

# The Staff of Karnath



# THE STAFF OF KARNATH

Many millions of years ago before man and his descendants, there lived a very different kind of creature. These creatures were known as Sarnathians, originating from a long dead planet and coming to Earth when their planet was on the verge of destruction.

They were an evil race, feasting on the torture and destruction of other creatures opposed to their rule. Their aim was the domination of the Universe through the use of a powerful orb of light, the very embodiment of evil, which was created from an unknown material when their planet was destroyed. Over the thousands of years of their terrifying rule, the Orb became too powerful even for them and eventually caused a tear in the inter-dimensional fabric of the Realm of Reality and the Realm of Unreality. This tear caused the Orb to lose all but a fraction of its power, but in doing so sent every living creature on the Earth into the alternate dimension of Unreality.

The Orb itself was buried deep in the ground for millions of years, until in the age of man, it was discovered by Karnath, an evil sorcerer. Karnath, on finding the Orb, fused it into his own magical staff and on doing so, learned of the secrets and destruction of the race of beings that existed before man. He became obsessed with the Orb and the task of releasing these beings from the Realm of Unreality to do their terrible bidding once more on the Earth.

After many years of isolation in his castle, as his own death was drawing near, Karnath was finally able to cast a powerful spell over his staff. This spell was designed such that when the Orb once more reached its most powerful state, it would cause a tear in the inter-dimensional fabric and bring forth those creatures imprisoned therein.

The staff was then hidden deep underground inside an ancient obelisk enscripted with powerful magical symbols to protect it. The only way the obelisk could be opened was by a special key, in the form of a pentagram. Before he died, Karnath broke the key into sixteen pieces and hid them throughout his castle. He then brought into being many mythical creatures and demons to protect with reverence, the locations of the pieces.

Centuries later, the time of the Orb's most powerful state draws near and on Walpurgis Night (May Eve) at 12.00 midnight, this time will come.

It is 6 o'clock on the very same day and your task, as Sir Arthur Pendragon, ace adventurer and researcher into ancient legends and sorcery, is to find the sixteen pieces of the pentagram, open the obelisk and destroy the Staff of Karnath before 12 o'clock.

Your quest of The Staff of Karnath begins . . .

## **GAME OBJECTIVE**

The object of the game is to find 16 pieces of a key, which when connected, form the shape of a pentacle.

Each of these pieces has been hidden throughout Karnath's castle, and each is protected by creatures conjured up by Karnath just before his death. However, you have in your possession a magical ring from which you can use numerous spells. Each of these spells can be used against the creatures and will have different effects, but only one spell will have any effect on the particular creature you have encountered.

As each piece of the pentacle is found you must take that piece and position it in the ancient stone obelisk located somewhere in the lower levels of the castle, using the 'Baracata Spell'. Once all the pieces have been found and a pentacle is formed you will be able to establish the whereabouts of The Staff of Karnath itself which when located, can be destroyed.

But beware, should you choose the wrong spell to destroy the 'Staff of Karnath' then the Staff would surely destroy you.

If your explorer is hit by any of the creatures within the castle, he will lose energy, or in some cases time. Your energy reading will start at 100% and the time at 6.00p.m. You have until midnight, to recover and destroy the 'Staff of Karnath'.

Due to the enormous complexity and nature of the interactive THE STAFF OF KARNATH G.A.S. adventure software, it is almost impossible to guarantee continuous error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

# FEATURES

Cartoon Quality	Crosses
Fine Scrolling	Secret Compartments
3-Dimensional Scenario	Working Doors
Status Line	Torches
Incredible Sound Effects	Shields
Amazing Animation	Furniture
Full Joystick Control	Suits of Armour
Explosions	Falcons
De/materialisation	Electric Shocks
Poison Darts	Automatic Collection
Axes	Superb Graphics
Scimiters	% Magical Energy Display
Arrows	Pieces of Pentacle
Ogres	Candles
Ghosts	Dungeons
Demons	Swords
Bats	Gargoyles
Spiders	Fires
Treasure Chests	Skeletons
Snakes	Witches
Skulls	Giant Toads
Hooded Monks	Room Display
Magical Bolts	Trolls
Spells	Real Time Clock
Vampires	Continuous Pause
Flying Carpets	

**All software, graphics and audio visual by  
ULTIMATE PLAY THE GAME  
Trade Name of Ashby Computers & Graphics Ltd.  
Made in England  
644001**

## **CONTROLLING SIR ARTHUR PENDRAGON**

### **JOYSTICK CONTROLS**

Sir Arthur Pendragon can be fully controlled by using your joystick.

**SHOOT/USE SPELL** Sir Arthur will shoot or use the spell under his control at that time, by pressing the JOYSTICK fire button.

**PAUSE** The game can be paused by pressing the F7 key.

**CHANGE SPELL** You can change magical spells by pressing ANY OTHER key.

Sir Arthur will automatically pick up any useful objects by passing over them.

### **GUARANTEE**

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned, with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette-player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.



## THE STAFF OF KARNATH LOADING INSTRUCTIONS

1. Place the cassette tape in the recorder with the labelled side uppermost and rewind to the beginning.
2. Turn on your CBM64 and press the SHIFT and RUN/STOP keys simultaneously.
3. Press PLAY on the cassette recorder.
4. THE STAFF OF KARNATH will now load automatically.
5. Follow any instructions that may appear on the screen.
6. PLAY THE GAME.

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