

JOURNEYS END



Three programs make up this graphic Sword and Sorcery adventure. You are on a hazardous journey to find the Elixir of Hagar. Find gold and gamble to gain money, then hire mercenaries to aid you in your battles against marauding bandits and evil armies.

MASTER ADVENTURER

Throughout Journey's End you will find instruction codes. These codes are reference numbers to instructions contained in this booklet.

If you are at all unsure as to what you should do next, whilst playing the game, then look for the code number (usually positioned in the top lefthand corner of the screen) and refer to the instruction contained within this booklet.

LEGEND

An extract from Sage Thorvald's BOOK OF TIME . . .

"It is said that Hagar the Demonic was spawned by the union between The Great Demon Grudich and a peasant girl.

"Hagar grew up worshipping his father, and on coming of age he sacrificed his mother to him. This was only the start of an evil which spread as Hagar gained followers, eventually forming The Cult of Grudich. The cult grew as evil flocked to him and soon his power increased.

"People who joined the Cult, succumb to the evil 'Hell-Fever' after a complex initiation ceremony. This affliction causes insurmountable pain which, after the full moon, results in complete loss of muscle co-ordination and the victim becomes bed-ridden. However, at the full moon a ritual is performed at which the Cult members partake of a magical concoction. The most important ingredient of this concoction is a drop of a special elixir, given to Hagar by his demon father.

"Crundal the Absolute, the then Emperor of The Southern Lands, realised that The Cult of Grudich was extremely dangerous. When he heard that even some of his court members had joined the Cult he decided to take action. He commissioned spies to gather information about the Cult's weaknesses. These never returned and before the Emperor could take further action, Hagar and his minions had surrounded the city. And so started the siege of Dartfell.

"Arnfin Goldbeard, a dwarven smith in the city, forged a magical sword using little known arts handed down by his ancestors. He presented this to the Emperor and told him it would only be effective in a duel to the death with Hagar.

“The following day the Emperor rode out under a flag of truce with a handful of men to accompany him. He requested a duel which Hagar accepted mockingly. Despite the magic sword, Hagar always has the upper hand and after a short while the Emperor was felled. Hagar turned to his minions and raised his hands in triumph, but in his moment of victory, one of the accompanying guards snatched up the Emperor’s sword and thrust it into Hagar’s undefended back. As Hagar lay dying he pronounced a terrible curse upon all descendants of the Emperor, that they suffer from the ‘Hell-Fever’.

“Upon Hagar’s death, all members of the Cult of Grudich died in agony as their blood boiled. The guard, Eduard, was made a hero of the Southern Lands. Much merriment and celebration followed that evening and peace ruled the land.

“Years later, on the fortieth birthday of Ragnal Castle-Crusher, the new Emperor, he was struck down with the ‘Hell-Fever’ and Hagar’s curse was remembered. Much was known about the Cult of Grudich and it was felt that the Elixir of Hagar the Demonic must be obtained if the Emperor was to be saved. Cultist teachings said that the Elixir was guarded by a great beast in one of Hagar’s strongholds. Eduard Back-Stabber and Arnfin Goldbeard volunteered to undertake the quest and they journeyed forth into Hagar’s evil wastelands to the North where the only good thing to flourish are the magical golden trees.

“The quest failed and only Arnfin returned, to live out his life in a quiet village.

PART 1

- 1.1 If you want to start a new adventure and do not have a party of adventurers saved on tape from the end of part 3 then press 'S'.

If you have been through the whole adventure and saved your party at the end of it then press 'L' to start them off on a new, harder adventure.

1.2 The dungeon

In the dungeon you are looking for a clue or clues to help you in your quest. Perhaps some treasure might be useful too!

To move around and explore the dungeon, use the cursor keys and watch the rooms and passages unfold before you as your torch lights the way.

If you find an object then you can move onto it to discover what it is.

Doors in this dungeon are indicated by magenta squares blocking the passages. Whether you have a key or not, you must press '0' (zero) to open doors.

N.B. You will also need the key to escape each level.

1.3 Advertising and gambling

Press 'A' to advertise:

You will need up to 6 men to aid you on your quest. To hire adventurers you must advertise around the local inns and taverns for men to join your party.

Press 'G' to gamble:

If you do not feel that you have enough men but you

are short of gold, the best thing to do is to try to win some money by gambling.

Press 'P' to see your party

If you press 'P' you will see which men you have hired so far.

Press 'F' when you have finished

When you have hired all the men you need, press 'F'.

1.4 Hiring

You will see a list of the men who are willing to join you together with their cost of hire, strengths and the spells which they know.

Cost of hire: Each man has his own price which you must pay him if you want to hire him.

Strength: Obviously the stronger the better but you will not find any men with a strength greater than 50.

Spells: Each man has a list of spells which he is capable of (the spell names have been abbreviated to spell letters). There are four different spells which are listed below in order of power.

