

Full instructions
behind this cover

Type of game: ADVENTURE

Explore the ancient dwelling-place of the Dwarves—where the wizard guards the last precious secret.

A classic, complex text adventure with hundreds of locations and a huge vocabulary. Set in real-time with traps, tasks, puzzles and mazes—and a special note-pad feature to aid you.

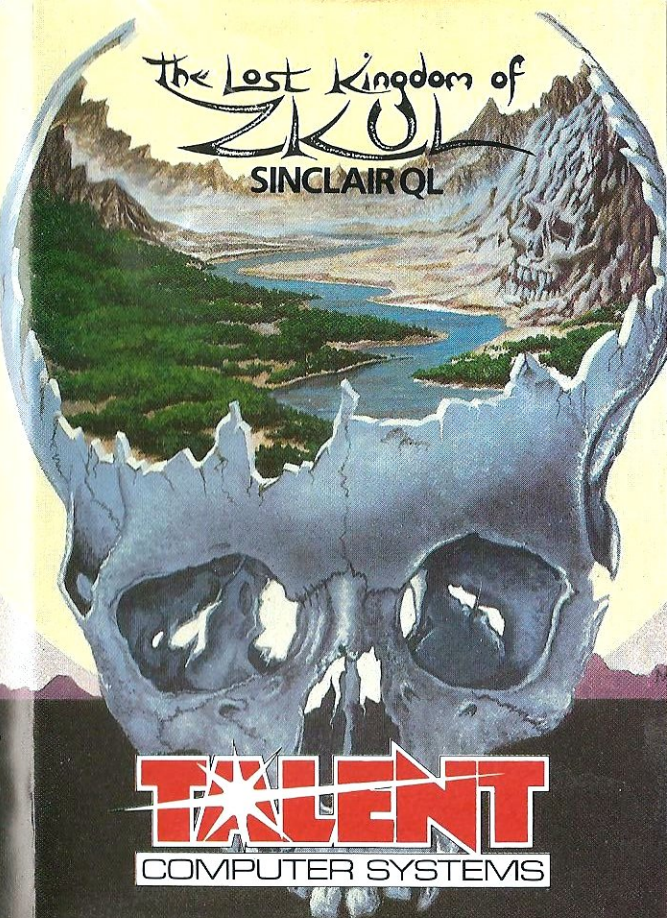
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SOFTWARE FROM SCOTLAND.



A
TALENT
GAME

The Last Kingdom of
ZKOL
of
SINCLAIR QL



TALENT
COMPUTER SYSTEMS

TO MAKE A BACKUP COPY

Switch on the machine and select F1 or F2. The screen will change colour. Then insert the original cartridge into drive 1 and a blank cartridge into drive 2. Type the command:

LRUN MDV1_BACKUP

(Make sure that you type 1 and underscore, not the letter l and hyphen). This program will format the cartridge in drive 2 and copy all necessary files on to it. You will get the message 'Backup complete' when the operation has finished. This takes about 6 minutes. You may make as many backup copies as you like, but note that the backups will not run unless the master cartridge is present.

A microdrive needs 214 sectors to hold ZKUL and 200 to hold WEST. Some microdrive cartridges contain insufficient sectors to hold these programs. Should you be unfortunate enough to have one of them, the backup program will fail with the message 'Drive full'. We have arranged the backup sequence in such a way that, in the event of such an error, only the last few lines of the title page picture will be lost.

The title 'The Lost Kingdom of ZKUL' is written in a highly stylized, hand-drawn font. 'The Lost Kingdom of' is in a cursive script, while 'ZKUL' is in large, bold, block letters with decorative flourishes extending from the letters.

Programmed by

ALLAN BLACK and JON MALONE

Title Page Graphics by

MIKE MASTERS

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In the past, high-quality adventures were only available on big main-frame computers. Now Talent Computer Systems is able to produce similar sophisticated and complex adventures for your micro. We've made this possible with the help of our Adventure Compiler which has taken many years to develop. It carries out all the 'book-keeping' and associated checking needed to produce large games. In addition, the compiler applies well-researched data compression techniques. Without the compiler, your computer would need four or five times the memory capacity to run the same adventure.

All our text adventures require your full concentration and imagination. To be successful, you will need to think logically about every problem. And in modern adventures, like WEST, you will need to think fast!

TALENT's adventures are difficult — so difficult, in fact, that many reviewers are unable to succeed without our help. Can you do any better?

Finally, we warn you that this booklet contains clues to TALENT adventures. If you are keen to solve them by yourself, THEN READ NO FURTHER.

