DOUBLE GOLD ADVENTURES SERIES

Welcome!

This Double Gold adventure pack contains two Gold Medallion adventures. The Medallion adventure award is only given to the very best adventures written using the Graphic Adventure Creator.

The Graphic Adventure Creator, Double Gold & Medallion Graphic adventures are available from all leading retailers and also direct from the publishers, Incentive Software Ltd, 2 Minerva House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

LOADING INSTRUCTIONS

Side 1: TOP SECRET

Side 2: MOUNTAINS OF KET

Reset the computer by pressing the CTRL, SHIFT and ESC keys at the same time. Put the cassette into the recorder, then rewind, press the CTRL and small ENTER keys together and then press the recorder's PLAY button followed by any key. The program will run automatically when loaded.

PLAYING THE ADVENTURES

Upon loading, the computer will show your current predicament and ask you what you wish to do. You can then enter your instructions.
Example commands:–

- Go North
- Take Glass
- Give the Mirror to the Man
- Put the ruby in the box, close it then go east.

Some commands can be abbreviated e.g. "N" for "North," "Inv" for "Inventory" etc.

The Adventure incorporates a parser which enables you to enter multiple commands separated by "AND," "THEN," a comma or a full stop.

The word "It" will be interpreted as the last noun entered e.g. in the above example – it = the box.

TOP SECRET

A long boring day stretches ahead of you, with only a long lunch or leaving early to look forward to.

The whole office is noisily discussing the latest headlines which appear in ALL the national papers. Except yours that is. The Editor giving you the same old stories of personalities opening the same old factories – no wonder circulation is so low! The latest Government leak would probably only get a couple of paragraphs on page 5, and then only because the man involved had gone missing. The Government claiming it to be a hoax, stated

on breakfast television "We are not making a new type of missile – the idea is preposterous."

Settling down at last to work, you have a last swig of tea and start shuffling through the paperwork on your desk suddenly the phone rings . . .

"Is that Peter Jones of The Daily Mercury?" a man asks.

"Yes Speaking" you reply.

"I can't give you my name over the 'phone, but it's about the new missile."

And that is how it all began . . .

Having arranged a meeting, you arrive at the cafe in a sceptical frame of mind, already convinced it is a hoax. However to your amazement, you immediately recognise the man waiting as the missing informer. Before you can speak he says, "Your paper is the only one not bugged by the Secret Police and you seem the most capable reporter. We must hurry because my life is in danger."

Working for the Government on developing new forms of energy, his work was being used in a new missile which could change the balance of power in the world. Wanting no part of this, he tried to smuggle evidence out of the secret base. Unfortunately he was caught and his murder attempted – "They did not count on me being a good swimmer!"

Interrupting the doubts in your mind he continues . . .

"You must break into the base and gather evidence." Busily drawing a small map, he adds "I'm not sure of the exact location having travelled by underground railcar to the base, but I know there is another entrance used by the army."

"I know it is located near the hill, but I couldn't attempt it myself being too old for all that cross country. The woods are not guarded, because being near to farmland they don't want to arouse suspicion."

Abruptly he stood up and said "It is dangerous but this story can make or break your career. As for me the sooner it all comes to light, the sooner I can begin to live in peace of mind and body. Will you come with me or not?"

What could you say? . . .

THE KET TRILOGY

The lands of Ket have long been split into feuding groups and have never known peace. Recently though, particularly vicious attacks have come from beyond the range of mountains in the east – these are known as the Mountains of Ket. To put a stop to these attacks, the Lords of Ket have joined together and called for you.

You are told that the force behind the raids comes from two people;

Priest/King Vran Verusbel, leader of the cult of Mad Monks, and their high priestess, Delphia, the most beautiful woman in existance.

It is thought by the Lords that the death of both Vran and Delphia would cause the raids to stop. This then, is your ultimate task, but beware as both are cunning and devious.

Part 1: Mountains of Ket

Your mission in this adventure is to reach the far side of the mountains alive! To do this you must first locate the secret entrance at the base of the Mountains of Ket. This, you are told, lies within a short horse ride east of the small village. Your task then is to successfully negotiate a route through the strange and mystic mountains. Beware – Many who have entered the Mountains in the past have never been seen again!!

About You

Just two weeks ago you were framed with a murder and sentence to a grissly death, On the eve of your execution you were given a Do or Die choice and you chose to Do!

To ensure your continued loyalty when you are on the mission, a magic assassin bug named Edgar was placed on your neck. His orders are to sink his poisoned fangs into you at the slightest sign of you doing a bunk.

Edgar will provide a run down on all you meet and may be able to give you help in certain instances.

HOW TO USE THE ADVENTURE
Word Entry

When entering commands please use a Verb/Noun combination. You will be told if your command is not understood or you try to do something impossible. Listed below are examples of a few possibilities . . .

GET SWORD	COUNT COINS	SAY HELLO
GO NORTH	DROP SWORD	BUY LAMP

SPECIAL COMMANDS . . .

INVENTORY – lists the objects that you have with you
STAT – Informs you of your current condition
SCORE – Will tell you how well you are doing
HELP – may be useful (may not!)
LOOK – redescribes your present location
SAVE/LOAD – see SAVING & LOADING section
QUIT – Ends the game and lets you being again.

Most commands can be abbreviated i.e. INV is the same as INVENTORY. The most useful of these being the movement commands: North, South, East, West, Up & Down abbreviated to N, S, E, W, U, & D respectively.

Your Statistics

These are a measure of your current condition. They are put into three categories. PROWESS, ENERGY & LUCK. These abilities are used in Combat. You are told your statistics automatically at the beginning of the adventure and can be checked at any time using the STAT command. The higher your statistics the better!

Combat

As you know, you went on this mission to avoid death, so please take care at all time. If for some reason you get into a fight then a special combat screen will be displayed. This will show both your abilities and those of your foe. Combat is split into a number of rounds ending when one of you snuffs it or you chicken out! Each round compares your Prowess and that of your opponent. The higher of the two has a greater chance of hitting his opponent, but even if your prowess is lower you may still be able to hit!

When you hit your opponent his energy will decrease, when he has none left he will die, the same applies to you! If you are hit then you get the chance to dodge – this is where your luck comes into play. The more luck you have, the greater chance you have of dodging. Make sure you don't run out of Luck!

Saving and Loading

At some stage during play you may wish to SAVE your present position in the game for continuing at a later date. To do this, enter SAVE, type in a fllename and start the tape recording. Press a key and the game will then be saved.

To LOAD a previously saved position, LOAD the main program, type LOAD (& press enter), then play your data tape. You will be told when loading is complete and you can then continue from the saved position.

Helpful Hints

Edgar says "Don't just kill everything!"

Once inside the Mountain – Leave valuables in a safe place for a massive score.

It will be very useful to draw a map of the area as you proceed.

On your travels you may find magical items. These may be worn, help you in combat, assist in solving a problem or be of no use whatsoever!