F = Fireball: A fireball is a ball of fire which can be at the enemy in battle to cause great damage.

P = Paralysis: This spell can be used to paralyse the enemy in battle leaving them vulnerable to attack and unable to retaliate.

S = Shield: A defence spell in battle, protecting your whole party from attack.

C = Cure: A spell which can be used at any time to heal wounds and thus restore strength.

So, a list such as "FCSC" would mean that that

adventurer was capable of one fireball, two cures and one shield spell.

Choosing men: If you decide that you would like to hire one of the men, just type in his number and he will be added to your party of men (if you can afford him that is).

N.B. You can hire a maximum of 6 men.

You can hire as many as you want from one screen or none at all if you wish.

If you decide that no more on a screen are suitable then press 'N' and ENTER.

1.5 **Gambling**

You can gamble up to 50 gold pieces at a time. Input the number of gold pieces which you wish to gamble with.

1.6 **Prepare your tape** containing the party saved from the end of PART 3, then press any key and start the tape.

PART 2

Screen Explanation

The diagram illustrates the game screen layout. On the left is a map with terrain features: a hilly area (wavy lines), a castle (a square with a flag), a river (a winding line), and a heavily wooded area (a cluster of trees). A party of characters is shown as small icons, with a flashing cursor indicating the player's position. On the right is a character status table for 'DAY 1' at '07:00'. The table lists seven characters with their stats: Maxst, Spells, Sleep, Food, Hit points, and Strength.

DAY 1		07:00	
1 Maxst	36	36	36
2 Ruger	40	40	45
3 MemaP	0	0	45
4 Ninat	40	40	5
5 Zolen	0	0	5
6 GapeX	40	40	44
7 Tadut	5	5	5

Annotations for the map and table:

- Hilly area
- Castle
- Con 2's total hit points.
- Con 2's current strength.
- Con 2's spells.
- Hours since food. If you go more than 8 hours without food then you begin to lose strength.
- Hours without sleep. If you go more than 16 hours without sleep then you begin to lose strength.
- The data for each man is repeated in the same format as for the player character but without the wording.
- River
- Heavily wooded area
- Your party's position (flashing cursor)

When you have the main map showing on the screen, the program is in a state of pause.

To continue the game, press 'M' and you will see the detailed map appear.

2.1 Moving on the map

On the magnified map you may move your party of men (indicated by the cursor) using the cursor keys. If you move off the edge of this magnified map then you will find yourself on the map representing the adjacent square on the main map.

At this stage there are 6 function keys which you can use:

Press 'S' to sleep.

Press 'M' to see the main map.

Press 'P' to see your possessions.

Press 'H' to go into hunting mode.

Press 'N' to return to normal mode.

Press 'C' to use a cure spell.

Modes of movement:

You can either be in 'Normal' or 'Hunting' mode.

Normal mode: In this mode you will move at the normal speed and may happen to find items or food on your travels.

Hunting mode: If you are in this mode then your speed of movement will be reduced but your chances of finding food or objects will increase.

Speed of movement:

Your speed of movement will be affected by the time of day and thus by the daylight. So, at dawn you would be moving more slowly than during the daylight hours but faster than you would be at night.

2.2 Food

The food you have found is not enough to feed your whole party. You must therefore decide which man (or

men) will have to go without.

Type in a string of numbers for the men who are going to eat. For example, if all but man no. 3 will eat then type in "124567" (if you have seven men). If you simply enter 'N' then the food will be ignored.

2.3 Potions

If you press 'D' to drink the potion then you will be asked, "Who will drink it?" You must then decide which of your men will take the risk and enter his number.

2.4 Magic weapons

Magic weapons should be very useful in battle since they should increase your hits upon opponents.

Each magic weapon you find must be allocated to one man who will keep it for the rest of the game.

Type-in the number of the man who is going to use the weapon, but remember, each man may only have one magic weapon.

If for some reason nobody wants it then press 'N'.

The magic weapon will be printed up under that man's data display. The power of one of the weapons is indicated by it's colour on the display. i.e. blue = +1, red = +2, magenta = +3.

2.5 Spells

When you find a scroll, any of your men may learn the spells written on it.

For each spell you will be asked "Who will learn this spell?" to which you must reply by typing in the no. of the man you wish to learn it, or 'N' if nobody is going to learn it.

However, each man may only learn up to 4 spells at a time.

2.6 Front line in battle

During a battle you may have two lines in your battle formation. Men in the front line may fire at the opponents and may also use spells. Those in the back line, however, may not.

At the same time, those in the front may be attacked by the enemy whilst those at the rear will be protected.

You must type in a string of numbers for those men who you wish to stand in the front line of attack.

For example, if no. 4 and no. 6 are weak and you do not wish them to fight then type in a string like "12357" (if you have seven men) and 4 & 6 will appear on the back row whilst the rest will fight at the front.