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SOFTWARE FROM SCOTLAND.

The most challenging and exciting computer game available today is the text adventure. A world is created which you must explore, the computer acting as your eyes and ears. You must face up to all manner of strange and dangerous situations, which will tax your ingenuity and intelligence to the very limit! A good adventure should take a long time to solve — don't give up after one or two attempts.

This booklet gives you some general hints for adventure-playing, with particular reference to ZKUL (pronounced 'skull') and WEST.

THE MAP

As a true adventurer, you should never create a written map of the world you are exploring. You must memorise this world and make only cryptic notes. Beginners may wish to help their memory by keeping some form of drawn map. Be warned — ZKUL is mapped out on nearly thirty pages of A3 paper. If you must create a map, don't use the back of a postcard.

THE OBJECTIVE

In all adventures you have to complete a task or tasks. One objective of ZKUL is to collect some 20/30 objects of treasure plus a very important piece of information and transport these to a safe place (the hut). In WEST the theme is similar, but the setting is different. You have to locate various items of loot which have been deposited by thieves in a town, and escape with the loot and your life.

Typically, this is all the information a seasoned adventurer requires.

How do you start?

WORDS AND PHRASES

The most important part of any adventure is establishing a rapport with the system, and discovering the words and phrases which are of use to you. In adventures like ZKUL and WEST, you are assisted by standard replies, which give you clues about the words and phrases you are typing.

The first level of attack is to think up a list of nouns and verbs which might be of use. Write some down now, starting with nouns. Type each one in, on a line by itself, and examine the result. Words like 'scissors', 'cat', 'car' and 'elephant' will produce the message "I don't know that word". In such cases there is absolutely no use persevering. The computer does not understand the words and never will.

Now choose some verbs, typing one verb on each line. A message in the form of "I don't know that word" is a clear sign of rejection. If you are lucky you will get a more specific message. Try 'hit'. The machine will most probably respond with "I don't know what you want to hit". The verb has been recognised. Clearly you must also supply a noun. Choose one you have found to be valid and make up a phrase like 'hit swordsman'.

Well done — that's your first phrase. To a true adventurer much of the skill and excitement is in discovering how to communicate with the system. In case you get badly stuck we have listed on the next page, in code, some of the verbs and nouns recognised in ZKUL and WEST. Appendix 1 tells you how to convert them.

ZKUL

IUSQMA	RYTO	OWYEM
IEUYSE	OVLMOZ	VMIQAV
OLQFME	OCIZM	LPFMPAYEG
WQLUR	UMPZ	PYEAV
ZLJ	VYEP	OYSAV
MDLA	EYCM	MIOA
AVSUC	LP	OTLU
CILPALPJ	PLRRQM	YSA

WEST

PYEAV	QYIZ
OYSAV	EMQYIZ
WQLUR	JYQZ
LPFMPAYEG	TVLOBG
ZEYC	CICME
UYSPA	PLAEY
ZLOUYSPA	FISQA

Arm yourself with a collection of words and phrases. Don't get deeply involved in ZKUL until you have found at least thirty of these. With WEST you will need at least twenty. You are now able to tackle the next set of problems.

MOTION

The most usual methods of moving involve the use of obvious verbs — go south, climb rope etc. It is also typical for adventures to provide means of teleportation or to make random moves. Such facilities can be found within ZKUL. Certain 'special' words cause you to be transported immediately to objects of the same name. It is up to you to find what these special words are, but watch out for what other characters do, and for messages on walls!

FINAL COMMENTS

Finally, remember not all passages and roads are straight. Frequently, if you go up stairs, the stairs may curve — to try to disorientate you. The same can also be true of passageways in mazes!

When you are given the description of the location, you may not be told of all the possible exits available to you! Only by experimenting, and trying all sensible moves can you really be sure nothing has been concealed from you.

As in real-life, you will sometimes find that when you carry out an operation like digging a hole, it does not work first time. If you persevere, the outcome may surprise you!

Good luck and good hunting. We hope you have many happy hours of adventuring.

APPENDIX 1

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

T K P X R V Y Z A G J I E Q S N L B U W M H C F O D

Replace the coded letter with the 'real' letter immediately below. Thus AIQMPA spells TALENT.



BLUEPRINT for Adventurers

WARNING!

**THIS BOOKLET CONTAINS CLUES TO
BOTH ZKUL AND WEST.
EXPERIENCED ADVENTURERS SHOULD
READ NO FURTHER.**

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