAST, WEST, UP, DOWN, ENTER, EXIT, NW, SW, NE and SE are the words normally used to cause movement. The first six of these may be abbreviated to their initial letter.

INVENTORY (abbreviation I) will list the objects carried or worn by you.

LOOK or DESCRIBE will repeat the description of your current location. This is useful since a sequence of commands may scroll the description off the top of the screen. You may use L as an abbreviation for this command.

Some of your travelling will need to be done by boat. A boat may only be landed in certain places – the text describing the location always gives a clue. When landing the boat you must use the word LAND. Using a direction word in such circumstances will often lead to your being wrecked! To set off in your boat you must use LAUNCH or SAIL.

QUIT (abbreviation Q) may be used to stop the game. The computer will display your inventory and score, and then give you the choice of starting a new game or carrying on with the old one.

To exit from the program press the BREAK key.

SAVE enables you to record the game position on tape for later.

### **Score**

During the game you can display your score at any time by entering SCORE and pressing RETURN. It also displays a number representing your physical condition. This number will be 1000 at the beginning of a game, but it falls as the game progresses. When it reaches zero you are dead! Food and water may be found and will under certain circumstances boost your condition. Encounters with wild beasts and contact with certain places and objects have alarming effects on your condition, so watch this number carefully.

### **Your objectives**

1. To find the Talisman of Khoronz.
2. To bring the Talisman and all the other treasure of Karos back through the gate. Once you enter Karos and move away from the gate you may have a little trouble finding it again. Even when you do find it you won't be able to pass through it automatically. The maximum score is 1700 and to achieve this you must return carrying 14 objects and wearing another 12.

*Note:* You will soon find that you are not alone in this fantasy world. Not only are there hostile beasts but there are people too. It is worthwhile trying to get information from them concerning persons, places or things and to do this the words ASK and QUESTION are useful. The information varies in the ease with which it is obtained and also in its reliability! You may also try putting direct questions to these folk, eg WHERE IS THE TALISMAN? (but don't expect a helpful answer to that one!)

GOOD LUCK!

# Gateway to Karos

**an adventure on cassette for the BBC Microcomputer Model B**

As a local historian, you had been allowed into the great library of Karoway Manor. There, between the pages of an ancient book, you found a seemingly much older sheet of paper. It told of a stone gateway to the mythical land of Karos opening only at midnight on the summer solstice. Were it not for the majestic stone arch in the centre of the manor lawn, and that it was by then dusk on Midsummer's Day, you might have replaced the page without a thought . . .

This is a vast and fascinating adventure with the accent firmly on intrigue and ingenuity. There is more than one route to many of the treasures on the island of Karos but, whichever path you choose, you will be beset by treachery. Even the recovery of the Talisman of Khoronz – of which you will learn on your travels – will be no guarantee of a safe return nor proof against the wish that you had remained a historian in some quiet manor library.

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## **Also available**

**Sphinx Adventure**  
**Philosopher's Quest**  
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