2.7 Using spells in battle

Spells can be used in battle when the word "SPELLS" is flashing at the top of the battle screen.

During this phase you may use any spells which have been learnt by your front line men.

To cast a spell simply press the key for that spell during the spell phase.

i.e. 'F' for fireball

'P' for paralysis

'S' for shield

'C' for cure

An explanation of these spells is contained in instruction 1.4.

2.8 Melee

At the melee stage (hand to hand combat) you must re-sort your formation.

As in instruction 2.6, you must type in a string of numbers for the men you wish to go into hand to hand combat with the enemy. This string of numbers must not be greater in length than the number of foe on the front line of the enemy's ranks since fighting now proceeds on a one to one basis.

For example, if there are three of the enemy immediately facing you then you must type in a string of at most three numbers, such as "651".

2.9 Sleeping

You need two men to keep watch whilst the rest of the party is asleep.

You must enter a string of two numbers; the numbers of the men who will keep watch.

Each man that you nominate will do a shift of four hours and will obviously get less rest and thus gain less strength from his sleep.

For example, if you want 1 and 6 to keep watch then type in "16" or "61".

2.10 Golden trees

The golden trees are magical trees which can help you on your travels.

Each tree will tell you a list things which it is willing to give you.

When you decide what you want from the list, just type in the letter which represents it.

For example, 'H' = strength, 'D' = direction, etc.

-
- 2.11 At this stage you may:** Save your current party on tape (press '1')-
Load a previously saved party (press '2').
Carry on with the adventure (press '3').
or
'Quit' if you do not wish to continue at present (press '4').
- 2.12 Prepare your tape** containing the party saved after PART I, then press any key and start the tape.
N.B. It must be a party saved from the end of PART I or else it will not be loaded.
- 2.13 Prepare your own tape** for saving the characteristics of your party then press any key when ready.
- 2.14 Prepare your 'Journey's End' tape** and make sure it is in the same position as when you last stopped it.
When you have done this, press any key and start the tape.
-

PART 3

- 3.1** From now onwards, unless otherwise stated, use the cursor keys to move.

To cure members of your party, press 'C' if you have a cure spell amongst you.

To open doors, you must be adjacent to the door and then press '0' (zero). You must still press zero even if you have a key for the door.

If the door does not open then it must be locked and you do not have the correct key.

3.2 Corridors

Use the cursor keys to move and avoid the bouncing boulders. You (marked by the cursor) will start outside a door at one end of the corridor and must make your way along the corridor to the door at the far end.

N.B. Cure spells are ineffective in corridors.

3.3 Room of the chasms

Press 'T' to teleport if in front of a teleport pad.

Each teleport uses your magical power to transport you. So, if you do not have sufficient power between you then you will not be teleported.

3.4 Key room

To pick up a key you must move onto it.

The longer you spend in this room the worse your party feels.

Cure spells are ineffective in this room.

- 3.5 Use keys 1-8 to move:**

↖ ↗ ↘ ↙ — ↓ ↑ —
1 2 3 4 5 6 7 8

Each man must cross the board in turn (the man is indicated by the number of the piece moving).

You move as a king piece (one square at a time in any direction); if you move into a check position from one of the pieces on the board then you must suffer the consequences.

3.6 Chest room

To open a chest you must move your party to **below** one of the chests.

Here, you automatically set off the trigger system to the walls.

To open the chest, type in numbers to solve the combination; there is no need to press ENTER after each number.

When the combination has been solved, the chest will open and the trigger system to the walls will be disabled.

Remember, time is of the essence in this room.

3.7 Stairs

For the stairs you need just two keys: '7' to jump
'8' to move forward

To climb the stairs, press '7' followed quickly by '8'.

3.8 Movement in battle

During this battle your men can either be in cover (behind one of the three rocks) or in the open.

You may only fire or use spells if you are in the open.

During the movement phase (when "MOVEMENT" is flashing at the top of the battle screen) if you press the number representing one of the men in your party,

then he will move from the open to cover or vice versa.

If all cover is occupied then nobody can move from the open into cover.

3.9 Spells in battle

During the spell phase (when "SPELLS" is flashing at the top of the battle screen) you may press one of the keys F, C, S or P.

If a party member is in the open and has the spell you pressed, then the spell will be cast.

3.10 Saving your party

You are now ready to save your party.

Now that you have completed the adventure you can put your men through a tougher adventure by saving their statistics on tape and loading them back into part I.

3.11 Prepare your tape containing the party saved after PART 2, then press any key and start the tape.

N.B. It must be a party saved from the end of PART 2 or else it will not be loaded.

NOTES



NOTES



MASTER ADVENTURER

"JOURNEYS END" © MASTERTRONIC LTD 1985

This program and its contents may not be copied, lent or hired by way of Software Library or by any other means without permission of Mastertronic Ltd
Mastertronic Ltd., Park Lorne, 111 Park Road, London NW8 7JL