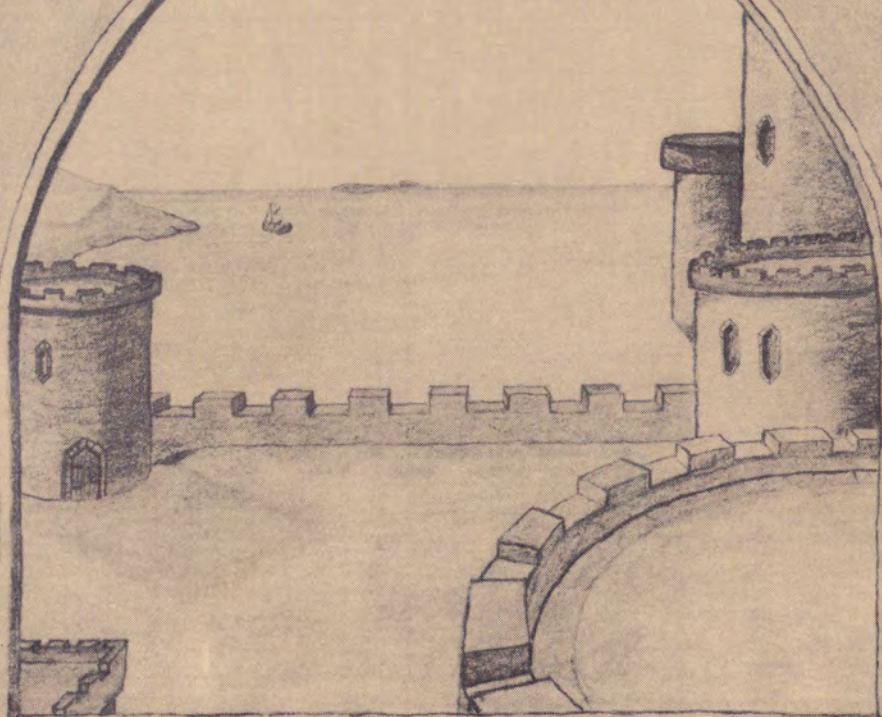


Caladuril



- Name of Light



CALADURIL

FLAME OF LIGHT

BY: JEFF NOYLE & DAVE TRIGGERSON

SYSTEM REQUIREMENTS:

Caladuril Flame of Light requires a Tandy Color Computer with 64K and at least one disk drive. Caladuril will also run on a Coco 3.

IF THIS IS YOUR FIRST PLAY SESSION:

Caladuril is supplied on two disks, one labelled "Caladuril Boot disk" and the other "Caladuril player disk".

You are advised to make a backup of the player disk and store the original in a safe place.

Even though Caladuril may be started fresh from a player disk which has been SAVED on, making a backup now could avoid problems later on.

TO LOAD CALADURIL:

1. Insert Caladuril Boot diskette in drive 0.
2. Type LOADM"CAL" (ENTER)
The program will automatically execute.
3. When the drive light goes out and the title screen is displayed, insert the Caladuril Player disk, and press any key to continue.
4. You will now be asked if you wish to read the introductory story. Type Y or N.

Be sure to leave the Caladuril Play disk in drive zero throughout the play session, since the game will make periodic references to the disk to load pictures and new areas etc.

You are now ready to play Caladuril.

WHAT IS AN ADVENTURE GAME ?

An adventure is a simulation of another reality (be it fantasy, science fiction or whatever) in which you, the player, control the actions of the central character. You will type in natural English commands, such as 'CLIMB TREE' or 'GET KEY' to direct the character, and the game will respond with the results produced from such actions. A decision you may make at the beginning of the game may affect the outcome of an event hours into the game. It is your task, as the player, to experiment and try to lead the character through the complex areas of the game, eventually to a successful conclusion.

CONVENTIONS AND TIPS:

There are several often used conventions in adventure games, and it may be helpful for you to know about them to play Caladuril.

When approaching a door that seems open or at least unlocked, the convention is to use the command 'GO DOOR'. Caladuril also recognizes 'ENTER DOOR' and 'PASS DOOR'. While Caladuril's verb vocabulary is quite large, you may find it necessary to resort to these awkward constructions, since it is difficult to phrase some of these commands correctly in just a few words.

When typing commands, Caladuril will respond with 'error messages' when it does not understand your input. If you think that your command was a reasonable one, try rephrasing it. There is only so much space inside a coco to dedicate to interpreting your commands, so some possible word combinations may not be recognized.

Caladuril does not follow the norm in adventures, in that it relies heavily on graphics over text to get across messages of setting and events. You will see events, characters and objects, rather than reading about them. This, and the fact the game is not laid out on a rigid matrix may make Caladuril difficult to map. A map is an essential tool for completing (or even surviving) an adventure, and we suggest that you draw a freehand representation of the areas you visit and record the positions of all articles you find there.

PLAYING THE GAME:

At the top left of the screen you should see the square area known as the Play Field. In this area you will see a small figure representing your character, Jame. The arrow keys control the direction of movement of Jame, left, right, up, down and four diagonals. Please note that on the COCO 3, ALT can be used instead of the up arrow, and CTRL instead of the down arrow. Pressing any alphabetical key will put the game into line input mode. You will notice a spinning sword cursor at the bottom of the lower half of the screen and the character you just typed. Any multi word command may now be input.

INVENTORY AND VISIBLE OBJECT FIELDS:

Anything you are carrying will have its name printed in the square marked 'Inventory' in the upper right portion of the screen.

Anything you may manipulate other than what you are carrying will be printed in the 'Visible Objects' area, also in the upper right of the screen.

Sometimes, you may find an object whose name will only appear when you hold down the arrow key in the direction of that object. You can hold down the arrow key and type the first letter of your command sentence, then release the arrow key to manipulate these objects.

You may only manipulate objects whose names appear in one of these two fields.

If at any time the small printing of the Vis and Inv fields is illegible, due perhaps to an old and cranky TV, type VIEW or INVENT to have that area listed on the lower text area.

SPECIAL WORDS:

Caladuril recognizes AND, THEN, and IT as special words.

AND or THEN may be used between two nouns or to separate two sentences. Examples: GET TORCH AND KEY, or GET TORCH THEN GET KEY.

IT always refers to the previous noun. Example: GET TORCH THEN LIGHT IT.

PREFERENCES:

Typing Preferences (PREF will do) in the line input mode will allow you to alter some preset features of Caladuril.

The first prompt will be Highlight? Type Y or N. Highlighting on will cause only your typed command and the game's response to be perfectly legible. This is to allow easy reading of the printed response, and to save the player from hunting for the beginning of the printed response in a screenful of text. The unhighlighted text will still be legible.

The second prompt is Smooth Scrolling?. Type Y or N. The advantage to smooth scrolling is that text is easier to follow as it is being printed. The main disadvantage is, of course, that you must wait for the text to be printed.

Preferences will be saved system wide when they are changed. For the current game, they will only be saved when that particular game is SAVED

SAVING AND LOADING:

Only one game may be saved at any time. Any saved game will overwrite the previous saved game. To save type "SAVE" in line input mode.

To load again, surprise! Type "LOAD". You will be prompted to press a key to begin play.

One hint we will give away is that if your drive light comes on and you find yourself in a new area, you have passed any essential objects to get there and you will not need to go back.

You may find you have SAVED a game situation which, by your mistaken action, is unsolvable. Typing RESTART after you LOAD will put the game back to the nearest non-critical point. That is to say the game is winnable from that point.

RESTART:

RESTART may be used at any time to get out of an unsolvable situation, or perhaps to try a different approach to the same problem.

FAST and SLOW:

FAST will put a COCO 3 into double speed mode and SLOW will return to normal speed. A COCO 2 will ignore these commands.

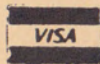
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